Hand Records and Makeable Contracts October 2016

Hand records are at the core of each bridge session.   Bridgemates II contain extensive functionality for both viewing and entry of hand records.   Hand records can be entered by the players during the session to save the information into the Bridgemate result file and for further export to the club's website, for example.   When pre-dealt boards are used and the hand record is digitally available in .dup (Duplimate), .pbn (Portable Bridge Notation) or Big Deal .csv format, these files can be imported into Bridgemate Control Software (BCS). Hand records can be loaded into the Bridgemate II system enabling TDs to retrieve hand records from the Bridgemates. Also, players can be allowed the possibility to review a hand record after the board is played (for verification purposes).

Manual entry of hand records by the players

In sessions where boards are manually shuffled and dealt by the players, hand records can be entered on the Bridgemates during the session.   To activate this functionality, go to menu Tools → Options → Bridgemate → Bridgemate II [tab], and check the option "Enter hand records".   You can enter hand records at the end of the round or at the end of the board.   Entry at the end of the round is useful when there is often time left for the players after they have completed all boards.   Instead of waiting for all other tables to finish, this unused time can be used to enter a hand record in the Bridgemate.   The game will not be delayed by adding additional time to the round(s).

Entry at the end of the round

Once the round has completed, the Bridgemate will ask the players to enter hand records of one or more boards.   It will only ask so when one or more boards are missing hand records.   When all boards of the round are provided with hand records, the Bridgemate will not raise this question.   The numbers of the boards without hand records are displayed, and the players can enter the number of the board which hand record they will enter.   Once the number has been entered and verified by the Bridgemate, the following screen will appear:

First the north hand is entered.   Cards are recorded in the order spades – hearts – diamonds – clubs.   Using the up and down arrows the entry position can be moved between the four suits.   A counter in the upper right tells you how many cards you have entered so far in the current hand.   Once all thirteen cards have been entered, you press OK or arrow down to advance to the next hand.

The following procedure is recommended for a smooth and quick entry of hand records:

1. At the end of each round, the Bridgemate will check if one or more boards are still without hand records. If so, the Bridgemate will ask the players whether they volunteer to enter hand records now.   Slow players can deny this and advance to the next table without entering a hand record.

2. When there is enough time left at the end of the round, players answer this question with OK. The Bridgemate indicates which boards require a hand record and the players choose a number of one of the indicated boards and confirm the number with OK.

3. The entry screen is shown. Players put the right board at the table, and each player takes his thirteen cards and sorts the cards suit by suit. Spades together with spades, hearts together with hearts, etc. It is not needed to sort the cards in a specific order.

4. North enters his hand first, starting with spades. The entry position is already at the spades row and it is sufficient to enter only the cards. In the above example screen, this means pressing the A - 9 - 8 - 2 buttons. After the north cards have been entered, press OK or the down-arrow to move to hearts row. Hearts are now entered, followed by diamonds and clubs. Cards are automatically sorted in descending order. A maximum of thirteen cards can be entered in one hand. The total entered thus far is indicated by a counter upper right.

5. After north has completed his hand, press one more time on OK or arrow down to move to the next hand. Now east is asked to enter his hand. Move the Bridgemate to east so he can enter his thirteen cards. Once east is finished, the Bridgemate is passed on to south who is the last one to enter his hand.

6. Once south finished his hand, a total of 39 cards have been entered. The remaining thirteen cards will be automatically assigned to west. To verify the hand of west, press one or more times the arrow down key until the west hand is shown. It is good practice to have west verifying his hand as well. Once west approves the hand, press ACCEPT to confirm the hand record and transmit the information to the computer.

7. The hand record has now been entered and confirmed. In case there are still boards with missing hand records, the Bridgemate will ask the players if they wish to enter another hand record. If no time is left, this question can be answered with the Cancel key which will move the Bridgemate to the next round.

8. During the entry process, an error can be rectified using the Cancel key. Note that due to the automatic sorting procedure the last card on the row is not necessarily the last card entered. For example if order of entry was 5 followed by ace, the ace is automatically placed before the 5 and pressing the Cancel key will first erase the 5.

To erase the ace, you must press the Cancel key twice in this case. To rectify a card in another suit, you should first navigate to the correct suit using the up/down arrow keys to make the correction.

9. When a card is entered that has already been entered in a previous direction, the Bridgemate will notify you. You should manually rectify the wrongly entered card in the other direction before the card can be entered in the current direction. To do so, press N/S or E/W button to navigate quickly to that direction and correct the mistake. Use the same N/S or E/W button again to move back to the current direction and continue the entry process.

Remarks
- During the entry process, press HANDS at any time to retrieve a full overview of the hand record – so far.
- Within a section a hand record is only entered once. This can be done in any round and it is not required to enter all hand records in round 1. As the entry of hand records is done at the end of the round (when this method is used), players decide for themselves whether there is sufficient time to enter the hand record. Once players get experienced, the entry of hand records will take less than two minutes per board.

Entry at the end of the board
Entry of hand records at the end of a board is comparable to entry at the end of a round. The difference is that as soon as a board is finished, the Bridgemate will ask the players if they wish to enter the hand record of this board (only if no hand record was entered before on this board). If the offer is denied, players at the next table will be asked. If the players decide to enter the hand record, they follow the same entry procedure as described before.

Printing, exporting and importing hand records

Printing hand records and exporting to document formats (pdf/doc/html)
Hand records entered on the Bridgemates are stored in the result file. Hand records can be printed or exported to Adobe Acrobat pdf, HTML, Microsoft Word or Excel format from menu File → Print.

Exporting hand records to PBN or DUP format
Hand records can also be exported directly from BCS into PBN (Portable Bridge Notation) and DUP (Duplimate®) formats. These formats are popular formats and used by a variety of other programs like Dealmaster Pro or Deepfinesse. To export the hand records, go to menu File → Export and choose the desired export format. Select a folder where to store the export file and provide a name for the file. Press Save to generate the export files. A separate file is generated for each section in your session.

Importing hand records
Pre-dealt hand records can be imported in BCS and uploaded to the Bridgemates. This information can be used by TDs to review the hand record from the Bridgemate using the TD-menu. If your scoring program automatically stores the hand records in the result (.bws) file and instructs BCS to upload them to the server, no further operation is required. If this automated procedure is not supported by your scoring program, you can do so manually. Go to menu File → Import. File types that can be imported are: .dup, .pbn & Big Deal .csv; select the file you wish to import. If your sections have different hand records, select the file for each section separately. Click Import File(s) once you have selected the files. The hand records are now imported in the result file. The final step is to upload the hand records to the server. Go to menu Session → Upload hand records. Select the sections and press Upload Hand Records. The hand records will be uploaded to the Bridgemate server and available to the Bridgemates.

Analysis of Makeable Contracts (double-dummy analysis)

BCS has integrated makeable contract analysis based on Bo Haglund's Double Dummy Solver (see http://privat.bahnhof.se/wb758135/ for more information. Version 2.2.3 is integrated in BCS). Makeable contract information is stored in the result file and can be printed or exported together with the hand-record information.

Automatic or manual analysis
Hand records can be automatically or manually analyzed for makeable contracts. Automatic analysis can be used in conjunction with the entry of hand records on the Bridgemates. Each hand record will be automatically analyzed and the information stored in the result file with the entered hand record. To enable automatic analysis, go to menu Session → Report session → Hand record analysis [tab], and check the option "Automatic analysis of hand record during play".

When hand records are not automatically analyzed, or you have imported hand records through the File → Import function, makeable contract information can be added to the result file by manually running the analysis. To do so, go to menu Session → Report → Session → Hand record analysis [tab], and click on "Analyse hand record now".

Printing hand records with makeable contract information
Makeable contract information in the result file is automatically included in the print/export output that can be generated from menu File → Print. Note that no analysis is performed at the time of printing. When makeable contract information is missing on your output, make sure you run the hand-record analysis first before you print or export the hand record.