



**Bridgemate III Scoring System  
Supplement**

**Installation Guidelines  
Quick Setup Guide  
and  
Using Bridgemates with ACBLscore**

**For Bridgemate operation see the  
Bridgemate III User Manual on the  
Flash Drive and [www.bridgemate.us](http://www.bridgemate.us)**

Adapted for North American use  
Bridgemate.US, LLC – 2026

## Installing the Bridgemate Control System

- Special note: The Bridgemate User Manual is on the Bridgemate flash drive.
- Connect the Bridgemate III server direct to a USB port on your scoring computer.
- Install the latest Bridgemate Control Software – available on [www.bridgemate.us](http://www.bridgemate.us) or the Bridgemate flash drive.
- Be sure the scoring program – typically ACBLscore – has been installed on your PC.
- Use the Quick Setup Guide – Bridgemates III. There is a Yellow laminated copy in the documents envelope. Follow this guide to configure the Bridgemate options, as well as (in ACBLscore) locate the BCS software to configure the game options. Be sure to follow the last item to “Deactivate Standby, Hibernate and USB Selective Suspend.”
- Create a Club account ([www.bridgemate.us](http://www.bridgemate.us) → App → Club Login See User Manual – Chapter 21
- Register your Bridgemate III server as described in the User Manual – Chapter 21
- The individual Bridgemates III need to be reconfigured for normal operation. See User Manual – Chapter 4.
  - After waking up each Bridgemate, click on the “Settings” button – upper left.
  - Recommended settings:
    - Table = Flexible
    - Network = Region North America  
Channel 0
    - Wi-Fi Network: Managed by Server - Typically set ON      Note: When checking for firmware updates  
Turn Wi-Fi On/Off - Typically set ON      it may be necessary to turn one or both  
options OFF for a successful update check.
    - Language – Typically English
    - Software = The Bridgemate must first be registered before the firmware can be updated.
    - Device = With the server already registered – click on “Register Bridgemate.” This will register the individual Bridgemate III. Do this for each of your Bridgemates.
    - Go back to the Software setting and see if there is a firmware update for the Bridgemate.
- The configuration information is – by default – accessible to anyone operating the Bridgemate III. It is possible to restrict access by activating “Settings Access Control” on each Bridgemate. See the Bridgemate III User Manual – Chapter 22 – “Enabling Settings Access Control.”

# Using Bridgemates III with ACBLscore

ACBLscore (Windows), starting with version 7.45, supports the Bridgemate Scoring System. This chapter describes how to use ACBLscore to activate Bridgemate Control Software (BCS) and retrieve information from the result (.bws) file.

## Installation

### Software Required

- ACBLscore (Windows version) v8.33 or later – download from [www.acbl.org](http://www.acbl.org)
- Bridgemate Control Software install program – on website [www.bridgemate.us](http://www.bridgemate.us) or Flash Drive.

### Install software

The BCS program controls communication with the Bridgemate II hardware and exchanging data with ACBLscore through the result (.bws) file. The default installation folder is C:\Program Files\Bridgemate Pro (32-bit PC's) or C:\Program files(x86)\Bridgemate Pro (64-bit). BCSsetup.exe installs BCS and the USB driver. It is recommended you accept the default installation folder.

**Special Note for Vista, Windows 7, 8/8.1, 10 & 11 Users:** Because of Windows' "security precautions," BCS log files are saved in each Windows® User's Appdata folder.

Install ACBLscore Version 8.33 or later.

Note: Normally, BCS and ACBLscore will be installed on the same "client" PC.

### Connect the Bridgemate Server to the Computer.

The server uses a standard USB cable. Windows should recognize the new device and provide screens to install the driver. The Server receives power from your computer's USB port. The Bridgemate III's server has a rechargeable battery that charges automatically when connected to an operating PC via the USB cable. While connected the server draws power from the PC with the internal battery serving as a backup in case the USB connection is interrupted.

## BCS Setup

### Verify BCS/server connectivity

Once the server has been activated, start BCS to see if it finds the server. Normally, BCS is started by ACBLscore; but to verify server connectivity, it is recommended BCS be started directly from the Windows start menu at this time.

The BCS screen should show "Connected" in the upper left "Server Information" section.

Server information	Value
Bridgemate server	Connected
System	Bridgemate III
Port	USB
Hardware version	3.12
Firmware version	1.3.1
Communication version	6
Battery level	100%
Channel	0
Region	North America

### Set BCS options

Go to menu Tools → Options → General

“Club (single computer)”

“Disable server detection” (unchecked)

“Erase original records of deleted scores” **MUST be checked when using ACBLscore**

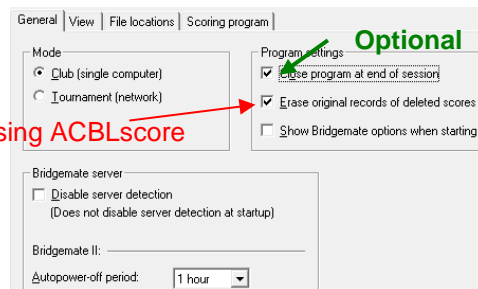
See the Quick Setup Guide or option settings on the General, View, File locations and Scoring program tabs.

Go to Tools → Options → Bridgemate

Options should be set as appropriate.

See the Quick Setup Guide

For installations on replacement PC's, see [www.bridgemate.us/](http://www.bridgemate.us/) → Guides → Quick Setup Guides



### Configure Bridgemates

1. Use SETUP to configure each Bridgemate.
2. Each Bridgemate may be:
  - assigned to its own Section and Table: A1, A2, A3 ....., B1, B2 ....., etc.
  - configured for manual entry of the Section/Table by players at the table when a new session is started,
  - set to scan for available Sections. For example: A=1 D=2 (Enter 1 for Section A or 2 for Section D)

- The default RF (radio frequency) channel is 0. If you experience transmission troubles with this channel, change to another channel. The channel selected in BCS for the Server must always be the same as the one set in all the Bridgemates. The frequency range for North America is 902 ~ 927 mHz.

Note: Bridgemates automatically shut off power when not in use.

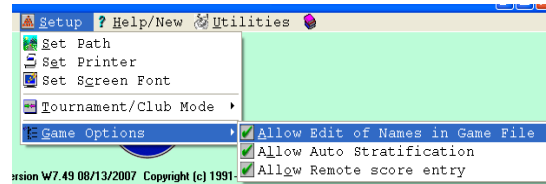
In the upper right corner of the Bridgemate III screen there is a small battery indicator and a percent of battery power shown. If the battery power is less than 15%, it is best to use another Bridgemate and recharge the one with a low battery. Although it is safe to continue using the Bridgemate, it is recommended that the Bridgemate be replaced as soon as possible and then recharged.

The battery will typically work for 10 to 12 sessions before being recharged. However, this depends largely on the length of each session, the time frame over which these sessions are played, and how the Bridgemates are configured.

The Bridgemate Scoring System is now ready to be used with ACBLscore.

## ACBLscore Setup

When the background screen is **green**, the program is in Club Mode and Game Options will be visible. If the screen is **pink** and/or Game Options is not visible, switch to Club Mode (from Tournament mode).



### Enable Bridgemate functionality

Go to: Setup → Game Options

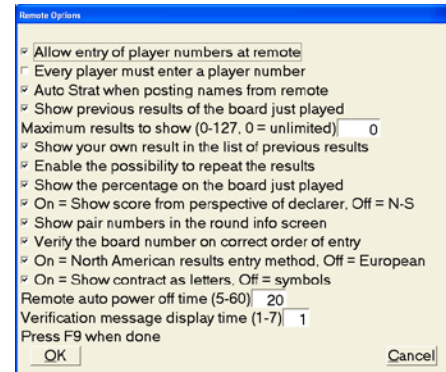
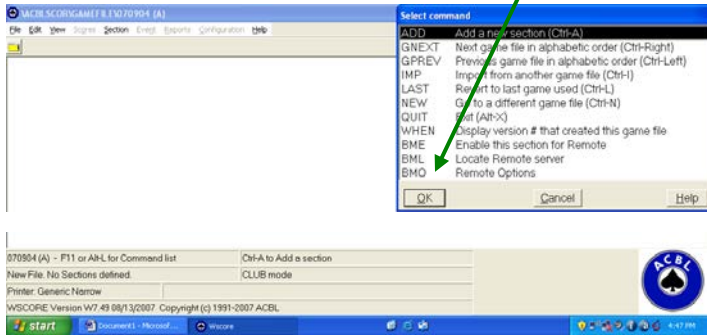
It is recommended that all 3 options be selected.

### Set Bridgemate Options in ACBLscore

It is recommended that Bridgemate options be configured in BCS for control by the scoring program – ACBLscore. Once the Bridgemate options have been set, they will be used for all future games – until changed.

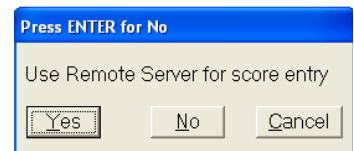
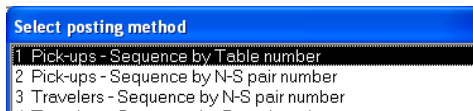
When a game is first “opened,” press F11 to display the “Select Command” screen. Left click on “BMO Remote Options” or highlight the line and press ENTER.

Typical club game options are shown here



### Set up a Game

- With the BCS program already installed, create the game file and set up sections in the normal manner.



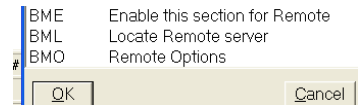
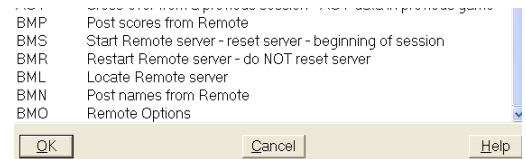
Special considerations are:

Pick-ups should be: “Sequence by table number”

Click “Yes” or use cursor key to highlight “Yes” and press ENTER to “Use Remote Server for score entry”

- ACBLscore automatically interrupts “posting” as of the penultimate (next-to-last) round to accommodate preparing a one-round-to-go report. After all results for the next-to-the-last round have been posted, one or more additional ACBLscore “post” commands will be needed to complete a game.
- To set up a new game (especially with multiple sections) in ACBLscore more quickly, you may bypass event rating.

4. When all Sections are set up, start BCS software. The Bridgemate commands are at the “end/bottom” of the F11 commands; scroll down, or press the End key.
5. **BMO** is used to set Bridgemate options. Note that these basic “Bridgemate options” may alternatively be controlled in BCS,
6. The **BMS** command is only used to start a new game/session. This will **RESET** the BCS software, server and Bridgemates – **erasing movement information as well as previous settings**.
7. The **BMR** command is used to “restart” BCS without losing data already entered. This may happen when the PC has been stopped, e.g., due to a power failure, PC reboot, or any other reason for BCS being shut down during a session. There is no loss of data when **BMR** is used to restart the Bridgemate software.
8. Special note: If Bridgemate use was not enabled as shown in item 1 above, there will be a **BME** command visible. This should be used to “enable” the Bridgemate Scoring System for each section in the game.



## Read data from the Bridgemate Scoring System into ACBLscore.

- The ACBLscore screen is normally visible on the PC, and the BCS screen is minimized.
- When you first key F11 (or F9) the keyboard may appear to be inactive. Use the mouse (or touch pad) to move the cursor within the ACBLscore screen and left click. This will normally enable/activate the keyboard.

## Player Numbers

- If Player Numbers are to be entered at each table, this will be done as each table starts to use a Bridgemate. After play has started, names are read from the result (.bws) file into ACBLscore – using the BMN command. Key F11 → B → M → N -or- F11 → End & highlight the BMN command line; Press ENTER  
**Special Note: In multi-section games the BMN command must be issued separately for each section.**
- ACBL Life Members enter their alpha character as a number. J=1, K=2, L=3, M=4, N=5, O=6, P=7, Q=8 & R=9. A “Life Master ACBL Alpha = Number” file is on the Bridgemate Flash Drive.
- Non ACBL member “pseudo” numbers: When there are regular players who are not ACBL members, each non-member may be assigned a pseudo number that may be used. Pseudo numbers are in the ACBLscore database preceded by the “#” character. For example: Player number 19 will be “#19” in the database.
- For each number found in the “Club” or “Tournament” database, the player’s name will be entered into the Player Names (F3) file. If a number (ACBL member or pseudo) is not found – or no number has been entered – there will be no entry made in the file for that player.
- The **BMN** command will be available whenever ACBLscore’s Bridgemate Options is configured to “Allow entry of player numbers at remote.” ACBL member numbers as well as non-member “pseudo” numbers are read into ACBLscore and entered in the Names (F3) file. The **BMN** command must be executed separately for each Section in a session. If the ‘Auto Strat when posting names from remote’ option is checked, a strata will be assigned to each pair based on the players masterpoints in your ACBLscore database; otherwise all names (read in from Bridgemate) are entered in the Names file as strata “A” until the STRAT command is run. The F11 → STRAT command is used to assign the correct strata to each pair.  
Note: Use the F3 command to manually enter the names of new players and those without a number. Use the up-arrow key to move into the player name field when there is only one player in a pair.
- Before or after the “auto stratify,” manually enter the names of players not shown in the Player Names file.

**Note:** There is a detailed write-up on our website [www.bridgemate.us](http://www.bridgemate.us) → How-To Guides → Names Display at Table → [Names Display](#). This covers names display for Rover and some external movements.

## View player numbers and names:

When ACBLscore is shown as the scoring program and the “Load player database after BMS command” is checked, numbers entered by the players and the corresponding names from the ACBLscore database will be shown on the BCS screen – “Players” tab.

## Board Results

- Once boards have been played and the results recorded on Bridgemates, the information may be “posted” into ACBLscore. Typically, results are not posted until play is in the last round; ACBLscore will stop posting as of the penultimate round in order to print one-round-to-go reports. Then results are posted (into ACBLscore) again after the game has been completed so that ACBLscore can display the final results
- The BMP command (F11 followed by B-M-P – or “End”) is to read board results from Bridgemate and post them into ACBLscore. Posting will automatically stop at the end of the penultimate round – to accommodate the preparation of a next-to-last round report. After the penultimate round has been posted, one or more additional “post” commands are needed to read all of the final results. **Ctrl-P is a shortcut for this command.**

When posting results in a multi-section session you will see:

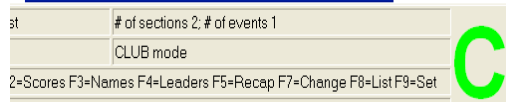
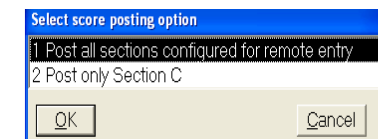
1 Post all sections configured for remote entry

2 Post only Section C

If you wish to post only scores for the “active” session,

- click on “2 Post only Section C” and click OK,
- press “2” and press Enter, or
- use the arrow keys to highlight the line and press ENTER.

Otherwise just press ENTER to post scores for all sections.



- The ACBLscore screen displays the number of rounds whose scores have all been posted. After all of the rounds being played are shown as “entered,” the section/game is over. Results and reports can be displayed and printed using F4, F5 and/or F8 as desired.
- Before a score has been accepted, the TD MENU can be used to separately assign an arbitral score [AVG – (40%), AVG = (50%) or AVG + (60%)] for E/W and for N/S. **Note:** The cursor must first be on the Contr line.
- Scores already accepted/recorded in a Bridgemate – but not yet posted into ACBLscore – can be corrected using the TD Menu. See *Erasing entry*, chapter 5, page 27. Activate the TD Menu, press ‘3 Erase result,’ enter the board number and press OK. If the board has been played more than once at this table, you will be prompted to enter the round number. The erroneous result is erased and players may enter the correct one.
- Scores already posted into ACBLscore must be corrected there. To erase a score in ACBLscore – type “x”
- See the User Manual, Chapter 6, Pass and Not Played.

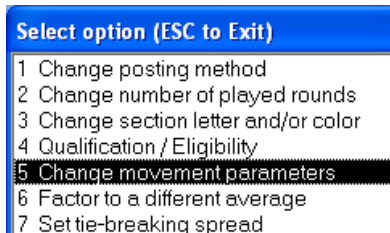
## Quick Setup Tips

### Early game/session setup:

Single or multi-section games/sessions may be set up early in ACBLscore. Extraneous information such as expected movement, Event rating (stratification criteria), Event Information (Tournament data), etc., may be entered before the stress of actual play being started. It is suggested ACBLscore be “preset” with fewer tables than are actually expected in a single or multi-session game/session. Do not start BCS at this time.

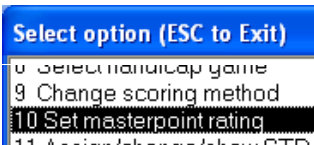
Then, when play is ready to start:

- Use F9→5 Change movement parameters and change to the actual movement/tables/etc.
- In a multi-section session, repeat the F9→5 Change movement parameters for each section.
- After the all the movement[s] have been finalized, use F11→BMS to start BCS – and the session.



To setup a session (with one or more sections) more quickly, bypass the masterpoint portion of normal setup. Just select “13 No masterpoints.”

Later, after play has started, use “F9→10 Set masterpoint rating to create stratification for the game/sections.



### Change Movement after Game has started

To the extent possible, each session/game should be as fully configured as possible in ACBLscore before starting BCS. Movement changes can be made in ACBLscore after the BCS program has been started – to accommodate the

arrival of new player[s] or one-or-more “no show” players. The ACBLscore manual more fully describes how to make changes.

Use **F9→5 Change movement parameters**. After the new parameters have been entered and accepted, ACBLscore will automatically invoke a command to update the result (.bws) file and effect the changes in BCS.

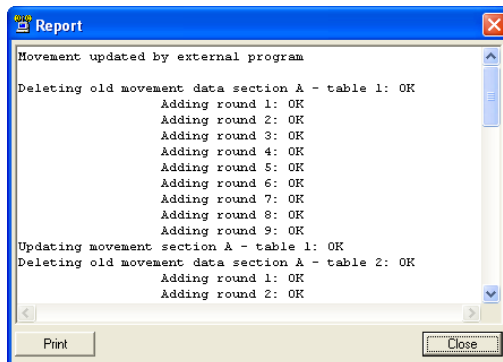
**Always post all scores before making any movement changes in ACBLscore – especially if adding pairs, reducing rounds to play or using EDMOV; post all scores using 'F11→BMP' or Ctrl-P – before making any changes. There is an EXCEPTION, however, if the game was started with full tables but there is actually a ½ table and some boards have been played before making the change to the actual ½ table in ACBscore. Make the change to the actual ½ table in ACBLscore BEFORE posting any results. Then go to BCS → Synchronize/Recover and Close Rounds – to the round before where they are actually playing at the tables.**

Note: When BCS is updated, there will normally be a “Report” screen displayed. This screen may “close” or BCS will automatically close it after 1 minute.

When ACBLscore updates BCS, “deleted” table[s] or section[s] sometimes are not actually be removed. Thus, it is recommended that any “deleted” table[s] and/or Section[s] be manually deleted/logged off in BCS to preclude possible confusion if someone inadvertently activates a deleted-table or deleted-section Bridgmate.

### Change before any Bridgemates have been used

When the changes can be made before players have started entering their member numbers and/or results, instruct players to delay any entries until the changes are made. After the ACBLscore changes have been made and BCS has been updated, players may begin normal Bridgmate use.



### Change after people have started member number and/or score entry

Ask players to hold up any further Bridgmate entries until the movement change has been completed. If the movement change will move pairs around, player numbers will need to be entered manually, later. However, if pairs remain at the same tables (even though they may now have different team numbers, e.g., when change from a 5 table Howell to a 6 table Howell, or a 6 table Howell to a 7 table Mitchell, ACBLscore **BMN** (Post Names from Bridgmate) will correctly assign pairs to the correct tables – when the “member-number” option is being used. Make the movement changes as noted above. ACBLscore automatically updates BCS with the new info. Note: When BCS is updated, there will normally be an “update” screen displayed.

### Replacing Bridgmate during play – Bridgmate logged on as the wrong table

See Chapter 17 “Replacing the Bridgmate during a Session.”

### Procedures when using Player entry of Section/Table

**Check each Bridgmate as it is placed on a table.** Press the OK key; if the "Bridgmate III" screen appears, the unit is ready for Section/Table input. If the display is anything other than "Bridgmate III," reset the Bridgmate.

### Swiss Teams and Knockouts

ACBLscore does not support using the Bridgmate wireless scoring system for team events. There is third-party software that may be used for team games. The final results are then entered manually into ACBLscore. Detailed information is available on the Bridgmate.US website: [www.bridgmate.us](http://www.bridgmate.us) → How-To Guides → [Team Games using Bridgemates](#)

### Names Display for 1<sup>st</sup> Round Sit-out Pair[s]

For more information, see the User Manual - Chapter 9 – Player Names

Starting with BCS v3.1.2 there is an option on the BCS → Tools → Options → General → Scoring Program page:

Sit-out: \_\_\_\_\_  
 Correct missing sit-out pair number at half table in round 1

This may be checked (for normal Mitchell & Howell movements) and should obviate the need to use an alternate procedure. Rover movements require special procedures for displaying the Rover pair names. See the “Names Display at Table” write-up on the Bridgmate.US website

**Special Note – Howell Movement:** The phantom pair must be EW – at Round 1 – in order for the NS sitout pair names to display properly.

## Special Reports

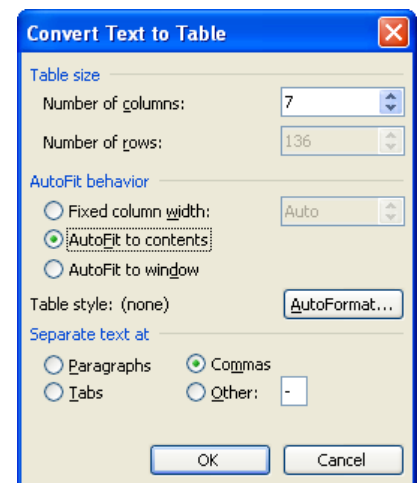
Play data may be copied from BCS and used to prepare special reports – such as a summary of the results of each board played.


- **Creating reports.** Hand-record data from BCS's right-hand display may be copied to an external file. For example, this can be used to create a report that compares the results achieved by the various teams that played each board.
  - Go to the menu *Tools* → *Show/hide columns* to select the columns to be in the report.
  - Select the records by highlighting the first entry for the report – hold the Shift key down and press End or use the ↑ or ↓ key to select the desired records.
  - Right click on the highlighted records and select "Copy scores to clipboard."
  - The comma-delimited data may then be "pasted" into an external program (such as Word and Excel).

Result (.bws) file tables may be imported direct into Excel 2007/2010. Data → Get External Data / From Access → change lookup to "All files" → change file extension from .bws to .mdb → Open → select desired table → Open.

- EXCEL spreadsheet:
  - Paste the copied data into an Excel Spreadsheet.
  - With the new data highlighted, select Data → Text to Columns. Select "Comma" as the delimiter.

- WORD document:
  - Paste the copied data into a Word document.
  - Highlight the new data, select Table → Convert → Text to Table. Complete the "Convert Text to Table" screen as noted for "Commas," "AutoFit to contents" and number of columns in your data (7 is shown here).
  - The table that is created will be highlighted. Select Table → Convert → Table to Text. This creates text which may be pasted into an email message or uploaded to a website.



- OpenOffice.org: A simpler procedure is to use the spreadsheet program of OpenOffice.org which is "free to download, use, and distribute" at <http://download.openoffice.org/>
  - Paste the copied data into the OpenOffice.org calc spreadsheet. On the "Text Import" screen that will display, check  under "Separator options" and click OK.
  - Adjust column widths – if desired.
  - Highlight and copy the data for your report.
- EXCEL spreadsheet – alternate procedure (advanced Excel user): There is an alternate procedure whereby data can be "imported" into Microsoft® Excel from the game's .bws data file.
  - Change the file suffix on the game data file from .bws to .mdb (e.g, 130615A.bws > 130615A.mdb). This file is normally in the C:\ACBLSCOR\GAMEFILE folder.
  - In Excel: Data → Get External Data → From Access → find & select the renamed .mdb file
  - A "Select table" window will appear. Highlight the "Received Data" table and click OK.
  - On the "Import Data" window select "Table" and "Existing worksheet" → Click OK
  - The "Result" column will be in the European "Up/down tricks" format. To create an "American style" Results column use an Excel formula – such as this:  
$$=IF(K2="=",LEFT(J2,1)+0,IF(LEFT(K2,1)="-",K2+0,LEFT(J2,1)+K2))$$
  - Highlight and copy this new "result" column; then paste it as "values" into the "Result" column.
  - Delete un-needed columns.

**Special Note: Excel 2016 will not open a .bws file – even after renaming it to .mdb. Use an earlier version of Excel.**

It is suggested the BCS column heading “NS/EW” be changed to Declarer. Below is a sample report. Note: This example includes the “Lead” card which may be captured when options are controlled by BCS.

Section	Board	NS	EW	Declarer	Contract	Result	Lead
A	1	2	3	N	4 H	-2	H4
A	1	3	5	N	4 H	-2	H4
A	1	4	7	S	3 NT	-1	SJ
A	1	5	9	N	3 H	-1	H4
A	1	6	2	S	3 NT	-3	DA
A	1	7	4	N	4 H	-1	C2

## Expanded detail available on Websites.

With the Bridgemate Scoring System more detail is available about each board than the limited information from ACBLscore. The Declarer, Contract and actual result – when coupled with ACBLscore info – provides players with more information than ever before. The detail is even more significant with pre-dealt hands using a dealing machine – or the analysis of player-entered boards when using BCS version 2.8.29 (or later).

Bridgemate.US has been working with three bridge-specific websites that are easily set up and controlled by a non-programmer. Our test sites are: [www.waynesboro.bridge-club.org](http://www.waynesboro.bridge-club.org) or [www.bridgewebs.com/waynesboro/](http://www.bridgewebs.com/waynesboro/). Visit [www.bridge-club.org](http://www.bridge-club.org) or [www.bridgewebs.com](http://www.bridgewebs.com) to review their offerings and pricing. All three offer a trial period.

Several clubs/units have developed their own website-display software. Also, ACBL offers a “Clubs Results” service to ACBL sanctioned clubs. When a game is finished, it is very easy to upload 2 files (3 – with hand records) and the result is immediate. More information is on our website [www.bridgemate.us/product/website-displays/](http://www.bridgemate.us/product/website-displays/)

## Using Bridgemates III and Bridgemates II together

If you have both a Bridgemate II and a Bridgemate III system, it is possible to use both systems together to score a single event. As Bridgemates II only communicate with a Bridgemate II USB server and Bridgemates III only with a Bridgemate III server, it is a requirement that both servers are connected to the computer.

To use both Bridgemate II and Bridgemate III in one event:

1. Connect both a Bridgemate II USB server and a Bridgemate III server to your computer.
2. Start the Bridgemate system from ACBLscore. This will start the Bridgemate III system first.
3. After BCS has been loaded and Bridgemates III have been activated, click on Session → Run Bridgemate II concurrently. This will load a second copy of BCS and this copy will start the Bridgemate II server. Both systems may now be used together.
4. When the session is finished, manually close both instances of BCS.

### Replacing a Bridgemate during play.

When replacing a Bridgemate at a table (e.g., due to low battery), you can replace it with either type of device. Because the score (bws) file is shared, the new device will resume seamlessly – regardless of whether it is a Bridgemate II or Bridgemate III.

Please keep in mind the following when working with both systems together:

- All tables will be loaded into the Bridgemate III server and the Bridgemate II server. You decide which tables will use Bridgemates III, and which will use Bridgemates II. As a consequence, the Bridgemate “III BCS” and the “II BCS” will show that certain tables are not activated yet in the III or II server, since these units are logged into the other server.
- You may wish to use Bridgemate III’s and II’s in separate sections, e.g., Section A uses Bridgemates III, and Section B uses Bridgemates II. However, the units may even be “mixed” within a Section.
- Scores are exchanged between the two systems. Scores entered in Bridgemate II will also appear on the Bridgemate III scoring devices, and vice versa.
- A scoring-program movement update will be “pushed” into the .bws file and both BCS systems will reflect the changes automatically in a few seconds.
- If the second instance of BCS is accidentally closed, It is best to close the other one as well and use F11 → BMR from ACBLscore to “restart” – which will restore both systems and preserve all the collected scores.