

ACBLScore Player “Pseudo” Numbers For Non ACBL Members

Players who are not ACBL members may be given a “pseudo number” which can be used with the Bridgemate system.

Pseudo Player Numbers (non-ACBL members)

- From the introductory ACBLScore screen - Open **Data Base** and select Update/Find (Players)
- Press “F” to find player.
- Press “E” to edit the player’s information.
- In the “Player #” box enter the “#” (pound sign) followed by the “pseudo” number being assigned to the player. The pseudo number may be up-to-6 digits.

Example: #2313

This player has been assigned the number 2313. This will be the number (s)he enters into the Bridgemate at the beginning of each game.

- Click “Done” after entering the number.

The last 4 digits of the player’s phone number may help players remember their “number.” If 2 players have the same phone number – try adding a suffix, e.g., #23131 and #23132.

Database example: →

The screenshot shows the ACBLScore Players Database window. The title bar reads "ACBLScore Players Database". Below the title bar, it says "Club | \ACBLScore\DATABASE\PLAYERN.DAT - Contains 2041 Records." The main area is titled "Player Information" and contains the following fields:

- Last Name: Albertson, First Name: Tom, Player #: #2313
- Street 1: 100 W Smith St, City: Anywhere, State: VA, Zip: 22995, Country: US
- Street 2: (empty), Email: tom@salbertson.com
- Phone: (434) 555-2313 (), Last Active Dates: Local / / , ACBL / /
- Rank: (dropdown), Cat: A B (checkboxes), Mail: (dropdown), Unit: (dropdown), District: (dropdown), Gender: (dropdown), Fee Code: (dropdown)
- Start Date: 10/20/2004 (calendar icon), Paid Thru: / / , Last ACBL Update: / /

Below the player information, there is a section for "MASTER POINTS" with the following values:

Total	Year-to-Date	Month-to-Date	Recent	Eligibility
0.00	0.00	0.00	0.00	0.00

There are also sections for "[GROUPS]" and "[Current Groups]". The "Current Groups" section shows a table with two rows, both containing the letter "M".

At the bottom of the window, there are several function key buttons:

- F4: Edit/View Attendance and MPs
- F2: Edit MPs for this player (Club use only)
- F1: Help
- F3: Edit Groups for this player
- F7: Print
- F8: Merge ACBL non-members
- F5: Edit/View Handicap Percentages for this Player

At the very bottom, there are navigation buttons: Next, Prev, Find, Top, Last, Edit, Add, Copy, Delete, and Quit.

Note: This is an example of the Group Code “M” being used to create a Player Number Report.