

Resending results – Bridgemates II *(excerpt from the User Manual, Chapter 7)*

The Bridgemate II retains the board results in its internal memory – until the unit logs on for a new game and records its first “new” board. With a simple command, these results (from a game already played) can be resent to the results (.bws) file. This is useful when results have been lost/erased from both the computer and server inadvertently; your last resort is the Bridgemate device itself.

Results can be resent from both the TD-menu and the setup menu. Proceed as follows:

1. Make sure the server is connected and loaded with the session data (tables, movements). If the server data was lost as well, restart BCS from ACBLscore – F11 → BMS; this loads the session data into the server.
2. With **Results** or **Result matrix** selected, click on “Backup scores” (tab) below and enable **Accept manually re-sent backup scores from Bridgemate**. If this is not checked, BCS will ignore the retransmitted backup results.
3. a) Bridgemates which are still in result-entry mode can resend the results from the TD-menu. Access the TD-menu with the **TDMENU** function key and TD PIN code, and press **RESEND** function key.
b) Bridgemates, which show the main screen, can resend the results from the setup menu. Press **SETUP** and the 749 or 769 Setup code for the Setup menu; press the **INFO** function key, followed by the **RESEND** function key.



Note: Be sure the Tools → Options → General option **Close program at end of session** is unchecked.

4. The Section/table and number of board results in the Bridgemate memory displays. Press OK to start the retransmission. Retransmission will only succeed when the server is activate and contains the game data.
5. Starting with Bridgemate firmware 2.2.2, units return to the main screen when the device goes into standby.

After retransmission, the board results can be posted into the scoring program using normal procedures.

Failed to send, Retry?

CAUTION: When players encounter the “Failed to send, Retry” message on a Bridgemate, immediate action should be taken to recover the game. See the detailed instructions <http://www.bridgemate.us/media/downloads/notconnected.pdf>

Very Special Condition – The server was unavailable and Players kept entering results with the Bridgemate displaying “Failed to send, retry” after each entry.

- The Bridgemate does keep each “Failed to send, retry” board result in its memory.
- However, since the Bridgemate isn’t being updated by the server, it saves each board with the last N/S, E/W and “Declarer” pair numbers. It does, however, uniquely record the actual board number, declarer and result. *The Bridgemate does not have round and pair information, so the stored information (Round, NS, EW and “Declarer” pair number) is repeated for each subsequent board. Each board will need to be checked and corrections made – as necessary.*
- Since each result (from the point where “Failed to send, retry” first occurred) will have the same round number, the “Round Monitor” will reflect the total number of boards recorded in the results (.bws) file but not the correct numbers for each round.
- When boards are resent from a Bridgemate, the results will be contiguous in the Results display and in the results file, i.e., Database. This will facilitate making corrections for the Round, N/S, E/W and “Declarer” pair numbers.

Score ID **97**

Details

Section A

Table 3

Round 3

Board 22

Pair NS 2

Pair EW 4

Decl^arer 4

NS/EW W

Contract 3 H

Result -1

Lead

Remarks

Date log 1/26/2015

Time log 10:27:23 AM

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\\
This info cannot be edited.
//
/

If need, change
Pair NS,
Pair EW, and
Declarer (pair)

The NS/EW (actual
declarer), contract
& result are OK.

Correct the round
using: Tools →
Database →
Database editor
→ Received data

Database editor

ble: ReceivedData

ID	Sect	Table	Round	Board	PairNS	PairEW	Declarer	NS/EW	Contract	Result	DateLog	TimeLog
78	1	3	1	17	5	2	5	N	3 S	-2	/26/2015	10:27:22 AM
79	1	3	1	18	5	2	2	W	2 D	-1	/26/2015	10:27:22 AM
80	1	3	1	19	5	2	5	S	1 NT	+1	/26/2015	10:27:22 AM
81	1	3	1	20	5	2	2	E	3 NT	+1	/26/2015	10:27:22 AM
82	1	3	2	16	1	3	1	N	3 C	+1	/26/2015	10:27:22 AM
83	1	3	2	17	1	3	3	E	4 H	=	/26/2015	10:27:22 AM
84	1	3	2	18	1	3	3	E	2 NT	+1	/26/2015	10:27:22 AM
85	1	3	2	19	1	3	1	S	3 D	=	/26/2015	10:27:22 AM
86	1	3	2	20	1	3	3	E	2 NT	+1	/26/2015	10:27:22 AM
87	1	3	3	1	2	4	2	N	2 S	+1	/26/2015	10:27:22 AM
88	1	3	3	2	2	4	2	S	2 S	=	/26/2015	10:27:22 AM
89	1	3	3	3	2	4	2	S	2 D	+1	/26/2015	10:27:22 AM
90	1	3	3	4	2	4	4	W	4 H	=	/26/2015	10:27:22 AM
91	1	3	3	5	2	4	4	W	4 H	+2	/26/2015	10:27:22 AM
92	1	3	3	1	2	4	4	S	4 S	=	/26/2015	10:27:23 AM
93	1	3	3	2	2	4	4	N	2 NT	-1	/26/2015	10:27:23 AM
94	1	3	3	3	2	4	4	S	3 D	=	/26/2015	10:27:23 AM
95	1	3	3	4	2	4	4	W	4 H	=	/26/2015	10:27:23 AM
96	1	3	3	5	2	4	4	W	2 H	+4	/26/2015	10:27:23 AM
97	1	3	3	22	2	4	4	W	3 H	-1	/26/2015	10:27:23 AM
98	1	3	3	23	2	4	4	N	1 NT	=	/26/2015	10:27:23 AM
99	1	3	3	24	2	4	4	W	3 C	=	/26/2015	10:27:23 AM
100	1	3	3	25	2	4	4	E	4 S	-1	/26/2015	10:27:23 AM
101	1	3	3	21	2	4	4	W	4 H	=	/26/2015	10:27:23 AM
1	1	3	1	16	5	2	2	N	2 C	+2	/22/2015	9:23:33 AM

This example is from a 3-table Howell movement where the Bridgemate first showed “Failed to send, retry” on a board in Round 3. The Round 3 results will be correct, but Round 4 and Round 5 will still show R3 and the pair numbers may be incorrect. For this game, Round 4 is 3 N/S and 5 E/W; Round 5 is 4 N/S and 1 E/W.

Note: If desired, all of the corrections can be made in the Database editor.