

# SCORE CORRECTIONS

When there is a score correction, the corrected contract and result may be entered into the Bridgemate system – either at the table Bridgemate, or in Bridgemate Control Software (BCS) on the computer. This ensures that the Bridgemate system contract/result information is accurate – both for “travelers” and/or percentages shown to players at the table and results which are posted on a website.

**Note:** In BCS: Tools → Options → General → “Erase original records of deleted scores” must be checked!

## Corrections at the table:

The director may use the TD Menu – number 3 to “erase” an incorrectly entered score; the players may then enter the correct result.

## Corrections in BCS:

- A. If scores have been pulled from the Bridgemates/Server, i.e., already posted into ACBLscore, but at least the table with the incorrect score is still playing:
  1. In ACBLscore:
    - Key F10 (Scores → Correct by Board)
    - Enter Board number.
    - Enter NS Pair number.
    - Enter “X” – to erase the score (this creates a BLANK at the score, as if nothing had been entered.)
  2. Go to the Bridgemate at the table:
    - Erase the original score
    - Enter the corrected score
  3. Return to ACBLscore and do F11 → BMP (Ctl-P); the corrected score should now be posted into the ACBLscore game file. And, the result will be correct in the .bws file for uploading to a website.
- B. If the table (*with the score to correct*) has finished, but other tables are still playing:
  4. In Bridgemate Control Software (BCS): Go to: **Result Matrix**
  5. Double click on the Board/table result to be corrected.
  6. When making corrections in the BCS Result matrix
    - Confirm the Declarer pair number is correct for the actual NS or EW pair that played the contract
    - When entering a result for an original “No Play” – erase “Not played” from the Remarks field.
    - Enter the corrected contract and result. For Pass: Contract = PASS, Result = Blank
    - For an arbitral or not-played score, the “Contract,” “Result” and “Lead” fields must be empty
      - a. In the “Remarks” field enter the NS% followed by EW%, i.e., 60%–50%, 40%–40%,  
Be sure to include the percent (%) signs and dash (-) between the values.  
Available values are: Average + = 60%, Average = 50%; Average – = 40%
      - b. For a “No play” at the table, enter “**Not played**” in the “Remarks” field. Be sure the “N” is capitalized and the “p” is **not** capitalized.
  7. Since there are still scores to be posted into ACBLscore, follow steps 1, & 3 under A, above.
- C. If the ACBLscore game has ended completely, i.e., all of the rounds have been played and posted:
  8. Go to BCS. If it has been closed, open BCS by itself
  9. In BCS: Go to: **File → Open** → find the correct .bws file (in the ACBLSCOR\GAMEFILE folder)
  10. Follow steps 4, 5, & 6 under B, above.
  11. Go to ACBLscore:
    - Key F10 (Scores → Correct by board)
    - Enter the Board number
    - Enter the NS pair number
    - Enter the corrected score.

Use B or C, above, to enter an actual “Late Play” result – originally entered as a “No Play” at the Bridgemate.