

SwissTeamsScorer (STS) V4.1.3 with Bridgemate Scoring System

By: Jeff Smith

To start:



On the Event History Screen



Enter information as appropriate for the game.

Go to the **Movement** tab.

To complete the game setup answer affirmatively to each screen

This returns you to the Event History screen.

Click Col Hdr to sort Press F9 for Help

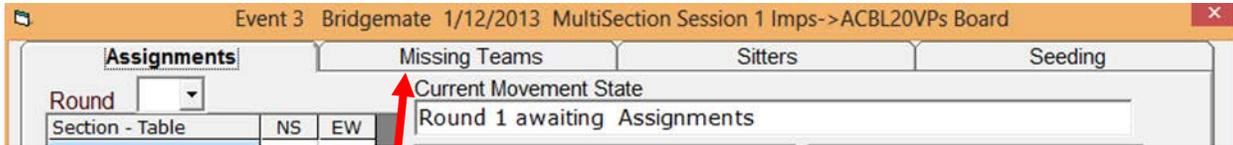
| No | Event Name | Date | Sess | Sect | Tb | Rd | Bpr | Sc | AtR | Typ | Upl | Components |
|----|------------|----------|------|-------|----|----|-----|----|-----|-----|-----|------------|
| 1 | Bridgemate | 05/05/17 | 1 | A | 9 | 4 | 6 | Im | 4 | Ub | | |
| 2 | Bridgemate | 05/05/17 | 1 | B | 9 | 4 | 6 | Im | 4 | Ub | | |
| 3 | Bridgemate | 05/05/17 | 1 | Multi | 18 | 4 | 6 | Im | 4 | Ub | | 1 2 |

The newly created "Multi-Event" will be highlighted. Click on **Retrieve Event**

To select consecutive events click first - shift - click last

On the "Menu Screen" - click on **Assignments**.

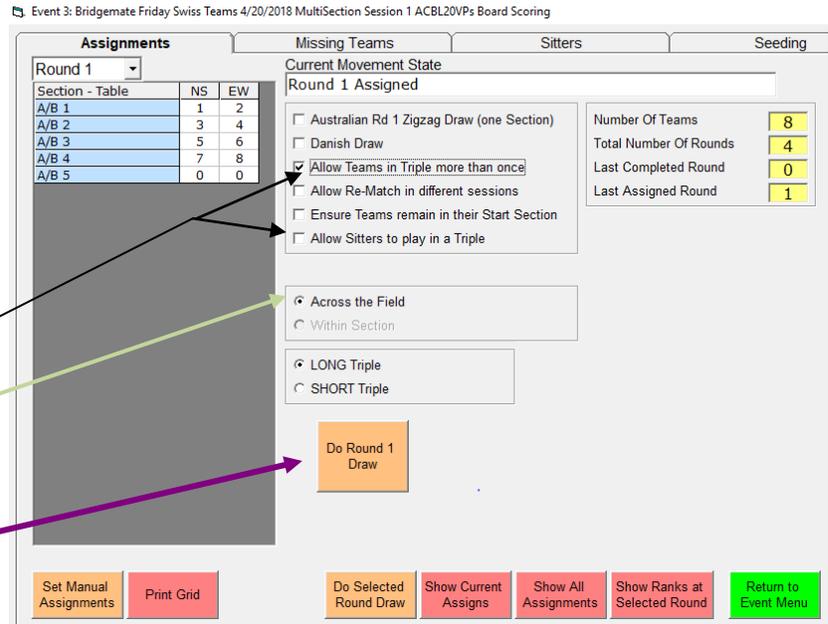
(If there are "Sitters" - see the separate "Stationary Teams (Sitters) before step 2.)



1. Remove missing teams.



2. Go to **Assignments** for 1st round assignments.



3. For small games you may need to check one or both options.

4. For large, multi-section-letter games, be sure to check.

5. Be sure **NO** stationary teams have been matched together.

6. To create matches - click on
7. Click **OK** on the next screen.

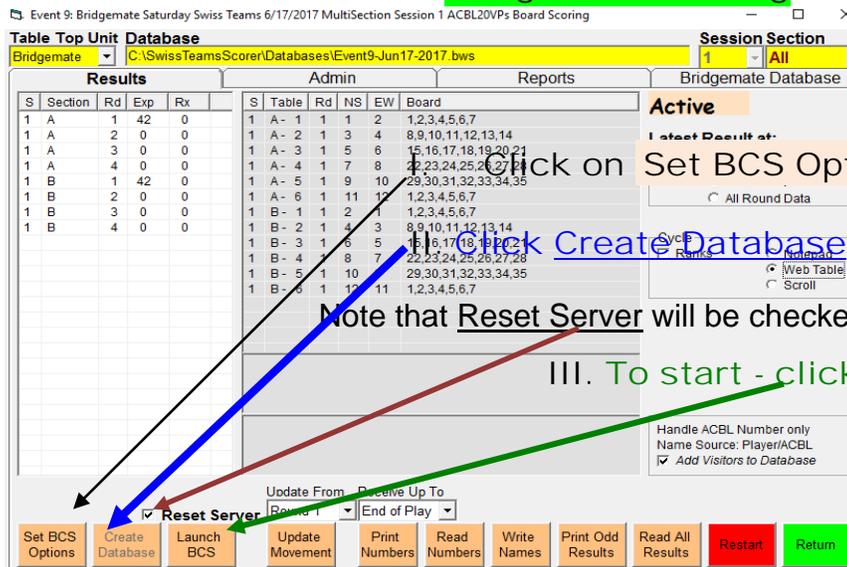
8. Post (or display) Assignments on wall

If you are using a projector or a separate monitor screen, see "Reports" on page 5.

9. To start the game - Click

Note: Danish draw = assignments in strict ranking with no account taken of previous opponents.

On the next screen click **Bridgmate Scoring**



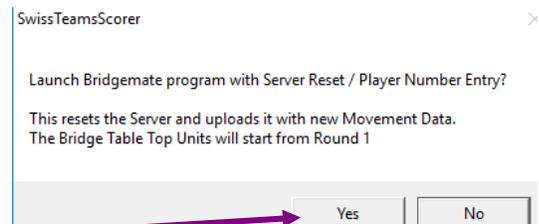
Click on **Set BCS Options** - BCS should already have been set From the "Initial Setup - STS sheet."

Click **Create Database**

Note that **Reset Server** will be checked

III. To start - click

IV. Click to confirm BCS start with Server Reset



- V. Round Robin teams play at the “top” 3 Primary Section tables. Round 1 they use a Bridgemate logged on to the Primary Section. For Round 2, they use a different Bridgemate logged on to the Mirror Section.
- VI. Instruct players to enter their player numbers at their home table.
- VII. Then, E/W players should move to their “mirror” table – Round Robin EW pairs move up 1 table.
- VIII. Click **Return** to go back to the “EVENT MENU” Click on **Player Names**

1. To print player numbers & names – for manual entry into ACBLscore, click on **Print Names**. OR - see “6” below for electronic names entry into ACBLscore.

2. Click on **Allow Team Names**

3. Click on **Set Team Names**

4. Click on **Yes**



5. The TEAMNAME column will now have the Captains’ names which can be displayed for teams to find their assignments.

6. Player names can be transferred electronically into ACBLscore. Create a seeding file. See the “Create Seeding File” write-up for details..

a. Click on Player Database

b. Open the tab:



c. Be sure to select the “multi” event – and then use **Set ACBL Seeding CSV File** to create the seeding file.

d. To transfer names electronically into ACBL, refer to the “Create Seeding File” write-up.

e. To exit, go back to the “Player Database (tab)’ and click on **Return**

7. Click on **OK** to exit this screen.

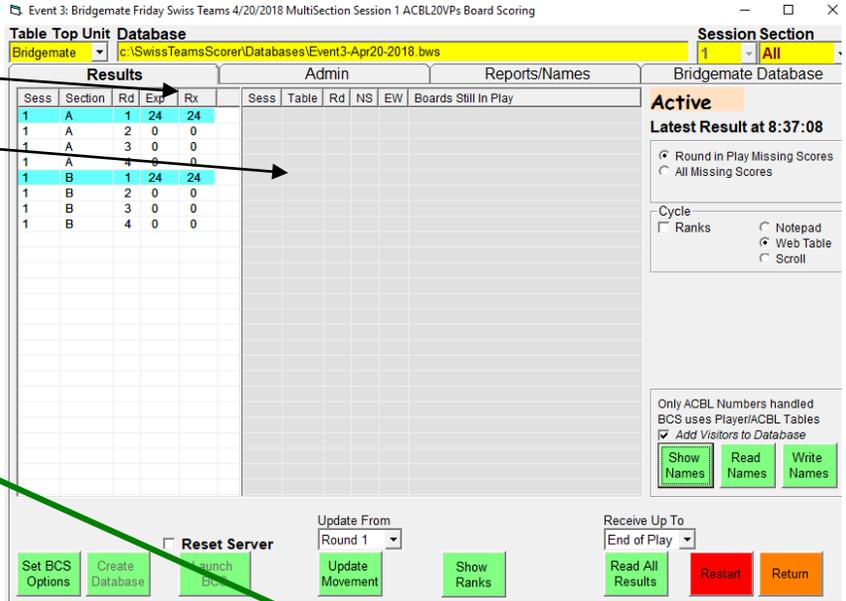
For now – after the Bridgemates have been activated and play has started – this is a good time to:

- **Assign the Sitters.** Refer to the separate “Sitters” instruction sheet. Be sure to do this before the Round 2 draw.
- **Create the ACBLscore game** on the same computer or a different computer.
- ACBLscore team game setup options:
 - 3 Swiss / Round Robin: Final results only (old method)
 - Number of Tables = Total number of teams
- Player Names (Options)
 - F3 → Manually enter the numbers/names of all players in each team – using Team entry sheets – or the optional player number/name report created above (under **Player Names**).
 - Import the names electronically – see [Create Seeding File](#) – Import Names into ACBLscore

Click on the STS

Bridgемate Scoring

- The **Results** tab shows the number of results from each table and lists which boards are yet to be recorded.

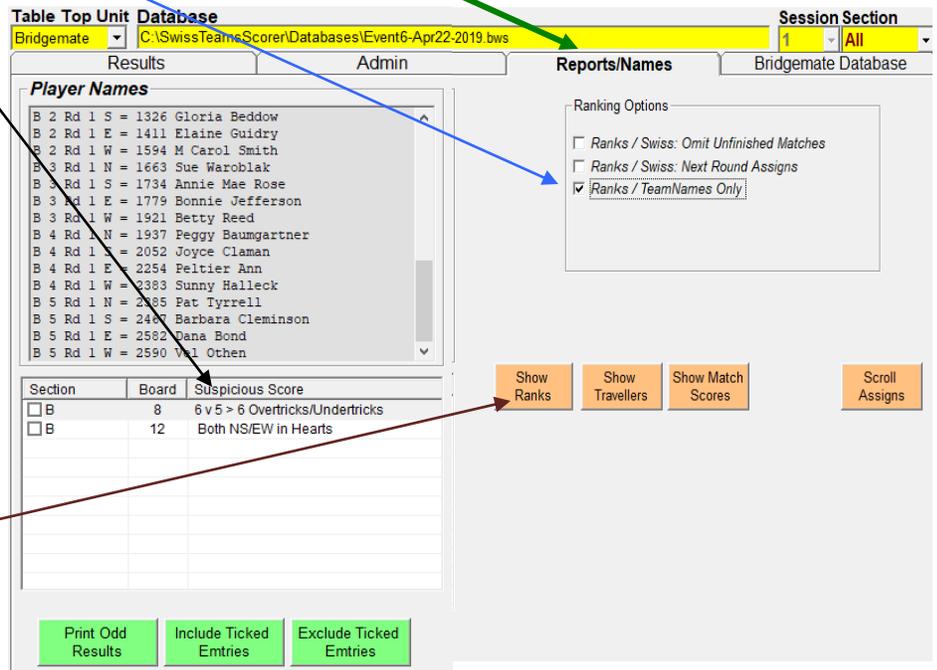


If you wish to view the current status of the game, click the **Reports/Names** tab.

The display will be easier to read by checking **“TeamNames Only.”**

Suspicious contracts are shown on this screen as well as in BCS..

Note: The screens DO NOT change each time a new result is received. Thus, whenever you wish to view the current game status, click on the button again.



Show Current Ranks

Use Show Current Ranks to display each team’s rank.

When all of the results have been received from 1-or-more table “set’s” [e.g., H1/J1], each team’s VPs will be displayed. These results may be posted on a wall chart.

Alternatively, a dual-monitor display can be used and the Ranks screen can be continuously displayed on a separate monitor or projected on a wall/screen.

RANKINGS after Round 1

| Rank | Team Name | VPs | Bds | M1 |
|------|---------------------|-----|-----|----|
| 1 | 7 Barb Morris | 18 | 3 | 18 |
| 2 | 4 Suzi Wisler | 17 | 3 | 17 |
| 3= | 2 Laura Theado | 13 | 3 | 13 |
| 3= | 6 Sue Waroblak | 13 | 3 | 13 |
| 5= | 1 Jodie Stevens | 7 | 3 | 7 |
| 5= | 5 Tom Albertson | 7 | 3 | 7 |
| 7 | 3 Sally Humphrey | 3 | 3 | 3 |
| 8 | 8 Peggy Baumgartner | 2 | 3 | 2 |

Show Match Scores

Use to confirm which teams are playing at any table-set and the status of play at each table.

| Table 1 | Board | 1 | 2 | 3 | 4 | 5 | 6 | Total | VPs |
|---------|----------|------|------|------|------|-------|------|-------|--------|
| 2 | NS Score | -100 | -500 | 930 | 100 | 800 | 520 | | |
| 7 | EW Score | -100 | 110 | 100 | 600 | -50 | -500 | | |
| Team 2 | IMPs | -5 | -9 | 14 | 12 | 13 | 1 | 26 | 19 - 1 |
| Table 2 | Board | 7 | 8 | 9 | 10 | 11 | 12 | Total | VPs |
| 6 | NS Score | -230 | 500 | -250 | 2360 | 100 | 350 | | |
| 12 | EW Score | 200 | 300 | -300 | 130 | 100 | 700 | | |
| Team 6 | IMPs | -1 | 13 | -11 | 20 | 5 | 14 | 40 | 20 - 0 |
| Table 3 | Board | 13 | 14 | 15 | 16 | 17 | 18 | Total | VPs |
| 1 | NS Score | -400 | 230 | 150 | 4000 | -140 | Pass | | |
| 15 | EW Score | -640 | 200 | -100 | -600 | 190 | 400 | | |
| Team 1 | IMPs | -14 | 10 | 2 | 22 | 2 | 9 | 31 | 20 - 0 |
| Table 4 | Board | 19 | 20 | 21 | 22 | 23 | 24 | Total | VPs |
| 3 | NS Score | 1520 | -300 | -700 | -100 | 600 | 50 | | |
| 13 | EW Score | 260 | -500 | -150 | 1700 | -1380 | -150 | | |
| Team 3 | IMPs | 18 | -13 | -13 | 17 | -13 | -3 | -7 | 7 - 13 |

Click on the Results tab and then click Return

Assignments

Open

- Click Do Round x Draw.

The assignments for the next round are displayed on this page. Wall chart assignments can be posted using this data. Alternatively, see "Reports" below.

- Click Return to Event Menu

Reports

Open

- Use this page to post the next round's table assignments on a wall chart; alternatively, use a projector or large monitor to display the assignments
- Click on Return to go to the STS main menu

Go back to

Bridgmate Scoring

Click on

Update Movement

to update the Bridgmates for the next round.

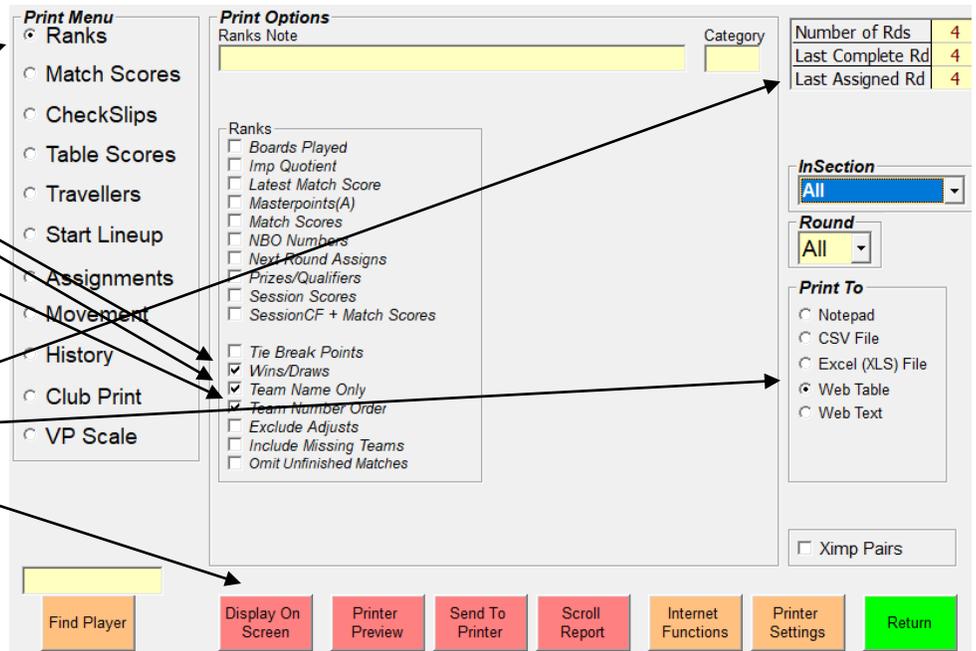
Announce that Bridgmates are ready for the next round. Bridgmates II will automatically update to the next round. Bridgmate Pro users will need to log on again before entering new scores.

To continue play, alternate between Assignments, Bridgmate Scoring and Reports (pages 4 & 5) – until the game is completed.

Finishing the Game

After the last round has been completed, go to the STS main menu **Reports**

- Click “Ranks”
- Click “Wins/Draws”
- Click “Team Name Only”
- Click “Team Number Order”
- Confirm that the last Round number is shown
- Confirm “Web Table”
- Select “Display On Screen”
- You may also “Send To Printer”



Bridgemate Friday Swiss Teams 4/20/2018

Ranks

Session 1 Section All

RANKINGS after Round 4

| Rank | Team | Name | VPs | Win | Draw |
|------|------|------------------|-----|-----|------|
| 6 | 1 | Daniel Roop | 28 | 1 | 1 |
| 3 | 2 | John Horst | 49 | 2 | 1 |
| 7 | 3 | Mary Newton | 17 | 1 | 0 |
| 4 | 4 | Anne Patrick | 48 | 2 | 0 |
| 5 | 5 | John Allen | 38 | 2 | 0 |
| 2 | 6 | Patricia Healy | 52 | 3 | 0 |
| 8 | 7 | Richard Crannell | 15 | 0 | 0 |
| 1 | 8 | S Murray | 73 | 4 | 0 |

To post final results (VPs & Wins/Draws) into ACBLscore, at the end of the game:

- Press F2 → 1 → “Wins and Points
- Press F6 to “Begin Sequential Entry”
- Enter Wins (.5 for each Draw) and Victory Points

When the final Victory Points and Wins/Draws have been posted into ACBLscore, results with MasterPoint awards may be printed.