

# RUNNING A TEAMS EVENT WITH BRIDGEMATES

#### SETTING UP

**Set up the event:** Create the event with the **New** button on the main form. Nominate Swiss or Round Robin Teams, and fill in the required details on the Event Setup tab. To open an existing event, use the Open button.

**Enter the Teams:** On the Team Setup tab, create a new team by clicking **New Team**, and enter each team member the details requested. Note that that the Enter key moves through the fields – this allows you to set up the whole event without using the mouse.

**Sort the Teams**: On the **Seeding** tab, you can (a) seed the teams by masterpoints and move teams up and down (b) allocate teams to categories (c) print and export the team lists. You also need to print the first match draw from this tab if you're running Swiss Teams.

**Check Bridgemate Preferences:** The option to ask for Player Numbers should be turned off unless you are going to use the Bridgemates to provide you with seating information for Pair Datums purposes. The settings are locked once the round has been created.

Other Compscore3 Preferences: Check that the Quick Post and Reporting settings are as you want them.

### START THE EVENT

The whole event is now managed from the Bridgemates tab.

### First round of each session 1

Create a new Bridgemate database by choosing Create New BWS in the Create New Round area. You can accept the default name or choose a name. Be sure to include the session number in the name as subsequent sessions require different database e.g "Noosa Teams - Match 1".

# Subsequent matches in each session 1

Ensure the dropdown in the Create New Round area says Use Existing BWS and that the database name is correct (or edit as necessary).

Next, enter the first board number in this match (Swiss events only), then click **Create Match X** (where X is the next match number) to set-up the BWS file for this match. Click the **Open** button beneath the Matches Management dropdown - this will open the Session / Match Management form. If this is the first match of the Bridgemate database, click **Launch**. (If not the first round, the Bridgemates will automatically update.) The session now runs just like a normal Bridgemate session. Important: If you're running more than one section, like a side movement or a graded event, see notes below.

At the end of the match, perform a full import (Import button on Results tab) and when all results are in, close the Match Management form. Back on the Teams Event Management form's Bridgemates tab, click Calculate. The overall and personal results can then be printed. As an alternative, you can click Quick Post to score, print results and reports and generate the next draw. (Quick Post options are managed under Setup | Power Options – Quick Post). During a match, you can move between the Team Event Management form and the Match Management form as you wish, including performing interim score-ups and working on earlier rounds. You can also access the usual functions within the Match Management form, like Anomalies.

Click Next Draw to generate the draw. The draw can be edited. Then start the process over again for the next match. (Using Quick Post will perform the draw automatically.)

#### AT THE END OF THE EVENT

Masterpoints and Web Site Uploads are managed on those respective pages.

### **EVENTS WITH MULTIPLE SECTIONS**

Where other sections are single session Mitchell/Howell etc: After you've created and opened the Match Management form for the first round of the main event, click **New Section**. This opens a new Session Setup form from which you can choose your movement type. Once all your sessions have been set up, click Launch on any one of them and this will launch the Bridgemates for all sections.

Where other sections are separate events e.g. a graded congress: Each event is created as a new event as described above. Follow the process as for one event, but the only difference is that when creating Match 1 for the second and subsequent sections, choose **Use Existing BWS File**, and navigate to the one you created for your first event. After you've done this for all sections, click **Launch** on any one of the Session Management forms.

### **TROUBLESHOOTING**

#### You have accidentally closed Compscore3.

- Open Compscore3,
- Select Open.

(See below if you're also closed Bridgemate Control Software)



## You have accidentally closed the Bridgemate Control Software.

- Re-open Compscore3 if necessary
- Open the Event as described above,
- Select the Bridgemate tab
- Open the match that is currently in progress

When the Bridgemate Management form for that session opens,

- click on the Setup tab,
- then Advanced,
- then select the BCS Functions tab,
- then click Re-Launch.

This will launch Bridgemate Control Software, and re-attach the BWS, without erasing any data. (Do NOT click Launch on the Setup tab – this will clear existing data from the BWS file when it re-attaches.)

### You have entered the wrong starting board number for a match:

- Close the Match Management form (if open),
- · Close the Bridgemate Control Software (if open) ignoring any warnings,
- Delete the match in the Bridgemate Matches dropdown.
- Then you can re-create it in the normal way, this time with the correct starting board number. However, you should use a new BWS file (editing the default name as appropriate) and once the new Match Management form is open, click **Launch**.