Running Pairs Event with Bridgemates

SETTING UP

Set up the event: Create the event via the menu options *File | New Event with Bridgemates,* then *Swiss Pairs* or *Templated Pairs,* and fill in the required details on the Event Setup tab. To open an existing event, use the *File* | *Open Event* menu.



Enter the pair names: On the Pair Setup menu, create a new team with **New Pair**, and enter the details requested. Note the use of the accelerator keys (press **Alt** and the underlined letter on a button to fire it), and also that the **Enter** key moves through the fields – both these features allow you to set up the whole event without using the mouse.

Sort the pairs: On the **Seeding** tab, you can (a) seed the pairs by masterpoints and move pairs up and down (b) allocate pairs to categories (b) print and export the pair lists. You also need to print the first round draw (or Round 1 and 2 draws if using a delayed draw) from this page.

<u>Bridgemate Preferences</u>: The option to ask for Player Numbers should be turned off as should the option to close the BCS after the session. The settings are locked once the round has been created.

Other Compscore2 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

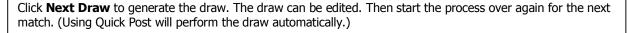
Create a new Bridgemate database by choosing Create New Bridgemate Database in the Create New Round area. You can accept the default name, or choose a name. Be sure to include the session number in the name as subsequent sessions require different database e.g "Noosa Butler Session 1".

Subsequent matches in each session 1

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

Next, enter the first board number in this match, then click **Create Round X** (where X is the next match number) to set-up the Bridgemate database for this match. Click the **Open button beneath the Rounds grid** - this will open the Bridgemate Session 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 Bridgemate Results tab) and when all results are in, close the Bridgemate Management form. Back on the Pairs 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 | Preferences – Congress Directors). During a match, you can move between the Pairs Event Management form and the Bridgemate Session Management form as you wish, including performing interim score-ups and working on earlier rounds. You can also access the usual functions within the Bridgemate Management form, like **Anomalies**.



¹ Note – a session is one set of boards (e.g. unique numbers 1-36 or 1-28) Each different session needs a new Bridgemate database, but matches within a session can use the same database.

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 Bridgemate management form for the first round of the main event, click **New Section**. This opens a new Bridgemate 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 pairs congress: Each event is created under New Event as described above. Follow the process as for one event, but the only difference is that when creating Round 1 for the second and subsequent sections, choose Use Existing BM Database, 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 Bridgemate Session Management forms.

TROUBLE SHOOTING

You have accidentally closed Compscore 2.

- Open Compscore2,
- Select File / Open Event.

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



You have accidentally closed the Bridgemate Control Software.

- Re-open Compscore2 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,
 - o then click **Re-Launch**.

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

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

- Close the Bridgemate Management form (if open),
- Close the Bridgemate Control Software (if open) ignoring any warnings,
- Delete the match in the Bridgemate Sessions 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 Bridgemate database (editing the default name as appropriate) and once the new Bridgemate Management form is open, click **Launch**.

You need to abandon Bridgemate scoring part way through an event:

Whenever you press **Calculate** on the Bridgemate tab, as well as rescoring the round or rounds, it generates results entries as though they were being entered manually. These are available on the **Scoring** tab. You can therefore revert to manually scoring at any time.

Note that is isn't possible to revert back to Bridgemate scoring once you have abandoned it.