



A duplicate bridge scoring program

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Introduction

Compscore3 is a duplicate bridge scoring program that interfaces with the Bridgemate and other tabletop scoring units. It manages sessions and events, calculates and accumulates masterpoints, keeps track of club memberships, and much more.



It is a re-write of Compscore2, though it is written using a newer programming language making it more future-proof. It is substantially the same as Compscore2, so users familiar with that program will have no problem in operating Compscore3.

Compscore3 has many standard two-winner movement built in, as well as the facility for users to set up templates for most other movements.

Compscore3 and Bridgemates

The process required by the Bridgemate system is that at the start of the session, the director records the movement (e.g. 10½ table skip with missing Pair No 11) in the scoring program, which in turn pushes data about the movements (i.e. boards, pair numbers, tables etc) out to the Bridgemates. The Bridgemates in turn accumulate the player numbers and results data entered by the players and send it to a central holding area via the Bridgemate Server, which is then picked up by the scoring program, and calculations performed.



Compscore3 is the scoring program in this chain.

There are two separate programs that run on the PC when a Bridgemate session is in progress:

- Bridgemate Control Software (BCS) is the program supplied by the developers of the Bridgemate scoring units. It reads data from the Bridgemates via the Bridgemate server unit and holds the information in a database (known as a BWS file) on the PC.
- Compscore3 is the scoring program developed by Altosoft. It creates the BWS file that is used by the BCS, and sends movement data to, and receives names and results data from, the BWS file.

You are urged to carefully read the documentation supplied with the Bridgemates. This will explain that side of the process in detail.

To explain the process from Compscore3's perspective, the BWS database is an Access database with an extension of BWS. It only holds the most basic of data, specifically:

- the player numbers entered at the start of the session; and
- the contract, declarer and tricks won and optionally the lead card for each board and pair number combination.

Compscore3 extracts this raw data from the BWS file, and is responsible for calculating scores, accumulating results, factoring where necessary, printing results and web site reports, and determining masterpoints.

The Bridgemate Control Software remains running throughout the session, as it is responsible for continuously extracting data from the Bridgemate units via the Bridgemate Server.

It can be accessed by clicking the option of the PC's Windows task bar. Do not close this program during a session.

There is no need to access the Bridgemate Control Software at all through the session, although it contains some useful functions for assessing the status of a session. It also contains some maintenance options like synchronisation (described below, and in the BCS documentation).

Important: ensure the PC does not enter a sleep or hibernation state during the session. Set the time-out to at least 4 hours via Windows Control Panel.

How the data flows....

To manage a Bridgemate session, you should understand how the information flows to and from the various components.

At the start of a session, the director records the movement in Compscore3, and this is pushed out to the BWS database. The BCS is then launched from with Compscore3, and that movement data is pushed into the Bridgemate server. When the players turn on their Bridgemate, it reads the server and extracts the movement data for that table. (Note that with multiple sections in the room, just one BWS database is used.)

Throughout the session, as data is entered into the Bridgemates, it is sent immediately to the Bridgemate server. Every second, the BCS reads the Bridgemate server, and any new data is loaded into the BWS file.

Compscore3 polls the BWS file on demand (when the **Import** button on the Results or Names tabs is pressed, or when printing the results). It then calculates the scores and prints results.

Therefore, the results data exists in several places.

- Firstly, it is held in the Bridgemate units, and can be extracted (as a last resort) by a Resend operation on each Bridgemate – see Catastrophic Failure in the When Things Go Wrong document.
- Secondly, it is held in the Bridgemate server (the small white box) and remains there for as long as the Bridgemate server remains powered and/or until another session is pushed into it.
- Thirdly, it is held in the BWS file on the PC.
- And finally, data that has been imported into Compscore3 is held in the Compscore3 database.

There is a synchronisation process within the BCS that will synchronise the server with the BWS file contents. You can go either way i.e. push the data that is held in the BWS file to the Bridgemate server (you would do this if the Bridgemate server lost power and hence its memory) and you can pull data from the Bridgemate server into the BWS file.

Data changes

Wrong scores can be corrected by the players at the table until such time EW has pressed OK and accepted the result. There is also a setting under Bridgemate Options that allows players to edit any results in the current round. After this, the director can still erase a result using the TD menu. Results can also be changed from Compscore3.

Given the choice, it is always preferable for the players or director to change a result in the Bridgemates, as this is what all other players see when they choose to view results after entering the score if that option is allowed in your session. However, either method will result in an accurate score in Compscore3.

Installation

Run the supplied setup program. It is recommended that you install the program into C:\Compscore3 folder rather than your Program Files folder. During installation, a shortcut will be placed on your desktop.

Once installed, launch Compscore3.

When run for the first time, Compscore3 will ask for your licence name and licence number. It will then suggest that various files are necessary and will ask if you want to download them. Answer yes to download them all.

You'll then be asked if you're converting from Compscore2. If so, follow the on-screen instructions to selectively load your data, preferences and templates.

You will then be asked for your Club Name, Club Number and other details. The Club Name appears on the top of all reports, and the Club Number is used for masterpoints purposes.

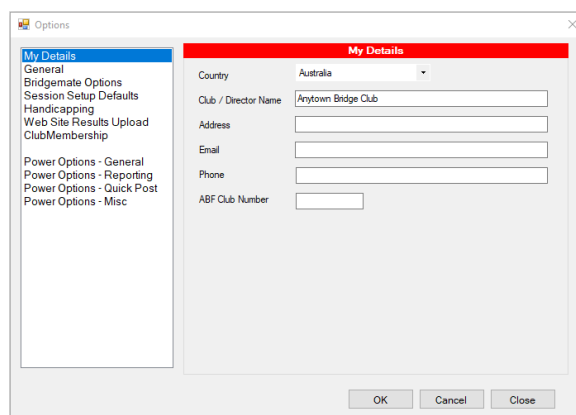
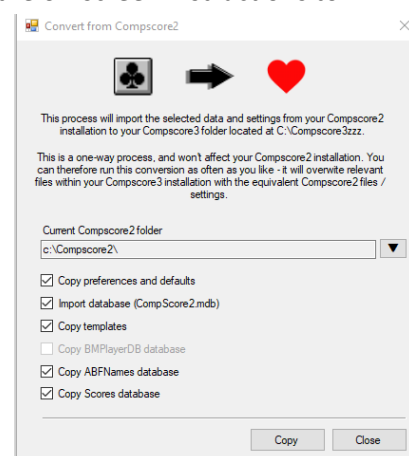
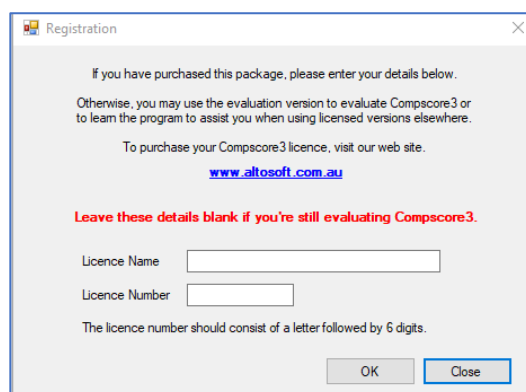
Compscore3 then creates several folders under the installation folder.

Compscore3 can create your Player Names table by importing of all your club members from the latest Masterpoints file. More information on Players can be found in Section 4.

Alternatively, you can import your players from a CSV file, under the **Players | Initial Bulk Import** menu item. This process expects a CSV file with the first row as headings, and the fields in the sequence Surname, Given names, ABF Number, Member number and an optional handicap. This process should only be undertaken when you first set up your Compscore3 database.

You will also need to set up the Bridgemates and the associated Bridgemate Control Software. You can download this from the Bridgemate web site www.bridgemate.com.

Check your computer's power settings, including hibernation. It is strongly recommended that the computer should not go into any sort of power-safe or hibernation mode during a session – this can cause problem with the BCS that runs continuously. If you must have hibernation activated after a period of inactivity, make sure that the period is longer than your longest bridge session.

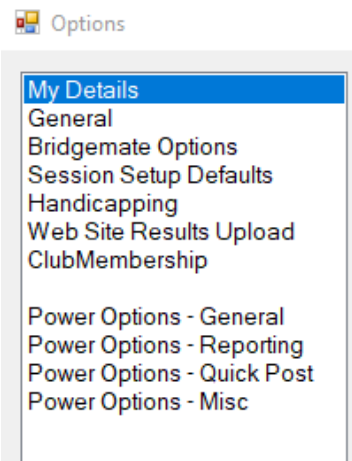


Compscore3 Preferences

You can configure Compscore3's options via the **Setup | Options** menu item.

The options are self-explanatory – see screen shot at right – and are divided into several areas.

Some specific details are provided below.



My Details

A screenshot of the 'My Details' form. It has a red header bar with the title 'My Details'. The form contains several input fields: 'Country' (a dropdown menu showing 'Australia'), 'Club / Director Name' (a text box with 'Sunshine Coast Bridge Club'), 'Address' (a text box with 'PO Box 5152 Maroochydore 4558'), 'Email' (a text box with 'info@suncoastbridge.com.au'), 'Phone' (a text box with '07 5444 7574'), and 'ABF Club Number' (a text box with '4680').

These options should be self-explanatory.

General

The **Offer Categories** checkbox allows you to allocate players in sessions to categories (A to Z) via the Names tab.

The **Force** button will apply your upper / proper case preference to all players in your Players file, as well as the sessions for the last 60 days

Other options should be self-explanatory.

A screenshot of the 'General' options window. It has an orange header bar with the title 'General'. The window contains several checkboxes and settings: 'Start Compscore3 in full screen mode' (unchecked), 'Suppress the display of session percentages under 40%' (unchecked), 'Suppress the display of Pair/Team Numbers on Results reports' (checked), 'Include Session Date in report headings' (checked), 'Remind about 14 day back-ups when exiting Compscore3' (unchecked), 'Allow player names in proper case (otherwise forced upper case)' (unchecked) with a 'Force' button, 'Offer Categories in Sessions and Multis' (checked), and 'In Anomalies test, report all same-contract-different-direction results (otherwise exclude 1 and 2 level contracts)' (checked). There are also three dropdown menus: 'Alternate line shading intensity in reports' (set to 'Medium'), 'Trick count display and entry in Compscore3' (set to 'Actual tricks'), and 'Number of copies of results in session's Quick Finalise' (set to '1').

Bridgmate Preferences

Bridgmate behaviour can be managed via the Options area in the Bridgmate Control Software. However, this can also be managed from with Compscore3, and this is the recommended option.

The meaning of the various settings should be self-explanatory, but details can be found in the Bridgmate documentation.

The screen layout in Compscore3 is largely identical to that in BCS.

On the **Other** tab, you can link Compscore3 to the ABF Player database used by the BCS. This requires that both Compscore3 and the BCS point to the same database.

This way, when you update the ABF Master Listing in Compscore3, the database used by the BCS when players enter their ABF Numbers will also be updated.

The screenshot shows the 'Bridgmate Options' dialog box with the 'General' tab selected. It contains settings for the tabletop scoring device (Bridgmate II), folder for BWS files (C:\BWS), and the full path and file name for Bridgmate Control Software (C:\Program Files (x86)\Bridgmate Pro\BMPro.exe). There are also checkboxes for 'Show previous results', 'Show own result', 'Repeat results', 'Show own percentage', 'Group sections for results', 'Ask for lead card', 'Close BCS at end of session', 'Auto power-off period (seconds)' (30), 'Verification message (seconds)' (2), 'Show score from perspective of' (NS), 'Results entry' (Number of total tricks won), 'Ask for player numbers at start', 'Blank entry not allowed', and 'Player numbers are always ABFs'.

The screenshot shows the 'Bridgmate Options' dialog box with the 'Other' tab selected. It contains settings for 'TD PIN (4 digits)' (9999), 'Import No Play as average (otherwise ignored)' (checked), 'Include ABF Numbers when send player names back to Bridgmates' (unchecked), 'Use BMPlayerDB database' (checked), 'Include inactive players' (unchecked), 'Full path and file name of BMPlayerDB.mdb' (C:\Compscore3\System\BMPlayerDB.mdb), and 'Contains 35020 names'. There is an 'Update' button.

Session Setup Defaults

These options should be self-explanatory.

The screenshot shows the 'Session Setup Defaults' dialog box. It contains checkboxes for 'No masterpoints', 'Manual scoring', 'Append Morning, Afternoon or Night to session name', and 'Do not show Section Letter (A, B, C etc) in session name'. There is a dropdown for 'Night time starts at' (5pm).

Handicapping

See the separate chapter on Handicapping with Compscore3.

The screenshot shows the 'Handicapping' dialog box. It contains checkboxes for 'Activate Handicaps', 'Build handicap by day of week', 'Use de Mestre variation', 'Print handicaps results as part of Quick Finalise', 'Also upload handicap results to web site as separate item', 'Include 1st and 2nd handicap place as footer on main results report', and 'Include 1st and 2nd handicap place on main web site results'. There are dropdowns for 'Compscore', 'Pivot factor', and 'Multiplier'. There is a 'Post' button and a link 'Click here to generate handicaps'.

Web Site Results Upload

You can upload your results to your Altosoft / Bridge Australia web site, or to any web site that supports USEBIO XML format, including Pianola, Bridge Webs and Bridge-club.org.

Altosoft / Bridge Australia web sites

Record the domain name, additional path for your deal files (if applicable) and an option prefix and suffix for your deal files if you are entering an abbreviated file name in the Session Setup screen.

Compscore3 automatically uploads the deal file contents as part of the results export if you have loaded the deal file into the session. This obviates the need to upload the TXT or BRI deal file separately.

You also have several options in this area of results upload:

- Use the streamlined upload option: this automatically uploads then processes all uploaded files. It is quicker and requires fewer key presses but isn't as useful when a problem occurs, and it becomes a blockage for future uploads. This can be turned off and on without restriction.
- Make PDF of hand record – this uploads a PDF of your hand record allowing players a one click option to download and/or print the full hand record
- Show warning on main screen when web files are ready for upload – useful to remind the director that the session hasn't been finalised until the results are uploaded.
- Make PBNs for web site – this makes a PBN file of the deal file, which can then be downloaded and loaded by players into their copy of Bridge Baron or Jack for replaying the hands.

USEBIO XML web sites

This process creates XML files and saves them to your **\Web\XML Results** folder. Uploading varies with the different hosts – refer to their documentation for assistance

Club Membership Management

See the separate chapter on Club Membership Management with Compscore3.

Power Options

These are the options that would be used by “power users” of Compscore3, and are all dealt with in the appropriate part of this manual and would normally only be relevant when running events (as opposed to sessions) or using the more sophisticated parts of Compscore3.

Power Options - General
Power Options - Reporting
Power Options - Quick Post
Power Options - Misc

Running A Bridgемate Session

Starting the session

Compscore3 has many built-in movements including:

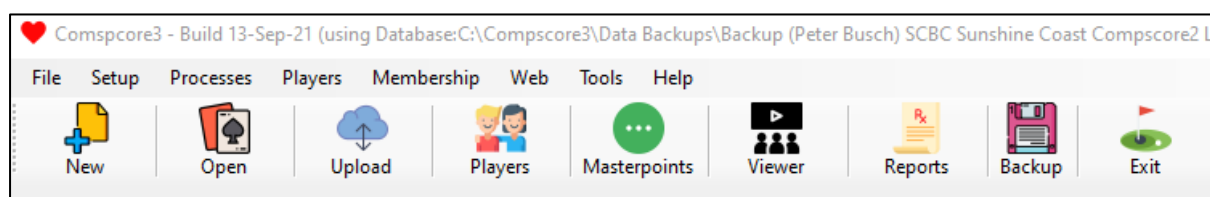
- Odd table standard Mitchell – any number of tables
- Even table standard Mitchell with skip or with share & bye – any number of tables
- North-South Rover with 6 to 15 tables, where an even number for the base involves a skip
- One-and-a-half appendix – any number of tables, where an even number base involves a skip

The standard Mitchells can involve a half-table, who can be sitting north-south or east-west.

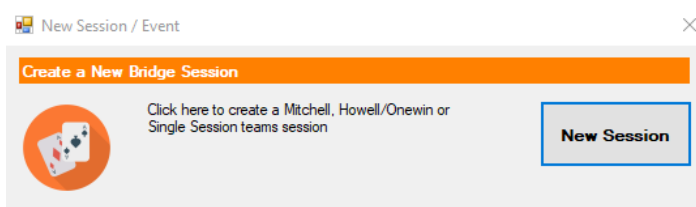
Compscore3 also accommodates non-standard Mitchells by way of templates. There is also a facility to generate templates for web Mitchells movements.

Howell and other one-winner movements are also managed though templates. A variety of Howell movements are shipped with Compscore3, though more can be added and the ones that are shipped with Compscore3 can be edited. Refer to the appendix for detailed movement maps for these movements.

The main Compscore3 form has several buttons as pictured above. Click **New**.



Before doing so however, check that the Bridgемate server is connected and turned on (green light for A/C power, orange light for batteries) and that the BCS isn't already running.



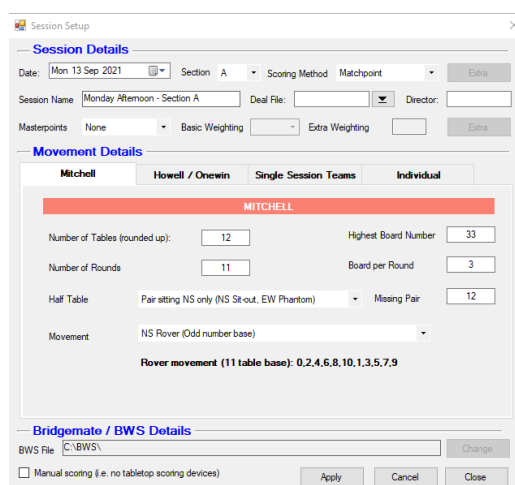
Here we are starting with a session, so click **New Session**.

You can move between the items with the tab or enter keys, or you can click to the item using the mouse.

The labels on the screen are self-explanatory.

Remember when entering the number of tables to always round half-tables up i.e. 11½ tables should be entered 12.

The options in the movement dropdown will change based on the other movement parameters. If you expect to curtail the session, chose the highest number of



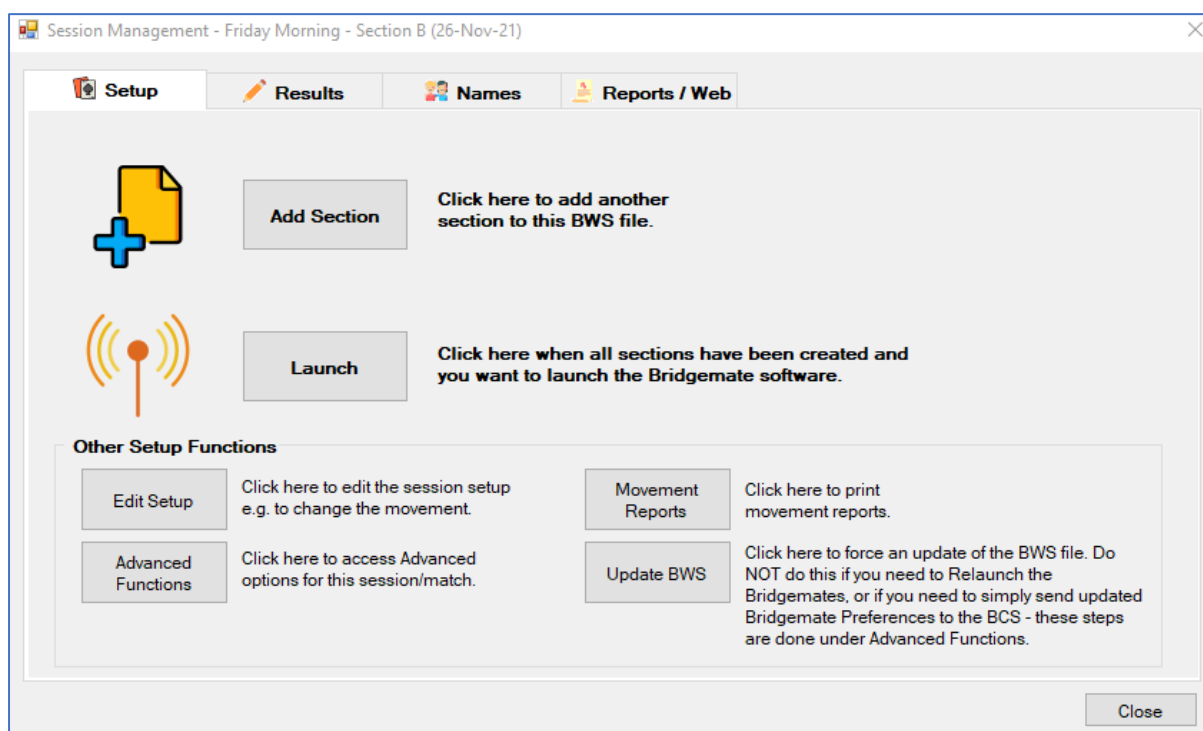
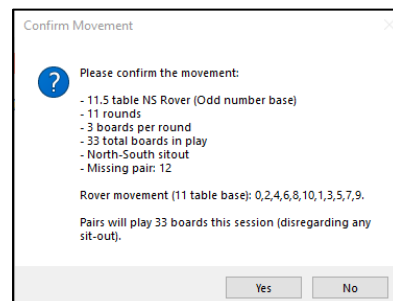
rounds that you may play. Sessions may be curtailed if you nominate too many rounds.

The basic masterpoints weighting will automatically change from 1.5 to 2.5 when you select red points. If the event has an additional weighing, e.g. a master or restriction factor, enter that weighting in the separate **Extra Weighting** box. For example, for a novice red point event with a master factor of 0.8, the Basic Weighting is 2.5 and the Extra Weighting is 0.8.

When done, click **Apply**.

Check the confirmation dialog to ensure that the movement parameters are correct and note the skip round number, the bye stand position, and the rover movement pattern if applicable.

You will then be presented with the Session Management form, which has 4 tabs: **Setup**, **Results**, **Names** and **Reports / Web**, as pictured.



If there is only one section, you can now click **Launch**. However, if there is another section, click **Add Section**, and follow the same steps to create another Session Management form.

Important – you should not try and create a second or subsequent section by clicking **New** on the main screen form as this will create a different BWS file for the new section, and you can't have two separate BWS files for the one session. Clicking **Add Section** from the first section's form ensures that the one database is used.

Continue doing this until all sections of the room have been set up. Then click **Launch**.

When the BCS finishes adding tables, it will minimize automatically and return you to Compscore3. However, it is important to watch this process to see that it adds tables, because if there is a communication program, no tables will be added.

Now you can distribute the Bridgemates to the appropriate tables, including the sit-out table if applicable, and players can turn them on. After a welcome screen, they will be asked for the numbers for the players sitting in each position around the table. They can enter either their Club Number or their ABF number. If they are uncertain, they can enter zero – this will result in an “unknown name” in Compscore3, which can be changed later within Compscore3 itself. New or first time players can enter ABF Number if they have one, or enter 0 and the director can add them to the Compscore3 database.

If your Bridgemates are pre-set to a specific Section and Table, be careful to distribute the right Bridgemates to the right section if there are two or more sections.

If the Bridgemate asks for a Board Number when first turned on, enter an impossible number, e.g. 59 and press OK. (This may happen if, for example, the previous session was curtailed.) This will force a refresh. If anything else untoward happens when the Bridgemates are turned on, access the TD Menu on the Bridgemate and choose the Reset option – Option 0.

Compscore3 and the Bridgemate Control Software programs should both remain open throughout the session. You should also leave each section’s Session Management Form open through the session, though you are able to re-open a closed session form via **Open** button on the main form.

Movement reports

There are some useful reports you can run by clicking **Print Movement Reports** on the Setup tab.

Table Cards - these can be placed on each table and show the pairs and boards expected at that table for each round. They also show what table each pair needs to move to at the end of the round. Note that if the movement has more than one stationary pair, for example a $\frac{3}{4}$ Howell, those pairs may need to alternate between NS and EW at that table, and this means that pairs coming to that table sit in different positions depending on the round. If this is the case, check the box "[x]

Tick if movement is Reduced Howell", and this will suppress the direction aspect of the movement instructions and will therefore just show a table number and not specify a direction e.g. "NS to table 7" as opposed to "NS to Table 7EW". That way the Pair will need to check the Bridgemate at their next table to ensure they are sitting in the right direction.

Player Movement Cards - this prints a list of the seating positions and opponents for each pair throughout the session and can be given to each pair at the start of the session.

Movement Reports

Session Name: Monday Afternoon - Section A (13-Sep-21)

Print Table Cards
Table cards the pairs and boards expected for each round.
☐ Tick if movement is Reduced Howell
☐ Show session name
Print

Print Initial Seating
This lists the first round seating for each pair.
☐ NS and EW on separate pages
Display Print

Print Player Movement Cards
Player cards show the table number, boards and opponent for each pair for all rounds.
☐ Sort by starting table
Print

Print Master Sheet
The Master Sheet shows a grid of the movement, listing round by round, table by table, what boards and pairs are expected.
Print

Close

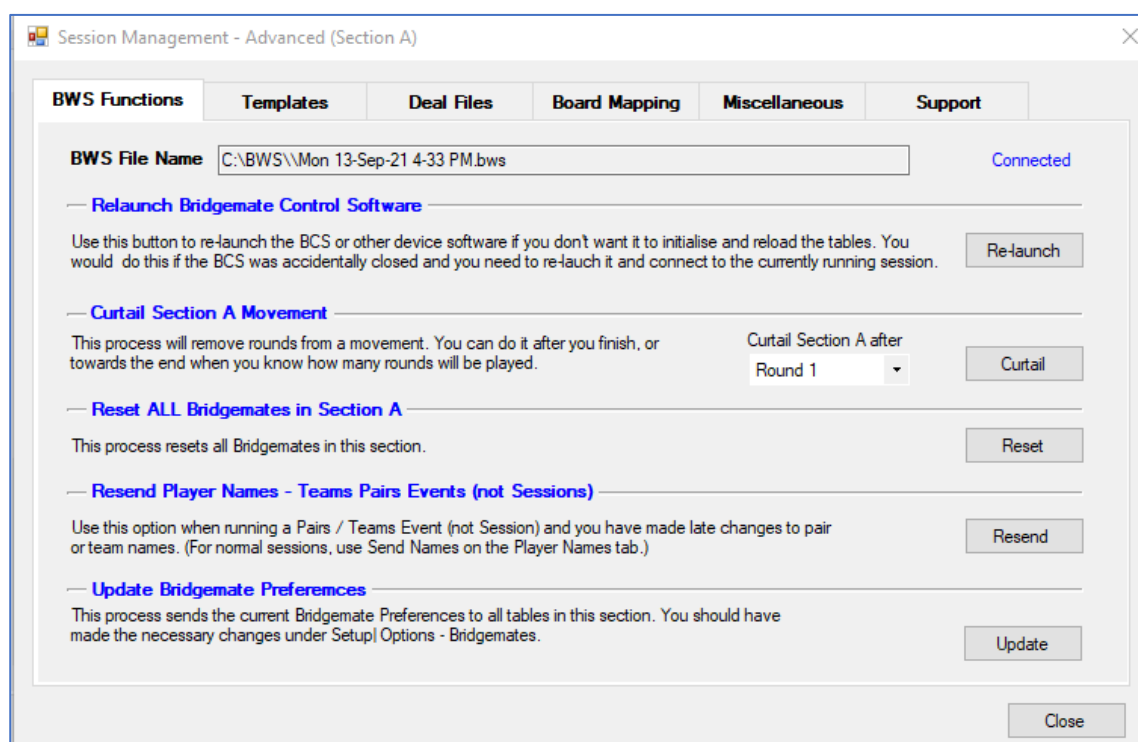
Initial Seating - this shows the initial seating for each pair in the Session, based on the current template.

Master Sheet - a one-page report that shows players, board and rounds for the movement. Movements of up to 14 tables can be printed. For movements beyond 14 tables, the printed report just lists the first 14 due to space constraints. For unusual one-winner movements, it is recommended that you print out the Master Sheet, especially if you haven't run the movement before.

The Table and Player cards can optionally show the player names if you import the names from the Bridgemates before you print the movement reports. Having actual names rather than just Pair Numbers assists the flow of the movement considerably.

Advanced Functions

There is also an **Advanced Functions** button on the **Setup** tab. This provides several options:



BWS Functions

You can

- **Re-launch** the BCS to reconnect to a Bridgemate session in the event of the BCS closing accidentally during a session (perhaps after an unexpected reboot or power failure). Note that if you simply click Launch again, it will overwrite data that has been accumulating in the Bridgemate server - connecting via Relaunch simply reconnects Compscore3 to the Bridgemate server but doesn't initialise anything.

- **Curtail** the movement – this can be done at any time before the expected end of the session, but preferably before the first table reaches the end of the desired last round.
- **Reset** all Bridgemates – this is the same as pressing Reset on the Bridgemate units
- **Resend** Player Names – useful when the session is actually a match within an Event and you've had to change player names in the event.
- **Update** Bridgemate Preferences – if you change any Bridgemate Preferences under Options, this process will send that change to the Bridgemates.

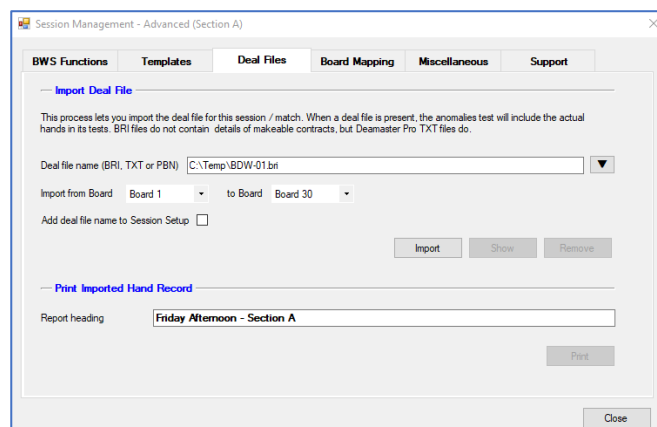
Templates

You can create templates for unusual movements, using an existing movement as a starting point and converting it to a one-winner movement. See **Templates** at the end of this section.

You can also convert a completed session from a two-winner to a one-winner. (This is simply an error correction method – the correct way to run such a movement is to use the correct template at the start.) This step will renumber all EW pairs so they have a unique number, and also arrowswitches selected rounds. Note that this process expects that you will have actually played the arrowswitched rounds in this way – this is simply a method of altering the Bridgemate data.

Deal Files

You can import deal files from BRI, TXT or PBN files into the session. This allows for the deal to be displayed on the results tab. It also offers a more sophisticated anomalies checking as it reports on poor fits which can indicate data entry error or a fouled board. If you use an Altosoft / Bridge Australia web site, you can also elect to include the hand record details in the Results export file which removes the need to upload a separate deal file.



Deal files can be loaded into sessions, or into Matches that are part of a Pairs or Teams event.

Board mapping

This allows you to map board number to other board numbers.

Miscellaneous

You can

- print a list of players in the session, sorted by total masterpoints, which is useful for determining the median player when computing a masterpoints master factor
- set a form colour - useful when running multiple sections

- other miscellaneous options

Late change to movement

If there is a late change to the movement (i.e. a late pair, or a setup error discovered after play has started), edit the movement under **Setup | Edit Setup** and click **Apply**. This will take you to a form as pictured, asking you about the effect of that change.

Does your change affect the movement?

If this question is asked, it usually means it does.

Have you launched the Bridgemates?

The process Compscore3 follows is different depending on your answer to this question.

If you answer No, that's it. If you answer Yes, there is one more question.

Update BWS from what round:

This is the first round that is impacted by the change you made.

However, any data that has been entered for this round is deleted. Therefore, if this late change necessitates a change to the Round 1 pairs and/or tables, but scores have already been entered for Round 1 at other tables (for example, a late pair arrives and fills the sit-out table after other tables have entered some results), you may need to record the results for this round at this table on paper and enter these in Compscore3 later, and selected Round 2 for the first round to be updated. It may also be necessary to enter averages into the Bridgemates for Round 1 boards that now won't be played in order to move onto the next round. Those results can be edited or deleted via Compscore3 later.

After the session commences

Player names

Shortly after the start of the session, select the **Player Names** tab in each section, and click **Import Names**. This will read the player names from the Bridgmates.

It's best to make any name corrections at the Bridgmates, and this is also useful because players can be shown how to do it themselves (on the Bridgmate, click Names and make any necessary edits). It's a good idea not to import the names in Compscore3 until all tables have entered their numbers, though if you do, don't make any edits to the Names in Compscore3 and keep importing until they're all there, as further imports will erase any edits you've made.

No.	Name 1	Name 2	Cat.
1	BETTY MARKKANEN	JOANNE CHETWYND	
2	CHERYL BUTTNER	LESLEY SETO	
3	LESLEY ROUSE	KIM ROUSE	
4	MARY-ANNE HEAP	SONIA HOLMES	
5	NOELA HILDER	LES HILDER	
6	HEATHER MCKELVIE-MORRIS	CARMEL DWAN	
7	BETH SMITH	GLENYS ROUSELL	
8	NEALE LAWRENCE	BOB SANDE	
9	VAL LOGAN	PETER LOGAN	
10	ANITA MCQUILKIN	JENNY NEMETH	

You can make corrections in Compscore3 by highlighting the name and clicking **Edit**. To add a new pair to the movement, click **Add**, and once entered, they will appear in the list, with the next available pair number.

You may need to alter a Pair Number – if so, click **Renumber**.

If a name is showing as “Unknown Number”, click **Edit** to edit the Pair Names, then first see if they are in the in the players' table by clicking the **Search** button next to their number, or you can start typing their surname in the Player Number box.

If they do not appear in the search list, click the **Player 1/2 is a new player** checkbox next to their number, and manually type their name and ABF Number (if known) into the box as pictured. Alternatively, you can click the **Search ABF** button to search the national Masterpoints database. These will then be added to the player table automatically, and a club number will be allocated.

Note also that when you see an “Unknown Number”, be sure to first see if they have a number by clicking the **Search** button next to their name. If you just go ahead and add a new name, you will create a new record in the Players table, creating a duplicate.

The reason you do this step now and not at the end of the session is that if there is a problem, it is simpler to resolve it before players have left the building.

Substitutes

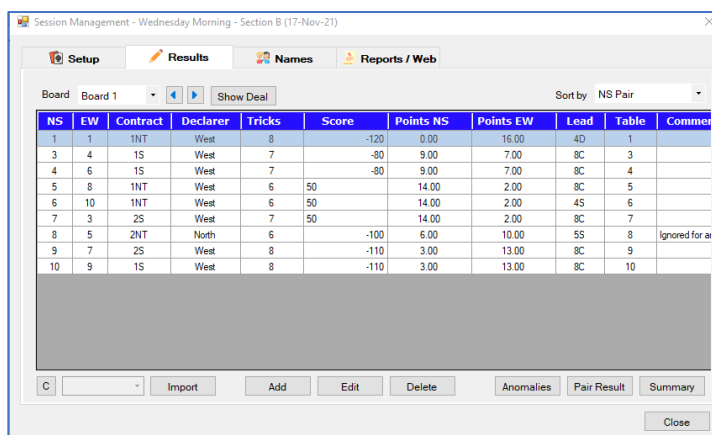
If any player is playing as a substitute for another player (typically it would be because this is part of a multi-session consolidation), Click **[X] Player is a Substitute** and indicate who that player is substituting for. Unlike in Compscore2, you cannot record substitutions in the Multi itself.

At the conclusion of the session

These steps can be done at any time through the session but need to be done at the completion as well.

Importing results

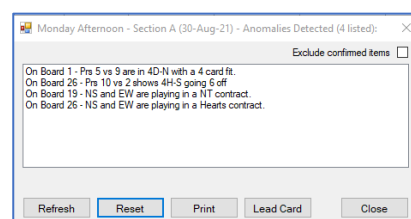
Select the **Results** tab and click **Import**. This reads all data in the Bridgmate system and displays it in Compscore3.



NS	EW	Contract	Declarer	Tricks	Score	Points NS	Points EW	Lead	Table	Comments
1	1	1NT	West	8	-120	0.00	16.00	4D	1	
3	4	1S	West	7	-80	9.00	7.00	8C	3	
4	6	1S	West	7	-80	9.00	7.00	8C	4	
5	8	1NT	West	6	50	14.00	2.00	8C	5	
6	10	1NT	West	6	50	14.00	2.00	4S	6	
7	3	2S	West	7	50	14.00	2.00	8C	7	
8	5	2NT	North	6	-100	6.00	10.00	5S	8	Ignored for a
9	7	2S	West	8	-110	3.00	13.00	8C	9	
10	9	1S	West	8	-110	3.00	13.00	8C	10	

Checking anomalies

Clicking the **Anomalies** button on the **Results** tab scans all results received, and reports on any that look problematic. The tests are different depending on whether you have loaded a deal file into the session.



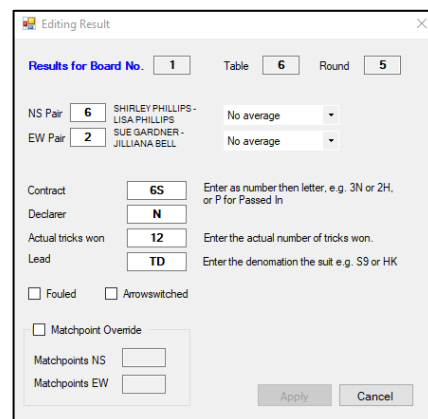
Anomaly
On Board 1 - Pts 5 vs 9 are in 4D-N with a 4 card fit.
On Board 26 - Pts 10 vs 2 shows 4H-S going 6 off.
On Board 19 - NS and EW are playing in a NT contract.
On Board 26 - NS and EW are playing in a Hearts contract.

If you check an anomaly and decide that it is a valid result, you can right-click the appropriate result on the Results grid and choose **Exclude from Anomalies** and it will no longer appear in the Anomalies list unless you tick the box to show excluded items. You can also cancel that exclusion in the same way.

Adding/editing a result

You can edit any results as necessary from this screen, by clicking **Add**, **Edit** and **Delete**. The tricks are entered as actual tricks made.

Any change you make here requires that the recalculation process be run before results can be presented. This is done by clicking the Recalculate button on the **Reports and Web** tab.



Results for Board No. 1		Table 6	Round 5
NS Pair 6	SHIRLEY PHILLIPS - LISA PHILLIPS	No average	
EW Pair 2	SUE GARDNER - JILLIANA BELL	No average	
Contract	6S	Enter as number then letter, e.g. 3N or 2H, or P for Passed In	
Declarer	N		
Actual tricks won	12	Enter the actual number of tricks won.	
Lead	TD	Enter the denomination the suit e.g. S9 or HK	
<input type="checkbox"/> Fouled <input type="checkbox"/> Arrowswitched			
<input type="checkbox"/> Matchpoint Override			
Matchpoints NS			
Matchpoints EW			
		Apply	Cancel

Summary

This shows a summary of the session results from several perspectives, as pictured.

The Session Summary window displays the following data:

Boards	Tables	NS Pairs	EW Pairs	Rounds	Other Items
Board 1: 10 results	Table 1: 30 results	Pair 1: 30 results	Pair 1: 30 results	Round 1: 30 results	Averages assigned: 0
Board 2: 10 results	Table 2: 30 results	Pair 2: 30 results	Pair 2: 30 results	Round 2: 30 results	Arrowswitches: 0
Board 3: 10 results	Table 3: 30 results	Pair 3: 30 results	Pair 3: 30 results	Round 3: 30 results	Fouled boards: 0
Board 4: 10 results	Table 4: 30 results	Pair 4: 30 results	Pair 4: 30 results	Round 4: 30 results	Edits in Compcore3: 2
Board 5: 10 results	Table 5: 30 results	Pair 5: 30 results	Pair 5: 30 results	Round 5: 30 results	
Board 6: 10 results	Table 6: 30 results	Pair 6: 30 results	Pair 6: 30 results	Round 6: 30 results	
Board 7: 10 results	Table 7: 30 results	Pair 7: 30 results	Pair 7: 30 results	Round 7: 30 results	
Board 8: 10 results	Table 8: 30 results	Pair 8: 30 results	Pair 8: 30 results	Round 8: 30 results	
Board 9: 10 results	Table 9: 30 results	Pair 9: 30 results	Pair 9: 30 results	Round 9: 30 results	
Board 10: 10 results	Table 10: 30 results	Pair 10: 30 results	Pair 10: 30 results	Round 10: 30 results	
Board 11: 10 results					
Board 12: 10 results					
Board 13: 10 results					
Board 14: 10 results					
Board 15: 10 results					
Board 16: 10 results					
Board 17: 10 results					
Board 18: 10 results					
Board 19: 10 results					
Board 20: 10 results					
Board 21: 10 results					
Board 22: 10 results					
Board 23: 10 results					

Buttons: Show Edits, Close

Finishing up

Just before you finalise everything, for each section:

1. Check that all players have completed the movement. This can be done via the BCS, which you can access from the Windows task bar (select the Round Monitor tab in that program) or click the **Summary** button on the **Results** tab in Compcore3 and ensure that the final round has a full complement of results.

2. Ensure you have all the player names. This is done from the **Names** tab. Remember to check both North-South and East-West if it's a two-winner movement.

The Session Management window shows the following options under the **Finishing Up** section:

Button	Action	Button
Adjusts	Add penalties and other session adjustments	Re-Calc
Make ATF	Generate Across-the-Field results for all sections	
Incomplete	Show slow / incomplete tables	Vax Update

3. Now you can print the results by clicking **Print Results** on the **Reports and Web** tab. You can also optionally print the individual boards, but this report can be several pages long.

4. Prepare the export file for the web site by clicking **Web Export**. This places the export file into a holding area, ready for uploading. This is only necessary if you are using a web site from Altosoft, or creating XML files for Pianola, Bridgewebs or Bridgeclub.org.

If you're keeping track of member's Covid19 double-vax status, click **Vax Update**. This will mark all members in that session as double vaxed.

As an alternative to Steps 3 and 4, you can click **Quick Finalise**. This will run those steps and close the session form when done.

After you have completed the above steps for all sections, close the Session Management forms for each section, leaving the main Compcore3 screen open.

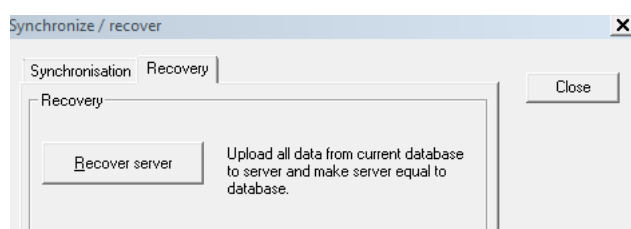
Then, if you are using an Altosoft-managed web site, click the **Upload to Web Site** button at the top on the main form. This will send each session's export file to the web site. You then need to follow the on-screen instructions on the web page that loads, clicking each session listed. When done you can close your web browser, Compcore3 and Bridgemate Control Software.

Troubleshooting

Important: If anything goes wrong and you can't resolve it, have the movement continue using paper travellers. The abandoning of a session should never be necessary. It is most likely that the session can still be scored later using a combination of paper and electronic results.

- When the player first turns on the Bridgemate, if it seems to bypass the initial player number entry screen and immediately asks for a Board Number, it is possible that the previous session wasn't completed. Either use the TD menu to reset the Bridgemate, or ask affected players to simply enter an illogical board number e.g. 59 and this will force the system to re-synchronise with the current movement in the Bridgemate server. In both these cases, the Bridgemate should then offer the initial screen asking for their player numbers. If not, simply continue playing (their names will come through to Compscore3 as "Unknown") and enter their names manually through Compcore2 later. If you enter the illogical board number and it doesn't reset, it's possible that the player pressed the OK button right through the Player Number screens without looking. In this case, the scoring side will work fine but their names and numbers will appear as "Unknown" in Compscore3, and they will need to be corrected in Compcore3 later.
- If someone's Bridgemate seems to reject a board number part way through a session, it's because either they're playing the wrong board set, or more likely they forgot to enter a board in the previous round. This can be confirmed by the director at the table by either selecting option 5 from the TD Menu (showing missing boards) or attempting to enter each board one by one from the last round to see which one it accepts (a played board should show "already played") When you identify the board with the missing result, if the players can't remember the result, enter an average so that the Bridgemate can roll forward to the next round.
- If the Compscore3 software is closed by mistake but the Bridgemate Control Software is still running, simply reopen Compscore3 and use the **Open** toolbar button and select the session you are running. If running more than one section, repeat this process for each section. The connection to the Bridgemates will be automatically re-established.
- The Bridgemate Control Software should remain running throughout the whole session. If, however, the Bridgemate Control Software is closed during a session (perhaps an unexpected re-boot or power failure), you need to re-establish the connection between it and the Bridgemates. To fix this, open one of the sessions in question (if it's not already open), click **Advanced Functions** on the **Setup** tab, and select the **BWS Functions** tab. Click the **Relaunch** button. This will start the BCS, connect to the appropriate session database, and will import any un-imported data in Bridgemate server. Note that it may take a few seconds to re-establish the connection and import any results, depending for how long the Bridgemate Control was not running.
- If the Bridgemate server itself becomes completely unplugged and power lost, the situation can be rectified in the Bridgemate Control Software by reinitialising the server data and resending Bridgemate results data again. However, you should always have batteries in the Bridgemate server unit so that in the event of a power failure, the process can continue.

If you need to recover data this way, follow the steps described above to open the session in Compscore3, then **Relaunch** via the **Advanced Functions** page (not Launch). Then, in the BCS program, select **Session** from the menu at the top, then **Synchronise/Recover**. Select the Recovery tab, then click the button labelled **Recover Server**. After two confirmation dialogs you will be asked to further confirm your intentions by entering the 3 digit number shown. (This triple-level safety process is in place to minimise the chance of this process being run by a user accidentally.)



Once done, whatever data that was in the BCS database will be sent to the server, and the server is now waiting to receive results data from the Bridgemates.

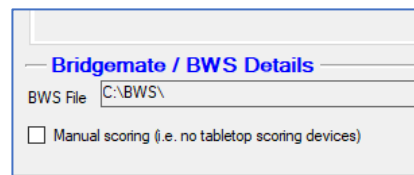
The next step is to send the data from each Bridgemate. The option to Resend is in the Setup area. (You may need to force a reset via the TD menu if the Setup button isn't visible.) Press the top left button marked **Setup**, enter the Setup code if prompted (749), then select **Info** (top right button) then **Resend** (also top right button). This will send all scores in the Bridgemate's memory to the server. Repeat this process for all Bridgemates used in the session. The BCS screen will show the progress of the results being retrieved.

Once done, you can import the results in Compscore3 and finalise the session as normal.

Scoring a session manually

Compscore3 has been designed for use with Bridgemates. However, you can score a session manually if you wish.

To do this, start out as though you are running the session using Bridgemates - click **New**, then **New Session**, and enter the movement. However, at the foot of the setup for, click the checkbox "**[X] Manual scoring**"



When the Session Management form loads, it will be the same as for a normal Bridgemate session, except that the Results tab provides a place for manual data entry.

Click the button labelled **Load Blank Travellers**. This will load a blank result line for each set of pairs for each board.

To enter the result, simply click on the grid for the first pair and enter their score. Note that the trailing zero can be left off the score, and East-West scores are entered as negatives.

Pressing the **Enter** key moves to the next line, and when the last line has been entered, a dialog displays asking if you want to move to the next board.

The pair numbers should be correct but if there is a problem, you can delete pair lines and add additional lines as necessary. Note that you can alter the sequence of the tables in this display to suit the style of travellers you are using i.e. sort by Round or by NS Pair.

NS	EW	Score	Imps NS	Imps EW	Comments
1	1		8.00	8.00	
2	3		8.00	8.00	
3	5		8.00	8.00	
4	7		8.00	8.00	
5	9		8.00	8.00	
6	2		8.00	8.00	
7	4		8.00	8.00	
8	6		8.00	8.00	
9	8		8.00	8.00	

Fouled boards, boards to be averaged and boards played arrowswitched can be designated by clicking the appropriate checkbox.

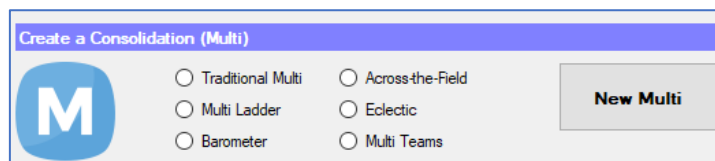
Player names are entered on the **Names** tab by clicking **Add** as necessary.

The process for printing reports and creating the web export is identical as for a Bridgemate session.

Consolidated Events

Compscore3 handles six types of multi-session events:

- Across the field scoring
- Eclectic
- Multi-session event with walk-ins – Traditional and Ladder
- Multi-session Barometer
- Multi Teams



All types follow very similar processes and are managed under the **New** form by selecting the appropriate option under **Create a Consolidation (Multi)**.

With all multi-session events, the process is similar, where you step through the various pages of the wizard.

Substitutes cannot be managed in any Multis and need to be managed at the Session level, not at the Multi level. Details of this process can be found under **Session Management – Names** tab. The substitute will earn masterpoints from the sessions they sub in, but will not appear in the Multi.

There are 4 pages to the Multi Wizard:

1. First, name the Multi and enter other parameters, and then add the sessions that make up the Multi.
2. The pairs will be displayed, based on importing the sessions you nominated in the first step.
3. The masterpoint details are next and will only be relevant when all sessions in the Multi have been run.
4. Finally, you can print reports and export results to your web site.

Once created, a Multi is opened via the normal **Open** button.

Across-the-Field

Across-the-field scoring allows you to merge two or more sessions together and score them “across the field”. This involves re-matchpointing all boards and all players results are combined.

All sections must have played the same set of boards, but it doesn’t matter too much if the movements aren’t identical i.e. if one section had a sit-out pair, or more boards were played in a section, as the program will factor as necessary to account for the difference. Of course, such movements are not perfectly balanced, and the best possible movement for an across-the-field session would be equal sized sections using the same movement and with each NS and EW field in each section having a similar range of players in terms of skill.

Scoring across-the-field process is performed as a final step in the process – when setting up the sessions, run them just like you run a session with two independent sections e.g. an A section and a B section. To obtain an across-the-field result, create the Multi from the **New** toolbar button.

- The first page asks you to name the event and enter other parameters, and then to add the sessions that make up the across-the-field. The sessions need to be added one-by-one. When done, click **Next**.
- The next page will ask you for masterpoint details (the player names tab will be skipped as it is created and managed behind the scenes). It will suggest the number of masterpoint to be awarded for first place, but you can override this if necessary, as the nature of the event may require a different award. Then click **Next**.
- The final page of the wizard allows you to print reports and boards, and to export result to your web site.

One option you might consider is to have the Bridgemates combine the sections for purposes of displaying percentages, historical results, and cumulative ranks. This is done from the **Bridgemate Options, [X] Group sections for results**. Note that such a change here won't affect anything if the movement are already started, so be sure to do this before you start the session. It is also important that you remember to deactivate this setting afterwards, otherwise players will see some strange numbers coming up next time you play.

One important note – when scoring an event across the field, it is the combined session that is masterpointed, so remember to choose No Masterpoints from the masterpoints dropdown when setting up each section.

Eclectic

Compscore3's Eclectic process can be used for Clubs who run Individual or Pair eclectics over several sessions.

To create an Eclectic, select Eclectic from the Multi area of the **New Session / Event** form.

Complete the various boxes on the first tab, and then click **Add** to bring in the sessions. Note that unlike other Multis, in this screen you can multi-select the sessions that make up this Eclectic. Simply hold down the control key as you click each session, and when you click **Select** and return to the Multi wizard, all the selected sessions will appear in the sessions list. Click **Next**.

The wizard now displays a summary of the sessions and allows you to enter the masterpoints for first place. The masterpoints are determined by a formula set down in the Masterpoint Centre manual, and this is described on-screen. Enter the masterpoints for first place, then click **Next**.

On the final screen of the wizard, you can print the Eclectic results and export the Export results to your Altosoft web site.

Traditional Multi

This is the traditional Multi process that you would use if the consolidation didn't fall into one of the other types (eclectic, across-the-field, multi-session barometer), and allows you to combine two or more sessions in order to determine an overall winner. It has been designed primarily for a fixed attendance event over a number of different sessions, but there is provision to have walk-in pairs in

sessions within the event and still score it as a multi event, discarding those pairs that have too few results.

To create a Traditional Multi, select Traditional Multi from the Multi area of the **New Session / Event** form. This displays the first page of the Multi wizard.

Complete the various boxes, and then click **Add** to select the first session. Click **Add** again to bring in each successive session. Continue this process until all sessions have been added. Then click **Next**.

You will then be presented with a list of all existing pairs in the Multi, along with the number of sessions they have played. It is here that you can delete one or more pairs. Then click **Next**.

On the next screen you have the option of calculating masterpoints. You will need to refer to the Masterpoints Centre handbook for the number of masterpoints to be allocated to first place – once you've entered the first place award and selected what portion of the field is to receive masterpoints, Compscore3 will handle the allocation of masterpoints to minor placings.

On the final screen of the wizard, you can print the Multi results, and export the Multi results to your Altosoft web site.

Multi Ladder

Multi- Ladder works like the Traditional Multi except for the following:

- You can merge the results based on matchpoints or percentages. Neither method will attempt any form of factoring even when sessions are different lengths or field sizes. The more logical consolidation basis is Percentage.
- The results appear on the printed report and web site in a landscape form showing the totals for each session plus the overall totals.
- If there are carry-forwards, they show separately (other Multi types will incorporate carry-forwards into the totals but the carry forwards won't be specifically identifiable).

As with other Multis, Pairs who don't play in all sessions can be excluded or have substitutes recorded.

There is provision for up to 13 sessions being combined in this sort of event.

On the final screen of the wizard, you can print the Multi results, and export the Multi results to your Altosoft web site.

Multi-Session Barometer

This is a standard Multi, but there are some special features within Compscore3 to assist in the running of this sort of event.

Typically, a barometer Howell is used to allow for cumulative results to be generated after each round. Further, the event is usually played over a number of sessions, and session results as well as cumulative results are necessary. This specialised requirement is done by a combination of normal Bridgmate sessions and the Barometer Multi.

Firstly, create the Bridgemate session in the normal way, but when you're entering the movement, tick the box "Barometer- style scoring [x]", as pictured. This places a dropdown on the Bridgemate Results tab that lets you limit the importing of result to a selected round, so if you don't get the chance to run the cumulative results straight after a round, this ensures you don't import any later results.

At the completion of the first round, leave the Session Management form open, but create the Barometer from the Multi area of the **New Session / Event** form. This displays the first page of the Multi wizard. Complete the various fields, then click **Add**, and add the session that you're running, and click **Next**.

(At this point you will have two forms open - the normal Session Management form and the Multi form. Both these forms can stay open throughout the event, allowing you to aggregate and print cumulative results after every round.)

The next page of the wizard lists all pairs. Click **Next**.

The screen that follows is only relevant at the end of the event, as it concerns the awarding of outright masterpoints. Click **Next**.

Finally, you are presented with a page that allows you to print Barometer Results, and to export results to your Altosoft web site.

You can leave this page open for the rest of the session, and simply bring the Session Management form to the front when you want to import the next round or make other edits. After you've imported the next round of results, bring the Barometer Multi form to the front, ensure the **Recalculate Sessions before printing [x]** is checked before printing the updated Barometer Results.

For second and subsequent sessions, follow this same process, but use the same Multi, and for the first round of each subsequent session, add the new Bridgemate session to the Barometer list by clicking the **Add** button.

On the final screen of the wizard, you can print the Multi results, and export the Multi results to your Altosoft web site.

Handicaps

There are 3 different options, and all are mutually exclusive.

1. **Compscore method** (as used in the original Compscore program) – this extracts the results of the player's last eight sessions, removes the best and worst, and averages the remaining six. When determining handicap results, it discounts the session results by applying a percentage of between 70% (stronger players) and 100% (weaker players), which is based on the player's past averages. This factor is applied to the session matchpoints.
2. **Rapscore method** (as used in the original Rapscore program) – this holds player's average percentage, and with each new session they play, the ongoing average percentage is altered slightly based on the latest performance. This factor is used to increase or decrease the session percentage.
3. **Pivot method** (based on the method commonly used in New Zealand) – this determines the player's average using the Compscore method (accumulates last eight sessions then removes the best and worst and averages the remaining six). It then works out a factor based on a "pivot" and a "multiplier" (both user-managed) to determine how much to add or remove from the player's actual session percentage. This is explained in more detail below.

For any of these methods, you can also elect to accumulate these previous session averages either on an overall basis per player where results of all sessions are used, or a daily handicap where a separate average is computed for each day of the week. The latter may be useful if it's common for players to play in a mixture of weak and strong sessions.

Handicapping can be applied to Sessions (excluding single session teams sessions) and Multis but not to Pairs or Teams events.

Setting up Handicapping

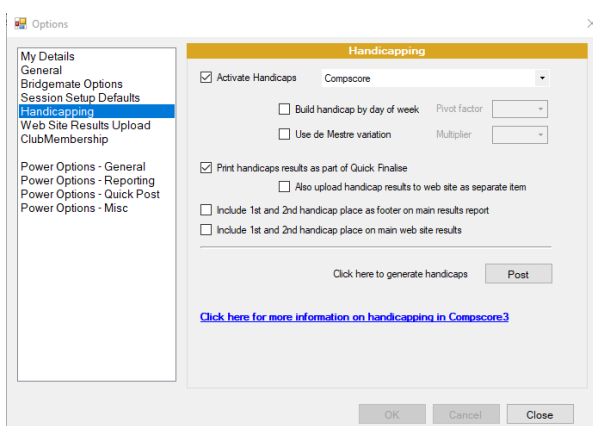
Under the Setup menu, choose **Options – Handicapping**, select your preferred method, and indicate if you wish to calculate averages on an overall or daily basis.

If you select Pivot as your handicapping method, you will also need to record the Pivot and Multiplier. The pivot is the base percentage that the handicap will use e.g. assume a player's average is 54%. Using a pivot of 50%, this will result in a reduction of 4 percentage points from their result (54 - 50), but using a pivot of 55%, that will increase the player's result by 1 percentage point (54 - 55). (Both these are before the multiplier is applied). The Multiplier then increases or decreases the factor, so that a multiplier of 1.2 will convert that 4 percentage points reduction to a 4.8 percentage points reduction (4 x 1.2).

This can be represented mathematically as:

Handicap factor = (Pivot – Accumulated Session Average) x Multiplier

Today's handicap result = Actual results + Handicap factor



Inserting some theoretical values:

Handicap factor = $(50 - 54.72) \times 1.00 = -4.72$

Today's handicap result = $58.51 - 4.72 = 53.79$

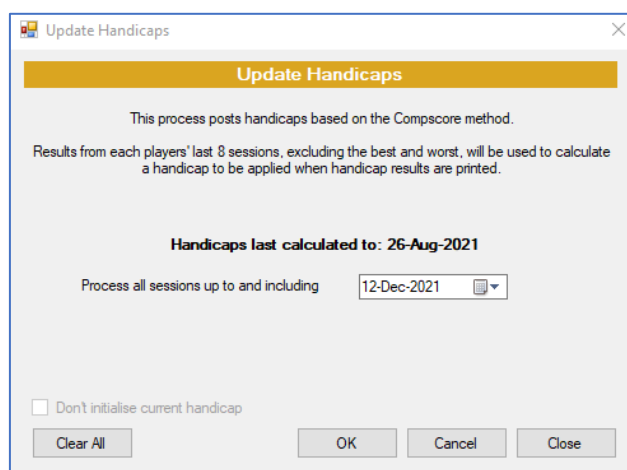
If you're uncertain about these factors, leave the Pivot as 50 and the Multiplier as 1.

You can manually set each player's handicap/s from the **Players** section by selecting a player and clicking **Edit H'Cap**. This allows you to enter an overall average or a daily average depending on your preference above. The figure you enter here will override any automatic calculates that have been made but will be overwritten next to you ask Compscore3 to update handicaps (see below).

You can start with the default of 50% for all members if you wish, and after each player has played some sessions and handicaps have been recalculated, the averages will be updated. However, users of the Rapscore method will need to assign a more relevant starting percentage (or import it from a CSV file) as the starting factor will continue to impact on the player's average for a long time as it is continually being refined.

Updating handicaps averages

Unlike some other scoring programs, Compscore3 does not automatically update handicap averages after each session. When you want to recalculate handicap averages, run **Update Player Handicaps** under the **Processes** menu. This will examine all sessions that haven't yet been used in updating handicaps and will recalculate player handicap averages. You will need to decide on how often you run this process – perhaps the first day of each month may be appropriate if you handicap all sessions, or if you just run selected events on a handicap basis, you can limit the recalculation process to just those occasions.



Importing handicaps from a CSV file

You can import handicaps from a CSV file as part of initially populating your Compscore3 database Players table. The CSV file format should be in the following format and is imported under **Players | initial Bulk Import**.

If using separate daily handicaps per player:

Surname, Given Name, Member Number, ABF/NZB Number, Handicap Sun, Handicap Mon, Handicap Tue, Handicap Wed, Handicap Thu, Handicap Fri, Handicap Sat,

Otherwise:

Surname, Given Name, Member Number, ABF/NZB Number, Handicap,

The Name and ABF Number columns are not used but are simply there to match the format of the CSV file created under Player Export on the Player form. Compscore3 uses the Member Number column to identify the player.

Masterpoints

Masterpoints are automatically calculated for each session in Compscore3. However, the posting of masterpoints to players is not done until the masterpoint wizard has been run at the end of the month or quarter. Therefore, there is no problem as regards deducting and adding masterpoints following corrections to sessions through the month.

From the main Compscore3 screen, click **Masterpoints**.

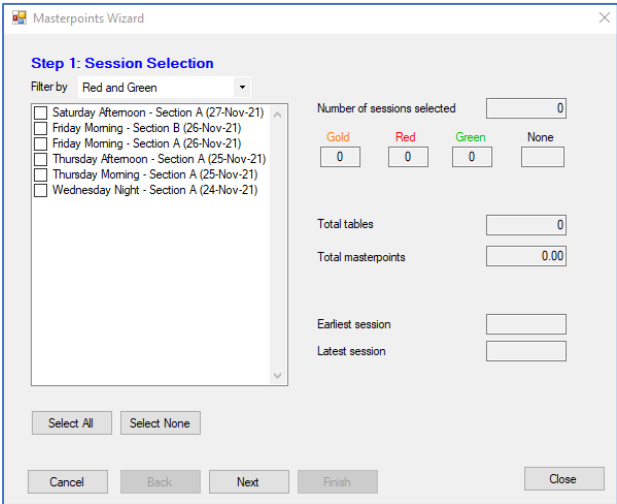
This launches the masterpoints wizard, which consists of several steps.

Step 1

First, choose the sessions you want to masterpoint. The display will list all those sessions that have not currently been closed.

Click Select All if you want to quickly select all the sessions listed, otherwise select the session to be include in this masterpoint batch. Then click **Next**.

Step 2

The screenshot shows the 'Masterpoints Wizard' window, specifically 'Step 1: Session Selection'. It features a 'Filter by' dropdown set to 'Red and Green'. A list of sessions is shown with checkboxes: Saturday Afternoon - Section A (27-Nov-21), Friday Morning - Section B (26-Nov-21), Friday Morning - Section A (26-Nov-21), Thursday Afternoon - Section A (25-Nov-21), Thursday Morning - Section A (25-Nov-21), and Wednesday Night - Section A (24-Nov-21). To the right, there are input fields for 'Number of sessions selected' (0), 'Gold' (0), 'Red' (0), 'Green' (0), and 'None' (0). Below these are fields for 'Total tables' (0), 'Total masterpoints' (0.00), 'Earliest session', and 'Latest session'. At the bottom are buttons for 'Select All', 'Select None', 'Cancel', 'Back', 'Next', 'Finish', and 'Close'.

The next screen displays all players who need attention. Typically, this is because of missing ABF Numbers.

Problems like missing ABF Numbers can be addressed by editing the player details within the Players area (accessed from the main form) by either adding the ABF Number (see below section re Editing Player) or by opening the session they played in and editing as necessary.

You can make these changes while the Masterpoints wizard is still open. If you do, remember to click **Refresh** when you have made the change to a session or to the Members file in order to have that change reflected in this Masterpoints wizard screen.

When you are happy that only those players listed in this screen will not have their masterpoints processed (i.e. for a non-member who doesn't have an ABF number), click **Next**.

Step 3

The wizard will now calculate the masterpoints entitlement, and present a screen where you can manually add masterpoints (e.g. for a manually scored session), and to print various reports. It is recommended that at the very least you print a report of the sessions included in this batch.

Manually adjusting masterpoints

To add masterpoint adjustments, on the third page of the wizard, click **Create**, and enter the Member Number, the masterpoints colour and number and an optional Details line. There is no editing or deleting possible – to reduce masterpoints, simply enter a minus number.

When done, you can print a list of the adjustments by clicking the **List** button.

Printing Reports

The reports available are:

- Masterpoints by Session – a list of sessions and total masterpoints for each session
- Masterpoints by Player – a list of player names and their masterpoint awards
- Masterpoints Exclusion Report – a listing of masterpoints that will be lost because of the player not having an ABF Number

Step 4

This is where you create and upload file to the Masterpoints Centre.

Once you are happy with the position, you can create the file for sending to the Masterpoints Centre.

The file name can be anything, but the extension is important. Compascore3 will create the appropriate extension for you and will offer a logical default name.

When you have made these sections, click **Make File**. This will create the file in the ABF \Masterpoints sub-folder under your main Compascore3 folder.

You can then view the file by clicking **Check File**. This will show the contents of the file to be uploaded.

When you're happy with the file, it can be uploaded to the Masterpoints Centre by clicking **Web Site** and following the usual procedure to upload the file.

Once this is done, click **Next**.

Step 5

This is the finalisation step.

Under normal circumstances, you should click the checkbox on this screen to close off the sessions being masterpointed in this batch. Closing the masterpointed sessions will remove them from the main **Open Session/Event** form and will also exclude them from future masterpointing processes, but they still remain in the database and can be accessed from the usual **Open Session/Event** form by unticking the option to exclude closed sessions. Sessions can also be re-opened and hence re-masterpointed by right clicking the session in the **Open Session/Event** grid.

When ready to finish the masterpoints process, click **Finish**.

If you realise that you've closed sessions that you need to re-open, this can be done from the **Processes | Reopen Sessions After Masterpoint Close-off** menu option.

Masterpoints Wizard

Step 5: Create and Review Awards File

Award file name (no path)
4680 Masterpoints 1-Dec-21.gm

Make File Check File

Click Make File to create the Masterpoints file, and click Check File to open the file and review the contents.

Step 6: Upload Awards File to Masterpoints Centre Web Site

Name of masterpoint awards file
4680 Masterpoints 1-Dec-21.gm

Location on your PC
C:\Compascore3\Masterpoints

Click here to open the Masterpoint Centre web site's Awards Upload page
(Once on the web site, you will need to browse for the location of the above file.)

Web Site

Cancel Back Next Finish Close

Exclude Closed Events ☒

10	None
10	None

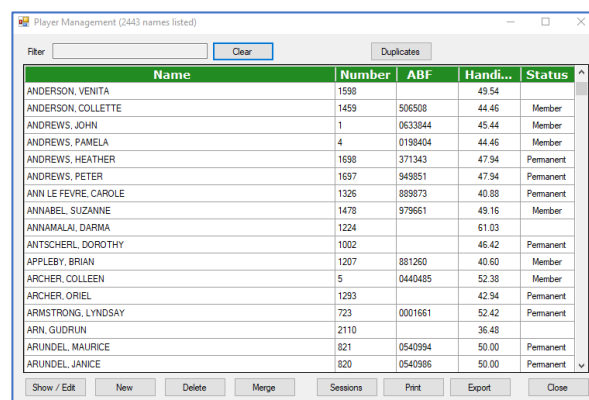
Players Management

Compscore3 holds player details in a special Player's table. New players who enter their ABF Number into the Bridgemates are automatically added to this table. Anyone who plays at your club will end up in this file.

Compscore3 has a membership module, and once activated, Members are a subset of Players.

The Players table can be accessed via the **Players** toolbar button on the main screen.

You can search through the list using the scroll bars and can also type in the beginning letters of the name to jump through the list. Also, the list can be sorted by Name, Player Number or ABF Number by clicking on the column heading.



Player Management (243 names listed)

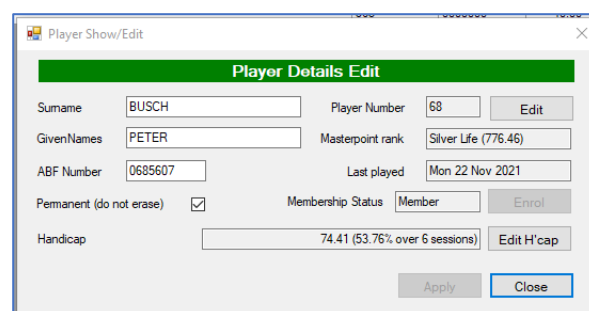
Name	Number	ABF	Handi...	Status
ANDERSON, VENITA	1598		49.54	
ANDERSON, COLLETTE	1459	506508	44.46	Member
ANDREWS, JOHN	1	0633844	45.44	Member
ANDREWS, PAMELA	4	0198404	44.46	Member
ANDREWS, HEATHER	1698	371343	47.94	Permanent
ANDREWS, PETER	1697	949851	47.94	Permanent
ANN LE FEVRE, CAROLE	1326	889873	40.88	Permanent
ANNABEL, SUZANNE	1478	979661	49.16	Member
ANNAMALAI, DARMA	1224		61.03	
ANTSCHERL, DOROTHY	1002		46.42	Permanent
APPLEBY, BRIAN	1207	881260	40.60	Member
ARCHER, COLLEEN	5	0440485	52.38	Member
ARCHER, ORIEL	1293		42.94	Permanent
ARMSTRONG, LYNDISAY	723	0001661	52.42	Permanent
ARN, GUDRUN	2110		36.48	
ARUNDEL, MAURICE	821	0540994	50.00	Permanent
ARUNDEL, JANICE	820	0540986	50.00	Permanent

Buttons: Show / Edit, New, Delete, Merge, Sessions, Print, Export, Close

For each player, their name, ABF Number and Player Number are held in this file. There is also a "Permanent" flag. This means the player won't be deleted when you run the **Delete Unused Players** process.

You can edit player details by highlighting the name and clicking the **Show / Edit** button. You can also double-click the grid row.

You can also add new players by clicking the **New** button but remember that new members are automatically added when the player enters their ABF number into the Bridgemate at the start of the session. Even if they enter their number as 0 (and hence initially appear as "Unknown" in the session results), when you fix this up from within the session Player Names area, a new member number will automatically be created. The only reason you would need to add a player from within this Players area is if you needed to add someone in order to manually allocate masterpoints they earned from a non-Bridgemate session.



Player Show/Edit

Player Details Edit

Surname: Player Number:

GivenNames: Masterpoint rank:

ABF Number: Last played:

Permanent (do not erase) ☒ Membership Status:

Handicap:

Players can be deleted, but only if they do not appear in any sessions. This is done under **File | Utilities | Delete Unused Players**. If the player is currently referenced in a session, the only way to remove them is to run the **Merge** process (see below) which transfers their sessions into another player code. You will be warned when trying to delete a member that has session activity.

Initial Player Names Import

You can optionally import your players from a CSV file, under the **Players | Initial Bulk Import** menu item. This process expects a CSV file with the first row as headings, and the fields in the sequence Surname, Given names, Member Number, ABF Number, and an optional handicap. This process should only be undertaken when you first set up your Compscore3 database.

Printing Player List

You can print a list of members from this screen and can also export a list to a CSV file which you can open in Excel. The printed report is a 2-column report showing member number, name and ABF number, whereas the export Contains more detail. The export option will allow you to use the full power of Excel to format the report.

Merging Players

If a player has been entered twice in error (usually caused by the director adding a new player without first searching to see if they're already in the Player table), the best way to resolve this is to merge the two players in the Players area of Compscore3.

To merge player records, click the **Merge** button. This loads a new form asking you for the two codes. Selected the codes and click **Merge**, and all session activity will be scanned and any occurrence of the From Player will be replaced with the To Player, and at the end of this process, the From Player will be deleted from Compscore3.

Be careful to enter the code to be removed first.

Delete Inactive Players

From time to time, you may wish to remove inactive players from your Players table. This may be because the table is filling up with one-time visitors. You can do this one by one from the Players area, or you can use **Delete Inactive Players** under the **File | Utilities** menu.

This process will scan all sessions in your database and delete any players from your player table who haven't played in any of those sessions, and who isn't tagged as permanent or a club member.

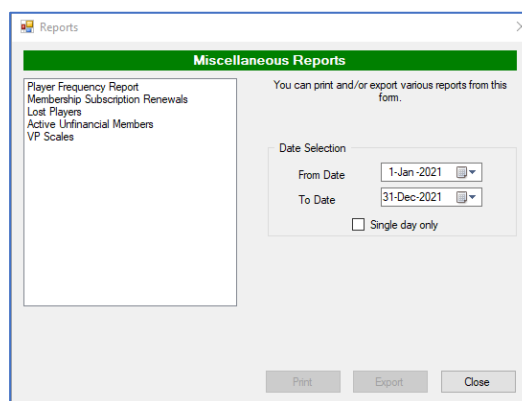
You will have the option of not proceeding once the initial scan has been done.

Reports

Player Frequency Report

Some Clubs like to monitor how frequently players attend club sessions. In Compscore3, this is handled by the Player Frequency report, located on the **Reports** form.

The report lists players' frequency for the selected date range, listing most to least number of sessions played. It can be printed or exported to Excel.



The screenshot shows a window titled "Reports" with a green header "Miscellaneous Reports". On the left is a list of report types: "Player Frequency Report", "Membership Subscription Renewals", "Lost Players", "Active Unfinancial Members", and "VP Scales". On the right, there is a text box stating "You can print and/or export various reports from this form." Below this is a "Date Selection" section with "From Date" set to "1-Jan-2021" and "To Date" set to "31-Dec-2021", both with calendar icons. There is an unchecked checkbox for "Single day only". At the bottom are "Print", "Export", and "Close" buttons.

Membership Subscription Renewals

This report lists member subs received, grouped by membership type and payment method.

Lost Players Report

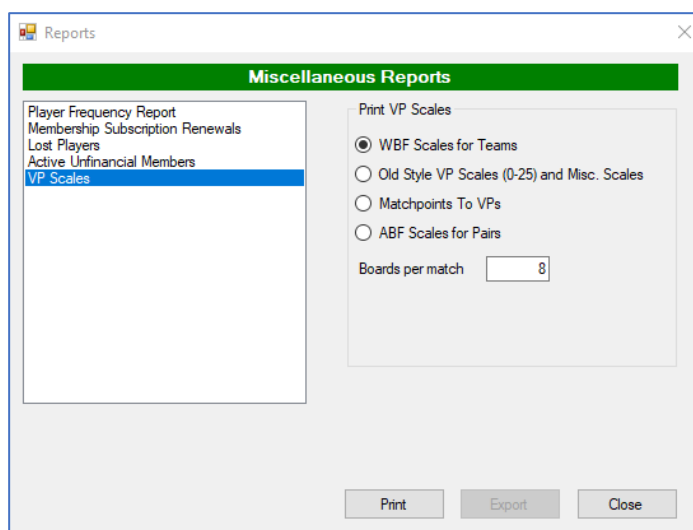
This report lists players who have played at least times in the last 12 months but haven't played in the last 3 months.

Active Unfinancial Members

This report lists unfinancial members players who have played since their membership expired.

VP Scales

The prints out the various VP Scales used by Compscore3.



The screenshot shows the same "Reports" window, but with "VP Scales" selected in the left-hand list. The right-hand section now displays "Print VP Scales" with four radio button options: "WBF Scales for Teams" (which is selected), "Old Style VP Scales (0-25) and Misc. Scales", "Matchpoints To VPs", and "ABF Scales for Pairs". Below these is a "Boards per match" label followed by a text input field containing the number "8". The "Print", "Export", and "Close" buttons remain at the bottom.

Events – Pairs

Compscore3 can score normal Swiss and Templated Pairs events using Bridgemates. A future version of Compscore3 will include manual data entry option. This part of the program has been primarily designed for tournament directors as the Events side is totally self-contained in respect of web results and masterpoints, but clubs can use it to score Swiss or Templated Pairs events too and the results will dovetail into the normal club event reporting.

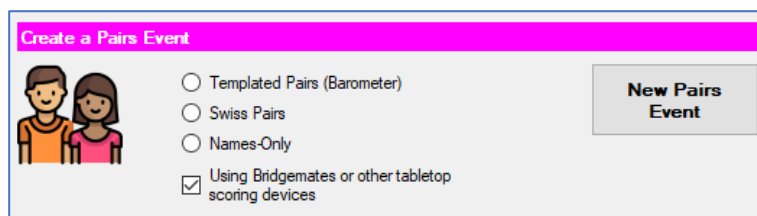
All Swiss Pairs events are managed via the **New** and **Open** buttons on the main form.

To start a new Pairs event, select the appropriate options and click **New Pairs**

Event. A Names Only event is a special kind of event where you can manage player / pair names and use the event as a source for importing pairs into other events. A good illustration of this is a graded event where you need to allocate pairs to separate grades. You would use a Names Only event to enter all entries, and the seed the list, allocate to categories, and then set up separate Pairs event for each grade.

Swiss Pairs events work on a live draw. A future version will include a delayed draw option as well.

At the top of the page are the tabs that control the various parts of the Pairs event.

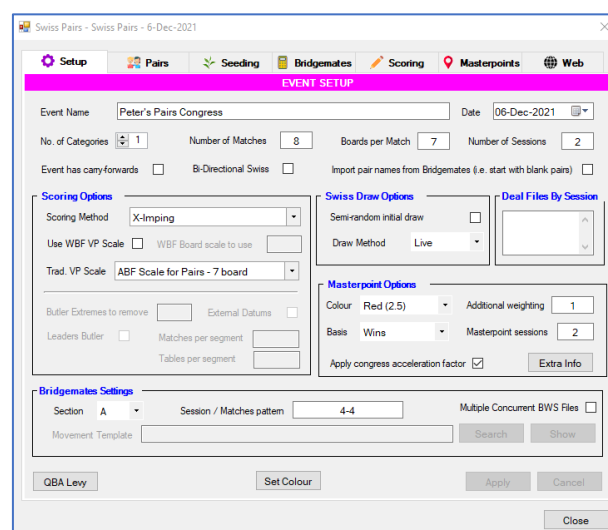


Event Setup

You will first be presented with the Setup screen, as pictured. Enter the details as requested, and when done, click **Apply**.

The options should be self-explanatory but details on some of the items are below.

- Carry forwards – these are displayed and added/edited via the **Seeding** tab
- Scoring – options are Matchpoints, Butler, Cross-imps, Matchpoints and VPs.
- VP Conversion – options are WBF continuous (0-20), old 0-25 discrete scale, and various other conversions
- Swiss Draw – a semi-random draw matches each pair in the upper half of the field with an opponent chosen randomly from the lower half, as used in ABF events.
- Session-matches pattern – this consists of a digit for each match in a session, and each session is separated by a dash. For example, a two-session event with 3 matches in the morning and 4 in the afternoon would have a session matches pattern of 3-4.
- **Set Colour** button lets you change the background colour of the Event for, and all child forms from this event (e.g. matches) will be coloured the same. This makes managing concurrent events simpler.



- Start with blank names – this allows you to set up blanks for the number of pairs in the field, and then you can import the pair names from the numbers entered to the Bridgemates.

Pairs Setup

Pairs are created on this tab.

Click **New Pair** to add a pair and enter the player names. Pair Numbering is automatic, and can be altered on the **Pair Seeding** tab.

When entering a player, use the Search button (or F2 key) to search by name. Alternatively, enter the ABF Number, or start typing the player's surname in the ABF Number box.

If the player doesn't exist in the ABF players file, you can leave the ABF Number as 0 and type the name in. You can also add an estimate of their masterpoints, which may be useful for seeding.

Immobile pairs can be assigned to a stationary table and will be assigned the NS seat at this table in all draws. However, if there's more than one stationary pair and two stationaries are drawn to play each other, one will be moved. Generally, the pair at the higher numbered table will remain stationary.

To edit a player, use the **Edit Pair** button, and to delete a Pair click **Delete**.

There are also two other ways to set up the field. Firstly, players can be imported from a CSV file in a special format – Pair No, Player Name, ABF Number. A header row is expected, and the file must contain one line per player, and must be in Pair Number sequence. The second way is to import pairs selectively from another event, typically a Names Only event (see above).

There are 3 special processes on this tab under **Other Pair Setup Functions**:

- **Test for Duplicate Players** – this looks for players who feature in more than one partnership, and also players with asterisks in their name which can suggest an error or anomaly when importing from a CSV file
- **Update Player Masterpoints** – this will update the masterpoints for all players in this event with the latest downloaded masterpoints.
- **Manage Substitutes** – this allows you to record substitutes for players, indicating which match or matches they played in. While not appearing in any results reports, subs will earn any masterpoints to which they are entitled.

You can also import the field from a different session or event. This would be useful if you used a separate event to create your field and now want to import it selectively into separate fields, say, for a graded event.

Pairs Seeding

The Pairs you have entered on the **Pair Setup** tab appear on this screen, in the order as entered. You may wish to seed them based on their masterpoints. If so, click **Seed**. You can also choose to sort the list by Category, Carry-over or As Entered.

Once done, you can alter the seeding of a particular team using the **Move Up** and **Move Down** buttons. You can also right-click a pair and elect to renumber them with the rest of the list being renumbered as well or being left as is.

Categories are managed on this tab. The number of categories you want is recorded on the **Event Setup** tab, and clicking the **Assign** button will divide the field evenly into the required number of categories, starting with A. The categorisation can either be strongest to weakest (AAAAABBBBBCCCCC), or with all categories equal (ABCCBAABCCBA).

Using the right mouse click on the grid you can allocate specific pairs into categories.

Once done, click print the **Initial Draw**. You can also export the field to CSV, print the field by Pair or Player, and print the Median which will be useful if you need to determine a master factor for masterpoint purposes.

If you elect to use the facility to send SMS messages you can send out the initial SMS via the **Send SMS** button on this form. This option only applies to red and gold point events.

There is also an option to drop out pairs part way through the event – just highlight the pair and click **Drop Out**. This will have the effect of excluding the pair from all future draws. Be careful to ensure you still have an even number of pairs before attempting a draw. If you are adding another pair to replace the dropout, add them in the usual way at the end of the field, and you can assign a carry-forward or adjustment as a starting total if needed.

Pairs Scoring - Manual

Not yet added to Compsore3

If you're using manual scoring, the Scoring tab is where the event itself is managed. Initially, click Create Rounds to create rounds for the event. Then highlight the first round and click Open.

This will open the Pair Management form for this round, as pictured below. On the Results Entry form, enter the first board number and click Load. This will build a grid awaiting the data entry. Click Add, and enter the NS and EW Pair numbers, and then the scores for each board. Enter an EW score as negative and note that the trailing zero on a score does not need to be entered. Then click Apply. In the interest of speedy data entry, the screen is ready for the next entry, but you can click Cancel if you need to make an adjustment.

At any time, you can click Show Missing Results to see what pairs don't yet have scored entered.

As you're entering each result slip, a yellow pop-up appears showing the data as you enter it, in a form that approximates the slip itself. This pop-up can be moved around the screen if it's in the way of anything. When you've entered all results, click Calculate this Round, then if necessary, Print Recaps, and if this is a Butler-scored event, Print Datums. You can then close the form and return to the main Pairs Event Management form. When you've entered all scored for the round, return to this

form, and click **Score**. You can then print any necessary results and other reports. Then click **New Draw** to create the next draw, and you can edit that draw as necessary.

At the completion of the event, you can click the **Web** tab to make web site export files, and **Masterpoints** to calculate masterpoints for this event.

Pairs Scoring – Bridgemates

Event scoring is managed on the **Bridgemates** tab.

The event progresses via the blue headings.

First, create the first (or subsequent) round, but select if you want a new BWS file or not, and clicking **Create Match 1**. A new Bridgemate database (BWS) is required for each new session, but not necessarily each new match. (A session is defined as a unique set of boards.) For Swiss events you will also need to record the first board number.

For the purposes of Compscore3, each match is created as a separate Compscore3 session, so if you're used to using Compscore3 for club sessions, managing each match will be very familiar to you.

Once the round is created, click **Open** under **Matches Management**. This opens the Match Management form (identical to the Session Management form).

For the first match of each session, you need to then click **Launch** to start the Bridgemates. For subsequent rounds in a session (assuming you are using the same BWS file for all matches in the session) simply opening the round pushes the movement to the Bridgemates and they will be automatically updated.

During the match, you can use much of the functionality of the Match Management form as with a normal session, like pair results, anomalies checking etc, editing results.

During a match, you can also return to the Pairs Event Management form at any time and run any of the calculation and reporting functions, for example to look at up-to-the-minute results.

At the completion of the match, close the Match Management form, and when you return to the Pairs Event Management form, check that you have received all the results. (The label showing the results counter should be in blue and say something like "Received 180 of 180 results".

You can then run **Quick Post**. This performs a full calculation, and then runs all the steps you have nominated under **Setup | Options - Quick Post**. Alternatively, you can bypass Quick Post and

perform those steps individually but if you do, be careful about the sequence and that you don't miss any.

The Results can be printed in two forms

- Standard – a format (usually landscape) that shows match by match totals as well as the overall totals, ideal for the notice board or data projector / TV screen
- Directors – a more detailed format that shows full pair names and numbers, as well as all previous opponents.

A display copy of the results can also be created.

The Personal Results can be run for either the current match (in a form designed for slicing and distributing to players during the next round), or for multiple rounds with each pair starting on a new page.

Once the draw has been run, it can still be edited by clicking **Edit Draw** – see pic. Quick entry allows you to enter a draw as X-Y-Z whereas X is the NS pair, Y is the EW pair and Z is the table number, and each is separated by a dash.

If you elect to use the facility to send SMS messages for each round, these can be set up automatically as a **Quick Post** step, or run manually after each match via the Send SMS button on this form.

There are also some additional reports available under More Reports, as pictured.

Pairs Masterpoints

Masterpoints for Pairs events are calculated on the Masterpoints tab. The masterpoint method - wins or session rank - is set on the Event Setup page. You can calculate masterpoints and produce a file for the Masterpoints Centre, or you can merge this event's masterpoints into the main club masterpoint file for sending off at the end of the month. (Note that for tournaments, you most likely need to provide the masterpoints file directly to your State Masterpoint Secretary immediately after the event.)

Firstly, enter the masterpoints per win and the outright points for first place. You can obtain these from your Masterpoint Scheme handbook, or from the Masterpoints Centre web site. Alternatively

PL.	No.	Pair Name	VPs	WDLs	MPs Wins	MPs Out...	Total
1	4	PETER BURCH / ADRIENNE K...	46.83	3-0-0	22	23	47
2	3	STEPHEN BROOKES / JIM MA...	42.48	2-0-1	14	18	32
3	7	KIYOMI AVUNDUK / SUE GAR...	38.52	2-0-1	14	13	27
4	2	ALISON DAWSON / DAVID C...	32.16	2-1-0	18	8	26
5	5	BEVERLEY STACEY / ANNE YO...	27.78	1-0-2	7	0	7
6	6	GABRIELLE ELICH / TRACEY L...	26.76	0-1-2	4	0	4
7	10	THERESA PHILLIPS / PAILOM...	26.41	1-0-2	7	0	7
8	9	URSULA SHELTON / CHRISTL...	20.78	1-0-2	7	0	7
9	1	VERNA BROOKES / KEN DAW...	20.00	1-0-2	7	0	7
10	8	TRICIA MEREFIELD / CHERIE ...	18.29	1-0-2	7	0	7
Totals					214	128	342

you can click the ? next to the outright masterpoints and Compscore3 will work out point for first place. (Remember though that sometimes factors outside the event management can impact on masterpointing.) Then click **Calculate**. This will display the points per pair. You then need to either make the file for the Masterpoints Centre or merge the awards into the main Club masterpoints area.

If you wish to make the file, click **Make File**. Once done, you can click **View File** to check the contents of the file. If you choose to merge the awards to your club masterpoints table, any players who don't exist in your club members table will be added.

Pairs Web Exports

At the completion of the event (and part way through if you wish) you can generate export files for various web sites. The types of export files you create is managed under **Setup | Options – Web Export**.

You can also include the next round draw in the export file and show the masterpoints per pair.

You can also generate TXT, HTM or CSV file of the results.

Pair Substitutes

Compscore3 handles substitutes in Pairs events, and this is used to manage masterpoints.

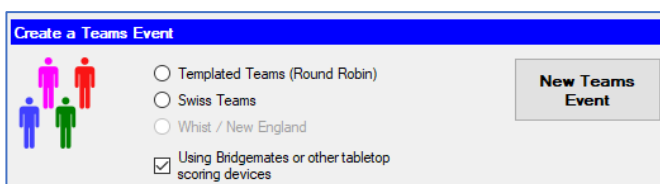
In a Pairs event, click **Subs** on the **Pair Setup** tab. This allows you to select any pair and nominate another player to replace either member of the partnership for specific matches.

Special Events – Teams

Compscore3 can score normal Swiss and Templated Teams events using Bridgemates, or by manual scoring. This aspect has been primarily designed for tournament directors as the Event is totally self-contained in respect of web results and masterpoints, but clubs can use it to score Swiss or Templated Teams events too and the results will dovetail into the normal club event reporting.

All Swiss and Round Robin Teams events are managed via the **New** and **Open** buttons on the main form.

To start a new Teams event, select the appropriate options and click **New Teams Event**.



Select Swiss or Round Robin. Swiss Teams events work on a live draw and Round Robin Teams works with a template.

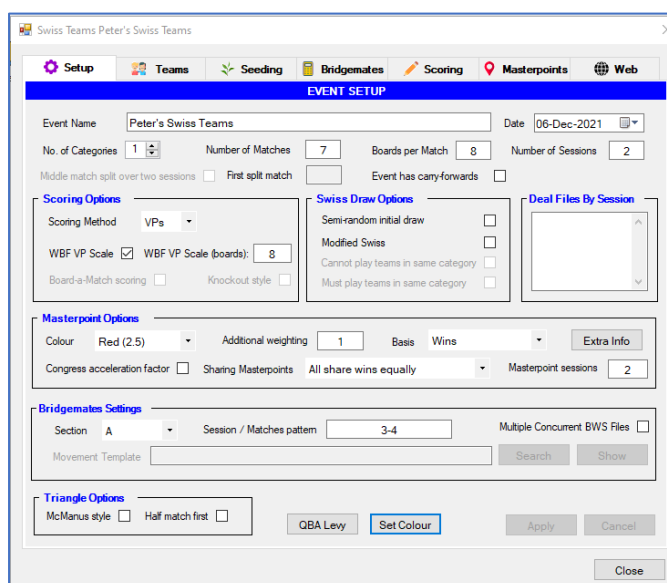
At the top of the page are the tabs that control the various parts of the Pairs event.

Event Setup

You will first be presented with the **Setup** screen, as pictured. Enter the details as requested, and when done, click **Apply**.

The options should be self-explanatory but details on some of the items are below.

- Carry forwards – these are displayed and added/edited via the Seeding tab
- Scoring – options are Imps and VPs. Imp-scored events can be straight imps or point-a-board.
- VP Conversion – options are WBF continuous (0-20), old 0-25 discrete scale
- Swiss Draw – a semi-random draw matches each pair in the upper half of the field with an opponent chosen randomly from the lower half, as used in ABF events. A modified Swiss is used where there are too many rounds for the field size and allows matchups in the second half of the event to be repeat encounters from the first half.
- Session-matches pattern – this consists of a digit for each match in a session, and each session is separated by a dash. For example, a two-session event with 3 matches in the morning and 4 in the afternoon would have a session matches pattern of 3-4.
- **Set Colour** button lets you change the background colour of the Event form, and all child forms from this event (e.g. matches) will be coloured the same. This makes managing concurrent events simpler.
- Start with blank teams – this allows you to set up blanks for the number of pairs in the field, and then you can import the pair names from the numbers entered to the Bridgemates.



- McManus triangle – an alternative to the traditional triangle where teams in the triangle play a hybrid of opponents from the other two tables, allowing the same boards to be used throughout the whole room

Teams Setup

Teams are created on this tab.

Click **New Team** to add a team, and then enter the player names. Team Numbering is automatic, and can be altered on the **Seeding** tab. When adding a team, you can leave the team name blank when first prompted and the surname of the first entered player will be used as the team name.

When entering each player, use the **Search** button (or F2 key) to search by name. Otherwise, if you enter the ABF Number directly, the player details will be displayed. Any player can be added as a substitute by ticking the **Substitute** box.

There is no limit imposed on the number of players in a team, though of course your event regulation will specify this.

If the player doesn't exist in the ABF players file, you can leave the ABF Number as 0 and type the name in. You can also add an estimate of their masterpoints, which may be useful for seeding.

To edit a player, highlight the player's name and click **Edit** button, and to delete a player click **Delete**.

There are 3 other ways to set up the field.

Firstly, players can be imported from a CSV file in a special format – Team No, Player Name, ABF Number and an optional column for Team Name. A header row is expected, and the file must contain one line per player, and must be in Team Number sequence.

The second way is to import pairs selectively from another Teams event.

Thirdly, you can start the event with blank teams by clicking **Blanks** and importing player details from the Bridgemates via the **Datums** area.

There are 3 special processes on this tab under **Other Pair Setup Functions**:

- **Test for Duplicate Players** – this identifies players who feature in more than one team, players with asterisks in their name which can suggest an error or anomaly when importing from a CSV file, and duplicated team names.
- **Update Player Masterpoints** – this will update the masterpoints for all players in this event with the latest masterpoints held in your database.

ABF	Name	MPs	Sub?
685607	PETER BUSCH	785	
190632	ADRIENNE KELLY	2,772	
84484	STEPHEN BROOKES	2,056	
84492	VERNA BROOKES	1,774	

- **Datums** – this allows you to record seating for each match and is used to accumulated pair datums throughout the event and is also used by the masterpoint process to share masterpoints only to players who played the matches that were won.

Teams Seeding

The Teams you have entered on the **Teams Setup** tab appear on this screen, in the order as entered. You may wish to seed them based on their masterpoints. If so, click **Seed**.

Once done, you can alter the seeding of a particular team using the **Move Up** and **Move Down** buttons. You can also right-click a pair and elect to Renumber them with the rest of the list being renumbered as well or being left as is.

Categories are managed on this tab. The number of categories you want is recorded on the Event Setup tab and clicking the **Categories** button will divide the field evenly into the required number of categories, starting with A, on the basis of strongest to weakest. Once done, you can still tweak a team's category by using the right mouse click on the Seeding grid.

Once done, click print the **Initial Draw**. You can also export the field to CSV, print the field by Pair or Player, and print the Median which will be useful if you need to determine a master factor for masterpoint purposes.

If you elect to use the facility to send SMS messages you can sent out the initial SMS via the **Send SMS** button on this form.

There is also an option to drop out teams part way though the event, by highlighting the team and clicking **Drop Out**. This will have the effect of excluding the team from all future draws. Be careful to ensure you still have an even number of teams before attempting a draw. If you are adding another team to replace the dropout, add them in the usual way and you can assign a carry-forward or adjustment as a starting total if needed.

Teams Scoring - Manual

If you're not using Bridgemates but scoring from pick-up slips, the **Scoring** tab is where the event itself is managed.

Select the match number from the dropdown.

If you are running a Swiss event, you can click the **Automatically load opponents [x]** checkbox. This will automatically load the opponent team number for the loser after you've entered in the winner, based on the draw. If you elect not to have this automated, the expected opponent still appears alongside the loser's box, but you will need to enter both the winner and the loser team numbers.

At any time, you can click **Missing** to show which result slips haven't been processed yet. The results you have entered appear on the right side of the page.

When all results are entered, you can click **Match Data** which lists the results entered. You can also print the cumulative results in either the basic form (the **Results** button) or the director's copy (the **Results Dir** button) which additionally lists each opponent in the event so far.

When running a Swiss event, you can then click **Auto Draw** which generates and displays the draw for the next round. Once done, you can edit that draw using Edit Draw but note that if you click the **Auto Draw** button after making edits, the draw will revert to the system-generated one.

The draw editing process is pictured below. After making any edits, you should click **Dupes Test** to ensure that no team is entered twice. Once done, you can click **Print Draw**.

Non-balancing scores: If you need to enter a non-balancing score (e.g. after awarding a split score or a non-offsetting averages), enter the result from the winner's perspective first, and then highlight the loser's line on the grid, click Adjust, and enter the loser's Imps and VPs.

Teams Scoring – Bridgemates

Event scoring is managed on the **Bridgemates** tab.

The event progresses via the blue headings.

First, create the first (or subsequent) round, but select if you want a new BWS file or not, and clicking **Create Match 1**. A new Bridgemate database (BWS) is required for each new session, but not necessarily each new match. (A session is defined as a unique set of boards.) For Swiss events you will also need to record the first board number.

For the purposes of Compscore3, each match is created as a separate Compscore3 session, so if you're used to using Compscore3 for club sessions, managing each match will be very familiar to you.

Once the round is created, click **Open** under Matches Management. This opens the Match Management form (identical to the Session Management form).

For the first match of each session or whenever you're using a new BWS file, you need to click **Launch** to start the Bridgemates. For subsequent rounds in a session (assuming you are using the same BWS file for all matches in the session) simply opening the round pushes the movement to the Bridgemates and they will be automatically updated.

During the match, you can use much of the functionality of the Match Management form as with a normal session, like team results, anomalies checking etc, editing results.

During a match, you can also return to Teams Event Management at the event level at any time and run any of the calculation and reporting functions, for example to look at up-to-the-minute results.

At the completion of the match, close the Match Management form, and when you return to the Teams Management form, check that you have received all the results. The label showing the results counter should be in blue and say something like "Received 180 of 180 results".

You can then run **Quick Post**. This performs a full calculation, and then runs all the steps you have nominated under **Setup | Options - Quick Post**. Alternatively, you can bypass Quick Post and

perform those steps individually, but if you do, be careful about the sequence and that you don't miss any.

The Results can be printed in two forms

- Standard – a format (usually landscape) that shows match by match totals as well as the overall totals, ideal for the notice board or data projector / TV screen
- Directors – a more detailed format that shows full pair names and numbers, as well as all previous opponents.

A display copy of the results can also be created.

The Personal Results can be run for either the current match (in a form designed for slicing and distributing to players during the next round), or for multiple rounds with each pair starting on a new page.

Once the draw has been run, it can still be edited by clicking **Edit Draw** – see pic. Quick entry allows you to enter a draw as X-Y whereas X is the NS pair, Y is the EW pair and Z is the table number, and each is separated by a dash.

If you elect to use the facility to send SMS messages for each round, these can be set up automatically as a **Quick Post** step, or run manually after each match via the **Send SMS** button on this form.

There are also some additional reports available under **More Reports**, as pictured.

Pair Datums in Teams Events

Compscore3 can keep track of Pair Datums in teams events if it knows what players are sitting NS and EW each match. This is all managed via **Pair Datum Management** accessed from the Pair Setup tab or Bridgmate tab. First, however, select the **Track Pair Datums in Teams Events [x]** checkbox under **Setup | Power Options – General**.

Telling Compscore3 who sits where

There are 2 ways this can happen:

1. Have the players enter their details into the Bridgemates at the start of each round or event. You can decide what number they enter, and this is managed under **Power Options - General**. Available

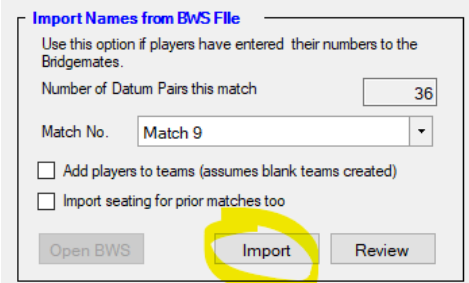
methods are: enter their ABF Number, enter their Club Number or Enter their Player Number as it appears on the Teams Slips (see below).

2. Let Compscore3 assign initial seating on the basis of Players 1 and 2 being NS and Players 3 and 4 being EW, and then you can manually move players around. This is all managed on the Pairs Datums Management form.

You may elect not to ask players for their numbers for subsequent matches. You might choose this for example if players don't change their seating from match to match very much, and you are confident that you'll be made aware of any changes. If this is the case, remember to untick the appropriate setting under **Setup | Options | Bridgemate Options** for subsequent matches. You will also need to create Match 2 using a new BWS file, as using an existing one will show player names, not team names, at the start of each new match.

If you have elected to have players enter player numbers to the Bridgemates, you need to click **Import** under the **Import Names from BWS File** on the Datums Management form. This will be done every time players enter the numbers into the Bridgemates – either only after the start of the first match, or after the start of every match.

Whether you've had players enter their numbers or whether you're manually telling Compscore3 about the seating, you can still make any changes under **Pair Seating Management**. You can manually assign players to seating position team by team and match by match.



The screenshot shows a web form titled "Teams - Pair Datums". It has a section titled "Import Names from BWS File" with the instruction: "Use this option if players have entered their numbers to the Bridgemates." Below this, there is a field for "Number of Datum Pairs this match" with the value "36". There is a dropdown menu for "Match No." currently showing "Match 9". Two checkboxes are present: "Add players to teams (assumes blank teams created)" and "Import seating for prior matches too", both of which are currently unchecked. At the bottom of the section are three buttons: "Open BWS", "Import" (which is highlighted with a yellow circle), and "Review".

If you are not asking players to enter numbers for subsequent matches, you will need to manually populate the seating when you've recorded who is sitting where in the first match, and then run the process to **Copy Match 1 Seating to All Future Matches**. Once done, this can be changed as necessary for future matches, and if there's a permanent change made part way through the event, you can elect to push the seating for any team and any match to all subsequent matches.

In the **Pair Seating Management** area, you can print **Team Slips**. These can be placed on each table at the commencement of the event to tell players what numbers have been assigned to each team member. You can also print **Seating**, which shows who's seated where for each match. Finally, there's a **Problems** report that lists all teams where there is incomplete information.

Reporting after each match

The Pairs Datums calculations can be part of the normal **Quick Post** process or can be run manually after each match. If you plan to calculate datums manually, make sure you do this before you print Teams Personals if you want the team personals to show player datum totals and ranks.

To produce a Modified Datums Report, you will need to have completed calculations for the match in question, then on the Pair Datums form, click the **Calculate** button. Once this process is run, you can print the Modified Datums Report listing either the total field, or a less portion if you wish.

You can control the number of matches pairs need to have played in to feature in the report. This defaults approximately however many pairs fit on one page.

You can also options click **Quick Post Datums** to fire the calculate and print steps with one click.

Note that with Pair Datums activated, the Teams Personals that are distributed to tables contain two elements of additional information:

- They show the player names from the home and away teams that played in the match, separating those playing at the home and the away table; and
- They show the accumulated Modified Datum for each pair playing in the match, along with the current rank in the field.

A side benefit of tracking Pair Datums is that Substitute management is automatically managed, and this information can be used for masterpointing.

Summary

(a) Players entering numbers every round

- Tick **Track Pair Datums** under Options and choose method of entry (Club Number, ABF Number, Team Member Number), and if using Team Member Numbers, print and distribute the Team Slips from the Datums Management page.
- Bridgemate Preferences – tick “Ask for player numbers”
- After each match (can be done while next match is in progress), Import then review for errors, then Calculate, then print reports
- Use a new BWS file every match in order to have initial player number question appear on Bridgemates each match
- Ensure Calculate Datums is ticked in the Quick Finalise steps under **Options – Quick Post**

(b) Players entering numbers first round only

- Tick **Track Pair Datums** under Options and choose method of entry (Club Number, ABF Number, Team Member Number) and if entering Team Member Number, print and distribute the Team Slips from the Datums Management page
- Bridgemate Preferences - ask for player number before Match 1 only, and after Match 1 you should untick this option
- After Match 1 (can be done while next match is in progress), Import then review for errors, then Calculate, then print reports. Also, copy Match 1 seating to all future matches for all teams.
- Use new BWS file for Match 2 in order to have team names not player names appear on Bridgemates
- For each future match, manage any edits as advised by players before clicking Calculate.

(c) Players not entering numbers at all

- Tick **Track Pair Datums** under Options.
- On the Pair Datums Management page, click Default to assign team members to seating arbitrarily, then tweak the seating using the various options. Also, copy Match 1 seating to all future matches for all teams. This will typically be done during Round 1.

Regardless of the method you choose:

- After the completion of each match, you will need to manually calculate the Datums – this is not done as part of Calculate or Quick Post. Note that this process rescores all prior rounds as well as the current round, so retrospective adjustments are fine.
- Don’t include printing of personals or making web site CSV files in Quick Post but instead run these steps separately afterwards

Teams Masterpoints

Masterpoints for Teams events are calculated on the **Masterpoints** tab. The masterpoint method - wins or session rank - is determined on the Event Setup page. You can calculate masterpoints and produce a file for the Masterpoints Centre, or you can merge this event's masterpoints into the main club masterpoint file for sending off at the end of the month. (Note that for tournaments, you most likely need to provide the masterpoints file directly to your State Masterpoint Secretary immediately after the event.)

Firstly, enter the masterpoints per win and the outright points for first place. You can obtain these from your Masterpoint Scheme handbook, or from the Masterpoints Centre web site. Alternatively you can click the ? next to the outright masterpoints and Compscore3 will work out point for first place. (Remember though that sometimes factors outside the event management can impact on masterpointing.) Then click **Calculate**. This will display the points per team. You then need to either make the file for the Masterpoints Centre or merge the awards into the main Club masterpoints.

If you need to tweak individual player's masterpoints, change the grid sort order to **List by Player**. You can right-click a player and make any changes.

Once done, you can print a report either **By Team** or **By Player**.

If you wish to make the file, click **Make File**. Once done, you can click **View File** to check the contents of the file. If you choose to merge the awards to your club masterpoints table, any players who don't exist in your club members table will be added.

Swiss Teams - Noosa Spring Teams

Setup Teams Seeding Bridgemates Scoring Masterpoints Web

MASTERPOINTS

Masterpoints per win: 16 Masterpoints for 1st place outright: 385 ? Calculate List by Team

Place	No.	Team Name	VPs	WDLs	Wins	Outright	Total
1	1	WARD	120.78	7-0-0	112	385	497
2	7	OLSEN	103.63	5-1-1	88	270	358
3	10	STANTON	84.47	3-0-4	48	193	241
4	12	NILSSON	82.38	5-1-1	88	128	216
5	3	BROOKES	82.24	4-0-3	64	96	160
6	2	LUCK	80.35	5-0-2	80	77	157
7	6	DUNLOP	79.73	4-0-3	64	64	128
8	5	GREEN	78.92	3-1-3	56	55	111
9	8	O'DEMPSEY	77.50	3-0-4	48	0	48
10	4	TOUTON	73.32	3-1-3	56	0	56
11	19	POWER	72.99	4-0-3	64	0	64
12	9	MELLINGS	71.25	4-0-3	64	0	64
13	13	MICHIE	68.75	3-0-4	48	0	48
14	16	AVUNDUK	62.55	3-0-4	48	0	48

Number listed: 24

Total all teams: 10448 Edit

Total all players: 10448

Print

By Team By Player

Masterpoints File or Merge to Club File

Make File View File or Merge

Teams Web Exports

At the completion of the event (and part way through if you wish) you can generate export files for various web sites. The types of export files you create is managed under **Setup | Options – Web Export**. You can elect to include the next match draw in the export file and show the masterpoints per pair.

You can also generate TXT, HTM or CSV file of the results.

Swiss Pairs - Tuesday Afternoon 23-30 November

Setup Pairs Seeding Bridgemates Scoring Masterpoints Web

WEB RESULTS

Use this section to create CSV files for your Alosoft or Bridge Australia web site.

Match/es to upload: All matches

Web site event number: 10999 Show masterpoints: ☐ Include next draw: ☒

Show deal files attached to each match: Deals Make Files

Use this section to create text or HTML files of the event's results

Preliminary File: Click to create a preliminary text file Create

Optional Preamble

Make Export File: Export file format: Text file (TXT) Show masterpoints in export file: ☐

Allow cat. promotion: ☐ Clear Generate Make File

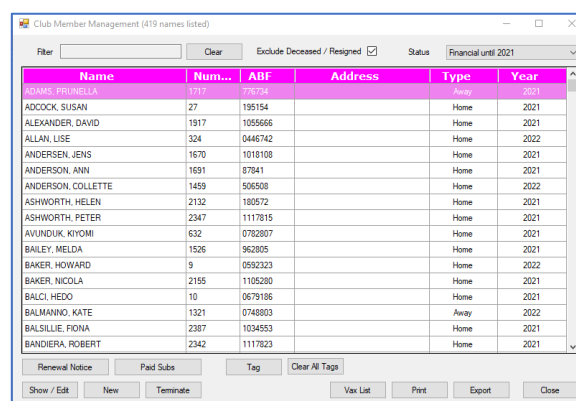
Close

Club Member Management

Compscore3 provides for some basic membership management tools.

Basic member details can be recorded, as well as year of membership that they are paid up to.

There are various buttons on the footer of the main membership data grid. You can print a full member list, export a full or condensed list, and a vax status report if you're using greeters to check players' Covid19 vaccination status.



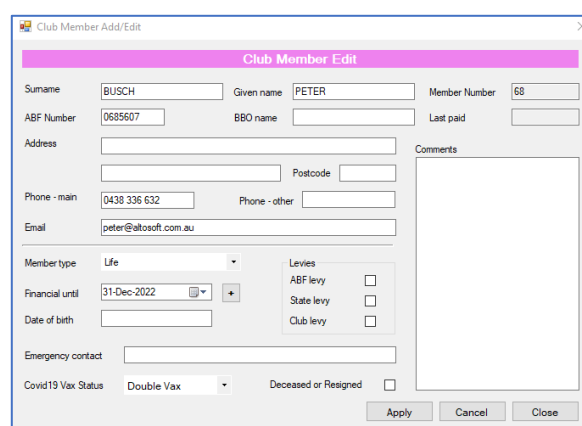
Club Member Management (19 names listed)

Name	Num...	ABF	Address	Type	Year
ADCOCK, SUSAN	27	195154		Home	2021
ALEXANDER, DAVID	1917	1055666		Home	2021
ALLAN, LISE	324	0446742		Home	2022
ANDERSEN, JENS	1670	1018108		Home	2021
ANDERSON, ANN	1691	87841		Home	2021
ANDERSON, COLLETTE	1459	506508		Home	2022
ASHWORTH, HELEN	2132	180572		Home	2021
ASHWORTH, PETER	2347	1117815		Home	2021
AVUNDUK, KIYOMI	632	0782807		Home	2021
BAILEY, MELDA	1526	962805		Home	2021
BAKER, HOWARD	9	0592323		Home	2022
BAKER, NICOLA	2155	1105280		Home	2021
BALCI, HEDO	10	0679186		Home	2021
BALMANN, KATE	1321	0748803		Away	2022
BALSILLIE, FIONA	2387	1034553		Home	2021
BANDIERA, ROBERT	2342	1117823		Home	2021

Buttons: Renewal Notice, Paid Subs, Tag, Clear All Tags, Show / Edit, New, Terminate, Vax List, Print, Export, Close

Club Member Add/Edit

Here you can record personal details, edit membership status and record Covid19 vax status.



Club Member Add/Edit

Club Member Edit

Surname: BUSCH Given name: PETER Member Number: 68

ABF Number: 0685607 BBO name: Last paid:

Address: Postcode:

Phone - main: 0438 336 632 Phone - other:

Email: peter@altosoft.com.au

Member type: Life Financial until: 31-Dec-2022 Date of birth:

Levies: ABF levy: State levy: Club levy:

Emergency contact:

Covid19 Vax Status: Double Vax Deceased or Resigned:

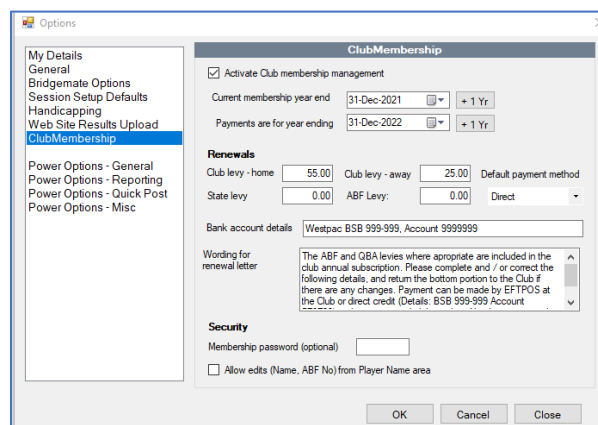
Buttons: Apply, Cancel, Close

Club Membership Setup

This is managed under the **Setup | Options** area. The various options should be self-explanatory.

Security

You can require a password to access entry to the membership area, and you can also allow or deny the ability to make player name and ABF edits from the players area.



Options

ClubMembership

☒ Activate Club membership management

Current membership year end: 31-Dec-2021 + 1 Yr

Payments are for year ending: 31-Dec-2022 + 1 Yr

Renewals: Club levy - home: 55.00 Club levy - away: 25.00 Default payment method: Direct

State levy: 0.00 ABF Levy: 0.00

Bank account details: Westpac BSB 999-999, Account 9999999

Wording for renewal letter: The ABF and QBA levies where appropriate are included in the club annual subscription. Please complete and / or correct the following details, and return the bottom portion to the Club if there are any changes. Payment can be made by EFTPOS at the Club or direct credit (Details: BSB 999-999 Account)

Security: Membership password (optional): Allow edits (Name, ABF No) from Player Name area

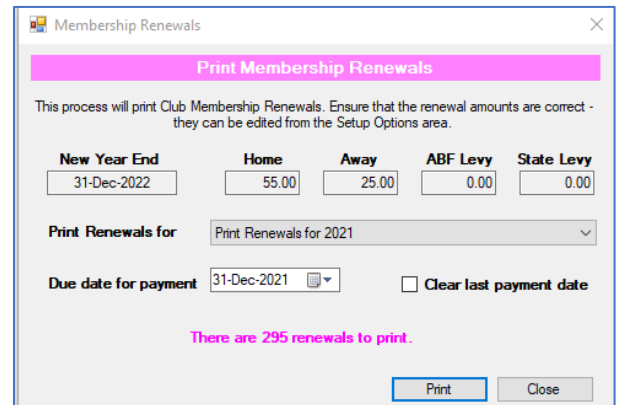
Buttons: OK, Cancel, Close

Print Membership Renewals

From the Membership menu select Print Renewals.

You can print membership renewals in bulk, or individually per member from the Membership Management area.

Parameters including membership year are managed under **Setup | Options – Club Membership**.

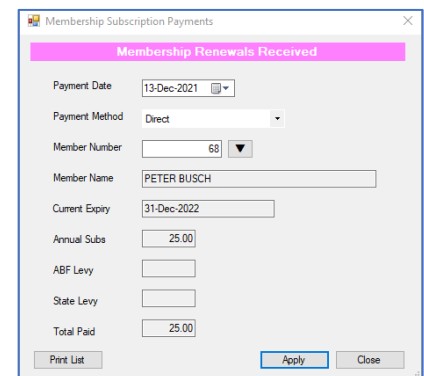


Processing Membership Renewals

From the Membership menu select **Enter Membership Renewal Payments**. Record the date, payment type and enter or search for the Member Number. Click **Apply** when done.

Note that this isn't a full accounting system. Compscore3 simply retains the payment date and amount, but when the following year's membership renewals are run, previous financial data is erased.

You can also list payments received via the menu item.



Validate Membership Data Against ABF List

There are two ways you can validate the membership data held in Compscore3 against the ABF database. First though, you need to ensure the last database has been downloaded, via **File | Import | ABF Master Listing**.

You can then run the two validation steps under the Membership menu – Validate Home Members Against ABF and Validate Away Members Against ABF. Anomalies will be displayed and will also be copied to your Windows clipboard.

Some reported anomalies might be expected e.g. recent changes not yet included in the latest monthly ABF download. Others might alert you to an error within your system of the ABF records.

Reports

There are several reports that can be run.

Some offer a print only option, some can be printed or exported to a CSV.

Player Frequency: lists the number of sessions attended by players over the nominated period, listed highest to lowest.

Membership Subscriptions: lists subscription renewal payments received, grouped by membership type and payment method.

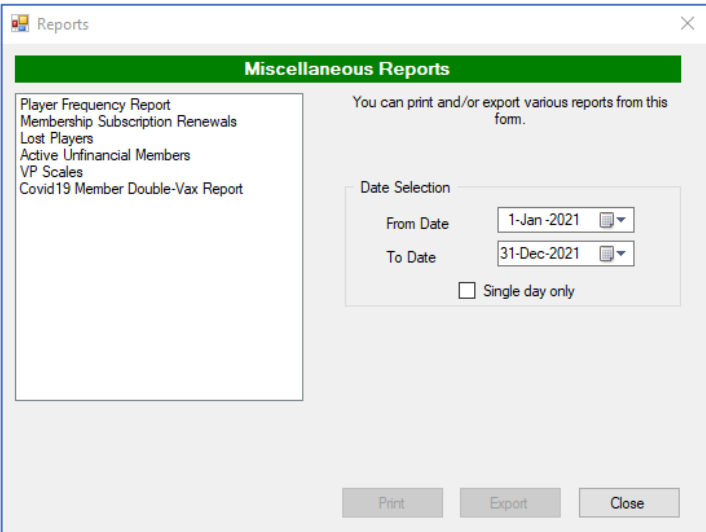
Lost Players: This report lists players who played 10 or more sessions in the last 12 months but haven't played in the last 3 months.

Activate Unfinancial Members: This report lists members who are not currently financial but have played since the end of the last membership year.

VP Scales: lists the various VP Scales.

Covid19 Member Double Vax List: lists all members who are recorded as having Covid19 Double Vax or Booster.

Other reports may be added from time to time.



The screenshot shows a window titled "Reports" with a green header bar labeled "Miscellaneous Reports". On the left, a list of reports is displayed: "Player Frequency Report", "Membership Subscription Renewals", "Lost Players", "Active Unfinancial Members", "VP Scales", and "Covid19 Member Double-Vax Report". On the right, a text box states "You can print and/or export various reports from this form." Below this is a "Date Selection" section with "From Date" set to "1-Jan-2021" and "To Date" set to "31-Dec-2021", each with a calendar icon. There is an unchecked checkbox for "Single day only". At the bottom right are three buttons: "Print", "Export", and "Close".

Templates

Compscore3 has various standard two-winner movements built in, but flexibility is further enhanced by the optional use of templates so that Clubs can create their own non-standard two winner movements.

Compscore3 also uses templates for all one-winner and single session teams sessions, as these can vary significantly from Club to Club. However, templates for standard Howell and SST movements are shipped with Compscore3 and are available on the Altosoft web site. Further, all templated pairs and teams events require a template.

Templates can be managed within Compscore3 using the Templates feature, located under the **Setup | Templates**.

A template is simply a CSV file that uses a special column / row format.

Template CSV files reside in the sub-folders under the C:\Compscore3\Templates folder. They can be copied into that folder using Windows Explorer, or you can download all standard templates from the Altosoft web site under the **Templates** menu.

You can also download templates from web site Compscore3 using the **Setup | Templates | Download Standard Templates**.

After creating a template, you can click **Test** to see if any pairs meet other pairs more than once, and if any boards are played by the same pair more than once. Below is an example of a template for a 4-table Howell. The T1, T2 headings etc are tables, and for each table and each round, there is a NS pair, an EW pair and a board set. Board sets are used instead of actual board numbers so that the one template can cover any number of

boards per round e.g. the below 4-table Howell would work for 5 boards a round (35 boards in play) or 4 boards a round (28 boards in play). The number of boards per round is entered when you set up the movement at the beginning of each session.

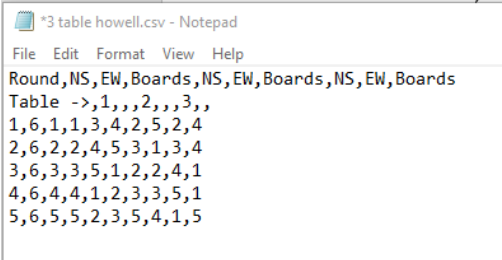
Remember that missing pairs are nominated at the point of setting up a session, not when building a template, so you would not normally need to accommodate half- tables in a template.

You can use Excel to create these templates, but be careful to keep the structure consistent, as per the below example. This is an example of a template spreadsheet for a 3 table Howell. (Remember that this would

	A	B	C	D	E	F	G	H	I	J
1	Round	NS	EW	Boards	NS	EW	Boards	NS	EW	Boards
2	Table ->	1			2			3		
3	1	6	1	1	3	4	2	5	2	4
4	2	6	2	2	4	5	3	1	3	4
5	3	6	3	3	5	1	2	2	4	1
6	4	6	4	4	1	2	3	3	5	1
7	5	6	5	5	2	3	5	4	1	5
8										

need to be saved as a CSV file before it can be used by Compscore3.) The first row is headings, the first column from row 3 shows the round number, and for each table, there are “triplets” – columns for NS Pair, EW Pair and Board set. Board sets are used instead of actual board numbers so that the one template can accommodate any number of boards per round. When saved as a CSV, this is what

it the same template file will look like, and this is what Compscore3 uses to generate the movement. It ignores the first two rows and starts reading in Round 1 from Row 3.



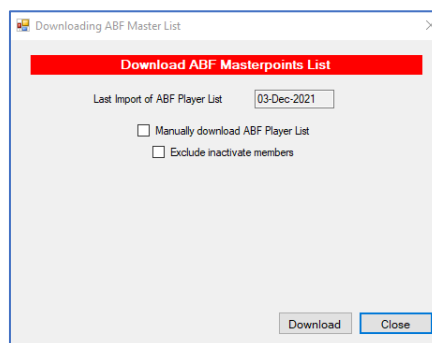
```
*3 table howell.csv - Notepad
File Edit Format View Help
Round,NS,EW,Boards,NS,EW,Boards,NS,EW,Boards
Table ->,1,,2,,,3,,
1,6,1,1,3,4,2,5,2,4
2,6,2,2,4,5,3,1,3,4
3,6,3,3,5,1,2,2,4,1
4,6,4,4,1,2,3,3,5,1
5,6,5,5,2,3,5,4,1,5
```

Importing

Importing ABF Masterpoints List

Compscore3 uses the ABF Masterpoints List when players enter the ABF number into the Bridgemates instead of the club computer number. You can update this file from time to time by downloading latest list from the Masterpoints Centre web site under **File | Import | ABF Masterpoints File**.

This presents you with the following screen, from which you navigate to the file you have downloaded, then click Import. The process may take several minutes. For simplicity, let Compscore3 download the latest file automatically, so leave both these checkboxes unticked.



At the conclusion of the download and update process, Compscore3 will also update your BMPlayerDB database which is the database that the Bridgemates use to display player names when ABF Numbers are entered to the Bridgemates.

Having the latest file in this folder is also useful when checking your monthly masterpoints upload.

Importing Compscore3 Export CSV

The CSV files created as part of the Web Export have another function, apart from uploading to an Altosoft / Bridge Australia web site. They can also be used for “back-importing” a session to Compscore3.

This is useful in two circumstances in particular:

- A session is accidentally deleted from Compscore3 but the web CSV is still available
- A session was managed on a different PC and needs to be brought across to the main PC for masterpoints purposes.

A Compscore3 CSV is imported via the **File | Import | Compscore3 Session CSV**. Once imported, click **Open** on the main Compscore3 form and it will appear in the list of sessions. Open the session and the Re-calculation process.

Match CSV files can also be imported in the same way. But there is one more step. Before you start importing the CSV's, set up the event in the usual way, including adding pairs / teams with the same Pair / Team numbering as was used at the time. Once all matches have been imported, click **Open**, and right click Match 1 that now appears as a session, and choose the menu option to Assign Session as Event Match and choose the event from the list offered and enter the match number when promoted. Once all matches have been imported and assigned, open the event and run a full calculation.

Importing Online Export Files

Compscore3 can import files from games played on BBO or Real Bridge. There are several steps to follow, for which there is separate documentation.

- Run the BBO Converter
- Load the resultant file into Matthew McManus's Converter which will output a *.CS2 file.
- Import that *.CS2 file into Compscore3 via **File | Import | Converted Online Pairs / Teams *.CS2 File**

Once you have selected the appropriate menu choice, the process is identical to that described above.

When the session or event has been loaded, run a full calculation.

Using Compscore3 with External Displays

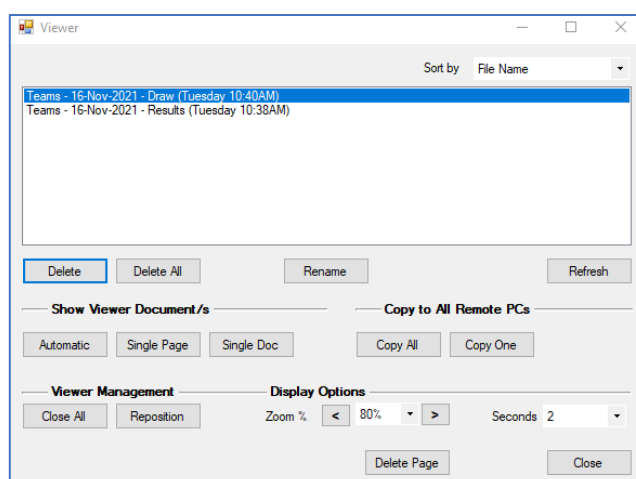
There are several features in Compscore3 that facilitate the display of session and event results and draws on an external monitor (e.g. TV screen or data projector). The monitor can be attached to the PC running Compscore3, or it can be attached to a separate PC connected to the scoring PC via a network.

The display process works by Compscore3 creating files of the various reports (RDF files), either by clicking the **Display** button next to selected reports (though some display reports are automatically built), or by clicking **Save as Display Report** from any Report Previewer screen.

The Viewer is then launched from the main Compscore3 form which appears as below.

The top area lists all reports in the Auto Previewer folder. The list can be refreshed, and you can also delete reports that are no longer needed. Note however that when you close Compscore3, all reports in the list are deleted.

Opening the Display Reports window can be done in 3 different ways:



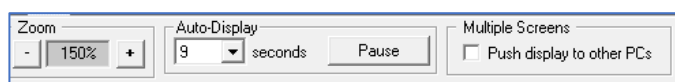
- Automatic – the display will cycle page by page, document by document for all documents in the list
- Single Doc – the highlighted report will display, cycling through multiple pages if applicable
- Single Page – the highlighted document will display but won't cycle through subsequent pages (this is useful for a single page report if you want to avoid flicker when the page is reloaded)

Open the Previewer in one of these 3 ways. This then shows the preview in a separate window (as pictured). If a data projector is connected to this PC, you can run it as Extended Desktop and simply drag the Previewer form to the extended desktop area.

At the foot of the Preview window are controls for zoom and auto-display time between page refreshes / changes. You can also pause the display to avoid refreshing or page changes. These controls also appear on the Viewer form.

Producing subsequent Draws and Results for successive matches utilises the same file name and will simply replace the existing file queued for the Auto Previewer. When running Automatic, next time the report is shown on the display, it will be the latest one.

Rank	Team	Cat	Win	Draw	Loss	Last Round	Total
			Imps	VPs		Imps	VPs
1	ELLAWAY	A	5-0-2	30	25	126	141
2	HART	A	6-0-1	-7	13	76	129
3	= O'DEMPSEY	A	6-0-1	7	17	66	124
3	= MITCHELL	B	5-0-2	11	18	61	124
5	HALFORD	A	5-0-2	37	25	59	121
6	MALTBY	A	4-0-3	-11	12	31	116
7	AVUNDUK	B	4-1-2	17	20	27	113
8	CROWLEY	A	3-2-2	33	25	24	112
9	RYAN	A	3-1-3	10	18	12	110
10	MCPHEAT	A	2-1-4	18	21	8	109
11	SADDLER	B	4-0-3	-10	12	1	105
12	BUCENS	B	3-0-4	-30	5	-1	104
13	= JONES	A	3-0-4	-17	10	4	100
13	= TUCKEY	B	3-1-3	-37	4	-13	100
13	= SMITH	A	3-0-4	6	17	-17	100



Displays attached to other computers

If you have displays attached to other computers, you can set up the full network path under **Options | Power Options – Miscellaneous**. There is provision for up to 8 external displays.

When you've opened the Viewer form on the scoring PC, click one of the buttons under Copy to All Remote PCs – one or all documents in the list will be copied to all the nominated folders. You can also right click any item in the list of documents and copy just that document to or all remote folders.

On the other PCs that receive the reports, Compscore3 should also be installed and running. On that PC, simply select Viewer on the main form like you did on the main PC as described above, and the contents of that PC's reports folder will be displayed in the list, and you can show some or all reports on the screen attached to that PC.

Sizing reports to suit the display screen

It is likely that reports that are designed in Compscore3 as portrait will not display well on big screens as most display screens are either square or landscape – either you'll lose the bottom portion of the report or if you size the whole report to fit the screen the typeface will be too small.

The solution is to set a large bottom margin. This is done under **Options – Power Options Reporting**, where different bottom margins can be set for results and draws. You can determine the optimum bottom margin using trial and error, and this will vary depending on your screen size, distance from the projector and your projector settings.

Note that the results and draw can be set as landscape or portrait, and this might look better on the big screen.

Displaying other reports

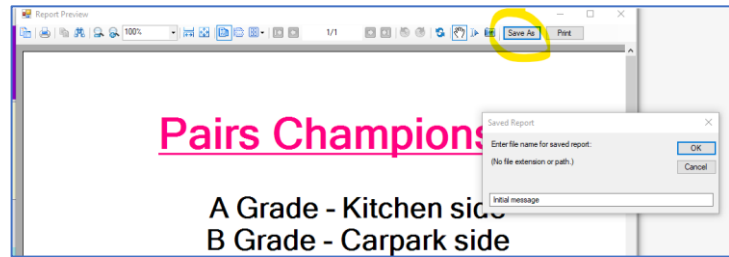
The most commonly displayed reports have a **Display** button, but for those reports that don't, you can still save them as a Saved Report by choosing **Save As** from the top right side of the Preview of any report.

You can also display a generic message in the same way. Under the menu **Processes | Create Generic Report for Display**, you can either type the message in the box or browse for a TXT or RTF file that contains the message.

You can manage font and colour with generic reports.

See how the message looks by clicking **Print**, and when you're happy with it, click the **Save As** dropdown, choose Saved Report, and name the report. It will then appear in your list of Viewer reports.

If you are adding a manual report this way, but don't want it to display as long as the other reports, you can add one or two dots to the file name e.g. “..Welcome message” . This will display that page for a half (one dot) or a quarter (two dots) of the number of seconds that you have set on the Viewer.



See also the section on using an instance of Remote Compscore3.

Carry-Forwards

Carry forwards can be used in Compscore3 for Pairs and Teams events. You can also use carry forwards in conjunction with some Multi session consolidations.

Carry-forwards with Pairs Sessions

Carry-forwards can be entered to any Multi consolidation of Pairs sessions (Barometer, Multi Traditional, Multi Ladder etc).

First however, they need to be accumulated in a separate “names only” event. You can manually enter pairs to this Names Only Pairs event, or you can import them from an existing event or session using the Import from Other Event facility. There’s also a quick way to export names complete with carry forwards from selected Multis to a Names Only Event – see below.

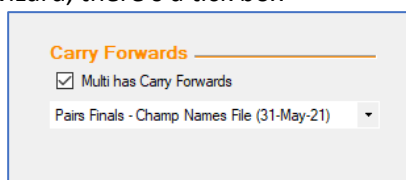
Once the pair names have been added or imported, select the **Seeding** tab on the Names Only event, and click **Show Carry-Overs [x]**.

To edit carry forward amount, highlight the row, right-click, choose **Change Carry-Over Amount** and enter the amount.

Once all carry forwards have been entered, they are then ready to be imported into a Multi Session. This is done on the first tab of the Multi, where you tick **[x] Multi has Carry-Forwards** and choose the Names Only Event that contains the carry forwards names and amounts.

The pair names are linked to the Names Only event on player names.

On the second page of the Multi wizard, there’s a tick box allowing you to display either the number of sessions the pair has played in, or the carry forward for that pair.

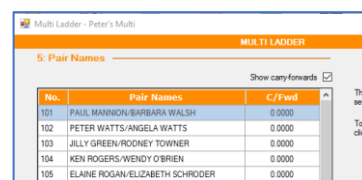


Note that only Multi Ladder has

provision to display the carry-forward amount in a separate column on the results report. For other Multis, the carry forwards are incorporated in the totals but aren’t identifiable.



No	Player Names	C/Fwd	Cat.
1	SHIRLEY PHILLIPS / LISA PHILLIPS	0	
2	STEPHEN HUGHES / DREW DUNLOP	0	
3	KEN DAWSON / JIM MARTIN	0	
4	ALISON DAWSON / DAVID CHRISTIAN	0	
5	GEORGE KRUIZ / PAT BUCH	0	
6	ROSEMARY CROWLEY / RICHARD PE...	0	
7	ELIZABETH TEMPLETON / DIANE SA...	0	
8	BRIAN CORDINER / JOHN KENNY	0	
9	STEPHEN BROOKES / ADRIENNE KEL...	0	
10	FAY STANTON / ANNE YOUNG	0	
11	ESTELLE LAMING / HARRY WALSH	0	
12	RANDALL RUSK / TONY WALFORD	0	
13	JUDITH SLADE / JO DRAKE	0	
14	VERNA BROOKES / LYN MARTIN	0	
15	WARREN HOLMES / BARBARA HOLM...	0	
16	KEN ROGERS / ANN ANDERSON	0	



No.	Pair Names	C/Fwd
101	PAUL MANNION/BARBARA WALSH	0.0000
102	PETER WATTS/ANGELA WATTS	0.0000
103	JILLY GREEN/ROONEY TOWNER	0.0000
104	KEN ROGERS/WENDY O'BRIEN	0.0000
105	ELAINE ROGAN/ELIZABETH SCHRÖDER	0.0000

Creating carry forwards for Pairs sessions automatically

There is a way of transferring pair names and carry forward amounts to the Names Only Pairs event directly from a finalised Multi, for example to create Names Only files for Championship and Plate based on the results of a two-session Qualifying event. This is done on the last page of the foundation Multi, by clicking the Send Names button. This opens a form titled Send Names to New Event.

The grid on the left lists the entire field. You can manually select those pairs to be transferred to the Names Only event, or you can have Compscore3 select the names based on the finishing position and the number of segments you want the field divided into. Once the automatic selection has been made, you can still manually tick and untick pairs.

The screenshot shows a software interface with a background window titled 'Other' and a foreground dialog box titled 'Send Pair Names To New Event'. In the background, there's a 'Send' button highlighted with a yellow circle. The foreground dialog box contains a list of 18 pairs, a 'Field' dropdown, and various selection options. The 'Transfer with Carry-Forwards' checkbox is checked, and the 'What portion' field is set to 0.5. The 'Event Selection' dropdown is set to 'Pairs Finals - Champ Names File (31-May-2021)'.

You can elect to transfer carry-forward values as part of this process, based on the results of this Multi, but carry-forwards can also be edited once transferred to the Names Only event.

There are two ways to calculate the carry-forward amounts to transfer:

- **Percent** – this allows a specified proportion of the pair's percentage to be transferred e.g. if they achieved 58% in the qualifying, you could create a carry forward of 0.58 (Portion is 1), or you could transfer a portion of the percentage e.g. 0.5 which would transfer 0.26. This would normally only be used if you were also scoring the finals using percentages.
- **Matchpoints** – this allows you to transfer a number of matchpoints based on the relative position in the field of each pair. Enter the matchpoints that the winner will get as their carry over. The last placegetter will get 0, and the rest of the field will get the pro-rated value based on their finishing matchpoints.

Remember than amounts transferred in this way can still be edited from within the Names Only event.

Carry-forwards with Teams and Pairs events

In Teams events, carry forwards are entered at the **Team Seeding Grid**. Tick **[x] Event has Carry Forwards** on the **Setup** tab, and on the **Seeding** tab, tick the box to show Carry Forwards. They can be entered or edited by right-clicking the team name in the seeding grid.

Carry forwards appear in the landscape Results report as an initial column, but not in the portrait Results listing. However, in all reports, the carry forwards are still included.

Remote BCS Functions

You can use Compscore3 to score events where you have another PC running the Bridgemate Control Software. This is typically done where the distance between the scoring PC and the players is too far for the RF signal, or in events where you need multiple Bridgemate servers due to the size or physical layout of the field.

The general principle behind this is that the scoring PC creates the movement and therefore creates the BWS file on the remote PC and sends the movement to the PC driving the Bridgemates, but the BCS is launched by the PC that has the Bridgemate server attached. Note that the PCs running the servers still need Compscore3 to be installed on them, though only a small part of the program will be used by those PCs.

Running and Event/Session with Remote BCS

Launching the remote server is done by selecting **Processes | Remote BCS Functions** in Compscore3 on that remote PC, once the BWS file has been created by the main scoring PC.

On the Remote PC, navigate to the location of the BWS file and click **Launch**. This will launch the BCS using that BWS file just as it would do had the BCS been running on the scoring PC.

If you need to Relaunch the BCS (say, after an accidental shutdown of the remote PC) use the **Relaunch** button on this same page. This performs the same function as the Relaunch option on the Advanced form under Session Setup if running on a single PC.

There are also some other functions on this form if the remote PC is being used to drive a display as well as or instead of running the BCS. This includes displaying slow / incomplete tables and show live results.

Any event or session can have its BWS file residing on a remote PC. In a Pairs or Teams event, simply choose the remote file path and name when creating the BWS file in the Bridgemate tab. In a normal Session, on the Session Setup tab, click **Change** to and nominate the path and file name for the BWS. Remember that in both these cases, do not click Launch on the scoring PC, but all other steps are the same.

Running a Teams event using multiple BWS files

Not yet implemented in Compscore3.

Some large Teams events may need more than one Bridgemate server, and therefore you need to create multiple BWS files, one on each remote PC.

Note that when using multiple BWS files, you won't have the option of using the same BWS file for multiple matches – a new file will be created each match, and therefore the BCS on each remote PC needs to be launched each match and closed after each match.

On the **Setup** tab, click **[x] Multiple BWS files**.

Next, on the Bridgemates tab, click Manage Multi BWS files. This opens the form as pictured.

Enter the path and file names for each BWS file, recording also the section letter and range of tables for each. Remember to add the file extension “.BWS” to all file names.

To save changing the file names every match, you can use the shorthand [X] in some part of the filename, and this will automatically be changed each match to the appropriate match number e.g. a file called n:\BWS File3\Noosa Teams Match [X] Tables 1-50.bws will be converted to n:\BWS File3\Noosa Teams Match 1 Tables 1-50.bws for the first match, n:\BWS File3\Noosa Teams Match [2] Tables 1-50.bws for the second and so on.

Management of the event in all other respects is the same as when using one BWS file, though some of the functions will ask you which BWS file you want.

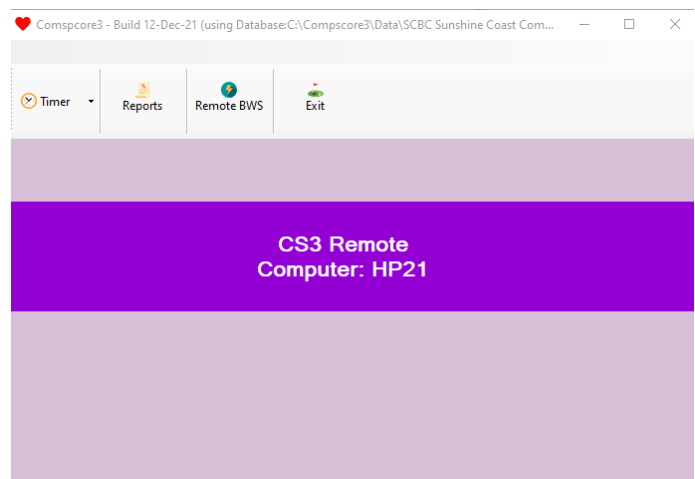
Remote Compscore3

Sometimes it can be useful to have the display functions within Compscore3 managed by a separate instance of the program. This is because sometime the timed refresh of a display might interfere with the part of Compscore3 that you are working on and force a change of focus that is inconvenient. It also means that the main Compscore3 instance that you are working with does not utilise any display screens, and dialogs don't popup on screen unexpectedly.

That's why you can **Launch Remote Compscore3**, under the **Processes** menu. This launches a cut-down version of Compscore3 offering just the external aspects, specifically:

- Timer
- Remote BCS Functions (Launch, Re-launch and Slow Table Display)
- Report Viewer

These three functions all exist within the main Compscore3 program too.



Timer

Compscore3's timer has two separate modes, but functionality is largely the same for both.

Click the checkbox to **[X] Show controls** to reveal the settings. When you've edited the settings, click back anywhere onto the main clock face, or press the Enter key, to close the Settings box and display the full clock face.

You can edit the title of the clock and change the background colour. If you're using multiple timers, each can have individual heading and colour. You can also suppress the display of the seconds as sometimes this can be distracting to players near the screen.

Timers can be access from the **Processes** menu, or from the main toolbar in Remote Compscore3.

Minutes per round

You set the number of minutes per round and the timer counts down to zero, then automatically restarts for the next round. You can also set warning minutes.

You can set a sound to play at the warning time, and a different one at the round change time. The sound played is a WAV file and two files need to be stored in your \Compscore3\System folder and need to be called warning.wav and roundmove.wav.

When in between the warning and round move, the time changes from black to red.

Timer

Section A

18:46

☐ Show controls

Start Pause -1 New Close

Minutes per round 19 Warning minutes 1

☐ Hide seconds counter

☒ Continuous loop

☒ Play sounds Test 1 Test 2 Heading

Started round at 9:37 AM Colour

Scheduled finishing 9:56 AM

Click the main Timer form to close these controls.

Set finishing time

In this mode, the timer counts down to zero and stops, and is typically used for events with longer matches.

The finishing time can be entered without punctuation but needs to be in 24 hour format. For example, you can enter 10:30am as 1030 and 2pm as 1400.

Timer - 54:34

Start last board by:

54:34

☐ Show controls

Start New Close

Finishing time (e.g. 9.20 or 15.30) 10:30

☐ Hide seconds counter

Heading

Started round at 9:34 AM Colour

Scheduled finishing 10:30 AM

Click the main Timer form to close these controls.

When not showing seconds counter, advance the finishing time by 1 minute.

Slow / Outstanding Tables Display

The Slow and Outstanding Tables display can be loaded from the **Reports** tab of a session or match, or from Remote Compscore3.

There are two modes – **Slow Tables** and **Incomplete Tables**.

In sessions, the **Incomplete Tables** mode is standard, and will automatically flick over to the next round when the first result has been entered for that round.

For events, the display automatically starts as **Slow Tables** to allow the director and players to see who's slow. Then at a predetermined point (typically 80% or 90%, and managed under **Power Options – General**), the display changes to **Incomplete Tables**.

In either mode, the colour of the Boards column is the same – with 3 or more boards the colour is red, with 2 boards it is yellow and with 1 board it is white. Once the table has finished all boards it no longer shows in the list.

If you load the form from Remote Compscore3, when all tables are either on the last board or have finished, a green label appears on the display asking caddies to retrieve all unplayed boards.

You can name the form, though a suitable default name should appear.

Outstandings - Section A - Round 1

Incomplete tables Columns 1 Large font ☐

Tuesday Morning - Section A
INCOMPLETE TABLES
Room average: 0.2 boards per table

Table	Boards
Table 1 (BUSCH / BROOKES)	2
Table 2 (ANDREWS / NORRIS)	3
Table 3 (BAKER / BAGLEY)	3
Table 4 (BARTON / GAMBLE)	3
Table 5 (DRAKE / FARRELL)	3

Name Close

Outstandings - Section A - Round 1

Slow tables Columns 1 Large font ☐

Swiss Pairs - 14-Dec-2021 - Match 1
SLOW TABLES
Room average: 1.2 boards per table

Table	Boards
Table 2	1
Table 3	1
Table 5	0

Name Close