

Running Teams with Bridgemates



SETTING UP

Set up the event: Create the event via the menu options *File / New Event with Bridgemates*, then *Round Robin Teams*, *Swiss Teams* or *New England / Whist*, and fill in the required details on the Event Setup tab. For a events other than Swiss Teams, you also need to nominate a template.

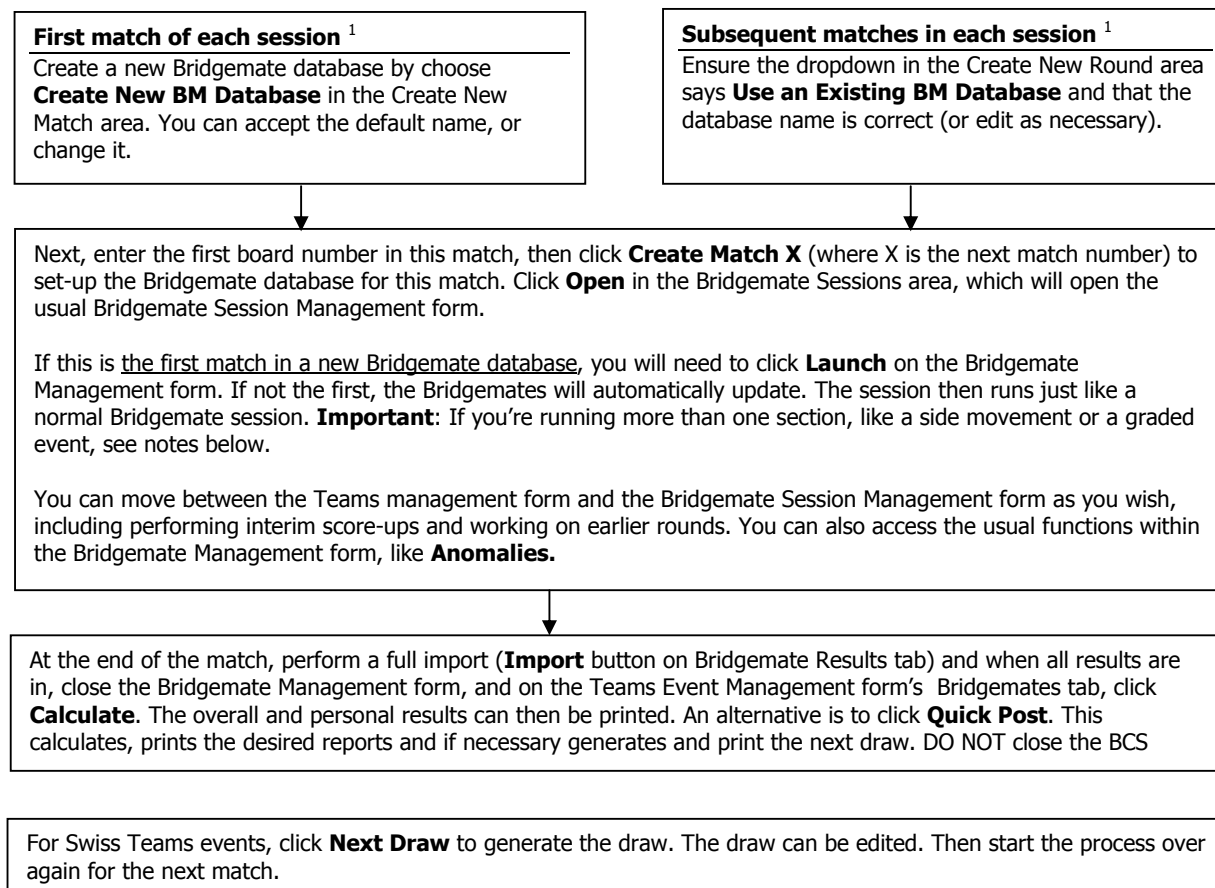
To open an existing event, use the *File | Open Event* menu.

Create the teams: On the Team Setup menu, create a new team with **New Team**, and manage the team members using the **Add**, **Edit** and **Delete** buttons. Note the use of the accelerator keys (press **Alt** and the underlined letter on a button to fire it), and also that the **Enter** key moves through the fields – both these features allow you to set up all teams without using the mouse.

Sort the teams: On the **Team Seeding** tab, you can (a) seed the teams by masterpoints and move teams up and down (b) allocate teams to categories (b) print and export the team lists. If running a Swiss event, you also need to print the draw for Round 1 on this page.

START THE EVENT

The whole event is run from the Team Event Management form's **Bridgemate** tab.



AT THE END OF THE EVENT

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

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

EVENTS WITH MULTIPLE SECTIONS

- **Where other sections are single session Mitchell/Howell:** After you've created and opened the Bridgemate Management form for the main event, click **New Section**. This opens a new Bridgemate Session Setup form from which you can choose your movement type. Once all your side sections have been set up, click **Launch** on any one of them and this will launch the Bridgemates for all sections including the main event.
- **Where other sections are separate events e.g. graded teams:** Each event is created under **New Event** as described above. Follow the process as for one event, but the only difference is that when creating Round 1 for the second and subsequent events, choose **Use Existing BM Database**, and navigate to the one you created for your first event. After you've done this for all sections, click **Launch** on any one of the Bridgemate Session Management forms. This will launch the Bridgemates for all sections.

TROUBLE SHOOTING

You have accidentally closed Compscore2.

- Open Compscore2,
- Select *File / Open Event*.

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



You have accidentally closed the Bridgemate Control Software.

- Re-open Compscore2 if necessary
- Open the Event as described above,
- Select the **Bridgemate** tab
- Open the match that is currently in progress
- When the Bridgemate Management form for that session opens,
 - click on the **Setup** tab,
 - then **Advanced**,
 - then the **Miscellaneous** tab,
 - then click **Re-launch**.

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

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

- Close the Bridgemate Management form (if open),
- Close the Bridgemate Control Software (if open) ignoring any warnings,
- Delete the match in the Bridgemate Sessions dropdown.
- Then you can re-create it in the normal way, this time with the correct starting board number.

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

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

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

More trouble-shooting items can be found on the other document "When things go wrong".