

BridgePad™ Wireless Bridge Scoring System (v2.1)

Players Guide

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Introduction

The BridgePad™ terminal is a small, tabletop device, which is part of the BridgePad™ Wireless Bridge Scoring System, designed to simplify scoring of bridge tournaments. The BridgePad™ system comprises a computer server, a set of BridgePad™ terminals located at each playing table, a wireless network, and BridgePad™™ operating software that integrates with standard Bridge scoring software, ACBLscore, from the American Contract Bridge League (ACBL). The BridgePad™ system allows scores to be entered into ACBLscore faster than before, and, since results are entered directly by the players at the tables and scores are automatically calculated, errors are minimized.

The BridgePad™ system also provides difficult to obtain information to players on the BridgePad™ terminals, such as intermediate results during the game being played, movement data, and automatic point scoring and the final results of the game.

Preparing the BridgePad™ for Use

Each BridgePad™ terminal is supplied with 2 AA batteries, which must be inserted into the battery compartment at the bottom of the unit. To open the cover of the battery compartment, press on the ridged area on the compartment cover and slide the cover 1/4 " down; then lift the lower edge of the cover. The pictures inside the compartment show how the batteries should be inserted. Insert the two batteries, close the lid, and the BridgePad™ is ready for use.

Press the **PWR** key to turn the unit on.

The Keyboard

The BridgePad™ keyboard has 25 clearly marked keys. Some keys have a dual function.

1 to 9, 0

These keys are used to enter numbers into the BridgePad™ terminal such as board numbers, pair numbers, contract, and result. The 0 buttons is used to enter 0 (when entering member numbers, board numbers etc). The number 1 indicates 10 as the lead card. In European scoring, 0 indicates the contract was made exactly.

♠A, ♥K, ♦Q, ♣J, NT

These keys have dual function depending upon the function of the BridgePad™ that is being used. When a contract is being entered, the suit symbol keys ♠, ♣, ♥, ♦, and the **NT** key indicate the suit of the contract and NO TRUMP. When a lead card is being entered, the **A, K, Q,** and **J** keys indicate the ACE, KING, QUEEN, and JACK cards.

XX (Double or Redouble)

When entering a contract, press **XX** *once* to indicate a **DOUBLE** contract; press **XX** *twice* to indicate **REDOUBLE**.

N/S, E/W

When entering a contract use one of these keys to specify the declarer's direction of play. Pressed once, the **N/S** selects **NORTH**; pressed twice the **N/S** key selects **SOUTH**. Pressed once, the **E/W** key selects **EAST**; pressed twice the **E/W** key selects **WEST**

PASS

The **PASS** key is used to indicate a pass-out hand when entering a contract.

- (Minus sign)

The **MINUS** key is used to enter negative results.

NEXT

The **ENTERNEXT** key is used to enter data into terminal and move it to the next field.

BACK

The **BACK** key is used to correct an entry by moving the cursor to the previous field.

NP/LP

The **NP/LP** key is used for **NO PLAY** and **LATE PLAY** situations. If this key is pressed once, it indicates that the board has not been played (**NO PLAY**) or that the Director will have to make an adjustment to the score manually. When the player entering the contract presses this key twice after the bid, it indicates **LATE PLAY**. This board can be played at the end of the game and you will be able to enter the scores at that time.

ERROR

The **ERROR** key should be used if you notice an error in one of the boards. You will be asked to correct the contract and the score.

PWR

The **PWR** key has two functions. It is used to turn the BridgePad™ terminal on. The screen is automatically turned off after 30 seconds of inactivity to conserve power. To turn the screen back on, press **PWR** again. No data is lost when the BridgePad™ terminal switches itself off. Simply pressing **PWR** allows you to continue from where you were.

BridgePad™ Terminal Initialization

It is necessary to provide some information through the BridgePad™ terminal at the start of the game. This allows the BridgePad™ system to know at which table the BridgePad™ is located and which NORTH-SOUTH pair is seated at that table. This information is entered only once, at the start of the game. The terminal will remain at the table as the pairs and boards move from table to table. Throughout the game, the BridgePad™ system uses the initial information it received from the BridgePad™ terminals at each table and the movement information it receives from ACBLscore to keep track of which tables have which boards and player pairs, ensuring that results are always credited to the proper pair.

Players should not start their BridgePad™ terminal until they are instructed to do so by the Director.

Once the BridgePad™ terminal has been powered on, it will display a message indicating that it is ready for operation and instructing a player to press the NEXT key when they are ready to begin. The BridgePad™ terminal then attempts to communicate through the wireless network with the BridgePad™ base unit connected to the scoring computer. If the base unit is not connected to the computer or the server software is not running, the BridgePad™ terminal will display the message “Could not communicate with the server”. After the problem has been investigated and corrected (probably with the Director’s help), **NEXT** should be pressed again to tell the BridgePad™ terminal to attempt to re-connect to the wireless network.

Once the BridgePad™ terminal verifies that it is on the network, it will display a request for the section number and table number to be entered. The section number may be any combination of letters from A to Z or AAA to ZZZ. Enter the section assigned by the Director. If an unassigned section number is entered then the BridgePad™ terminal will display an error message and re-request the section number.

At this point the BridgePad™ terminal will request the table number. If an erroneous table number (or one already entered at another BridgePad™ terminal) or if the number is not specified in the movement information, the BridgePad™ terminal will display an error message. If necessary, simply press **BACK** and reenter the table number.

If the Director has enabled the “score verification” option, the EAST-WEST pair will be asked to enter a 2-digit verification approval code of their choice. EASTWEST can choose any two digits as their code. After entering the code, **NEXT** should be pressed to continue the initializing process. If Howell movement is used, the North-South pair will be also asked for their code.

The score verification approval code is stored on the scoring computer in association with this EAST-WEST pair number for use during the game. After each board is played, the NORTH-SOUTH team will enter the results. The EAST-WEST team will be asked to verify the results by entering this approval code. Once the BridgePad™ system confirms the code, the results will be accepted as verified and transmitted. If the approval code is

not correct, the results will be rejected and the correct code must be re-entered. If the player forgets the approval code, the Director can check it on the server.

ACBL Membership Number

The BridgePad™ system can collect players' American Contract Bridge League membership IDs and enter them into ACBLscore. If the director enables this option, each player will be asked for his or her ACBL membership number. Since Life Masters have the first character of their membership number a letter, each player at the table is asked to enter one of the letters displayed on the screen followed by 6-digit number. Players who are not life masters should enter a 7 digit number. Players who are not ACBL members should enter 0.

At this point, the BridgePad™ terminal is completely initialized and ready for the game to start.

Playing the First Board

If the system has been set up by the Director to supply movement information, then the BridgePad™ terminal will display the table number, round number, the numbers of the NORTH-SOUTH and EAST-WEST pairs that should be playing this round at this table, and the numbers of the boards to be played in this round. The BridgePad™ terminal will display this information as in this example:

```
Table: 1      Round: 1  
Pairs: NS: 01  EW: 02  
Boards to play  
10 11 12
```

There are circumstances in which the Director may not be sure of the total number of tables in the game or is too busy to initiate the ACBL scoring software. If the movement information is not yet available from the system, information about board numbers, rounds, and pairs for the table will not be displayed on the BridgePad™ terminal until the Director has completed the configuration of ACBLscore for the game and enabled the movement information option. Before play is started on each board, the BridgePad™ terminal will request the pair and board number.

When the pair numbers and board numbers are displayed, players should verify that they are at the correct table and that they have the correct boards available for play. If not, the Director should be contacted.

After pressing **NEXT** the display for the first board will be shown. Following the usual convention, all information should be entered into the terminal by NORTH except as explicitly noted.

If a board is to be played out of order for any reason, the actual board number that will be played should be entered by North. A warning message that the board number that was entered is out of order will be displayed along with a confirmation request. At this point the display will look something like this:

Bd: 4 Contract: 4HX
By: Lead Card:
Made: For:
EW security code:

The board should be played at this point.

After the board is played NORTH should return to the BridgePad™ terminal and press **PWR** to turn the screen back on. The display will look the same as it was before. The contract, declarer, and board result should be entered by NORTH.

The value of the contract is entered by pressing a number key (from 1 to 7) followed by the trump suit key (♠, ♣, ♥, ♦) or NT.

- If the contract is Doubled, the XX key should be pressed **once**
- If the contract is Redoubled, the XX key should be pressed **twice**.

North must enter the contract (number and trump suit and doubling indication), declarer, (lead card, if displayed), and the board result (Made). See “Entering Results” below for how the results should be entered. The display will then look something like this:

Bd: 4 Contract: 4HX
By: N Lead Card: 7H
Made: -2 For: -200
EW security code: 56

Special Circumstances

In some circumstances, no game is actually played. In these cases, in place of the number and trump suit, these alternate keys should be pressed:

- If the contract is Passed Out, the **PASS** key should be pressed.
- If the Director decides to enter the score manually into the scoring computer (**NO PLAY**), the NP/LP key should be pressed **once**.
- If the Director declares a **Late Play**, the NP/LP key should be pressed **twice**. The board can be played at the end of the game.

To enter the declarer for the contract, press **N/S** once for NORTH or twice for SOUTH, OR press **E/W** once for EAST or twice for WEST.

Entering Results

The BridgePad™ system follows common conventions for describing the results of a board.

Lead Card

If the Director has enabled the Lead Card Entry feature, Player will be asked to enter lead card. For “10” use the **1** key – Ace is indicated by the **A** key.

The Director can configure the system to accept results in either US or European results format.

US Results Format

If the score was made or had over tricks, enter the result. For example, for a contract 2H with 10 tricks taken, enter 4 (4H made). If the contract was lost, either enter the contract that was made or enter by how many tricks it was lost. For example 4H contract with 7 tricks taken, enter either -3 (lost by 3 tricks) or 1 - (one Heart made).

European Results Format

In this system player enters overtricks and undertricks. For example, if the declared contract was 4NT, and

- 7 tricks were taken, -3 (3 below contract) should be entered.
- 10 tricks were taken 0 would have to be entered (0 over or under tricks).
- 13 tricks were taken, enter 3 (three overtricks)

The BridgePad™ terminal calculates and displays the score considering vulnerability.

If the Director has enabled the score verification feature, the EAST-WEST pair should enter its 2-digit approval code in the next field. If the EAST-WEST has forgotten the approval code the Director should be called to check for the code with the BridgePad™ software on the scoring computer.

Board: 2
Contract: 2HX By: S
Made: 4 For: 670
EW Approval code: 23

If the EAST-WEST pair sees an error, the **BACK** key should be pressed instead of the verification code so NORTH can make the correction.

After the approval code is entered, the **NEXT** key should be pressed to transmit the board results to the BridgePad™ server software. The BridgePad™ server software will respond to the BridgePad™ terminal with all the results from the boards played in the current round at this table for display.

If the “intermediate results” option has been enabled by the Director, the BridgePad™ terminal will show a comparison of the results of the board just played with the results of the same board played on other tables. This is similar to looking at the traveler card. The results are displayed as “Top”, “Above Average”, “Average”, “Below Average”, or “Bottom”. Of course, these results are only meaningful after the first few rounds have been played.

Here is an example of the intermediate results display:

Board	NS	EW	Result
5	120		Top
6		300	Bottom
7			

At this table, boards 5, 6, and 7 are to be played in this round. Boards 5 and 6 have already been played and board 7 remains to be played next. The display says that NORTH-SOUTH achieved the best results (“Top”) compared with all the other NORTH-SOUTH pairs that have already played the board. NORTH-SOUTH results for board 6 were the lowest (“Bottom”) of any of the NORTH-SOUTH pairs that have already played the board.

If the Director has enabled the Traveler option, after the player presses **NEXT**, the traveler data will show up on the screen in the following format:

```

Score: -300 50%
Tbl  Score
 1    1100
 2    480
*3   -300
 4   -500
 5   -800

```

This board was played 5 times. In this round the NORTH-SOUTH pair scored –300. The other NORTH-SOUTH pair pairs scored 1100, 480, -500, and –800 so the score of –300 is 50% of all the scores. The scores are display in order from highest to the lowest score and it is always from the NORTH-SOUTH pair point of view. The EAST-WEST pair should reverse the sign on all the scores and subtract percentage from 100 to get their result.

The score that belongs to the table that the scored is entered will have an asterisk next to the Tbl # (in this example #3)

If the director enable another option, the results are displayed in little different format It shows how many times each contract was played

```

Score: 420 50%
2 x 480
1 x 420
2 x -50

```

In this example score 480 by NS was achieved 2 times.

For players that have difficulties seeing small font for the traveler, there is an option to double the size of the font by pressing XX key. This will tagle between small and large font.

At this point, if any player notices an error in the scores, the contract and results for any board in this round can be corrected by pressing the **ERROR** key. Once the results of all the boards in the round have been sent, they cannot be corrected. Only the Director can correct the results of the boards from previous rounds.

Continue Playing the Round

Pressing the **NEXT** key will bring up the same display of information as was shown at the start of the round, except the list of boards to be played will not include the board that has been completed.

Table: 1 Round : 1
Pairs: NS: 01 EW: 02
Boards to play 11 12

The number of the next board to be played should be entered by NORTH and then the board should be played. After the board is played, the results should be entered just as for the first board.

Once all the boards in the round have been played, the display will show the new round number, the new pairs who should be at the table, and the new boards to be played at the table.

End of the Game

Once all the boards in the game have been played, the BridgePad™ terminal will display the message “The game is over”. If there is an outstanding Late Play for this table, the pairs involved can play the missed board at this point and enter the results of the game as any other board.

At the end of the game any player can request to see a final results of the game. The player will be asked to enter their pair number, for example N01. The server will send a final result that will be displayed in the following fashion:

Final Standing 56%			
Brd	pts	brd	pts
1	1.0	6	0.0
2	0.0	7	...
3	2.0	8	...
4	1.5		
5	0.5		

In this example (above) there were 8 boards to play. Pair NS01 played only boards 1 to 6 (skipped boards 7 and 8). On board 1 it got 1 point out of maximum of 2 points.