



A BridgeMate Primer

We all must get started some time. Once you have operated these handheld units a few times, you, like the rest of us, will ask yourself “What took me so long?” There is mention of calling the Director in a few spots throughout this document ... please remember “Director please” is the best way rather than “Director” 😊.

Getting Started

There is no need to even think about the BridgeMates until the followings four words bounce off the wall of the bridge room ... *The Bridgemates are ready*. It's that simple. If you believe the announcement has been made and there is something amiss with your unit ... *Director please*. Please try not to call the Director before the announcement is made as it can be surprisingly busy at the start of a game.

When to Start

Often the BridgeMates are not ready when the first board (or more) is played. Ensure someone at the table (preferably at least one player on each partnership) is keeping score.

- If the announcement comes while playing a board, wait until it is done to get the preliminaries taken care of.
- If the announcement is made between boards, if
 - During the auction, wait until the auction is done
 - Before the auction commences, consider priming the BridgeMates before the auction commences

Preliminaries

The following tasks will kickstart the process and get you ready for scoring and more.

1. Press OK to get started.

2. Select the appropriate section letter from the menu presented if it appears. Otherwise, inspect the suggested letter and, when sure it is correct, press OK.
3. Enter table number ... if any error message (or something similar appears), "Director please."
4. Enter your ACBL player number or 0 if you do not have one. If you enter 0, confirm that is acceptable by pressing OK when the unit asks.
5. Pass the unit to South, who will pass to East, then on to West.
6. Once the player numbers are entered, the names (as many as discovered) will be displayed. If there are one or more missing, make a mental note to check with the Director later in the hand or game.

The Keys

The following is a roadmap to the keyboard and what each key press accomplishes:

Key(s)	Usage
Suit symbols	Register the flavour of trump in a suit contract
NT	Register the fact that the contract is in notrump
Numeric 1-9 and 0	Any time a quantity of tricks taken or contract size is required
PASS	Pressed when the board is passed out with no bidding in all seats
X and XX	Indication of a doubled or re-doubled contract
N/S	To record North or South as Declarer; one keypress indicates N and two indicate S; if pressed too many times and the wrong letter is displayed, simply press again.
E/W	To record East or West as Declarer; one keypress indicates E and two indicate W; if pressed too many times and the wrong letter is displayed, simply press again.
CANCEL	In most cases, this will erase the character to the left of the flashing cursor and, in some cases, move up a line on the display.
OK	Speaks for itself, indicating acceptance of data entered.
J Q K A	Used if asked to record the opening lead. This is not done at The Bridge Connection
-	Shares the keyboard with the letter Q

Bottom-line? Ask a player at the table for assistance or "Director please."

Session information

As the holder of the BridgeMate, it is your responsibility to check the data at the top of the screen for correctness. Suppose you are sitting at table #1 and the game is just starting. The readout at the top of the screen would resemble:

ROUND: 1

N/S:1 E/W: 1

1-4

This is round #1, North/South is pair #1 as well as East/West. Boards 1-4 are being played. If any of this information is incorrect, discuss at the table and consider "Director please."

Scoring

The display on the screen almost always resembles the following:

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BOARD :  
CONTR :  
RESULT:
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A suit contract in ♥

Let's enter a 4♥ contract in the East:

1. Ensure the cursor is sitting to the right of the CONTR: prompt
2. Press 4
3. Press ♥
4. Press E/W
5. Press OK

The cursor should now be sitting to the right of the RESULT: prompt. The play completes and the result is now entered, using the following few examples:

Result	Explanation	Key 1	Key 2	Key 3
Made 4		4	OK	
Made 5		5	OK	
Made 2	Down 2	-	2	OK
Made 1	Down 3	-	3	OK

A doubled suit contract in ♦

Let's enter a 5♦ contract doubled in the South:

1. Ensure the cursor is sitting to the right of the CONTR: prompt
2. Press 5
3. Press ♦
4. Press X
5. Press N/S twice
6. Press OK

The cursor should now be sitting to the right of the RESULT: prompt. The play completes and the result is now entered, using the following few examples:

Result	Explanation	Key 1	Key 2	Key 3
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Made 4	Down 1	-	1	OK
Made 5		5	OK	
Made 6	1 overtrick	6	OK	
Made 1	Down 4	-	4	OK

One more then we are done, except for a few hints/points about troubleshooting.

A 4 notrump contract

Let's enter a 4NT contract in the West:

1. Ensure the cursor is sitting to the right of the CONTR: prompt
2. Press 4
3. Press NT
4. Press E/W twice
5. Press OK

The cursor should now be sitting to the right of the RESULT: prompt. The play completes and the result is now entered, using the following few examples:

Result	Explanation	Key 1	Key 2	Key 3
Made 4		4	OK	
Made 5	1 overtrick	5	OK	
Made 2	Down 2	-	2	OK
Made 3	Down 1	-	1	OK

Voilà ... further questions, advice, assistance ... speak with others at the table or call the Director.

Confirmation of the Result

Once you have entered the result, a screen appears with the text ACCEPT above the right uppermost key. Turn the unit whichever way is required, and present to East or West so the result can be accepted.

Troubleshooting

Issue/message	Action
SYSTEM NOT ACTIVATED	If you know the BridgeMate activation announcement has been made, "Director please"
Told the section and/or table number are already in use	"Director please"

Trying to enter a contract that was down 2 (e.g., 3NT and made 2, so down 1)	The minus (-) key then the number of undertricks is the way to enter this outcome. In the example, sometimes we try entering the number of tricks made whereas, when a contract is <u>not made</u> , we need to enter the number of tricks down (preceded by the minus (-) key. Sometimes we press 1 and nothing happens 😊, when trying to record making one trick under the contract.
CANCEL key does not do what expected	This can happen sometimes. Ask another player at the table for assistance or "Director please."
Contract result entered in error	"Director please"
Contract data entered incorrectly	"Director please"