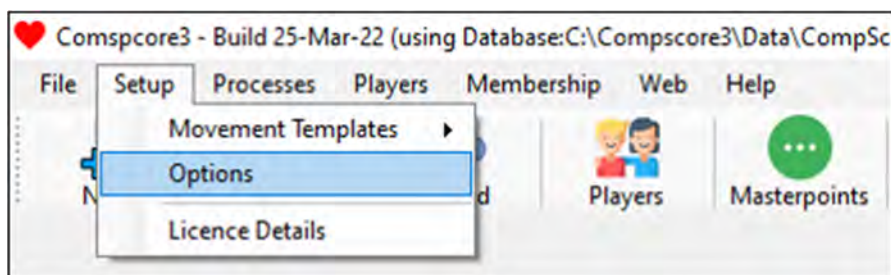
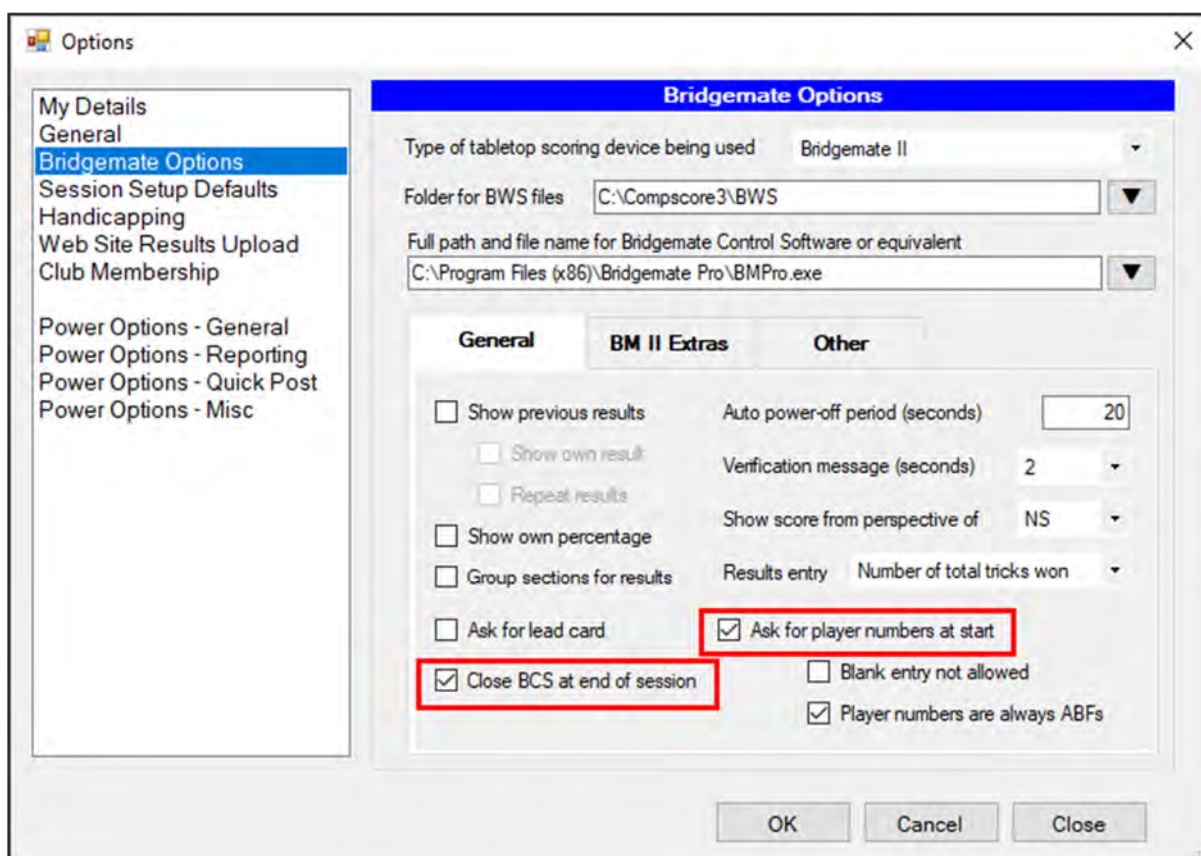


Running Pairs with Compscore3

Set Bridgemate Options



Set the options below as required.



Setting the Close BCS at the end of a Session usually works. Useful when it does but not much bother if it doesn't

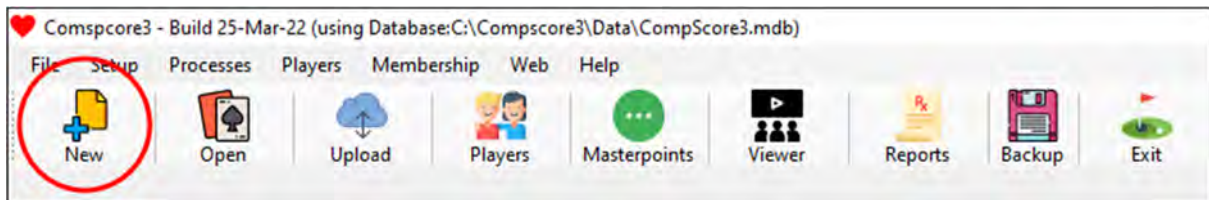
Player numbers can be ABF numbers, which requires an occasional download of ABF number from the ABF website to keep numbers up to date. Download by using the following commands:

File / Import / ABF Masterpoints

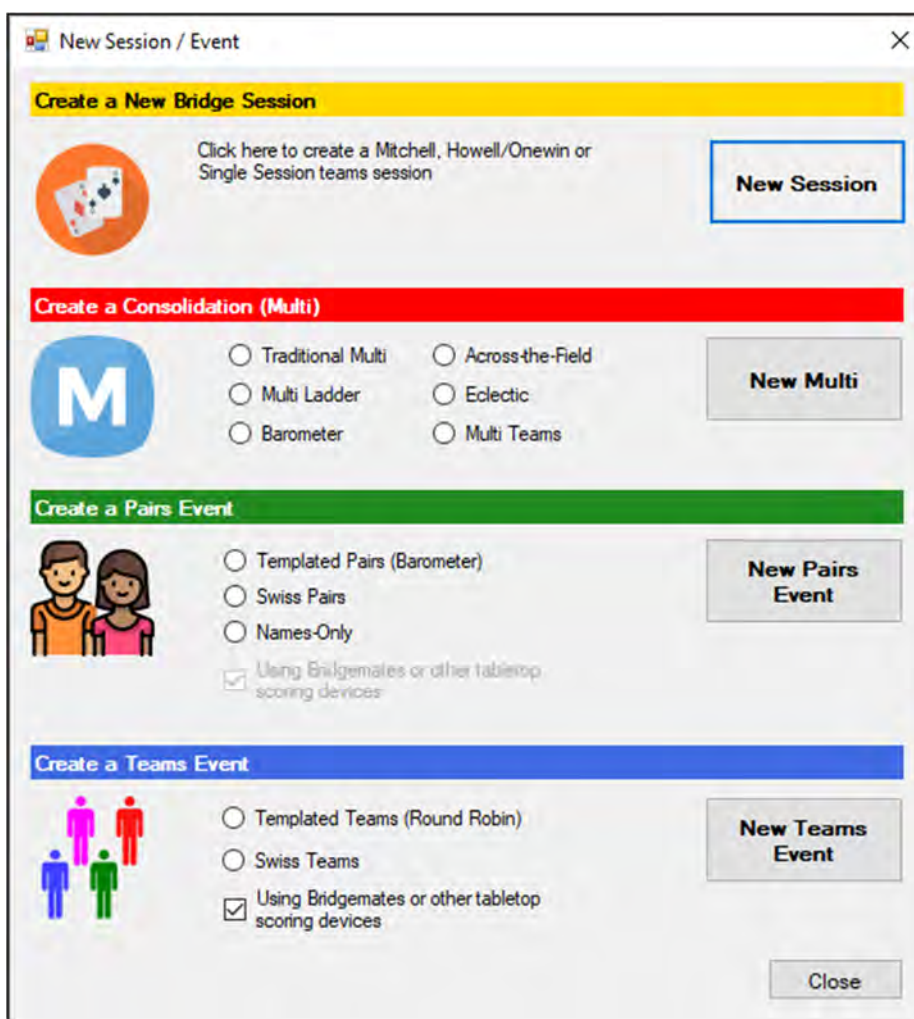
Selecting your Movement

The most common movements are Mitchell movements and Howell movements. In CS3 Howell movements come under the classification of “One Winner Movements”. To run either a Mitchell or a Howell movement:

Select “New” from the icons at the top of the screen



This brings up the following form where the Pairs New Session is selected – the top option. Simple Pairs movements are called Sessions in CS3 and more complex movements such as Swiss Teams are called Events.



Selecting your Movement

When “New Session” is selected, a Dialog box is shown which defaults to the entry of a Mitchell Movement.

The screenshot shows a "Session Setup" dialog box with the following details:

- Session Details:**
 - Date: Sun 8 May 2022
 - Section: A
 - Scoring Method: Matchpoint
 - Session Name: Sunday - Section A
 - Deal File: (empty)
 - Director: (empty)
 - Masterpoints: Green
 - Basic Weighting: 1.50
 - Extra Weighting: (empty)
- Movement Details:**
 - Selected Tab: Mitchell
 - Other Tabs: Howell / Onewin, Single Session Teams, Individual
 - Section Header: MITCHELL
 - Number of Tables (rounded up): (empty)
 - Highest Board Number: (empty)
 - Number of Rounds: (empty)
 - Boards per Round: (empty)
 - Half Table: No half table
 - Missing Pair: (empty)
 - Movement: (empty)
 - Show button: (disabled)
- Bridgmate / BWS Details:**
 - BWS File: C:\Compscore3\BWS\
 - Change button: (disabled)
 - Manual scoring (i.e. no tabletop scoring devices):
 - Buttons: Apply, Cancel, Close

If you want to run a Howell Movement, select it from the Tab labelled “Howell / Onewin”

This close-up screenshot shows the "Movement Details" section of the dialog box. The "Howell / Onewin" tab is highlighted with a red rectangular box, indicating it is the selected movement type. The "Mitchell" tab is also visible but not selected. The "MITCHELL" section header is visible below the tabs.

Mitchell Movements

In the displayed form, enter the appropriate data – Number of Tables, Highest Board Number etc.

If there is a half-table, use the drop down to select whether it is a NS or an EW sitout and the table at which the sitout exists. **Note: it is easy to select the wrong option here, read the descriptions carefully.**

Now select your movement. The options provided vary slightly depending on whether there is a sitout or not.

Howell Movements

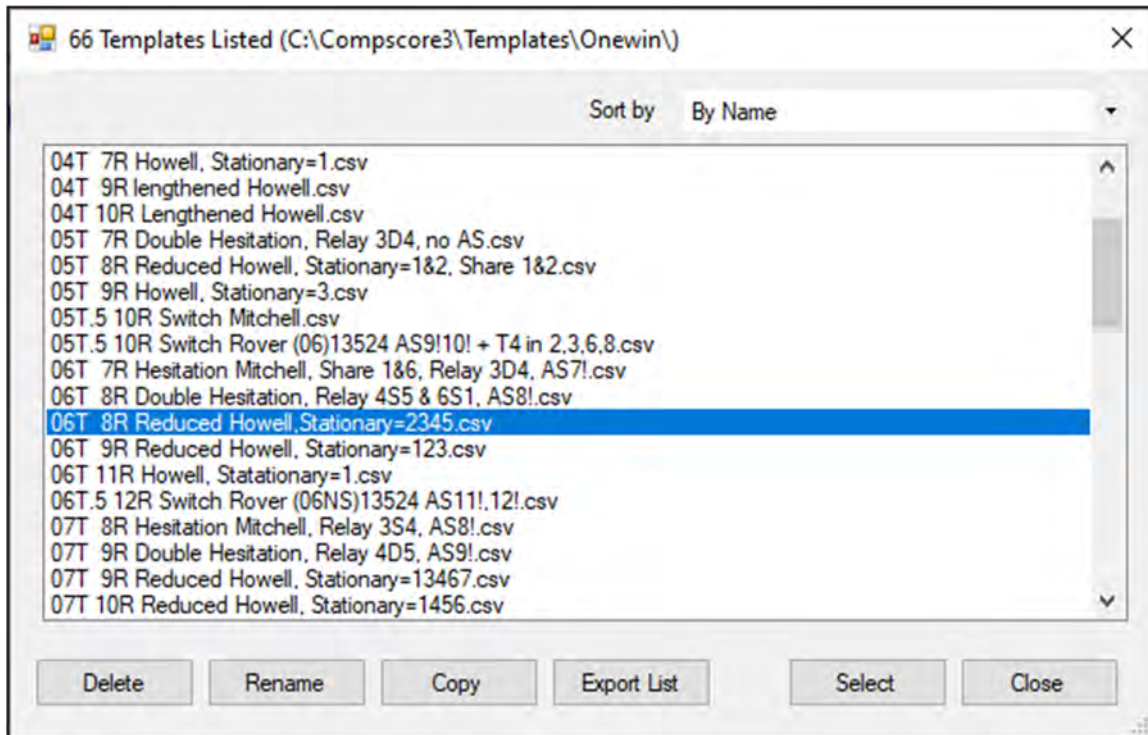
The first option presented here is to select the Howell or Onewin movement you plan to use.

The screenshot shows a 'Session Setup' dialog box with the following sections and fields:

- Session Details:**
 - Date: Sun 8 May 2022
 - Section: A
 - Scoring Method: Matchpoint
 - Session Name: Sunday - Section A
 - Deal File: (empty)
 - Director: (empty)
 - Masterpoints: Green
 - Basic Weighting: 1.50
 - Extra Weighting: (empty)
- Movement Details:**
 - Tabbed interface with 'Howell / Onewin' selected.
 - Header: HOWELL / ONEWINER
 - Movement Template: (empty)
 - Boards per Round: (empty)
 - Half Table: Half table
 - Missing Pair: (empty)
 - Barometer-style scoring:
 - First Board Set: (empty)
 - Highest Board Set: (empty)
- Bridgmate / BWS Details:**
 - BWS File: C:\Compscore3\BWS\
 - Manual scoring (i.e. no tabletop scoring devices):

Buttons: Apply, Cancel, Close, Extra, Show, Change.

Press the drop down and a list of movements is displayed. Select the movement you wish to use. The options below are not the standard CS3 options but an enlarged group used at Ballina.



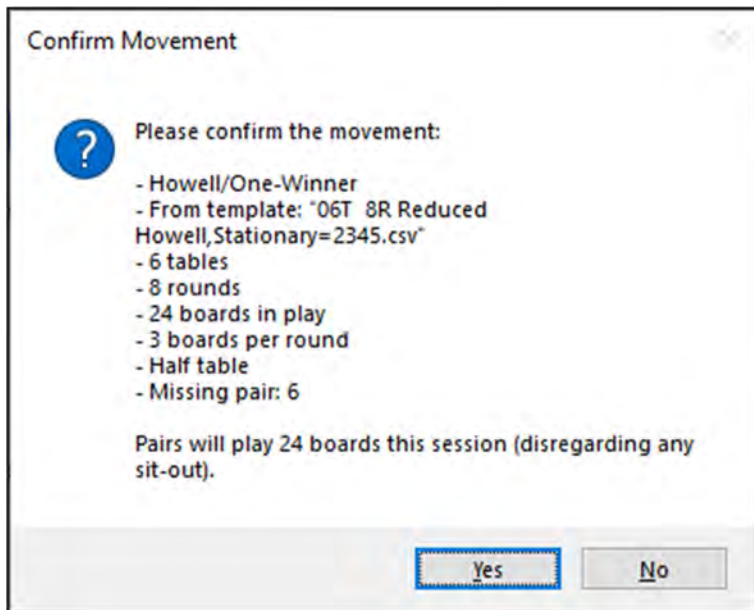
Enter the number of Boards per round.

Note: if there is a half table option selected, you enter the Missing Pair **Number**. To find the missing pair number you can either look at the table movement card or press the “Show” button next to the Movement drop down. It displays the following

Round	T1 NS	T1 EW	T1 Bds	T2 NS	T2 EW	T2 Bds	T3 NS	T3 EW	T3 Bds	T4 NS	T4 EW	T4 Bds	T5 NS	T5 EW	T5 Bds	T6 NS
Round 1	3	2	1	12	1	4	11	8	5	10	6	6	9	5	7	7
Round 2	4	3	2	12	2	5	11	1	6	10	7	7	9	6	8	8
Round 3	5	4	3	12	3	6	11	2	7	10	8	8	9	7	1	1
Round 4	6	5	4	12	4	7	11	3	8	10	1	1	9	8	2	2
Round 5	7	6	5	12	5	8	11	4	1	10	2	2	9	1	3	3
Round 6	8	7	6	12	6	1	11	5	2	10	3	3	9	2	4	4
Round 7	1	8	7	12	7	2	11	6	3	10	4	4	9	3	5	5
Round 8	2	1	8	12	8	3	11	7	4	10	5	5	9	4	6	6

In this case, if the Missing Pair was at Table 4 in the EW position, then their pair number would have been 6.

Finally, press the “Apply” button and a confirmation screen is displayed.



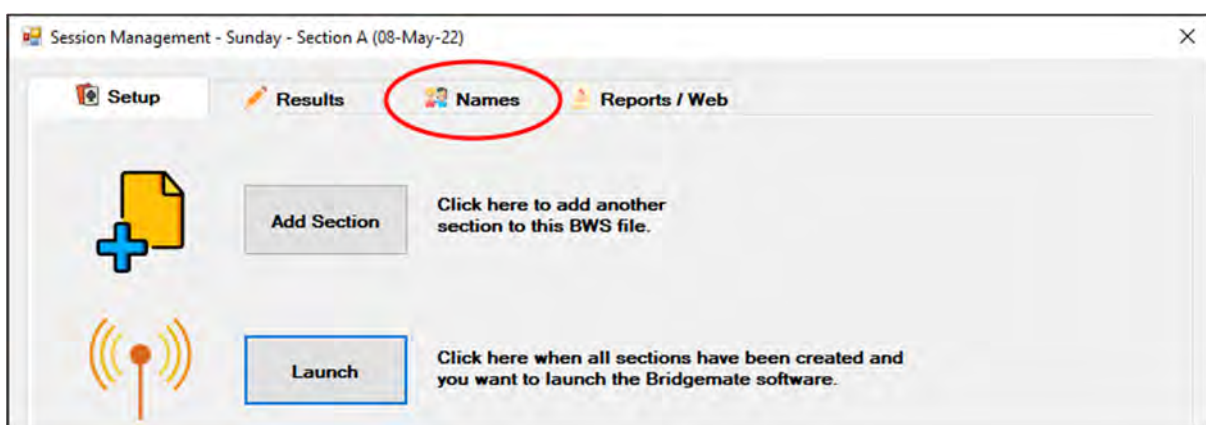
If you accept this movement then the next form allows you to add a further section if you wished. The more likely option in a club is that the "Launch" button is selected whereupon:

- The Bridgemate Control Software (BCS) is launched and all tables are created in the BCS.
- A reset is sent to all Bridgemates in the Session

Players can now enter their ABF numbers etc.

Importing Names to CS3

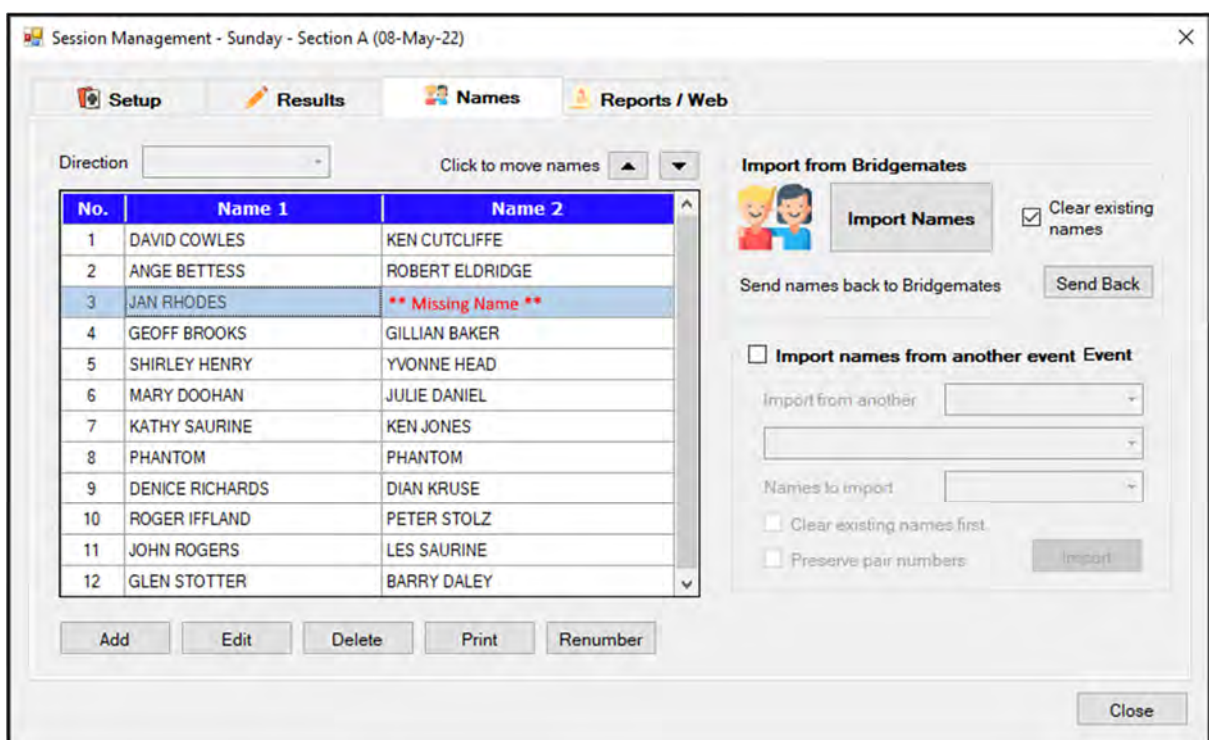
To Import the names for the Players, press the "Names" Tab



Press the "Import Names" button to import all names from the Bridgemate server. The Bridgemates have already sent the name data to the server.



The Imported names are now displayed. If a name is not imported because the ABF number was incorrect or no number was entered, the form will look like this:



Correcting the Missing Entry

Select the entry and then either double-click or press "Edit". The following form is displayed. The Player Number numbers shown are internal numbers used by CS3. They can be used to enter the player via the Bridgemate if Bridgemate options setting is not set to have to accept ABF numbers only.

I think if you don't set the "Player numbers are always ABF's" then you can enter either ABF numbers or the internal number.

Editing Pair -3

ABF Numbers can be entered directly into the Player Number box if preceded by a dash.

Player 1

Player Number: 325 Player 1 is a new player

Player Name: JAN RHODES

ABF Number: 1028340 Player 1 is a sub

Player 2

Player Number: Player 2 is a new player

Player Name:

ABF Number: Player 2 is a sub

Now press the dropdown button next to the Player Number field and the following form is displayed which allows the entry of the player.

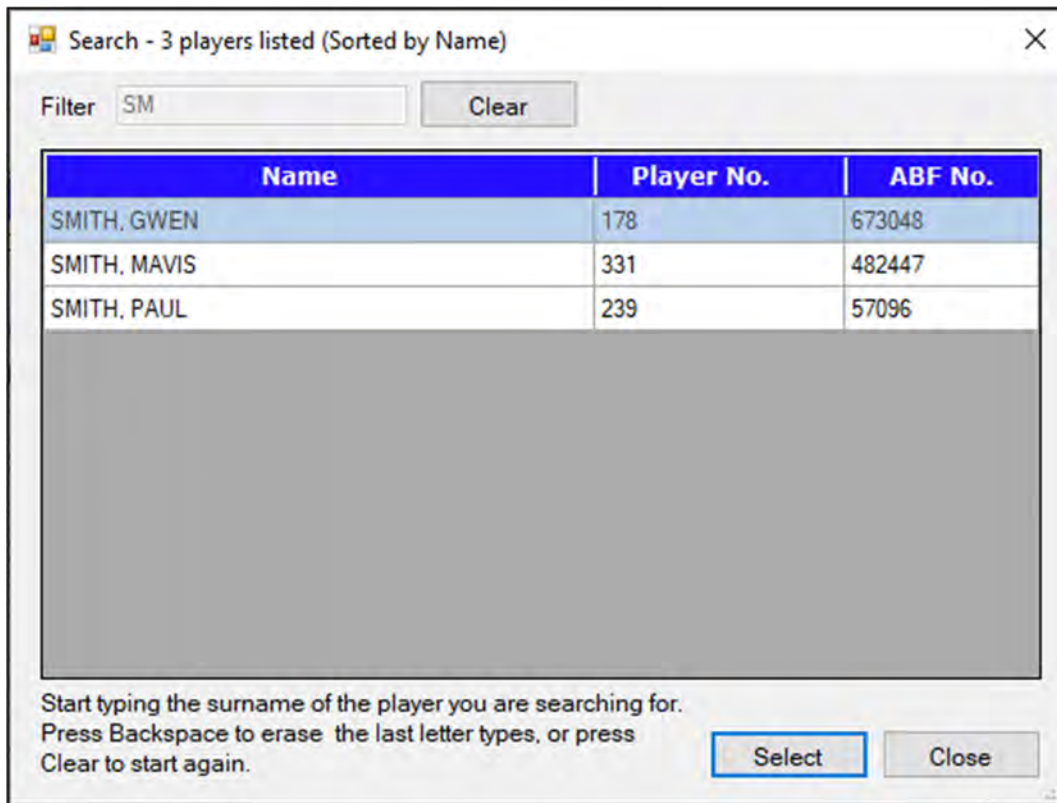
Search - 709 players listed (Sorted by Name)

Filter

Name	Player No.	ABF No.
ABBOTT, KATH	397	61
ABBOTT, NICOLE	393	78
ABRAHAMS, ALF	439	108
ABRAHAMS, GRETA	394	116
ABRAHAMS, JOSEPHINE	395	124
ACKERMAN, VALENTINE	398	140
ACTON, SARAH	481	859028
ADAMS, LIZ	1	343676
ADAMS, VAL	276	231
ADCOCK, BERNIE	275	272
AGNEW, FRANK	404	371

Start typing the surname of the player you are searching for.
Press Backspace to erase the last letter types, or press Clear to start again.

The list displayed is the players who have played at your club. You can scroll through the list to find the name you want or you can search by starting to enter a surname in the “Filter” field. It looks like a non-enterable field but isn’t. In the example, entering the starting characters of the surname selected all those whose name started with “SM”.



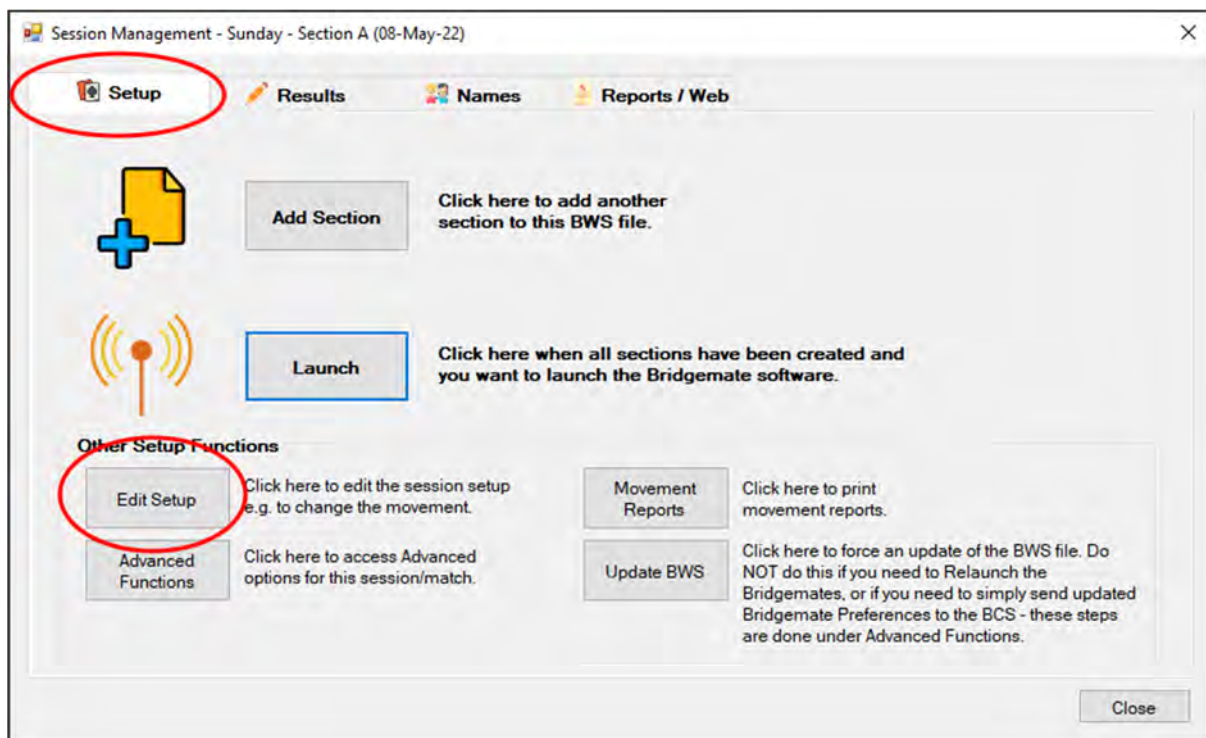
Wrong Movement Entered

If the wrong movement has been entered, either because an error was made in the entry or alternatively a late pair have arrived who you are prepared to allow to join the movement. For example, if you had a half-table movement, adding a further half-table is a help to all players.

Errors can usually be fixed via the program. If they can’t, the option to restart the entire session needs to be followed. In this example, the movement was set up as a 7.5 table Mitchell and another pair arrived late that you’d like to enter into the movement. We’re also assuming the Bridgemates have been launched. It’s a similar, simpler process if they haven’t been launched.

Note: If the Bridgemates have been launched and the changes will affect the BWS file (Bridgemate file where results are stored), then get all players to stop at the end of whatever round you are playing and not touch their Bridgemates while you fix the problem.

Firstly, select the “Setup” Tab in the Session Management form and press the “Edit Setup” button.



Make the changes you need to make, in this case it is to identify that there is no half table. Then press the “Apply” button as before. You are then led through a few questions till the movement is set up again.

The first question is “Does your change affect the movement?”. In this case the answer is Yes.

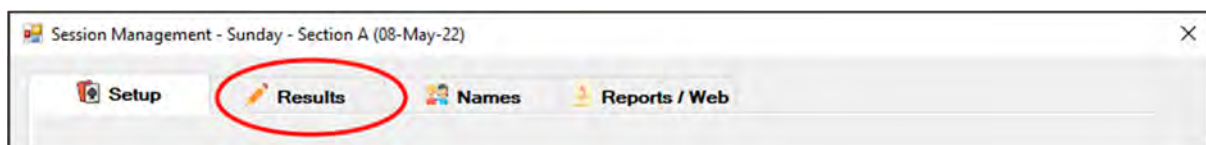
Next question is “Have you launched the Bridgemates?”. In this case we have, so the answer is “Yes”

Last question is what round the BWS (Bridgemate results file) should be updated from. If you’ve just completed Round 1, then you want to update from Round 2.

Having answered the questions, press “Apply”. A confirmation message is displayed followed by another message advising that the update has been made.

Getting the Results

Click on the Results Tab.

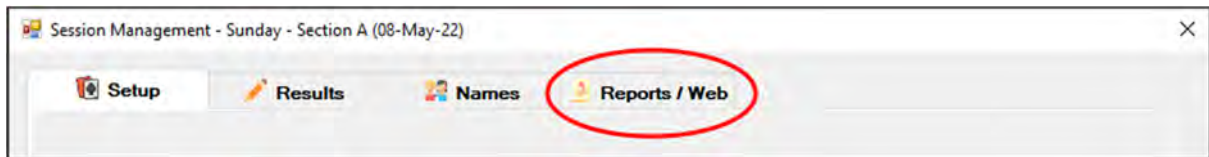


After entering the Results Tab, press Import. The results are now downloaded from the Bridgemate server to the program and displayed on the screen.

If there are any errors to be corrected, double-click on the errant result and correct it. It is a very complete form that is displayed and in which corrections can be made.

Reporting the Results

Now, press the “Reports/Web” Tab



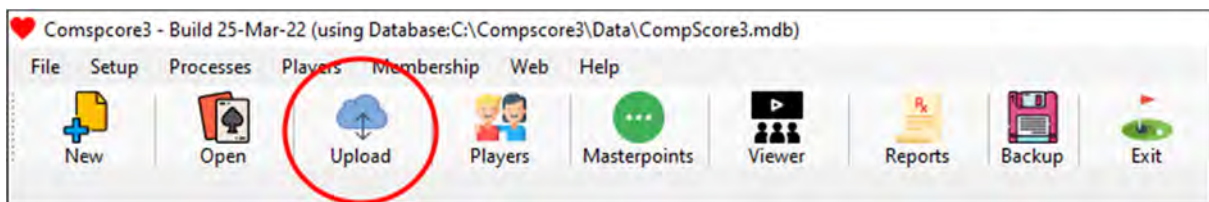
If a recalculation is required, for example if you altered some results, then a Recalculation message is displayed and you need to press the Re-calculation button.

Press the “Quick Finalise” button and the results are printed, files generated etc., depending on the options you have selected in Setup / Power Options – Quick Post.

Uploading Results to the Compscore Website

This option is only useful if you have purchased the Altosoft options to have your results published on the bridgeaustralia.org website which is run by the seller of Compscore3.

After the results have been finalised, press the “Upload” button at the top of the screen.



This brings up a form in which you can select the results to be uploaded to a staging area. A confirmation message is displayed and the option to upload to the Club website or to delete the result file is displayed.

Acknowledgement: The NSWBA thanks Howard Jeffrey, previously Head Director at Ballina Bridge Club, for these notes and for giving permission for their unrestricted use.