

Bridgemate® III scoring system

User manual

Copyright © 2025 Bridge Systems BV. All rights reserved.

This manual, including but not limited to its text, layout, and imagery, is protected by copyright and international treaties. Unauthorized reproduction or distribution of this manual, parts of it, or any content contained herein, including the electronic product and software descriptions, operations, and usage guidelines, is strictly prohibited and may result in severe civil and criminal penalties.

The content in this manual is provided for informational purposes only and is subject to change without notice. Bridge Systems BV makes no representations or warranties with respect to the contents hereof and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose.

No part of this manual may be reproduced, transmitted, transcribed, stored in a retrieval system, or translated into any language in any form or by any means — electronic, mechanical, photocopying, recording, or otherwise — without the express written permission of Bridge Systems BV.

The software described in this manual is furnished under a license agreement or nondisclosure agreement. The software may be used or copied only in accordance with the terms of those agreements.

Bridgemate, Bridgemate III and the Bridgemate logo are trademarks and/or registered trademarks of Bridge Systems BV in the Netherlands and other countries. Microsoft and Microsoft Windows are trademarks and/or registered trademarks of the Microsoft Corporation in the United States and other countries. All other product names, logos, brands, and other trademarks featured or referred to within this manual are the property of their respective trademark holders. These trademark holders are not affiliated with Bridge Systems BV, our products, or our website. They do not sponsor or endorse our materials.

Contact Information:

For further information or help regarding the electronic product and software, please contact Bridge Systems BV Customer Support at:

Email: info@bridgemate.com

Website: www.bridgemate.com

Table of contents

Inhoud

Table of contents	3
Inhoud	3
Limited warranty	7
Safety instructions	10
Important safety warning	10
Do not attempt repairs	10
Disposal of Waste Electrical and Electronic Equipment in the European Union and other countries/regions with separate collections systems	11
Safety Instructions for Your Device's Lithium-Ion Battery	11
Charging Safety	11
Storage, Disposal and Replacements	11
Airplane Safety	12
Introduction	13
Chapter 1: Bridgemate III scoring system key components	14
Description of components	14
Bridgemate III scoring device	14
Bridgemate III server	15
Antennas	17
Bridgemate Control Software	17
Chapter 2: Charging and storing Bridgemate III scoring system	18
Charging safety instructions	18
Battery power indicator of the Bridgemate	18
Charging the Bridgemate scoring device	18
Charging the Bridgemate III server	19
Chapter 3: Installation of Bridgemate Control Software	20
System requirements	20
Installing Bridgemate Control Software	20
Installing Windows hardware driver for Bridgemate III server	20
Chapter 4: Setting up your Bridgemate III system	21
Server	21
Installation of the server and Bridgemates	21

Switching on and off	22
Settings for the server.....	22
Switching on and off	22
Configuring your Bridgemates	23
Language	24
Table.....	25
Fixed table.....	26
Flexible table	27
Display	28
Network	30
Selecting.....	30
Test network function.....	31
Settings from Bridgemate Control Software	32
Chapter 5: Starting the session.....	34
Chapter 6: Using Bridgemates during the session.....	36
Start the session.....	36
Flexible table.....	36
Confirmation	37
No names entered by tournament director	38
First card played.....	44
Validation of the first card	46
American notation	48
Not played.....	49
Correcting accepted input	50
Session information	54
Players.....	55
Last round	63
Chapter 7: Special features during the session	65
Rankings.....	74
Chapter 8: Features for the tournament director	77
View all scores on a board	81
Chapter 9: Energy saving modes.....	86
Energy saving controls	86
Set the brightness level on each Bridgemate separately	86

Set the brightness level centrally in Bridgemate Control Software.....	87
Screen power saving modes	88
Screen dimming	89
Screen off	89
Sleep mode	89
Examples of power saving modes.....	89
Wi-Fi settings	90
Power consumption and number of sessions till recharge	90
Chapter 10: Online vs offline connection mode	92
Online connection method vs offline connection mode	92
How to configure the offline / online connection mode	92
Initializing the Bridgemates	93
Using Bridgemates during the session.....	93
Upload board results to the server.....	94
Chapter 11: Overview of all Bridgemate settings	96
Bridgemate III settings	96
Settings specified by Bridgemate Control Software or scoring program	96
Settings overview	96
Using Butler (IMP) and cross-IMP scoring methods	100
Timer	101
Chapter 12: Replacing a Bridgemate during the session	104
Replacing a malfunctioning Bridgemate.....	104
Replacing a Bridgemate in offline mode.....	107
Chapter 13: Using backup data.....	108
Backup data in the Bridgemate	108
Removing backup data	108
Resending data during the session	109
Chapter 14: Storing and clearing data in the server	110
Data storage in the server	110
Clearing data in the server.....	110
Automatically erase data	110
Hard reset button	111
Chapter 15: Setting up Wi-Fi in Bridgemate and server	112
Purpose of the Wi-Fi network.....	112

Wi-Fi configuration in the Bridgemate III server	112
Known networks	113
Current Wi-Fi Network.....	113
Wi-Fi configuration in the Bridgemate III client.....	114
Wi-Fi managed by server	114
Wi-Fi by local network	115
Regulatory compliance information	118
FCC Compliance Statement	118
ISED Compliance Statement	119
English	119
French	119
CE and RED Compliance Statement	119

Limited warranty

IMPORTANT—PLEASE READ THIS LIMITED WARRANTY CAREFULLY TO UNDERSTAND YOUR RIGHTS AND OBLIGATIONS! The term “Hardware Device” means the Bridge Systems hardware product. The term “You” means either an individual or a single legal entity who will be referred to in this Limited Warranty as “You” and “Your”.

A. WARRANTIES.

1. Express Warranty. Subject to the terms and conditions of this Limited Warranty and in lieu of any other (if any) express warranties, Bridge Systems warrants that under normal use and service, on the date of acquisition as shown on Your receipt or similar proof of payment and for the period of time stated below for the applicable Hardware Device (hereafter each defined as the “Warranty Period”), that the Hardware Device will substantially conform with the accompanying Bridge Systems packaging and documentation. As to any defects discovered after the Warranty Period, there is no warranty or condition of any kind.

Warranty Period:

For all hardware parts of the Bridgemate III scoring system: two (2) years.

This Limited Warranty does not cover, and no warranty of any kind is provided with respect to any subjective or aesthetic aspects of the Hardware Device. The express warranty stated above is the only express warranty made to You and is provided in lieu of all other express or implied warranties and conditions (except for any nondisclaimable implied warranties that exist), including any created by any other documentation or packaging. No information or suggestions (oral or in a record) given by Bridge Systems, its distributors, agents, affiliates or suppliers or its or their employees or agents, shall create a warranty or condition or expand the scope of this Limited Warranty.

2. Limitation on Duration of Implied Warranties. If you are a consumer, You may also have an implied warranty and/or condition under the laws of some jurisdictions, which is hereby limited to the duration of the Warranty Period. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the foregoing limitation may not apply to You.

B. EXCLUSIVE REMEDY. Subject to applicable law and the following, and provided that You return the Hardware Device to Your place of acquisition (or, if that place will not accept the return, to Bridge Systems) with a copy of Your receipt or other bona fide proof of payment during the Warranty Period, Bridge Systems will, at its option and as Your exclusive remedy for breach of this Limited Warranty and any implied warranties:

repair or replace the defective Hardware Device; or

make payment to You for the allowable damages that You incurred in reasonable reliance, but only up to the amount You paid (if any) for the Hardware Device less reasonable depreciation based on actual use.

The above remedy is subject to the following:

Any repaired or replaced Hardware Device will be new or refurbished or serviceably used,

comparable in function and performance to the original Hardware Device, and may include third party items;

Any Hardware Device repaired or replaced under this Limited Warranty will be warranted for the remainder of the original Warranty Period or 30 days from the date of shipment of the item back to You, whichever is longer.

Except as otherwise required by legislation in Your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at Your expense; and Bridge Systems, its distributors, agents, affiliates and suppliers do not provide any warranties regarding any other services provided under this Limited Warranty and disclaim all duties (if any) of workmanlike effort or of lack of negligence regarding such services.

C. NO OTHER WARRANTIES. The express warranty stated above is the only express warranty made to You and is provided in lieu of all other express or implied warranties and conditions (if any) including any created by any other documentation or packaging. No other warranties or conditions are made with respect to the Hardware Device or the warranty services by any person, including but not limited to Bridge Systems, its distributors, agents, affiliates and suppliers. No information (oral or written) or suggestions given by Bridge Systems, its distributors, agents or suppliers or its or their employees, shall create a warranty or condition or expand the scope of this Limited Warranty. Also, there is no warranty or condition of title, quiet enjoyment, or noninfringement in the Hardware Device. You may have greater rights existing under legislation in your jurisdiction.

D. EXCLUSION OF OTHER DAMAGES.

TO THE FULL EXTENT ALLOWED BY LAW, BRIDGE SYSTEMS AND ITS DISTRIBUTORS, AGENTS, AFFILIATES AND SUPPLIERS ARE NOT LIABLE FOR ANY:

(i) CONSEQUENTIAL OR INCIDENTAL DAMAGES;

(ii) DAMAGES OR LOSS OF ANY NATURE WHATSOEVER RELATING TO LOST PROFITS, BUSINESS INTERRUPTION, LOSS OF DATA OR PRIVACY OR CONFIDENTIALITY, ANY INABILITY TO USE ALL OR PART OF THE HARDWARE DEVICE, PERSONAL INJURY, OR ANY FAILURE TO MEET ANY DUTY (INCLUDING BUT NOT LIMITED TO ANY DUTY OF NEGLIGENCE, GOOD FAITH OR OF WORKMANLIKE EFFORT); OR

(iii) INDIRECT, SPECIAL, OR PUNITIVE DAMAGES ARISING OUT OF OR RELATING IN ANY WAY TO THE HARDWARE DEVICE. THE FOREGOING APPLIES EVEN IF BRIDGE SYSTEMS OR ANY DISTRIBUTOR, AGENT, AFFILIATE OR SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH LOSSES OR DAMAGES; AND EVEN IN THE EVENT OF FAULT, TORT (INCLUDING NEGLIGENCE), STRICT OR PRODUCT LIABILITY, MISREPRESENTATION OR OTHER REASON.

Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusions may not apply to You.

E. EXCLUSIONS FROM COVERAGE. This Limited Warranty shall not apply and Bridge Systems, its distributors, agents, affiliates and suppliers have no liability under this Limited Warranty if the Hardware Device:

- is used for commercial purposes (including rental or lease);
- is modified or tampered with;
- is damaged by Acts of God, power surge, misuse, abuse, negligence, accident, wear and tear, mishandling, misapplication, or other causes unrelated to defects in the Hardware Device;
- is damaged by programs, data, viruses, or files, or during shipments;

- is not used in accordance with the accompanying documentation and use instructions; or
- is repaired, modified or altered by other than a Bridge Systems authorized repair center and the unauthorized center causes or contributes to any defect or damage.

F. REGISTRATION. You need not register Your acquisition of the Hardware Device for the Limited Warranty to be effective.

G. BENEFICIARY. To the extent allowed by applicable law, the Limited Warranty is only made to You, the first purchaser of the Hardware Device, and there are no third party beneficiaries of the Limited Warranty. It is not intended for and does not apply to anyone else (except as required by law), including anyone to whom You make any transfer of the Hardware Device.

H. FURTHER INFORMATION. Bridge Systems is the warrantor under this Limited Warranty. To receive instructions for obtaining performance of this Limited Warranty You must either contact the local Bridgemate distributor serving your country, or write to: Bridge Systems BV, Postal Box 21570, Rotterdam, 3001 AN, The Netherlands, or visit Bridge Systems on the internet at <https://www.bridgemate.com>.

You must also:

1. Submit proof of payment in the form of a bona fide, dated receipt, or invoice (or a copy) evidencing that You are the beneficiary of this Limited Warranty and that Your request for a remedy is made within the Warranty Period;
2. Follow Bridge Systems' shipping and other instructions if it determines that all or part of your Hardware Device requires return. To obtain the Limited Warranty performance, you must take or deliver the item in either its original packaging or packaging that provides an equal degree of protection to the location specified by Bridge Systems. Except as otherwise required by legislation in your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at Your expense.

Failure to follow the above instructions may result in delays, cause you to incur additional charges, or may void your warranty.

This Limited Warranty gives You specific legal rights and You may also have other rights which vary from jurisdiction to jurisdiction. Where any term of this Limited Warranty is prohibited by such laws, it shall be null and void, but the remainder of the Limited Warranty shall remain in full force and effect if its allocation of risks is not materially disturbed.

Safety instructions

Important safety warning

Failure to properly set up, use, and care for the Bridgemate III system can increase the risk of serious injury or death, or damage to the system. Read this manual and the manuals of any peripherals for important safety and health information. Keep all manuals for future reference. For replacement manuals, go to <https://support.bridgemate.com> or contact your local Bridgemate supplier.

Select a safe location for the Bridgemate server and scoring devices

If the Bridgemate III server or Bridgemate III scoring devices falls and hits someone, it could cause serious injury. To reduce the risk of such injuries and damage to parts of the system, set them up according to these instructions and place them on a surface that:

- Is flat and level.
- Is stable and not likely to tip over.
- Allows all rubber feet of both the server and scoring device to be in contact with the surface.
- Is not likely to allow the server and scoring device to slip or slide off.
- Is clean and free of dust and debris.
- If the surface or feet of server or scoring devices become dirty or dusty, clean them with a dry cloth.

Arrange all cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move around or walk through the area. When the Bridgemate III server is not in use, you may need to disconnect all cables from the server to keep them out of the reach of children and pets. Do not allow children to play with cables and cords.

Do not place any part of the Bridgemate III system on a bed, sofa, or other soft surface. Do not place any part near heat sources, such as radiators, heat registers, stoves, or amplifiers.

Avoid smoke, dust and humidity

Do not use the Bridgemate III system in smoky, dusty or humid locations. Smoke, dust and humidity may damage the Bridgemate III server and scoring devices.

Do not attempt repairs

Do not attempt to take apart, service, or modify the Bridgemate II server, Bridgemate II scoring devices, power supply, or its peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and it will void your warranty.

Any evidence of any attempt to open and/or modify the Bridgemate II system, including any peeling, puncturing, or removal of any of the labels, will void the Limited Warranty and render the Bridgemate II system ineligible for authorized repair.

Disposal of Waste Electrical and Electronic Equipment in the European Union and other countries/regions with separate collections systems



This symbol on the product or its packaging means that this product must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment, which inappropriate disposal could cause due to the possible presence of hazardous substances in electrical and electronic equipment. For more information about where to drop off your electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the supplier where you purchased this product.

Safety Instructions for Your Device's Lithium-Ion Battery

Important: Your device contains a lithium-ion rechargeable battery pack, which requires careful handling to ensure both your safety and the longevity of the device. Please read the following instructions carefully.

Do Not Disassemble: Attempting to disassemble, pierce, crush, or subject the battery to high pressure can lead to fire, explosion, and injury.

Avoid Extreme Temperatures: Do not expose the device to temperatures above 50°C (120°F) or below -20°C (-4°F). Extreme temperatures can damage the battery and the device.

Keep Away from Water: Exposure to water can cause malfunction and potentially dangerous situations. Do not use the device in rain or near bodies of water.

Handling Damaged Batteries: If you notice any deformation, swelling, or leakage from the battery, stop using the device immediately and contact customer service. Do not attempt to charge or use the device.

Leakage: If the battery leaks and the liquid gets on your skin or clothes, wash immediately with plenty of water. If the liquid contacts your eyes, seek medical attention.

Charging Safety

Charging Safety: Use only the Bridgemate III charge case or a certified USB charger to charge your Bridgemate devices. Charging with unapproved chargers can lead to overheating, fire, or explosion. When using the Bridgemate III charge case, follow the instructions of the charge case carefully.

Supervised Charging: Do not leave the device charging unattended for extended periods. Check periodically to ensure the device is not overheating.

Surfaces: Charge the device on a hard, flat surface to allow adequate ventilation. Avoid charging on beds, couches, or other soft surfaces that may block air flow.

Storage, Disposal and Replacements

Long-Term Storage: If you plan to store the device for an extended period, do so in a cool, dry place and ideally at a partial charge level (around 50%).

Disposal: Do not dispose of the battery in regular trash. Lithium-ion batteries must be recycled or disposed of properly according to local regulations. Contact local waste management for disposal instructions.

Upgrades and Replacements: Only use replacement parts specified by the manufacturer. Unauthorized parts can lead to safety hazards.

Airplane Safety

Carry-On Luggage: Your device with its lithium-ion battery must be carried in carry-on baggage only. Do not check it in with your other luggage.

Power Off: Ensure the device is completely powered off and not in sleep or hibernation mode before boarding the aircraft.

Avoid Charging While Flying: Do not charge the device aboard the plane unless you are using seat power supplied specifically for this purpose.

Airline Approval: Some airlines may have additional restrictions or require prior approval to carry devices with lithium-ion batteries. Check with your airline before flying.

Transportation Guidelines: Adhere to all relevant guidelines and regulations set forth by your local Aviation Administration and Transportation Security Administration regarding the transportation of lithium-ion batteries.

CAUTION: Failure to follow these safety instructions may result in fire, electric shock, injury, or damage to the device or other property. The manufacturer is not responsible for damage or injury resulting from misuse or non-compliance with these instructions.

Introduction

Thank you for selecting the Bridgemate III scoring system for your club. The Bridgemate III is the successor to the well-established Bridgemate II system, known for its ease of use, reliability, and durability. These key attributes are maintained in the Bridgemate III, ensuring smooth and reliable operation for your club.

The Bridgemate III incorporates modern technology and an intuitive interface, making it straightforward for users to operate. Whether for a small club event or a larger tournament, the Bridgemate III aims to simplify the scoring process and contribute to the efficient organisation of the event, making the experience more enjoyable for everyone involved.

This manual is structured to guide you through the setup, features, and operation of your Bridgemate III system:

- Chapters 1 to 4: These chapters explain the various hardware components of the system, provide installation instructions, and offer guidance on preparing the system for first use.
- Chapters 5 to 7: These chapters cover the features available to the players and how to use them.
- Chapter 8: This chapter outlines the features available to the tournament director for managing the event.
- Chapters 9 to 16: These chapters describe how to set up Wi-Fi, register devices, update firmware, and configure other system settings.

We hope this manual helps you set up and use your Bridgemate III system to its full potential, ensuring a smooth and efficient experience for your club.

Chapter 1: Bridgemate III scoring system key components

Description of components

The Bridgemate III scoring system consists of the following hardware and software:

- Bridgemate III scoring devices
- Bridgemate III server
- Bridgemate Control Software

Bridgemate III scoring device

The Bridgemate III scoring devices are placed on the bridge table and are used to enter the scores and display information during the session. For the purpose of simplicity, we shall refer to these input devices as "Bridgemates". Only one Bridgemate is required per table.

The front and back of the Bridgemate III scoring device look as follows:



The right side is as follows:



The left side is as follows:



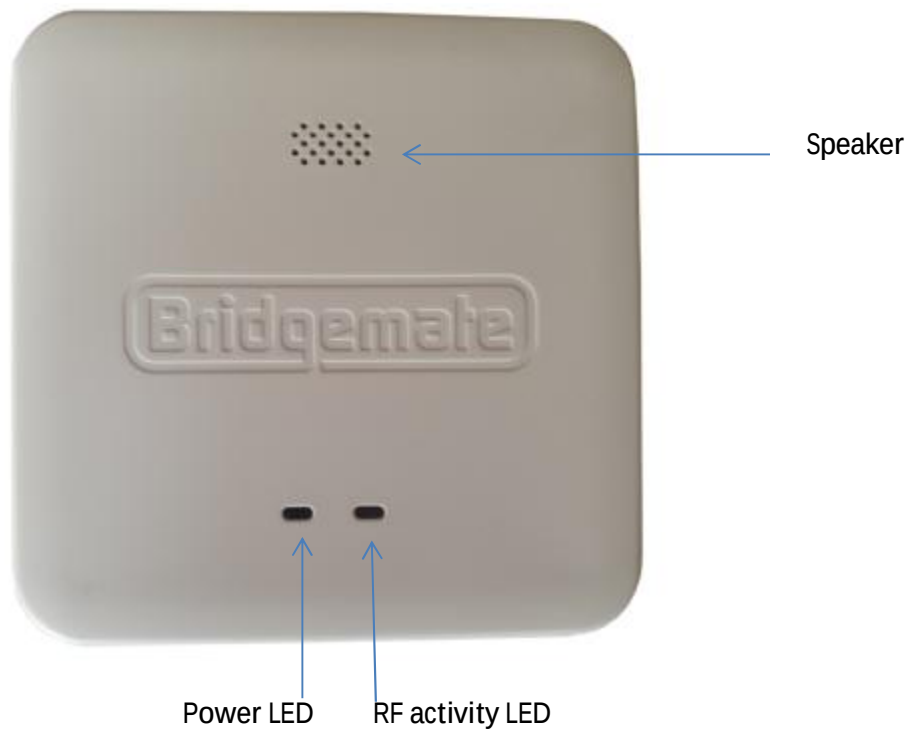
Item	Description
Full colour display	A 7" inch full colour display with 600x1024 dot resolution.
User LED	The user LED on the front is used to give various visual signals to the user. The LED can light up red, yellow or green.
Speaker	The speaker is used to provide audible signals to the user.
Reset	Hidden button on the bottom of the Bridgemate to do a full hardware reset.
Power button	The power button is used to switch on the device or to switch it off.
Charge LED	Indicates the charging status of the device.
Charge port	The charge port is used to charge the Bridgemate in the dedicated charge case.
USB-C port	The USB-C port can be used to charge the Bridgemate thru a USB-C cable.

Bridgemate III server

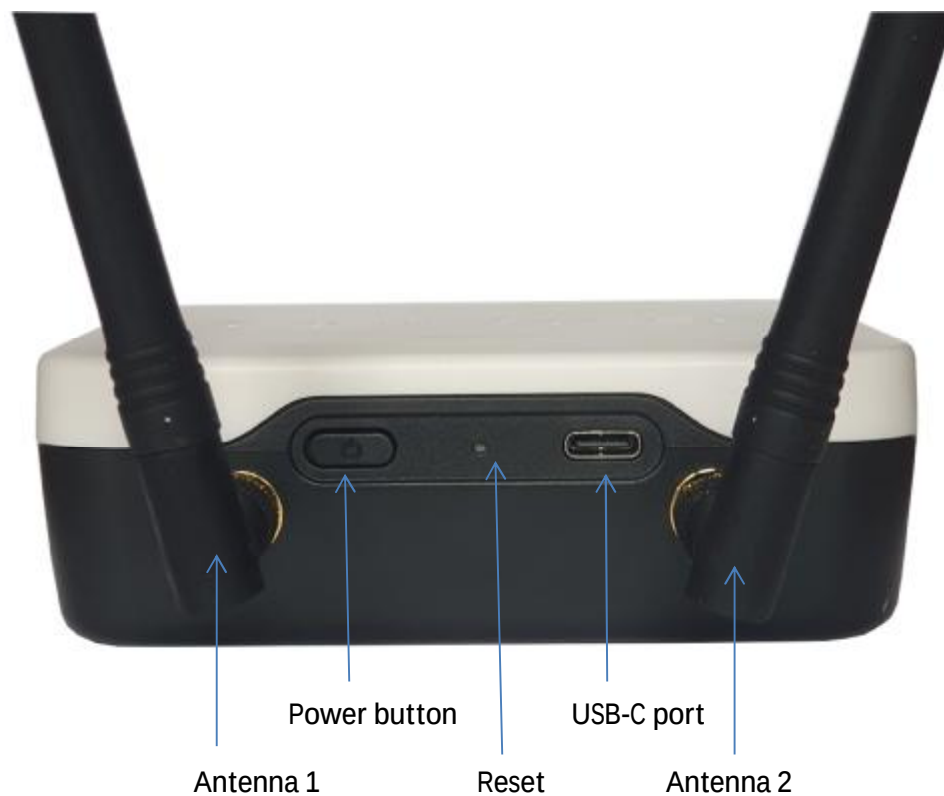
The Bridgemate III server, “server” for short, is a small device connected to the PC. It acts as a bridge between the PC and the Bridgemates. As the PC cannot communicate directly with the Bridgemates,

the server is a vital component. The server is equipped with a transmitter and a receiver, establishing and maintaining wireless data communication with the Bridgemates. The server sends all movement data to the Bridgemates, including board numbers and pair numbers, and receives the board results in return. The server can control up to 256 Bridgemates simultaneously. The server connects to the computer using the USB cable.

The top of the Bridgemate III server looks as follows:



The rear is as follows:



Item	Description
Power LED	Indicates the power status or other special status of the server. This LED can light up green, red or yellow.
RF activity LED	Indicates communication activity with the Bridgemates.
Speaker	The speaker is used to give audible signals to the user.
Power button	The power button is used to switch the device on or off.
USB-C port	The USB-C port is used to make a wired connection with the computer using a USB-C cable.
Reset button	Hidden reset button on the rear of the server to do a full hardware reset.
Antennas	Two antennae for wireless communication with the Bridgemates.

Antennas

Attaching and removing antennas

The antennas are fixed to the antenna ports by gently screwing them on the antenna ports. If the server stays at the playing venue between sessions, there is no need to remove the antennas. During transportation, it is advised to remove the antennas to prevent them from breaking.

Antenna orientation

For optimal wireless communication, the antennas should be orientated in an angle of 90 degrees to each other in horizontal orientation (flat). Do not point them in the same direction.

High gain antennas (optional)

In case the Bridgemates have difficulties communicating with the server, for example due to too much distance or walls or other objects in between, optional high gain antennas may improve the communication. These antennas give about 15% extra range. Consult your Bridgemate supplier for availability and whether these antennas are suitable for your situation.

Bridgemate Control Software

A specific program is required to control the server from the PC: Bridgemate Control Software ("BCS"). This program runs on Windows 10 or higher and communicates with and is controlled in part by your scoring program. BCS fully controls the server and data exchange between the server and the PC. BCS first saves all the relevant session data used by the server to control the Bridgemates. BCS then retrieves all entered board results from the server and stores these in the result file. All other server controls are also executed from BCS.

See [Installation of Bridgemate Control Software](#) for more information on installation of Bridgemate Control Software.

Chapter 2: Charging and storing Bridgemate III scoring system

The Bridgemate and server are powered by an internal battery and need recharging every now and then. Depending on the configuration of the power saving settings, the Bridgemate can be used about ten to twenty sessions before it needs to be recharged.

Charging safety instructions

Both Bridgemate and server contain a built-in rechargeable lithium-ion battery pack. See the safety instructions earlier in this manual for important safety information how to handle this battery pack and for charging safety warnings.

Battery power indicator of the Bridgemate

The remaining power of the battery in the Bridgemate is indicated by a percentage in the upper right of the screen. It is suggested to start recharging the Bridgemate when the power level has reached 15%.

Charging the Bridgemate scoring device

Bridgemate scoring devices can be charged in two ways:

- Using the Bridgemate III charge case
- Using a USB-C cable with USB charger

Bridgemate III charge case

The Bridgemate charge case allows to charge up to ten Bridgemates at the same time at high charging speed. For more information, see the instructions that come with the Bridgemate III charge case.

USB-C cable

To charge the Bridgemate scoring device using a USB-C cable, insert a USB-C cable into the USB-C port of the Bridgemate device and connect it to a certified USB-charger (USB-C cable and charger are not supplied with your Bridgemates. You may use the USB-C cable that came with your server or use any other USB-C cable that is certified for charging). You may also connect the Bridgemate to a computer to charge it. Charging through USB takes longer than charging using the charge case.

Charge LED

During charging, the charge LED on the right side of the Bridgemate III scoring device indicates the status of the charging:

- Red: charging is ongoing
- Green: charging is finished and battery is fully charged.
- Flashing red: an error occurred during charging. Disconnect the Bridgemate from the charging source and reconnect it.

You may stop the charging process at any time by unplugging the USB cable or by removing the device from the charge case.

Charging the Bridgemate III server

The Bridgemate III server is automatically charged when connected to the PC through the USB cable. There is no additional charger required. When connected to the PC, the server will take its power from the PC and the battery is used as backup power when the connection with the PC is lost.

When disconnected from the computer, the server is capable to run for about 60 hours on a fully charged battery.

Chapter 3: Installation of Bridgemate Control Software

System requirements

Operating system

The Bridgemate III scoring system needs Microsoft Windows 10 or higher. Make sure your Windows installation is up to date with the latest Microsoft Windows updates.

Hardware

Recommended configuration:

- Processor Intel 4-core 2Ghz processor or better
- 4 GB internal memory or more

Installing Bridgemate Control Software

To run the Bridgemate III scoring system on your PC, you will need to install Bridgemate Control Software. The latest version of the program may be downloaded from <https://support.bridgemate.com>. You will need version 4.0 or later of BCS in order to operate the Bridgemate III scoring system.

It is recommended to install the software in its default location which is C:\Program files (x86)\Bridgemate Pro.

Installing Windows hardware driver for Bridgemate III server

If this is the first time you are going to install Bridgemate Control Software on your computer, you are asked to install the Windows hardware driver for the Bridgemate III server during the installation. Please make sure you keep this option checked in order to have the driver properly installed. This will install the driver automatically during the installation of Bridgemate Control Software.

In case the driver was not installed, you may download the driver installation program separately from <https://support.bridgemate.com> and run it on your PC.

Once the driver has been installed on your computer, you can connect the Bridgemate III server to any of your USB ports on your computer through the USB cable which is supplied with your server. Windows will automatically recognize the server and finalize the installation of the driver software.

Chapter 4: Setting up your Bridgemate III system

This chapter explains how to set up your Bridgemate III system and make it ready for first use.

Server

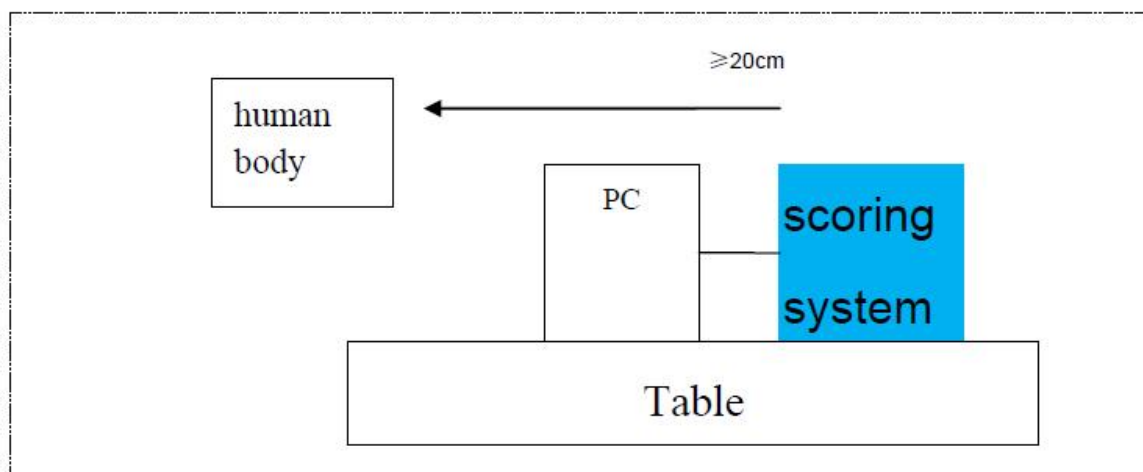
The server is the core device between the computer that runs your scoring program and the Bridgemates that are handled by the players at the table. The scoring program tells the server all that is needed to handle the session, among which the tables, participants and boards to expect. This is sent to the Bridgemates, that show this information and get the input from the players. The input is sent back to the server, that collects this information, returns the other results to the Bridgemates and all retrieved information to the scoring program.

Installation of the server and Bridgemates

You connect the server to your computer by using a cable with an USB-C connector on the side of the server. On the side of the computer this will usually be a traditional rectangular USB-A connector.

Make sure to position the server and Bridgemates free from other objects to ensure optimal wireless communication. Also the server and Bridgemates must be positioned at least 20 cm away from the human body to avoid any interference with the human body.

Setup diagram:



Usage scenario: These products are only connected to the computer and used in a bridge club for the use of scoring bridge events. The products cannot be used as portable mobile products. This product should be used in a dry environment only.

Switching on and off

The server will be switched on when you connect it to an empowered USB-source (like your computer). You can also switch it on by pushing the button on the rear side of the server.

After switching on the server, the Power LED will start blinking in yellow. After a few seconds, when the server is ready, this LED will be green if the server is getting power by USB or red when it is powered by the internal battery. You can release the button when the blinking starts.

To switch off the server, you must push the power button again. The light will start blinking and then turn off. You can release the button when the blinking starts.

Whilst working on the internal battery (the Power LED is red), the server will switch off automatically to save energy when no activity has been seen for one hour (60 minutes). You can prevent this by switching to power by USB.

When the server is switched off, all information in the server will be kept in memory. See [Resending backup scores](#) for more information about retrieving this information.

Settings for the server

All settings for the server are handled from Bridgemate Control Software, or your scoring program. See [Bridgemate III settings](#).

Bridgemate

The Bridgemate is the device handled by the players at the table. The Bridgemates show the information retrieved from the server, allow the players to enter, amongst other things, the contract bidden, the lead card, the leader and the result. The Bridgemate send this information to the server and can show the results from the players compared to other players.

Switching on and off

To start a fully switched off Bridgemate, you press the power button on the right side of the Bridgemate. You can release the button when the User LED on top of the screen starts blinking. After a few seconds the start screen of the Bridgemate will show up.

When the Bridgemate is in sleeping mode, you can just touch the screen to wake it up.

The screen of the Bridgemate will be dimmed after the time set in the control menu. Touch the screen to illuminate the Bridgemate. The length of this period can be set as described in [chapter 11](#).

The Bridgemate will go in sleeping mode after the period set in the control menu. Touch the screen to awaken the Bridgemate. The User LED will flash, and the screen will return.

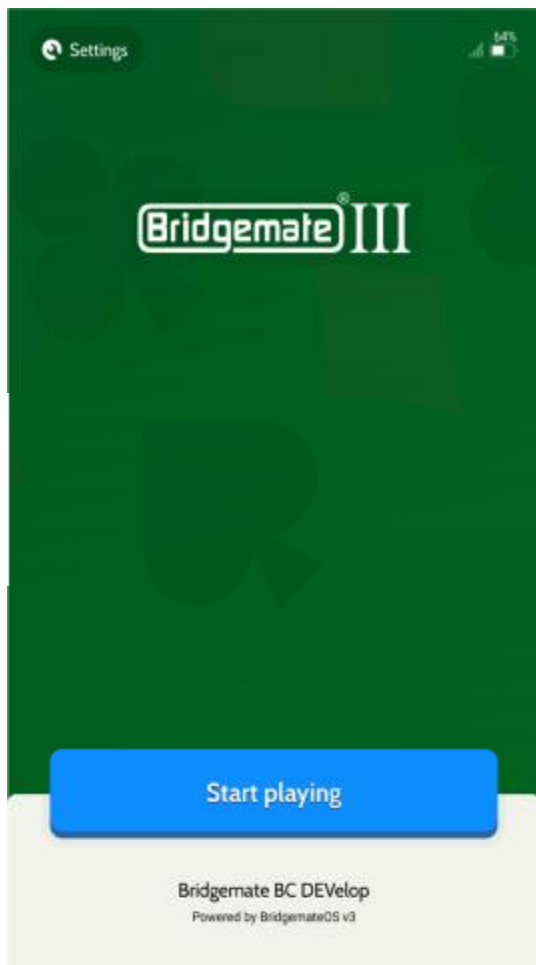
To switch the Bridgemate off, you shortly press the Power button. The screen will give you several options:

- Restart Bridgemate: this will restart the Bridgemate
- Standby: this will bring the Bridgemate in sleeping mode
- Switch it off (red button): this will completely turn off the Bridgemate.

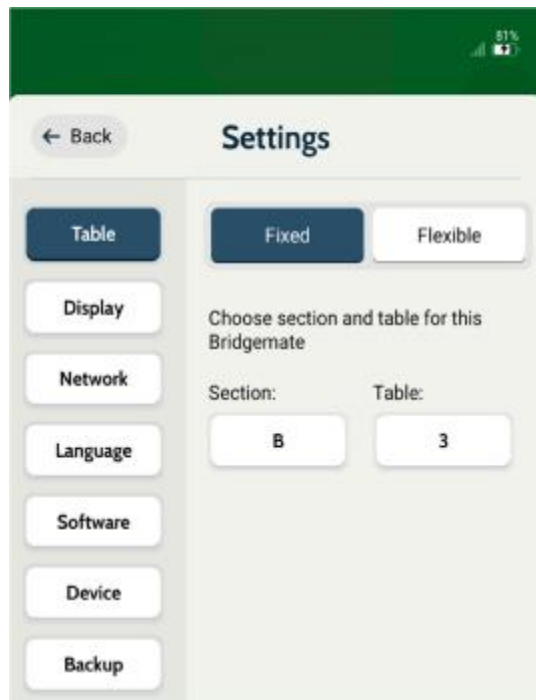
When you hold the button for a longer time, the Bridgemate will enter sleeping mode.

Configuring your Bridgemates

To configure your Bridgemate, press the option Settings on the left upper corner of the screen.



The following menu will appear:



Language

The information on the Bridgemate can be displayed in many languages. You can select which language you want to use for your sessions and settings menus.

The language can be set on every Bridgemate separately, or you can choose to manage the language from the Bridgemate Control Software. When you choose 'Managed by server' (press on it, and it will turn green), BCS will tell the Bridgemates which language to show. You cannot select a language on the Bridgemate.

When you deselect 'Managed by server' (it will be grey), you can select one of the languages for this Bridgemate.



Table

Under Table, you can select whether you want the Bridgemate to be appointed to a fixed section and table (for instance A1, or B3) or use it flexible, letting the players select section and table at start-up.

Both options have their advantages and disadvantages.

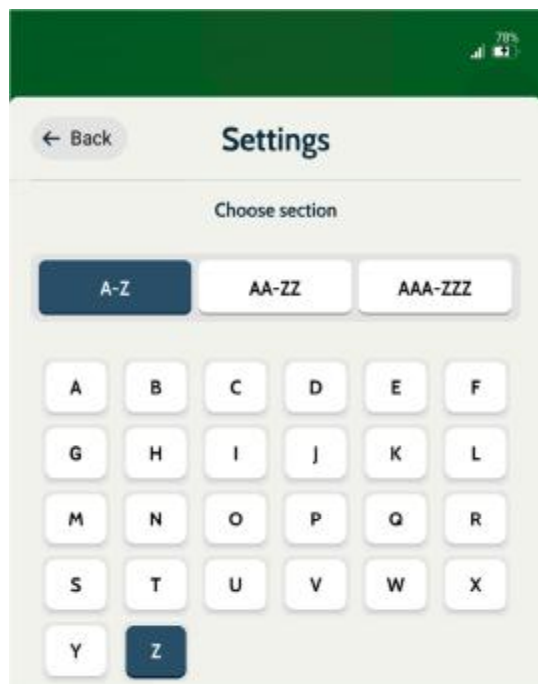
Fixed	Flexible
Players will find the Bridgemate ready to play on their table	Players need to select section and table number at start-up.
Players cannot select the wrong table	When players select the wrong table, a TD is needed to correct this
It is easier to identify a specific Bridgemate, for instance if you need to get scores from a specific one	Finding back a specific Bridgemate may be harder
You need to put every Bridgemate on a specific table	You can put any Bridgemate on any table
You need to identify the Bridgemates when placing them, either by switching them on or by putting a sticker on every Bridgemate ¹	You don't have to identify the Bridgemates
When you need an unexpected table, you need to change the settings for that Bridgemate	You can use any Bridgemate on any table

¹ Never put stickers on the screen. This may make the Bridgemate useless.

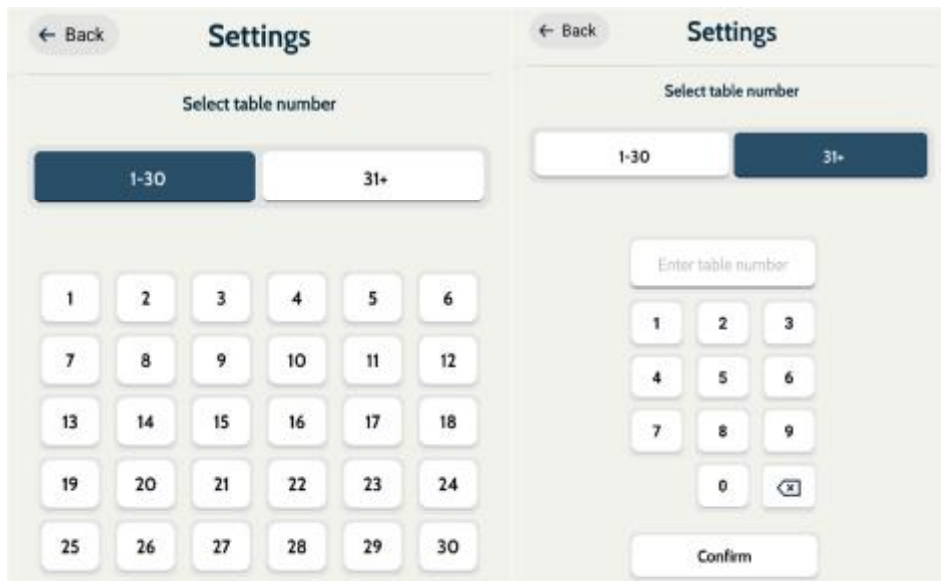
Fixed table

If you choose fixed, you are asked to select the section and table for which this Bridgemate will be used. You will have to put this Bridgemate on the specified table. The highest section is ZZZ (section 78) and the highest table number is 4095.

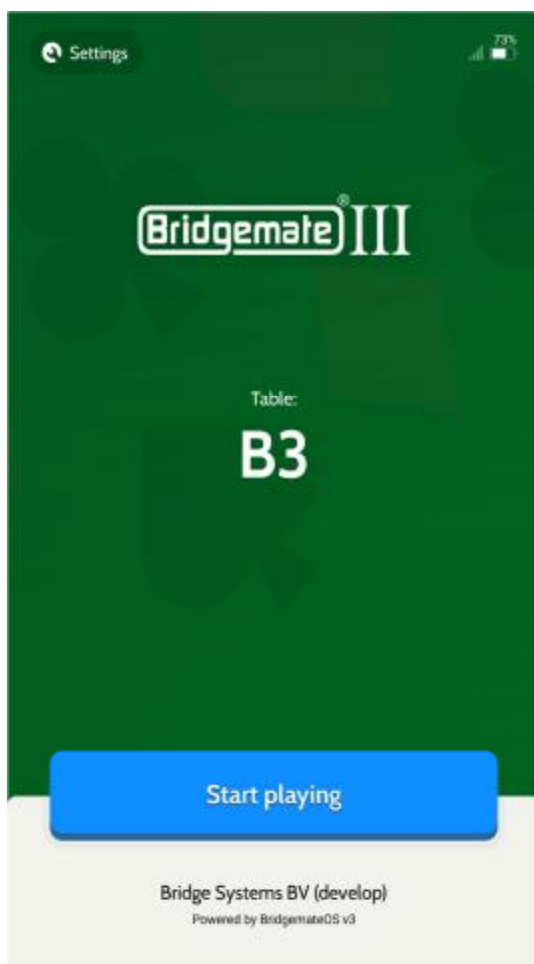
To select the section, click on the current section indication. You will then have to select the right section from the options A-ZZZ.



You can select a table number (1 till 30) from the options or enter any number between 1 and 4095 manually.



After selecting a fixed table, in this example section B and table 3, the Bridgemate will show the table on the start screen.

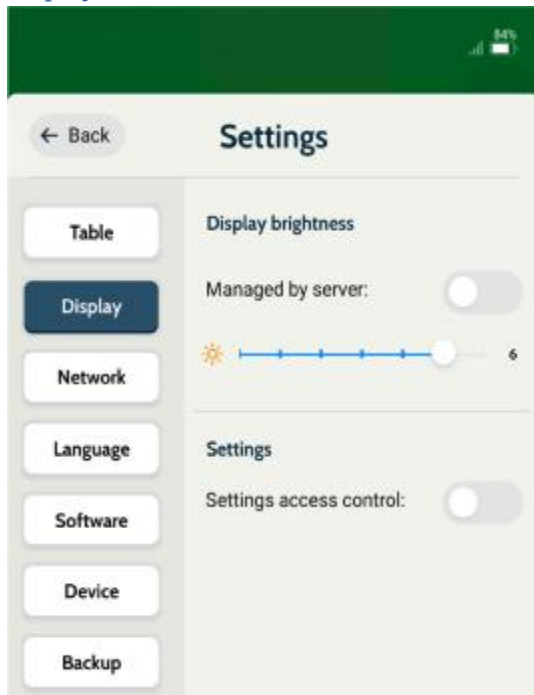


Flexible table

You choose the option 'Flexible'. That's it.

When the session is started, the players at the table can select section and table, then continue entering information.

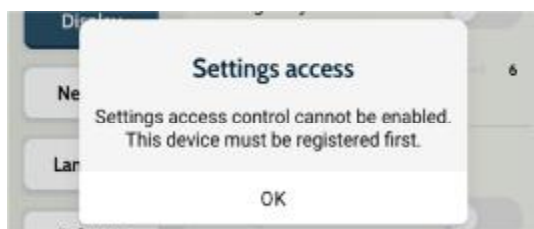
Display

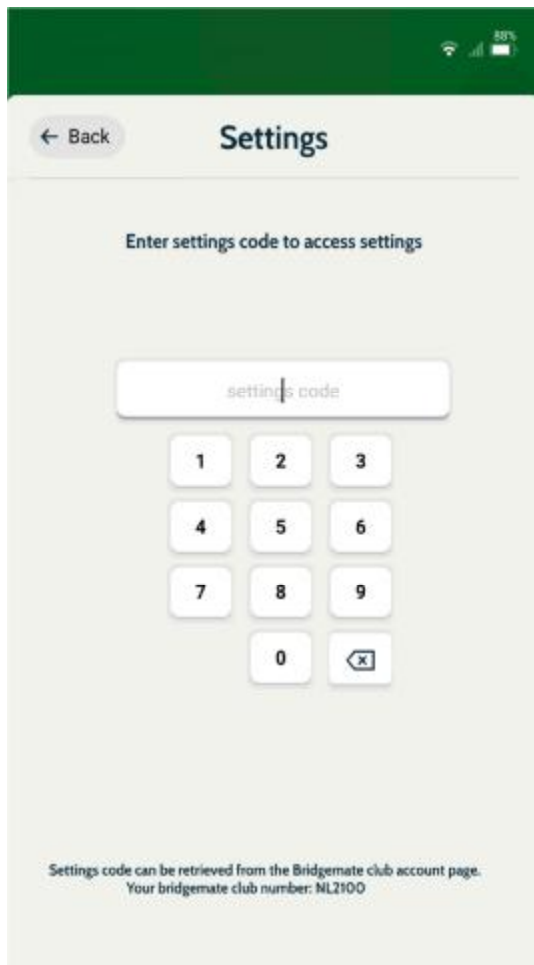


The settings for Display can be managed by server or set on the display.

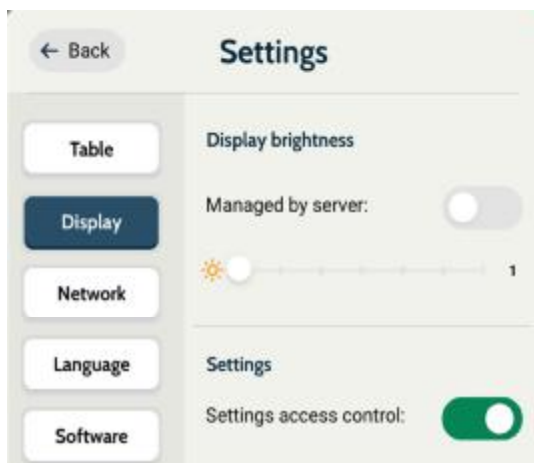
When managed by server is selected, the brightness will be set in BCS. When it is deselected, you can manage the brightness on the Bridgemate. The scale runs from 1 (least bright) till 7 (bright).

You can control the access to the settings by setting an access control code in the management of your Bridgemate scoring devices and server. This will only work for Bridgemate scoring devices that are registered to be part of your configuration. As manager of the Bridgemate configuration, you can select your own code, consisting of four digits.





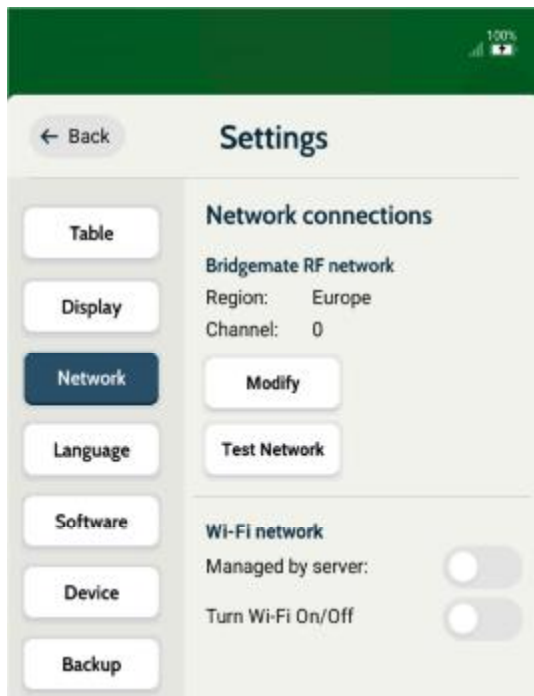
When you switch the settings access control on, you are asked to enter the code. Only when the right code is entered, the Bridgemate scoring device will require the code to be entered to have access to all settings.



When the settings access control is activated, the settings menu for the scoring device will only be accessible with this specific code.

Network

Due to national or regional restrictions, the Bridgemates should be configured to work on the local frequency range and on one of the specific channels. The server and scoring devices must be configured to the same region and channel to work together.



When there are several Bridgemate servers in the same area, you can prevent problems by selecting another channel for your server and scoring devices. This is also recommended when you need to work with more than 256 scoring devices in one event location.

If you experience interference from an unknown source, you can also try to work on a different channel.

Selecting

You select the region and channel by touching the Modify button.



As you can see, several regions are available. You can select region and channel by touching their respective buttons. Choose first the region, as not all regions have the same number of channels available.

Test network function

If you experience troubles with the connection between scoring devices and server, you can test the network function from the scoring devices.

First install the server at the desired place. Make the antennas point in the right direction: horizontally, with an angle of 90° (square angle). Make sure the server is switched on.

On the scoring device, go to the test function. Press Settings, Network, Test Network.



On this screen, press Test network to start the testing.



The screen will display the process of the testing and later the results. Here it is running a third test, as the previous two did not give the wanted results.



The screen displays that the server could not be found.

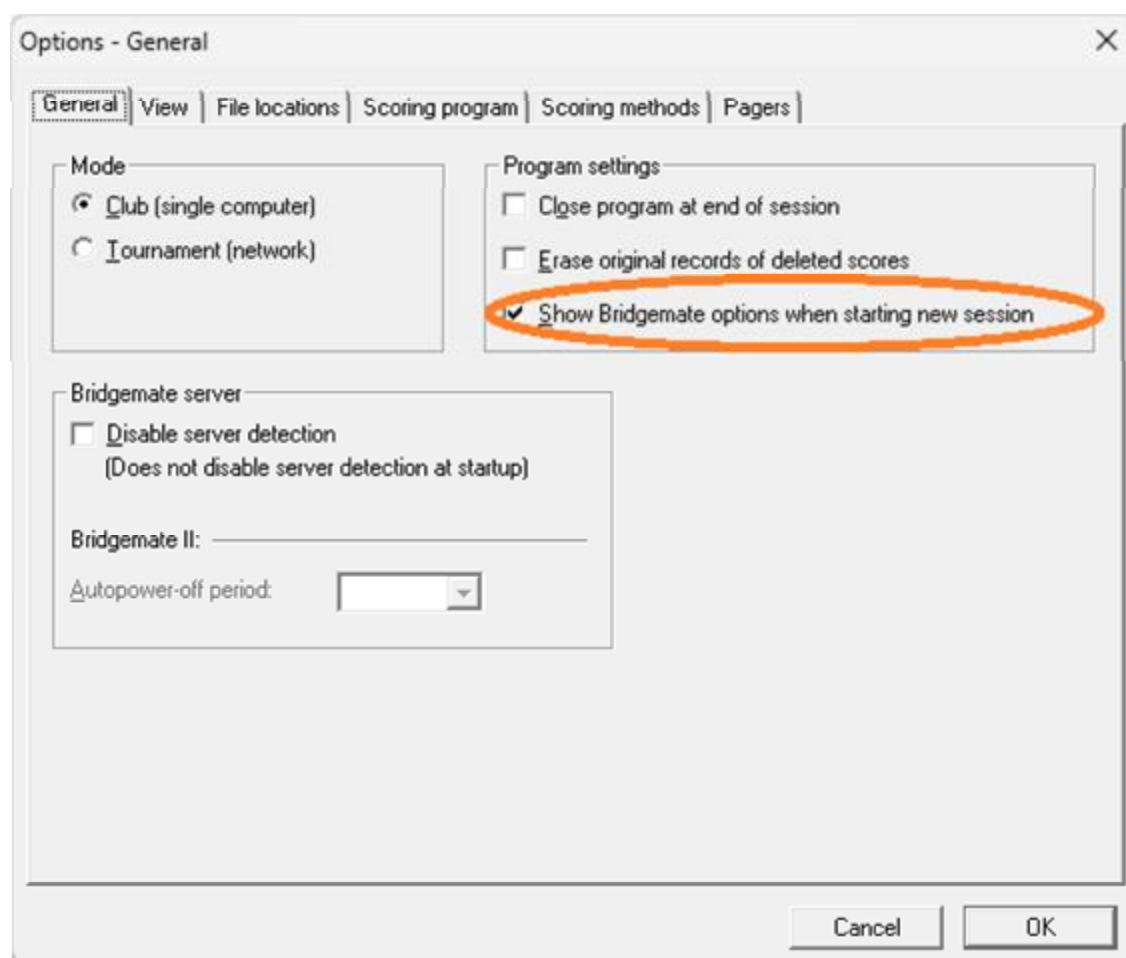


In the above screen you can see the results of a succeeded test. It shows the reached server (the value is the RF MAC address), the strength of the signal, the antenna it founds best performing and the number of attempts that where needed to reach this result. You can test again by pressing Test network again, the new results will replace the previous results.

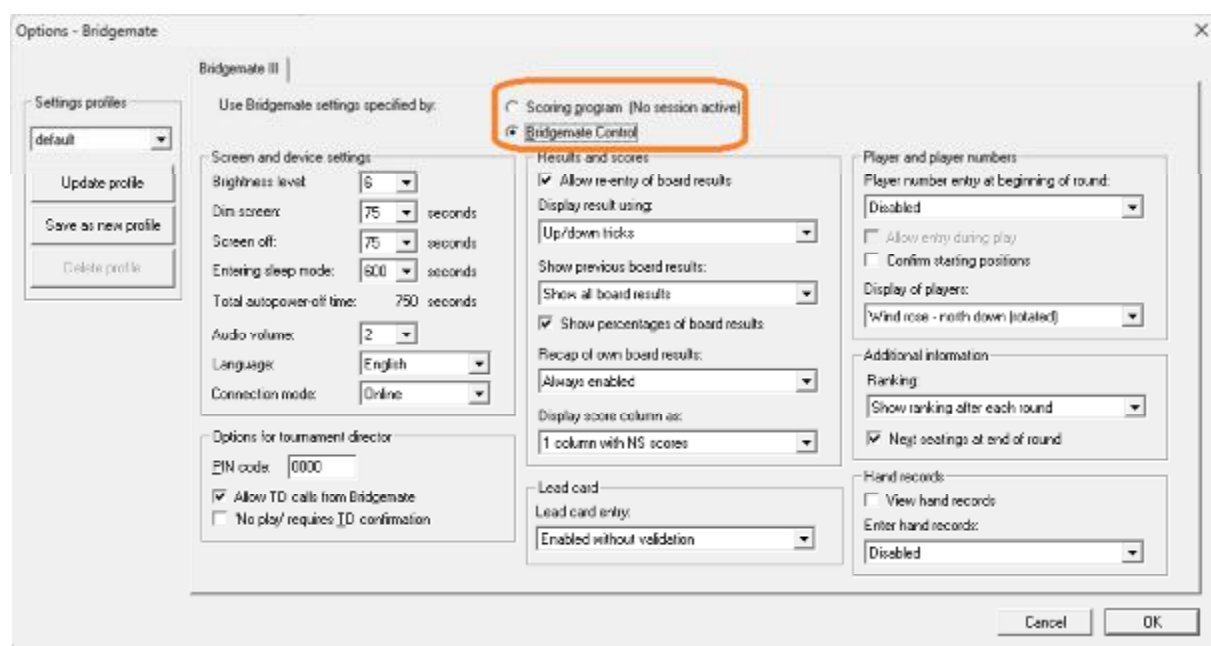
The signal strength is displayed in dBm. The typical values for your scoring device will be between – 20 and -100. Values lower than -100 (like -105) signify that the signal strength is too weak to make a good and stable connection. In general, the higher the value, the better the connection.

Settings from Bridgemate Control Software

When your scoring program does not (yet) have support for the settings of the Bridgemate III, you can tell the Bridgemate Control Software to display the settings at the start of the session, allowing you to select the desired settings. You find this option under Tools, Options, General.



You can also tell Bridgemate Control Software to send their settings to the scoring devices, not using settings from the scoring software.

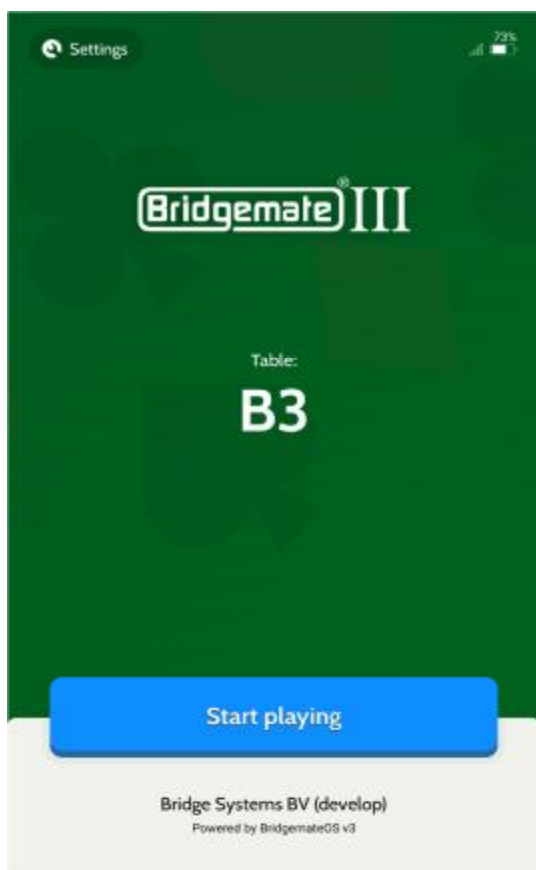


This option is found at Tools, Options, Bridgemate.

Chapter 5: Starting the session

To start a session, using the Bridgemate III scoring system, you take the following steps:

1. Put a scoring device on every table used. In general, this device is handled by the player seated at the North position.
2. Start the Bridgemate to make sure it displays the start screen. Gently touch the screen to awaken the scoring device from sleeping mode or press the power button to start it from total shutdown.
3. When using the Bridgemates with fixed positions, make sure the devices are at the right table. Check the displayed section and table against other markers on that table or on the map from the tournament director.



4. Connect the server to the computer. Make sure the antennas are connected and in the correct position.
Antennas should be directing in a horizontal direction and the angle between the antennas should be 90°.
5. Prepare the session in your scoring program.

6. Start the Bridgemates form your scoring program.
When not controlled by your scoring software, check the settings in Bridgemate Control Software.

Chapter 6: Using Bridgemates during the session

Start the session

When players come to the table, they will find a Bridgmate. It is either set on a fixed table or asks players to select the section and line.

Flexible table

When you play with flexible Bridgemates, players can click on the blue button Start playing to start the session for this table. They then will be asked to select a table from the available tables for this session. The name of the session is visible on the screen.



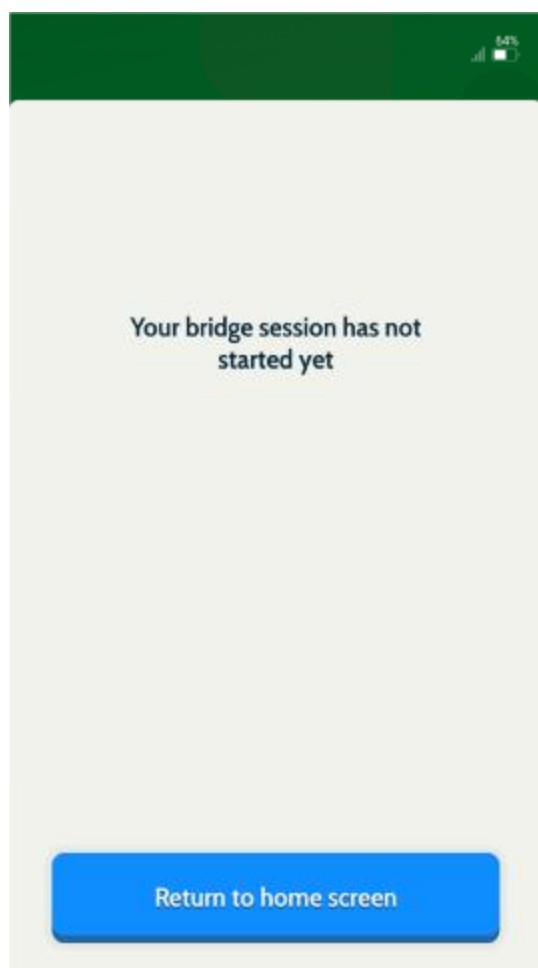
The screenshot shows a mobile application interface for selecting a table. At the top, there is a green header bar with a battery icon and a 65% battery level indicator. Below the header, the title 'Competition Name (1-1)' is displayed. Underneath the title, the instruction 'Select your table' is shown. The interface is divided into three sections: Section A, Section B, and Section C. Section A contains buttons labeled A1, A2, A3, A4, A5, A6, A7, and A8. Section B contains buttons labeled B1, B2, B3, B4, B5, and B6. Section C contains buttons labeled C1, C2, C3, and C4. At the bottom of the screen, there is a large white button labeled 'Cancel'.

Fixed table

When starting a Bridgmate that is set for a fixed table, the screen will indicate the table. Players can click on the blue button Start playing to start the session for this table.

Not available

When the set table is not available, the Bridgmate will let you now. You can either wait for the tournament director to start the session or call him to verify whether the Bridgmate is well set.

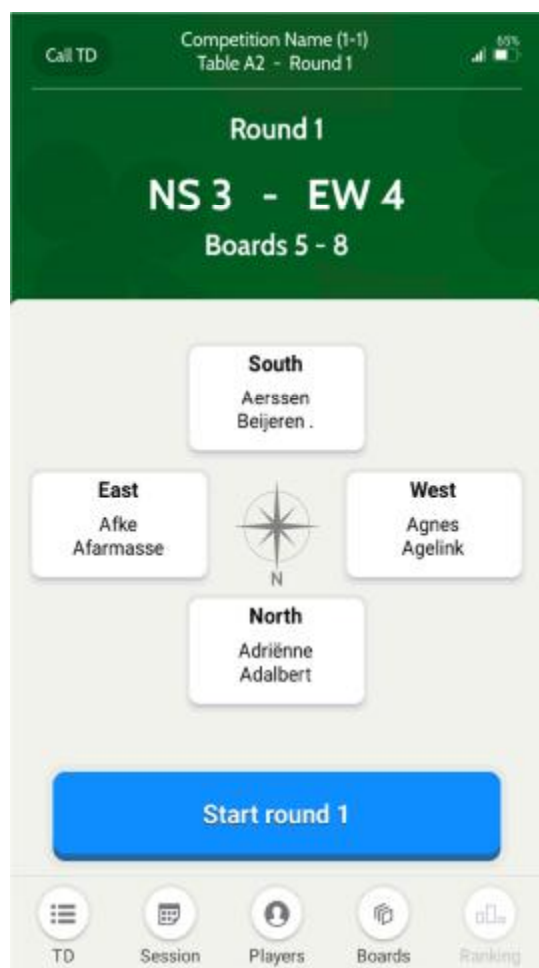


After returning to the home screen, you can start again when the tournament director tells you to.

Confirmation

After selecting the table on the Bridgemate, it will show the session name, the round, the expected pairs and their seating and the boards to be played.

Below that are the players and a wind rose. The Tournament director can set whether the North is on top off the screen or below.

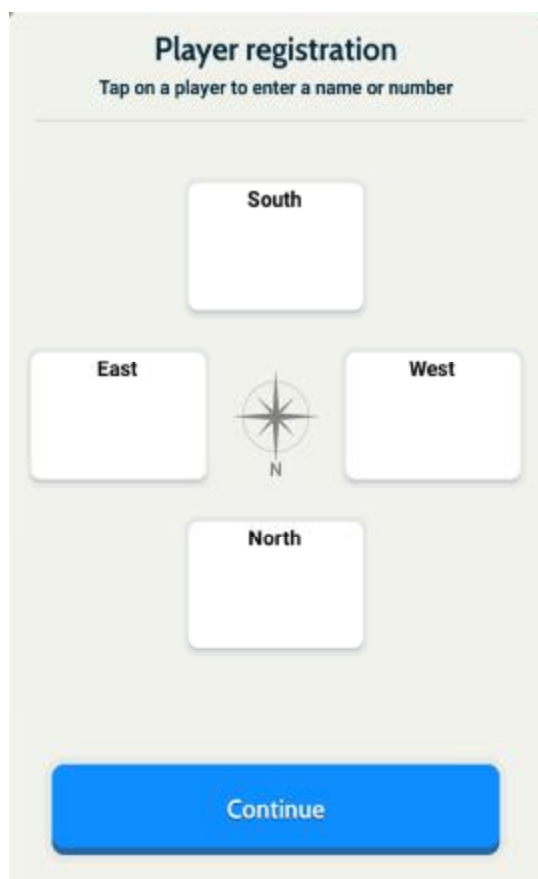


If needed (and allowed by the tournament director) you can swap players. If for instance Afke has chosen to be seated on the West chair, you hold her name until it turns dark grey. A two-arrow sign will appear in the middle of the screen. You then pull her to the other side, until the name of the West player turns dark as well. Release the screen and both players will be seated on the opposite seats.

No names entered by tournament director

If the tournament director decides to start the session without entering the names of the participants in the scoring program, these can be entered when the session starts, or even during the play. In sessions where players can choose their positions every round, this can be set to be entered every round. See [Bridgemate III settings in chapter 11](#).

If the session is started without the names of the players, the wind rose will leave the seats empty. You are invited to register the players, by tapping on their seat to identify the player.



After tapping on a position, you can select the player. You can type one or more letters from the name. These do not have to be the first letters of the name, you can choose call name, family name or even a part in the middle of these names.

You can also use the number that identifies the player in the scoring program of the tournament director. This might be a local number, but also a number provided by the national bridge association or even an international number. If you search by number, you must enter the first digits. You cannot search on a part of the number.

Call TD Open sitting (21-1-2025) 49%
Table A1 - Round 1

← Back North player

Search New player Update player

Type name or number to search for player

1	2	3	4	5	6	7	8	9	0
Q	W	E	R	T	Y	U	I	O	P
A	S	D	F	G	H	J	K	L	
↑	Z	X	C	V	B	N	M	⌫	
!#\$	Space							Enter	

← Back North player

Search New player Update player

Type name or number to search for player

Afa x

12300345 Afke Afarmasse

← Back North player

Search New player Update player

Type name or number to search for player

Mas x

12300345 Afke Afarmasse

← Back North player

Search New player Update player

Type name or number to search for player

123 X

- 12300111 Aagje van der Aa
- 12300123 Adrienne Adalbert
- 12300234 Aerssen Beijeren .
- 12300345 Afke Afarmasse
- 12300456 Aenes Aelink

← Back North player

Search New player Update player

Type name or number to search for player

345 X

As shown in the pictures above, Afke Afarmasse is known by the number 12300345. Searching for '345' will not bring up her name.

← Back North player

Search New player Update player

Enter number and name of the new player

Number: 1112345 X

First name: Meta X

Last name: M X

Confirm

1 2 3 4 5 6 7 8 9 0

q w e r t y u i o p

a s d f g h j k l

↑ z x c v b n m ↵

!#\$ Space Enter

If the player is not known in the system of the Tournament Director, the player can enter their number and name. The Bridgemate will switch to entering a capital when entering a number (in some countries bridge associations provide nonnumeric identifiers), when you start entering a first or last name and behind a space. You can switch between uppercase and lowercase letters with the

keys  and .

If you select a seat where a player is registered, the Bridgemate will warn you and ask if you want to replace this player.



If you select a player that is already seated on this or another table, the Bridgemate will tell you so and deny the selection of this player.



The selected and entered names will show up in Bridgemate Control Software and be available for the scoring program.

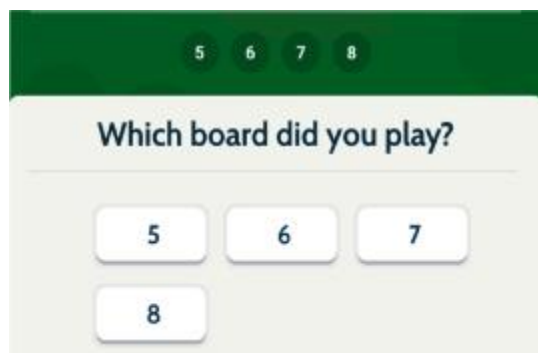
File Session Server Tools Help		Results Round monitor Board monitor Result matrix Players			
Server information		Value			
Bridgemate server		Connected			
System		Bridgemate III			
Port		USB			
Hardware version		FF.255			
Firmware version		0.96.0.817			
Communication version		6			
Battery level		100%			
Channel		0			
Region		Europe			

Table	Number	Name	Round
A1-N	1112345	Meta Metselaar	
A1-S	12300345	Alke Alamasse	
A1-E	12300111	Aagje van der Aa	
A1-W	12300123	Adrienne Adalbert	
A2-N			
A2-S			
A2-E			
A2-W			

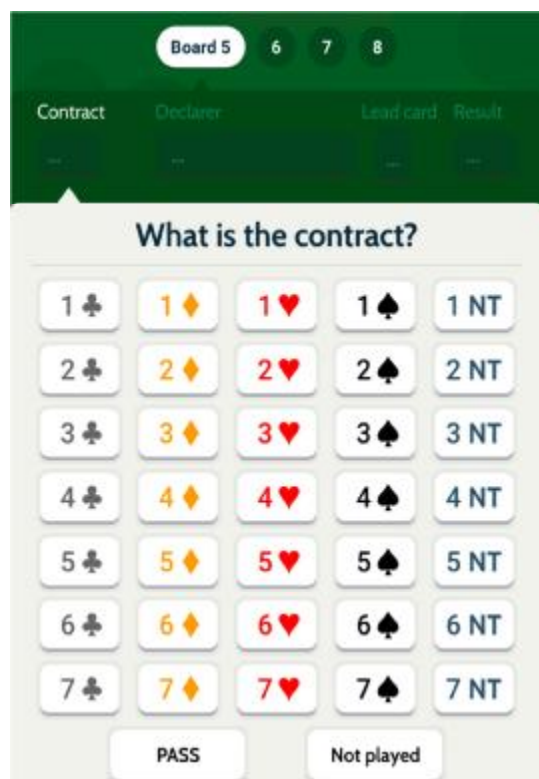
Play a board

When the round is started, the player can select the board and then enter the result.

Start by selecting the right board. Only the boards that are scheduled for the current round and table are available.



Whilst entering and reviewing the contract and results, the board number will be highlighted in the green bar on top. Next step is to enter the contract bid. Click on the contract. You can also select PASS or Not played. The tournament director can forbid or allow the players to enter Not played, as explained in [Confirmation of no play](#).



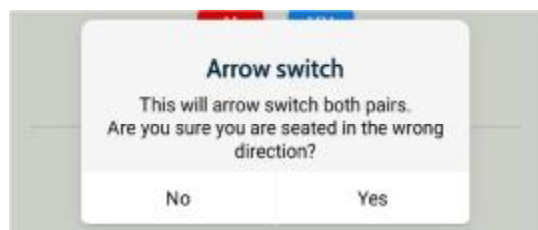
If the contract is doubled or redoubled, you can tell so on the next screen. To register a doubled contract, click on the . For a redoubled contract, click on the . To unregister the (re)double, you click on the button . You can switch between undoubled, doubled and redoubled.

On this screen, you can also indicate the declarer by pointing his name.



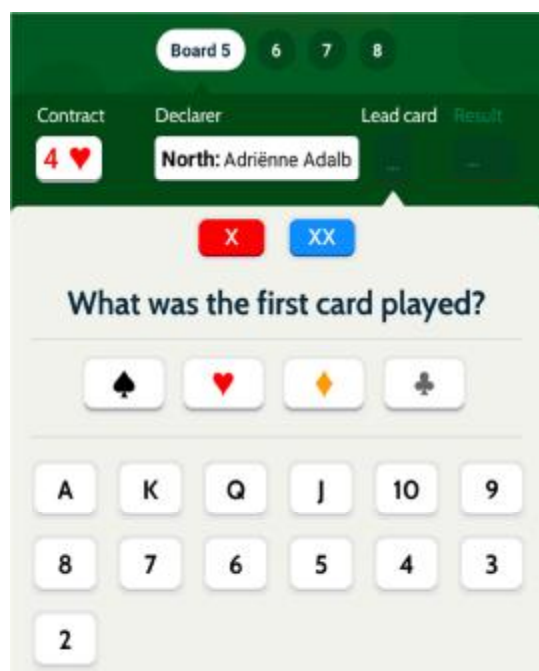
Arrow switch

When the players are in the wrong direction, you can arrow switch the players for this board. Click on the person to play. The box will turn darker. Two arrows will appear, one to switch with the partner and one to switch with the corresponding opponent. North can be switched to either South or East, South with either North or West.



First card played

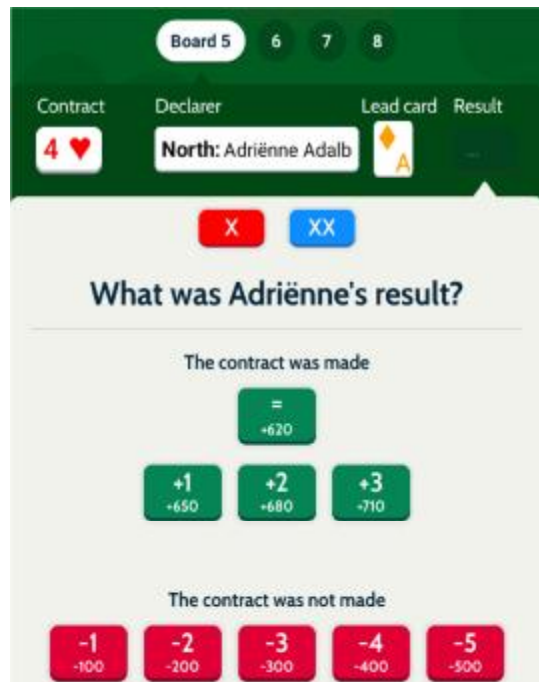
Then the first card played is asked. Select the colour and the card.



If the tournament director has set to validate the card, this will be done when the opponent agrees to the results.

As you can see, you can still alter between non-doubled, doubled, and redoubled contract.

Finally, you can enter the result.

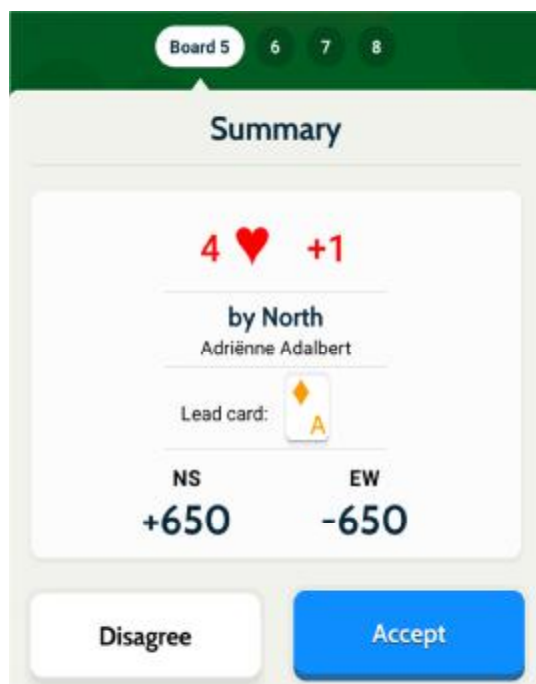


You see the options for exactly made, for one till five overtricks and one till five downtricks immediately. If more over- or downtricks are made, you can sweep the options to the left, to see more options. The Bridgemate will only show numbers that are allowed according to the rules for bridge.



The Bridgemate does not allow to enter more over- or downtricks than possible according to the bridge rules and the registered contract.

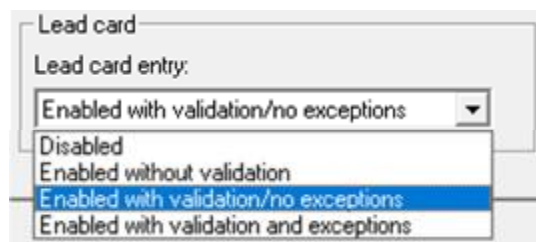
When all is registered, the screen will show a summary and allow the opponent to accept the results, or to disagree. If the opponent does not disagree within a certain amount of time, the Bridgemate will accept the results to prevent the screen from showing information to other persons around.



Validation of the first card

The tournament director can decide whether the first card must be entered and whether this is checked against the hand records.

The director can set this in the settings from Bridgemate Control Software under Lead card.



To validate the lead card, the hand record must be available. No validation can be made when the hand record is unknown.

When set to Disabled, the lead card will not be asked.

When set to Enabled without validation, the card will not be checked.

When set to Enabled with validation/no exceptions, the lead card must be given and must be in the hand of the leading player. If the leader is not correct, the card cannot be accepted. An error will be shown, and the contract cannot be agreed upon.



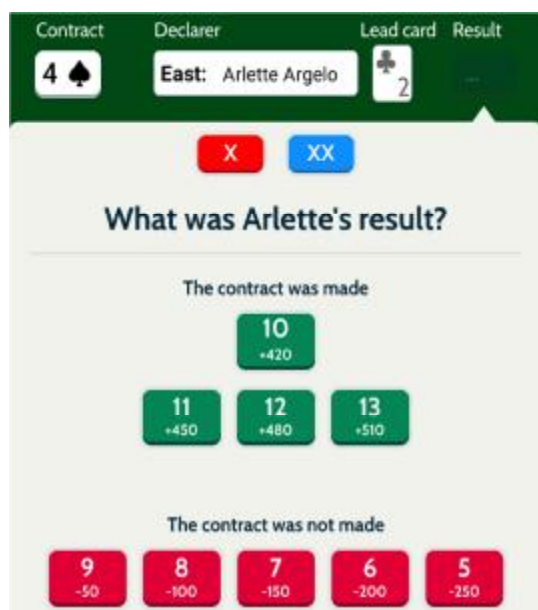
When set to Enabled with validation and exceptions, the lead card will be validated against the hand record. When the card is not in the hand of the person to lead, this will be shown. If the opponent persists in the lead card, the program will accept it.



Number of total tricks won

The tournament director can choose to enter the number of total tricks won. See [Bridgemate III settings](#) and select that option in the settings for the server under Results and scores, Display result using.

This will make the screen to enter the result like



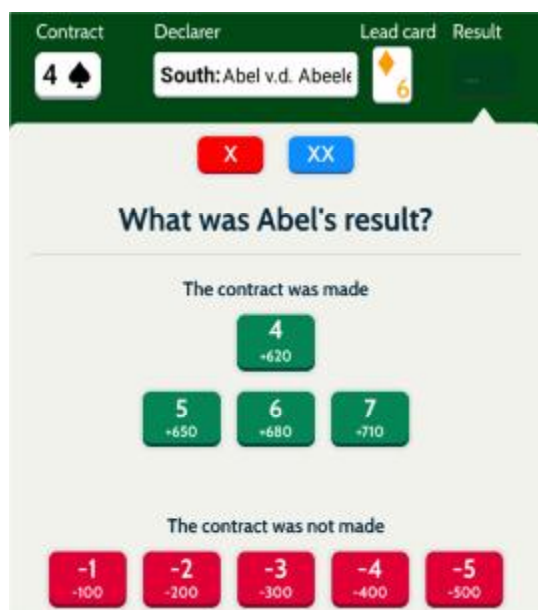
The summary of the result, for the opponent to accept or disagree, looks like



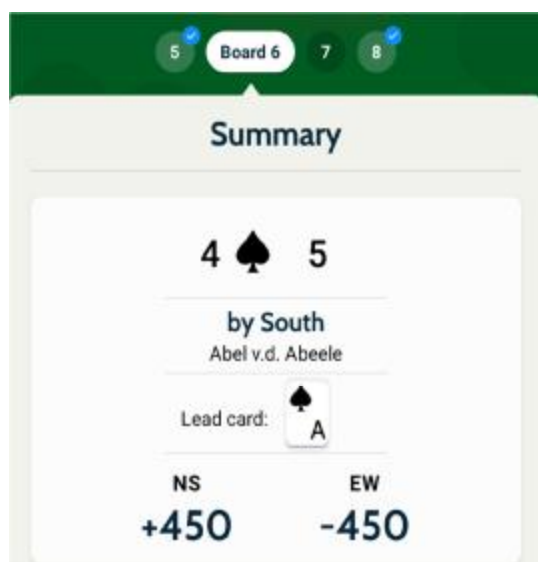
American notation

The tournament director can choose to see the results in American notation. See [Bridgemate III settings](#) and select that option in the settings for the server under Results and scores, Display result using.

This will make the screen to enter the result like

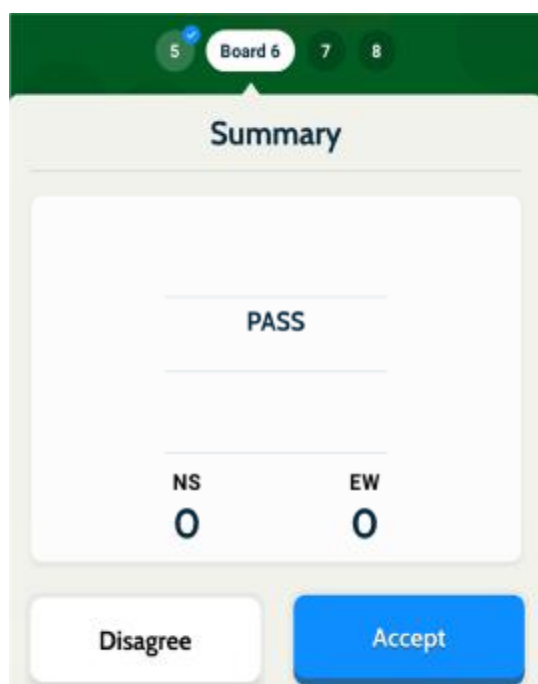


The summary of the result, for the opponent to accept or disagree, looks like



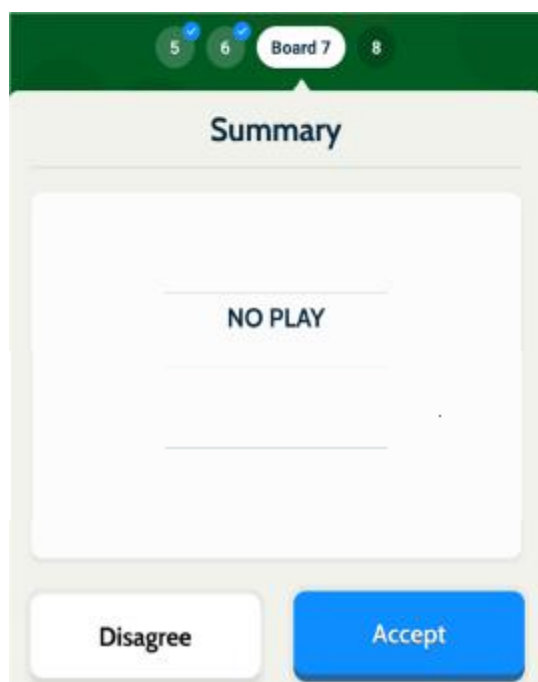
Round pass

When the bidding consists of four passes, the cards will not be played. The player can click on PASS in the contract screen and hand the Bridgmate to the opponent to accept this.



Not played

If the players did not manage to play the board and the tournament director allows them to enter this as a result, they can click on Not played. The opponent can then accept this and go on to the next board.



The tournament director can allow or forbid to enter Not played, as described in [Confirmation of No Play](#)

Changing input

When the player makes a mistake whilst entering the contract, leader, first card or result, he can click on the relevant part in the top of the screen to get back to the page to enter this again. The next parts of the contract and result must be entered again. When the player changes the leader, the first card and the result must be entered as well.

When the wrong board is chosen, you can cancel the input by clicking on the board numbers in the upper part of the screen.

This can be decided upon by the player entering the contract, but also after the opponents disagree with the result.

Correcting accepted input

After accepting the results of a board and whilst allowed by the tournament director, players can remove the results of a game in two ways.

<uitwerken>

Overview of results

After accepting the result, the screen shows the score once more.

Unless told by the tournament director not to do so, it will also display the result in percentage, IMP, or cross-IMP (as set by the type of game). The tournament director can set the Bridgemates to hide this information, see <Needs link chapter 8>.

The screen will also show the other results when allowed by the tournament director and in the way specified.

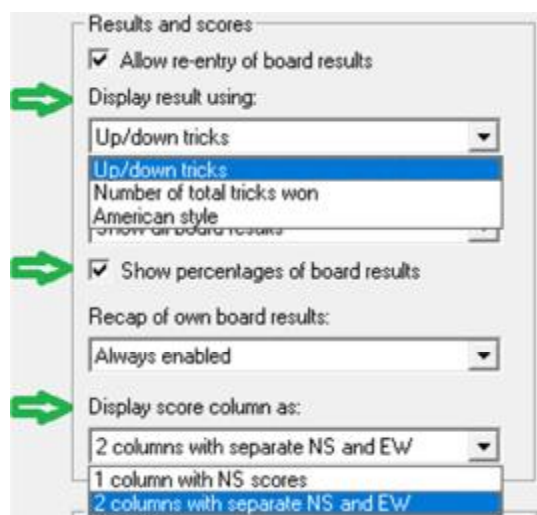
The options are:

- Do not show results
- Only show own result
- Show all results

The tournament director can influence the presentation by several options:

- Display results using
- Show percentage of board results.
- Display score one column for NS, to display all results from the North South point of view, showing results like 140 and –100, or to show the positive values in two columns, one for North South and one for East West.

These settings are made in the section Results and scores from the settings of the Bridgemate III.



This results in several views of the results.

Showing percentages, over- and undertricks and results for NS.

5 6 7 Board 8

Board 8 complete

4 ♥ +1 North NS: 50% EW: 50%

	Result	By	Lead card	NS Score
1x	4 ♥ x+1	North	♠ 1	+690 100%
1x	4 ♥ +1	North	♠ 10	+450 50%
2x	4 ♥ +1	North	♣ 4	+450 50%
1x	4 ♥ +1	North	♠ 1	+450 50%
1x	4 ♥ =	North	♠ 10	+420 0%

Play next board

Showing scores in two columns, the result in number of tricks made and displaying the percentage for the own result, not for the other results.

Board 8 complete

4 ♠ 10 East NS: 0% EW: 100%

Result	By	Lead card	NS	EW
1x 4 ♥ x 11	North	♠ 1	690	
1x 4 ♥ 11	North	♠ 10	450	
1x 4 ♥ 11	North	♣ 4	450	
1x 4 ♥ 11	North	♠ 1	450	
1x 4 ♥ 10	North	♠ 10	420	
1x 4 ♠ 10	East	♣ 2		420

Showing scores in two columns, the result in American style and displaying the percentage for the own result, not for the other results.

Board 5 complete

4 ♠ 4 South NS: 70% EW: 30%

Result	By	Lead card	NS	EW
1x 1 ♣ x 7	North	♠ 1	1340	
1x 4 ♠ 4	South	♠ 6	620	
1x 4 ♥ 4	North	♠ 1	620	
1x 7 ♦ -11	West	♥ 6	550	
2x Pass				0

Only showing the own result, without percentage and in overtricks, the screen will be like this:

Board 6 complete

1 ♥ +3 South

Only showing the own result, with percentage and in American style, the screen will show:

Board 8 complete

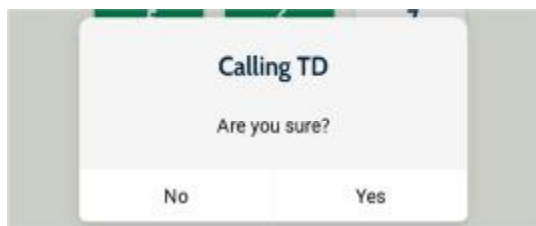
4 ♠ 10 East NS: 0% EW: 100%

Call the tournament director

When allowed by the tournament director to call the TD by the Bridgemate, you can press the button Call TD in the upper left corner of the screen.



The Bridgemate will ask you whether you are sure. If you confirm this, a call will be made to the tournament director.

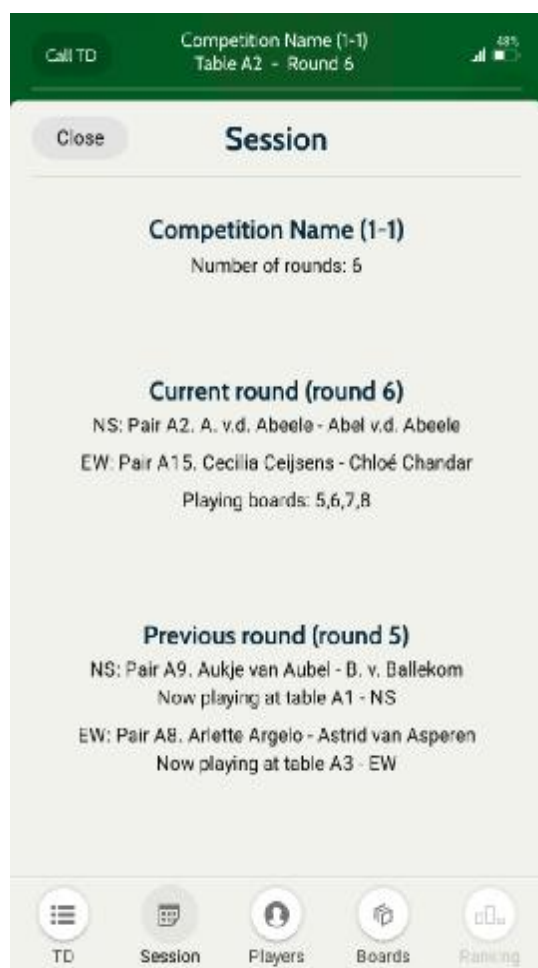


When you say No, no call will be made. When you say Yes, a call will be made. The tournament director will see this in his screen, on his pager of his watch.



Session information

When you press the button Session on the bottom of the screen, the Bridgemate will show you information about the session.



You can see the name of the event, the number of rounds, the current round, the names and pair numbers for this round, and the boards to play and the players from the previous round and their current table.

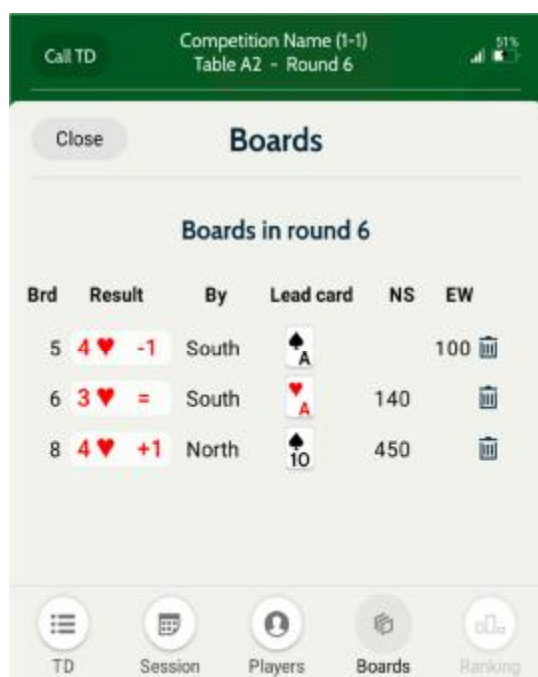
Players

The button Players at the bottom of the screen will reveal more information about the players in the current round.

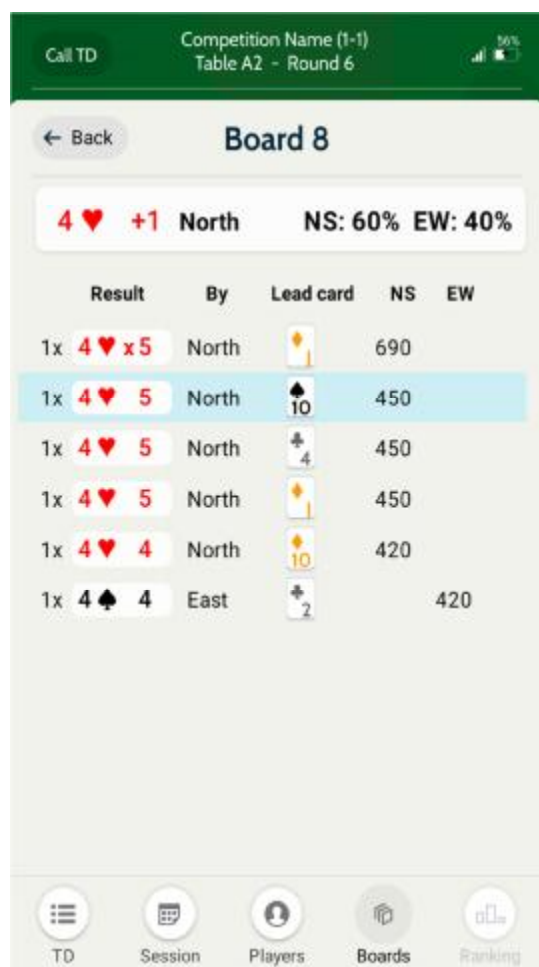


Boards

When you click on the button Boards at the bottom of the screen, the screen will show you the results of the boards you entered in the current round.



If you click on the result of a board, you will get all scores.



Result	By	Lead card	NS	EW
1x 4♥ x 5	North	10	690	
1x 4♥ 5	North	10	450	
1x 4♥ 5	North	4	450	
1x 4♥ 5	North	10	450	
1x 4♥ 4	North	10	420	
1x 4♠ 4	East	2		420

If you click on the bin symbol at the right, you can delete a result, allowing you to enter it again.



After confirming the deletion of board 5, only 6 and 8 are left. Close the screen and boards 5 and 7 can be entered.

Close **Boards**

Boards in round 6

Brd	Result	By	Lead card	NS	EW
6	3 ♥ =	South	♥ A	140	
8	4 ♥ +1	North	♠ 10	450	

Ranking

If allowed by the tournament director, participants can view the current ranking during the event, or after play has finished.

Call TD Competition Name (1-1)
Table A2 - Round 6 51%

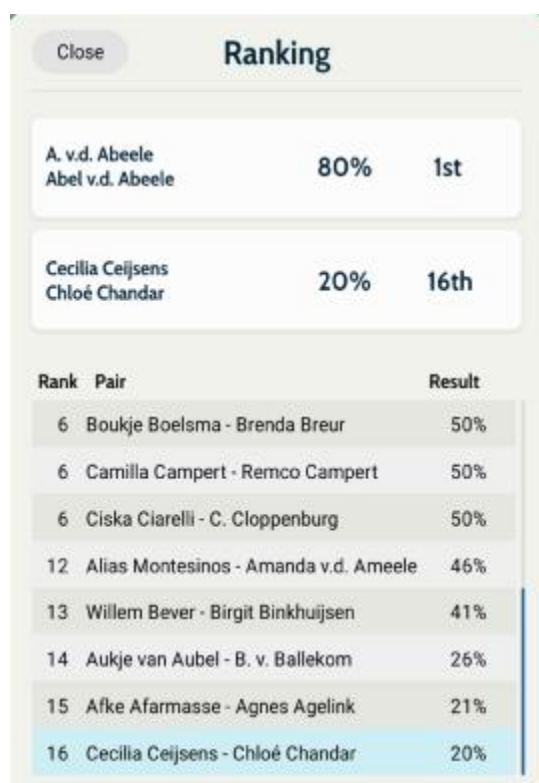
Close **Ranking**

A. v.d. Abeele Abel v.d. Abeele	80%	1st
Cecilia Ceijssens Chloë Chandar	20%	16th

Rank	Pair	Result
1	A. v.d. Abeele - Abel v.d. Abeele	80%
2	Adriënné Adalbert - Aerssen Beijeren .	79%
3	Arlette Argelo - Astrid van Asperen	74%
4	Carlo Carée - Castillo Barraza	59%
5	Aagje van der Aa - Aaron van der Aa	54%
6	Akke Aksoy - Alias Montesinos	50%
6	Anastasia Aninga - Apollonia Appel	50%
6	Berend Bevaart - Ed Bever	50%

TD Session Players Boards Ranking

In the header is the ranking of the participants currently at this table. Their names, result and rank are highlighted. In the list are all participants. Here the current participants are also highlighted.



Rank	Pair	Result
6	Boukje Boelsma - Brenda Breur	50%
6	Camilla Campert - Remco Campert	50%
6	Ciska Clarelli - C. Cloppenburg	50%
12	Alias Montesinos - Amanda v.d. Ameele	46%
13	Willem Bever - Birgit Binkhuijsen	41%
14	Aukje van Aubel - B. v. Ballekom	26%
15	Afke Afarmasse - Agnes Agelink	21%
16	Cecilia Ceijssens - Chloé Chandar	20%

The tournament director can allow or disallow viewing the ranking, from the menu in Bridgemate Control.

In the section Additional information, the tournament director can choose when the ranking is available.



The ranking is the current ranking, based on all results entered thus far in the Bridgemates. The ranking obviously cannot consider the scores that have to be entered for this round or next rounds. The ranking also does not consider the scores that have been entered in the scoring program.

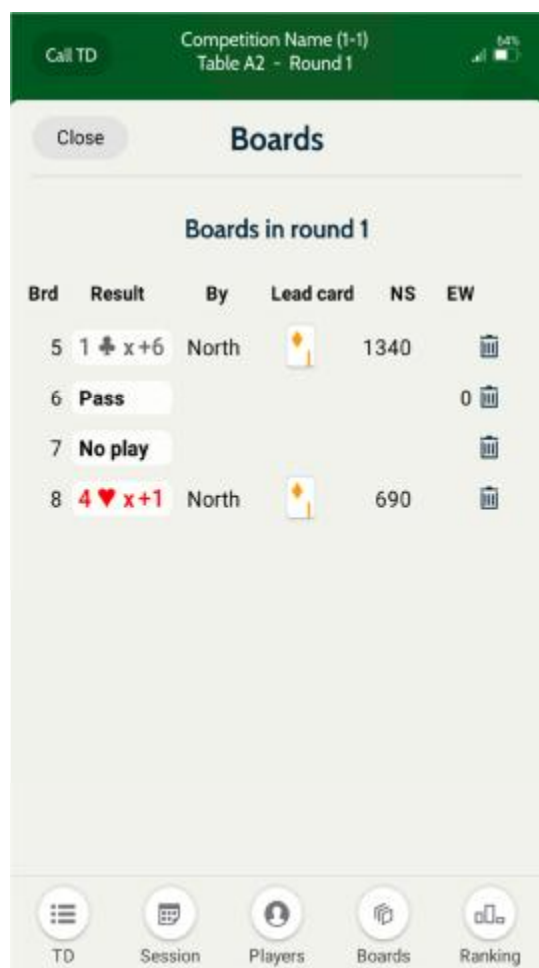
Rounds end

After the last result for this round is accepted, the round will be ended by the Bridgemate. It will show the wind rose with the players. On top are two buttons, to review the scores and to view the ranking.

Unless the tournament director sets not to show the next seatings, the players can see their next seating under their name.

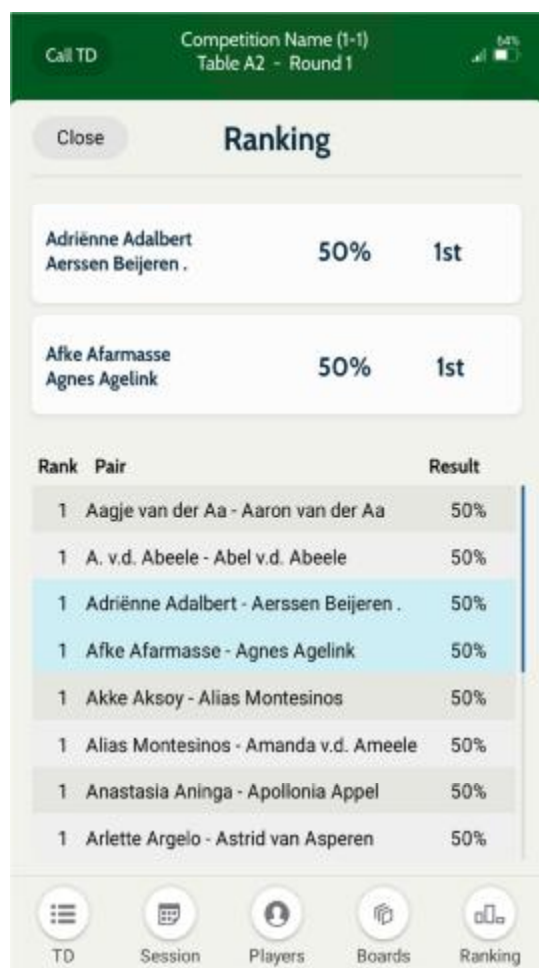


Players can review the scores by clicking Review scores. A screen showing the scores will be opened. When allowed, players can delete the score. Doing so will reopen the round and allow a new opportunity to register the score. The screen is closed by pressing Close.



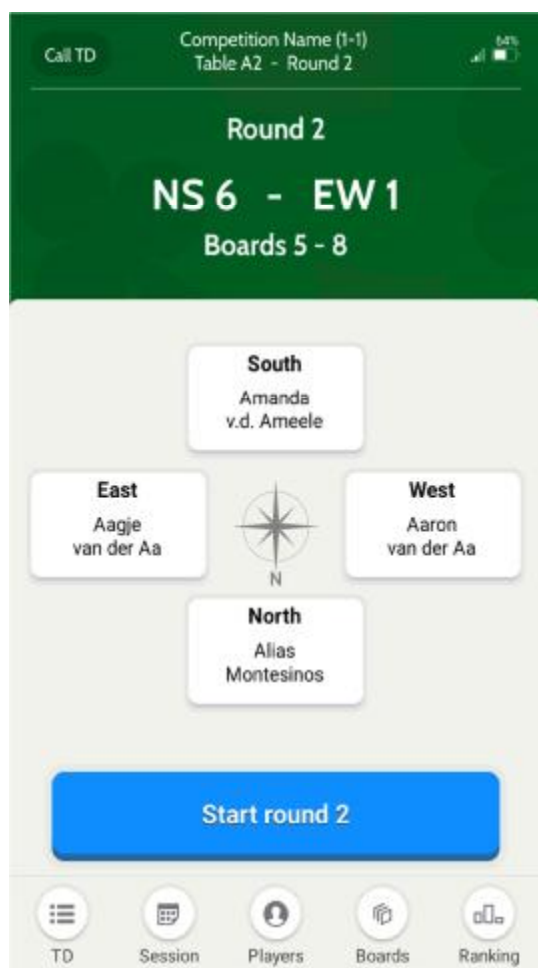
Players can view their actual ranking by clicking View ranking. A screen showing the ranks will be opened. The screen is closed by pressing Close.

The tournament director can set when viewing the ranking is allowed.



When the players click the button Go to round 2, the next round will be started and round 1 is finished. There is no way back.

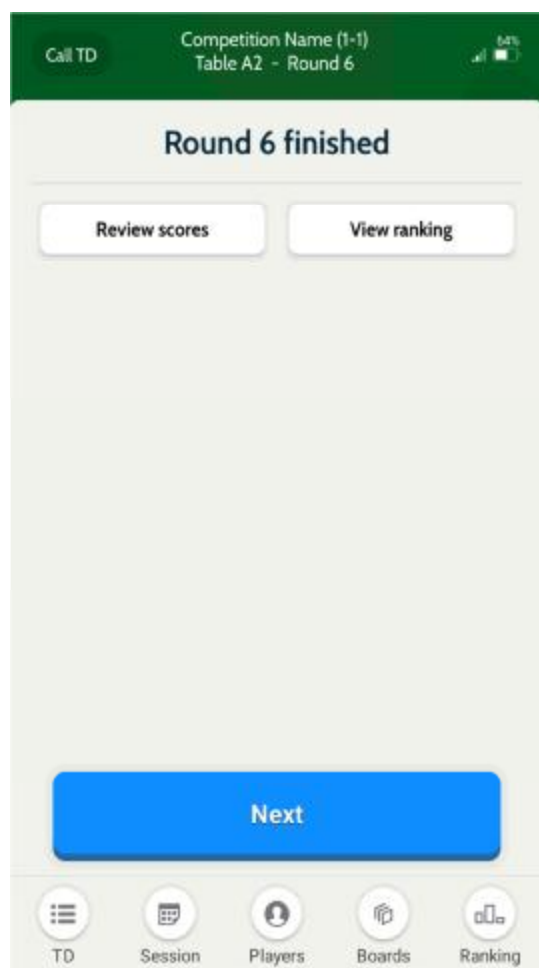
The round will also be closed after the screen is shown for 15 seconds.



If the previous players want to see their new seatings, they can click on Session. This will show the information for the new round, but also the previous players and their new sittings.

Last round

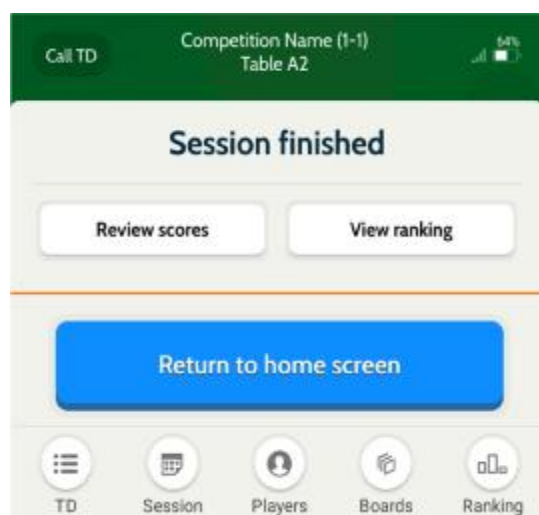
At the end of the last round, participants will obviously not see their next seating. The other options will be available.



Session end

When the last round for this table and session is closed, the Bridgemate will tell the session is finished.

If allowed by the tournament director, the players can review the scores for the last round or view the rankings. When no choice is made or the corresponding button is clicked, the Bridgemate returns to the home screen.



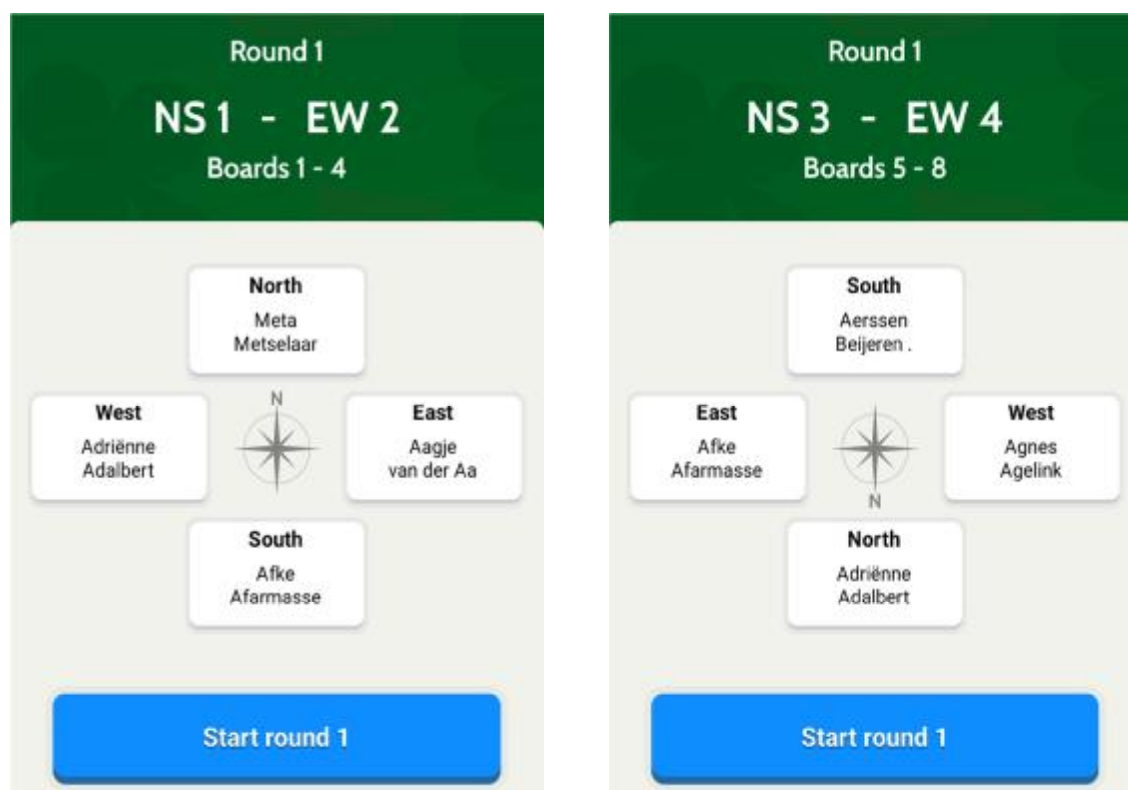
Chapter 7: Special features during the session

Wind rose orientation

A default wind rose in real life points to the north, and north is on top. Normal presentation of a hand is also with north on top.

Whilst user testing the Bridgemate III, we discovered that it felt nonintuitive for a north player entering the information to see his own name on the far side of the screen, whilst the name of his teammate would be near, and find the name of the player on east, his left hand shown on the right.

We gave the tournament director the option to choose whether north is on top or at the bottom of the screen. This setting is sent to all Bridgemates used in this session, to prevent players getting mixed information.



Timer

The tournament director can decide to let the Bridgemates show the timer. The remaining time for the current block will be shown in the upper right corner. The time will be displayed on a green background.



After the bell to warn the end of the round is coming has sound, the background of the clock will be red.



After the end of the round, during the break, the clock will mention that a break is ongoing. The remaining time of the break is shown below this mention.



If somehow the Bridgемate is not in the round indicated by the timer, this will be mentioned as well above the time.

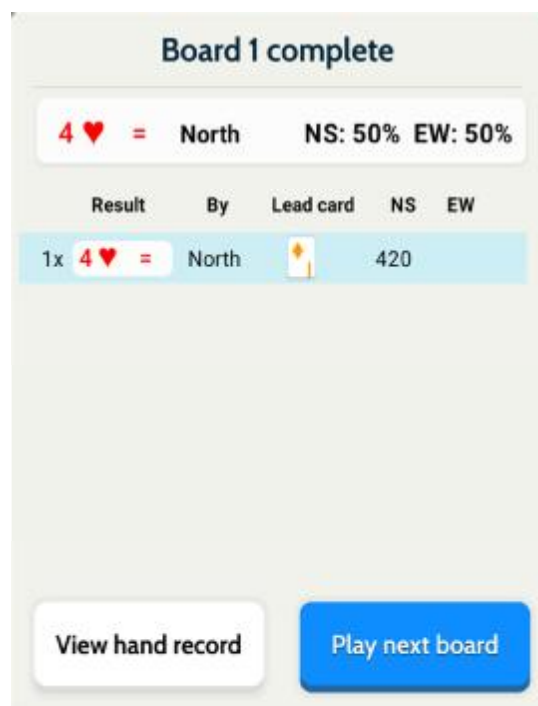


In the situation shown above, the Bridgемates tells to play the fourth round, where the timer suggests the first round is played. It might be that the tournament director has reset the timer without adjusting the round.

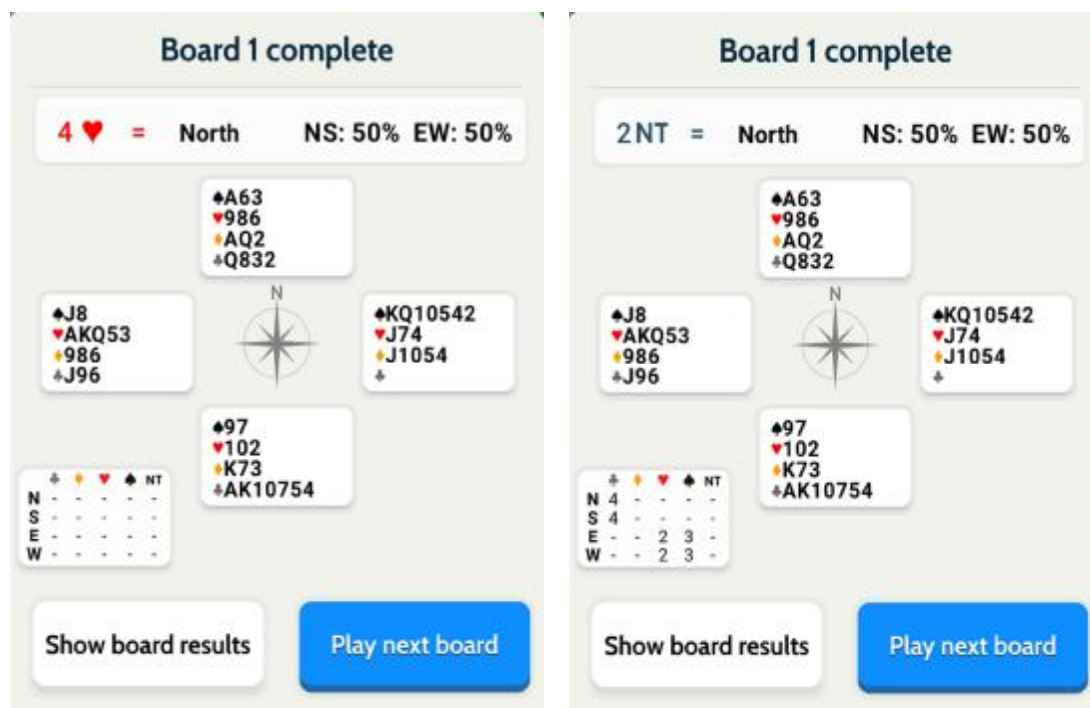
For the settings of this clock by the tournament director, see [Timer](#).

View hand records

If allowed by the tournament director, players can view the hand record of boards they played. Only when the hand record is provided, either by the scoring program or by entering it before you finish the board, the hand record can be viewed. After agreeing on the entered result, the screen with the results will have a button to view the hand record.

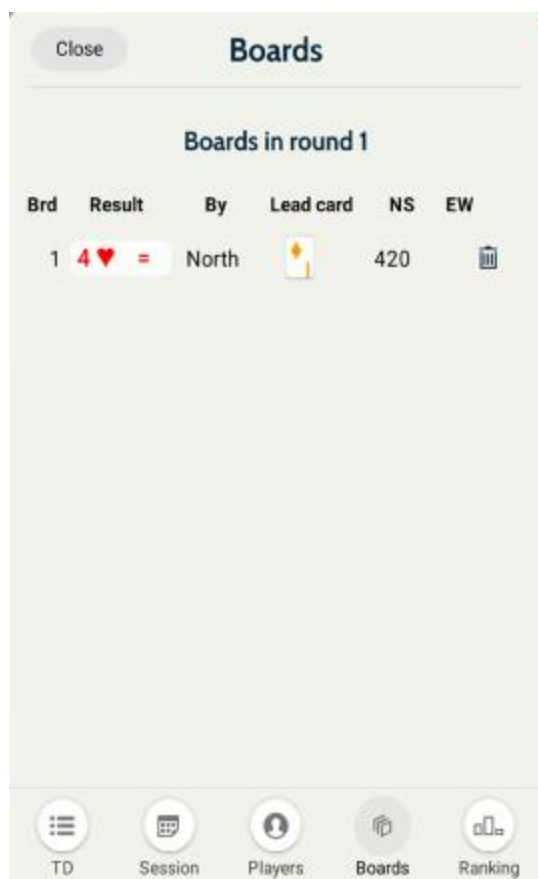


After a click on this button, the hand record will be shown. When available, the optimal contracts will also be shown. These are not calculated by the Bridgmate, but must be provided by the scoring program.

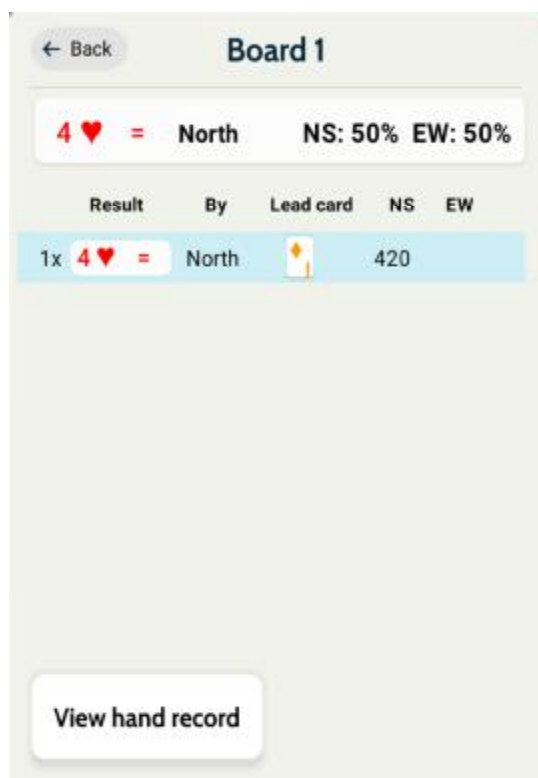


From this screen, you can either get the board results or continue to play the next board. If this was the last board for this round, the button will display 'Next' and allow to go to the next round. If you hit Show board results, the board results will be shown. You can then either view the hand record again or Play the next board.

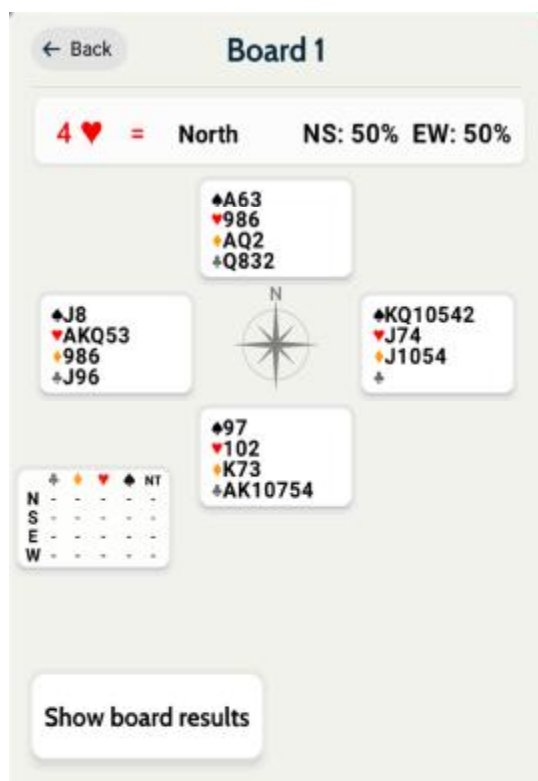
You can also get to the boards by the button on the bottom of the screen.



After selecting one board, you can view the hand record from there.

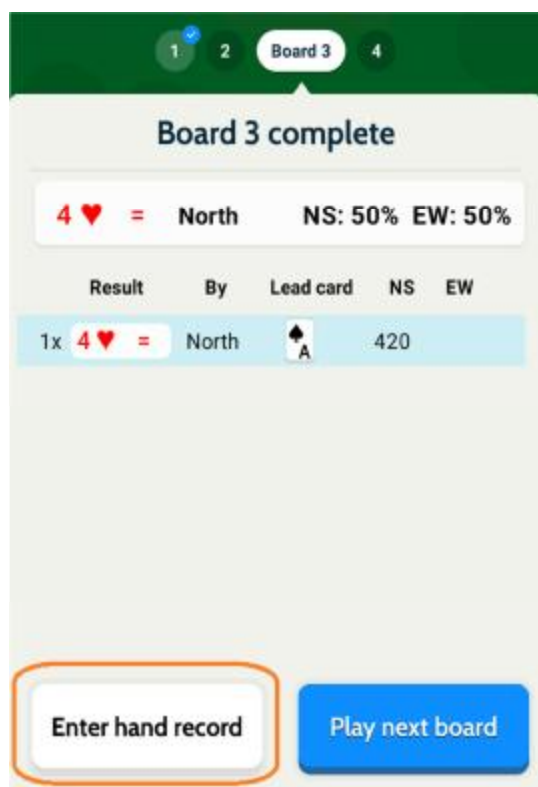


Whilst viewing the hand record, you can either go back, which closes the board view, or go to the board results.

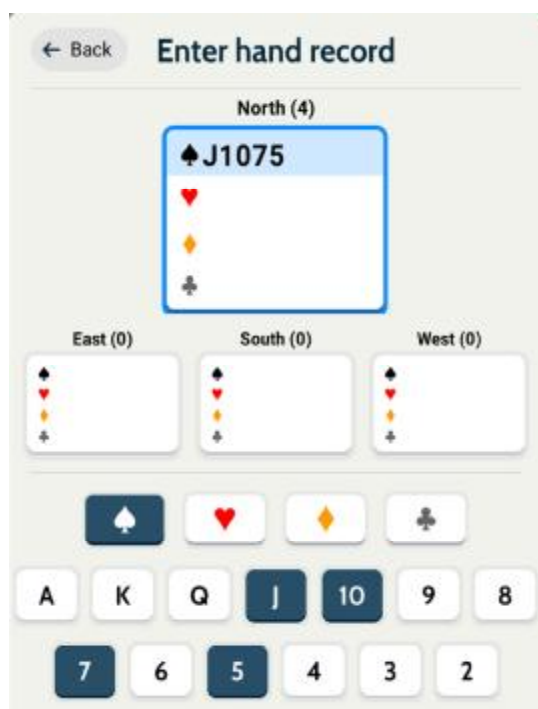
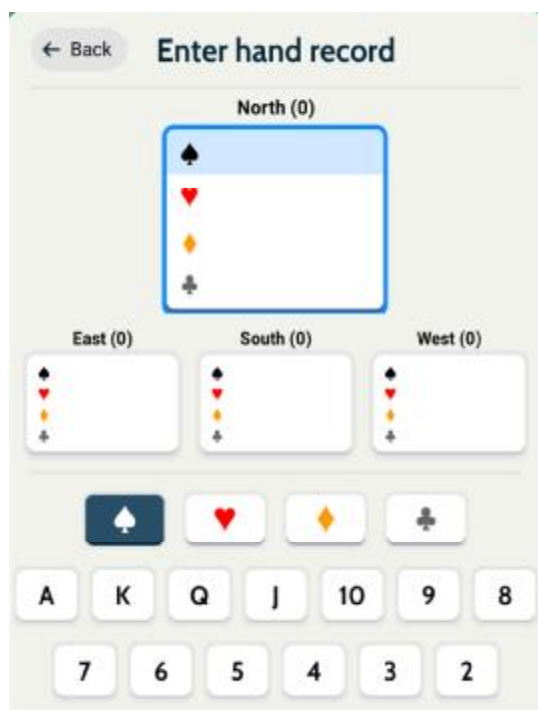


Enter hand records

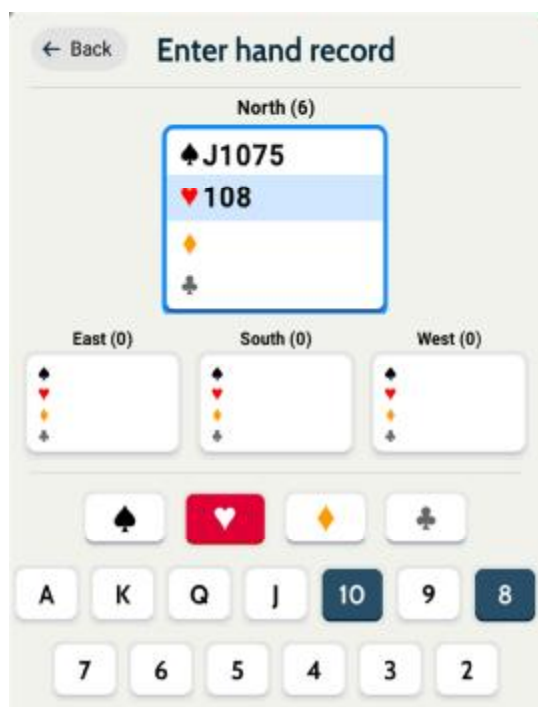
The tournament director can choose to make the players enter the hand records. When the tournament director decides to let players enter the hand record after the board is played, the screen showing the board is complete, will have a button to enter the hand record if and only if the hand record has not been entered before.



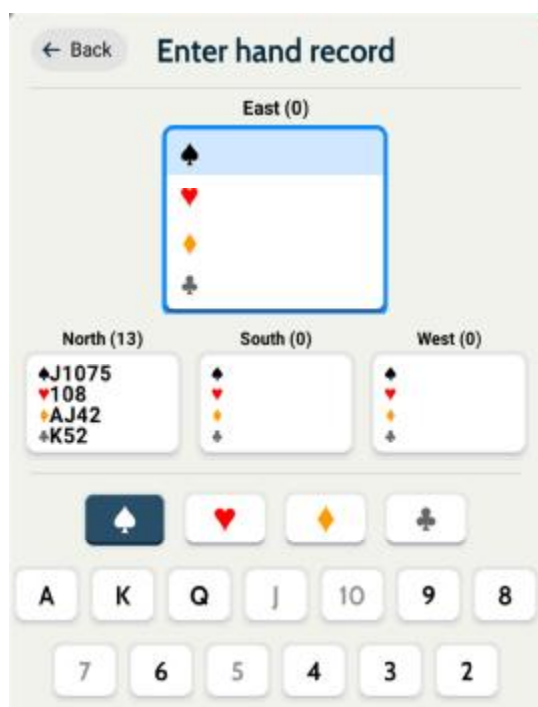
The screen to enter the hand record starts with the north hand and spades. You can enter the cards by clicking on their corresponding symbols on the lower part of the screen. You can enter the cards for one colour in any order. The Bridgemate will show them from high to low.



After entering the spades, you can choose the next colour and enter the cards in that colour. If there is a void, you can skip a colour by selecting the next one.



After entering the thirteenth card for a player, the Bridgemate will immediately switch to the next player. You can decide to skip a player and go to the next one.



If you entered the wrong card, you could remove it by clicking the symbol for the card again. If you have entered the next colour or even player, you can select the right colour or the hand of a previously entered player, remove the card, add the right card and go on.

← Back Enter hand record

East (11)

♠ AQ3

♥ AQ73

♦ 8753

♣

North (13) South (0) West (0)

♠ J1075

♥ 108

♦ AJ42

♣ K52

♠

♥

♦

♣

A K Q J 10 9 8

7 6 5 4 3 2

← Back Enter hand record

East (11)

♠ AQ2

♥ AQ73

♦ 8753

♣

North (13) South (0) West (0)

♠ J1075

♥ 108

♦ AJ42

♣ K52

♠

♥

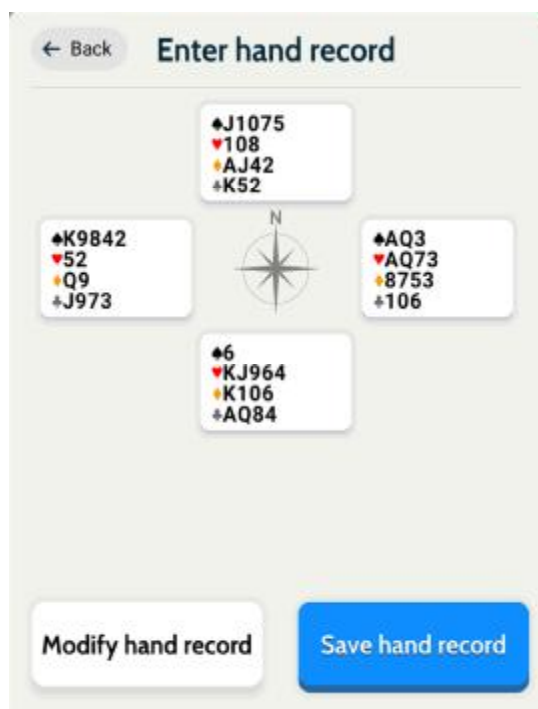
♦

♣

A K Q J 10 9 8

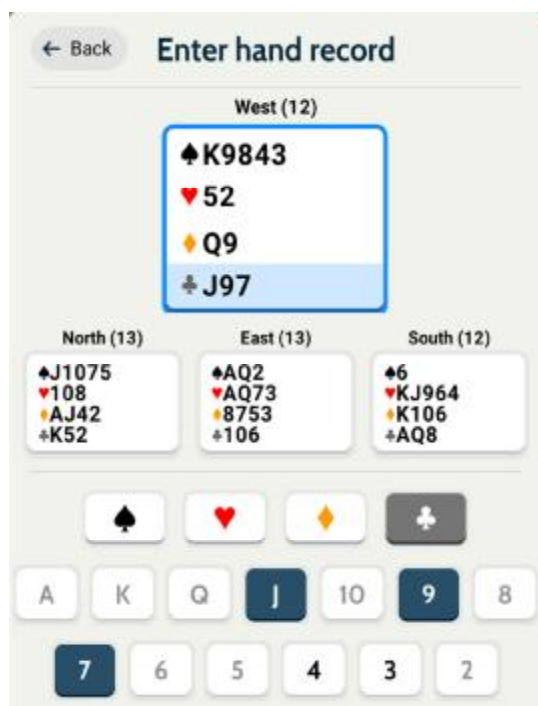
7 6 5 4 3 2

If three hands are entered, the Bridgmate will assign the remaining cards to the last hand and show the hand record. From this point, you can Save the hand record, Modify the hand record or go back.

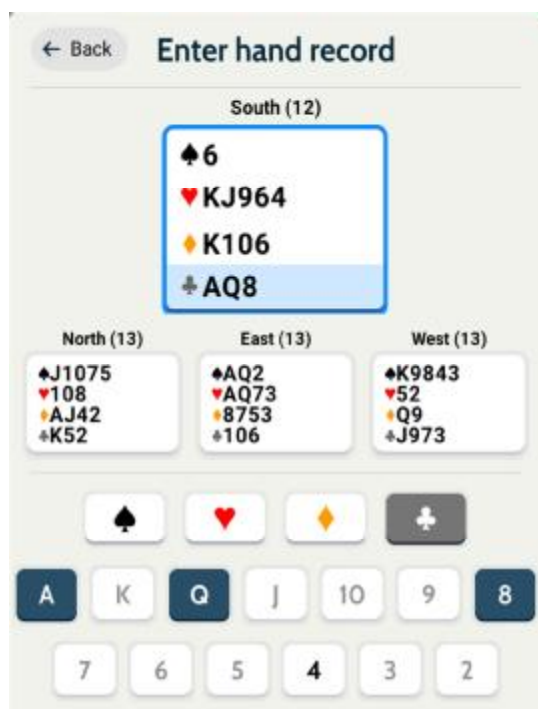


If you choose to modify the hand record, for example to move a card to another hand, you must first deselect the cards to make space for the right cards.

After deselecting the 3 and 4 of clubs from West and South, two cards are available for assigning. You now must assign both cards to the right hand to continue.



One card to assign, but the Bridgmate make you do it. You might want to reassign more cards.



If you do want to abandon the entering of the hand record, you press Back. The Bridgemate will ask you whether you are sure.



After confirmation, no card of this hand will be recorded.

Rankings

See [Ranking ??](#)

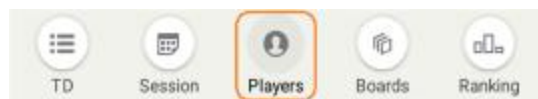
Swap players

See [Arrow switch](#) ??

Change player registrations during play

If a player is replaced during the session, for any reason, this can be administered in the Bridgemate. The information is sent to the server and all rounds will use this information.

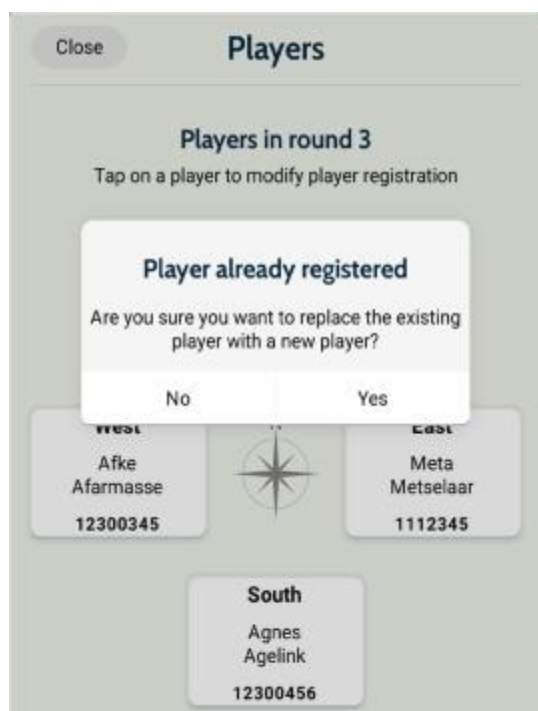
To achieve this replacement, you can select the option Players from the bottom of the screen.



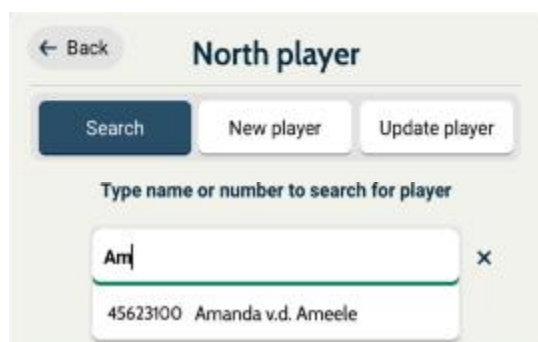
This will show the currently registered players and allow you to modify a player.



Tap on the label for a player and the Bridgemate will ask if you are sure you want to replace the existing player.



After confirmation, you can select the new player as described in [No names entered by the tournament director](#).



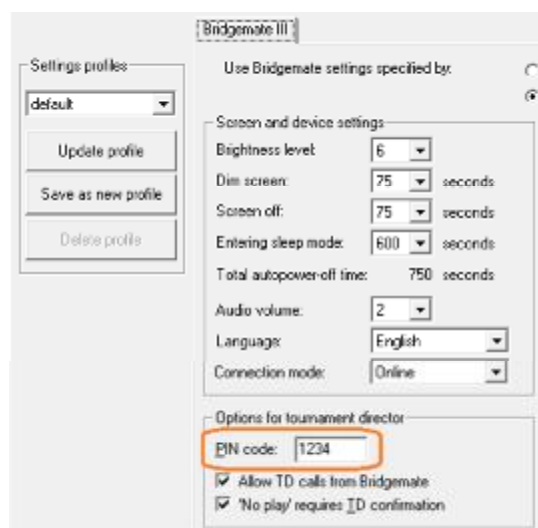
After replacing the player, you can see their name in the screen. This name will also show up on other Bridgemates during this session, as it is sent to the server, even if you should for some reason go back to earlier rounds. However, the name is not stored in the BWS-file and not communicated to your scoring program.



Chapter 8: Features for the tournament director

Configuring TD PIN

The TD Pin, as numerical code consisting of four (randomly chosen) numbers, is used to protect several options on the Bridgemate. This number can be set from the options in Bridgemate Control Software, or sometimes in your scoring program.



This PIN code is needed to get access to most of the options in this chapter. As these options are the responsibility of the tournament director, the PIN code should be unknown to (common) players. It can be a good habit to change this code occasionally.

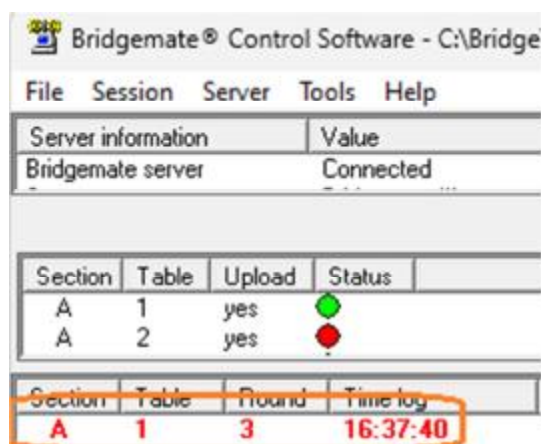
TD Calls

You can configure the system to allow calls to the tournament director by the Bridgemates.



When players call the tournament director, a signal is sent to the Bridgemate Control Software. The call will be shown on screen, and an acoustic signal will be given.

Calls to the tournament director will also be sent to the [Bridgemate pager](#) and the [Bridgemate app](#) when your system is configured to do so. This allows you more flexibility to move through the playing location.



The screenshot shows the 'Bridgemate Control Software' window. It has a menu bar with 'File', 'Session', 'Server', 'Tools', and 'Help'. Below the menu is a 'Server information' table showing 'Bridgemate server' as 'Connected'. Below that is a table with columns 'Section', 'Table', 'Upload', and 'Status'. It lists two rows for Section A, both with 'yes' under Upload and a green dot under Status. At the bottom, a 'Time log' table is highlighted with an orange box, showing a row for Section A, Table 1, Round 3, with a time of 16:37:40.

Section	Table	Upload	Status
A	1	yes	●
A	2	yes	●

Section	Table	Round	Time log
A	1	3	16:37:40

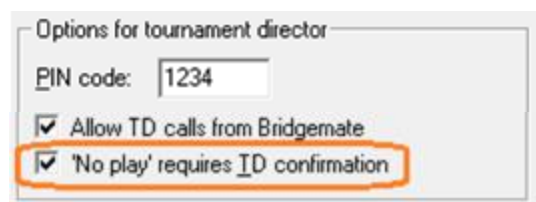


After you handled a call, you can click on it to show it as handled. The red colour will be removed, and the bold font will also be replaced by a normal font after you move away from the call. Depending on the players and actual things happening during the session, more calls can show up.

Section	Table	Round	Time log
A	3	3	16:48:28
A	1	3	16:40:15
A	1	3	16:37:40

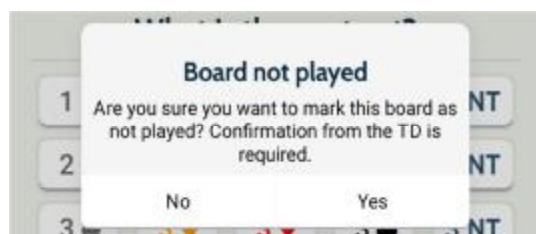
Confirmation of No Play

As a tournament director, you can configure the system to have 'No play' requiring confirmation from the tournament director.

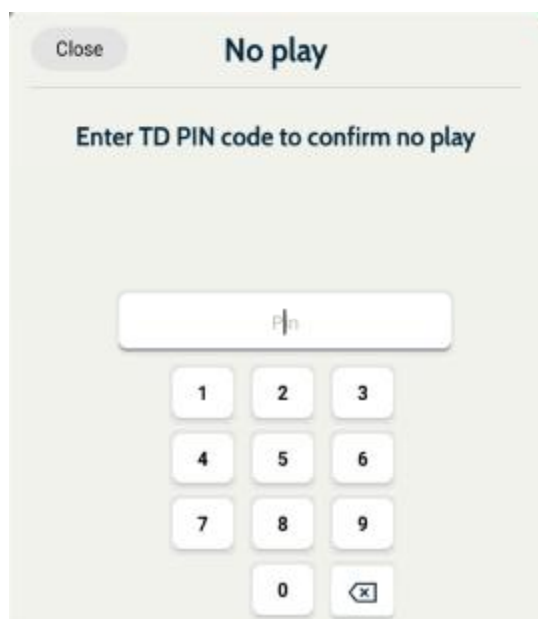


The screenshot shows a dialog box titled 'Options for tournament director'. It has a 'PIN code' field with '1234' entered. Below it are two checkboxes: 'Allow TD calls from Bridgemate' (checked) and 'No play' requires ID confirmation' (checked and highlighted with an orange box).

If confirmation is needed, when a table decided not to play a board, they will need confirmation from the tournament director. After pressing Not played, the screen will tell this and allow them to call the tournament director.



The tournament director will get a signal, as described in [TD Calls](#) and the screen will ask for the TD PIN code to confirm the players want to register no play.

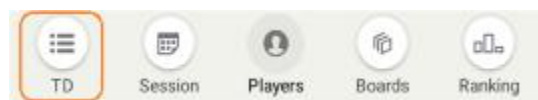


Confirmation of arrow switch

Arrow switch is needed when players are seated in the wrong direction. The arrow switch can be performed by the players, as described in [Arrow switch](#).

Tournament director menu

In the TD menu, the tournament director can handle a lot of things.



To enter the TD menu, you must provide the PIN code.

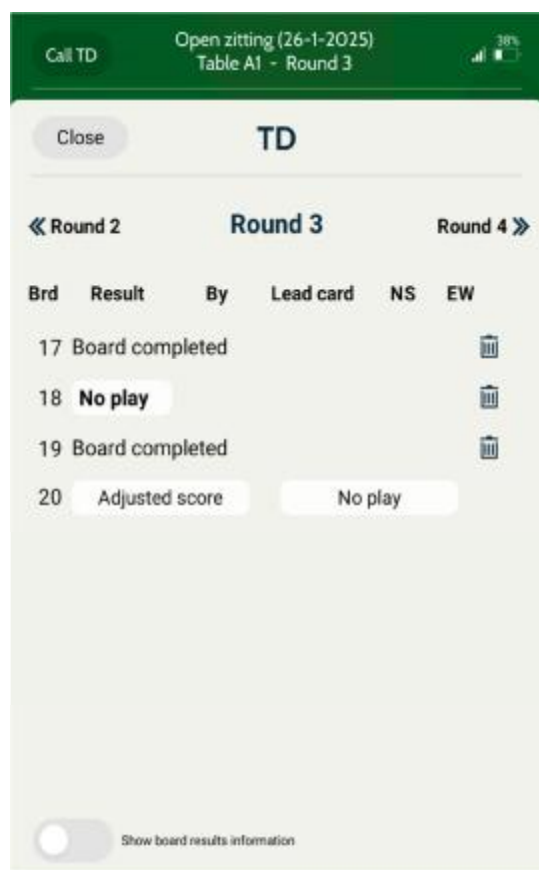
All screens you can reach in the TD menu will show TD on top and have a Close button available on the left. Do not forget to close the TD options before returning the Bridgemate to the players or the table.

By default, scores are not displayed. There is a toggle button to display the scores.

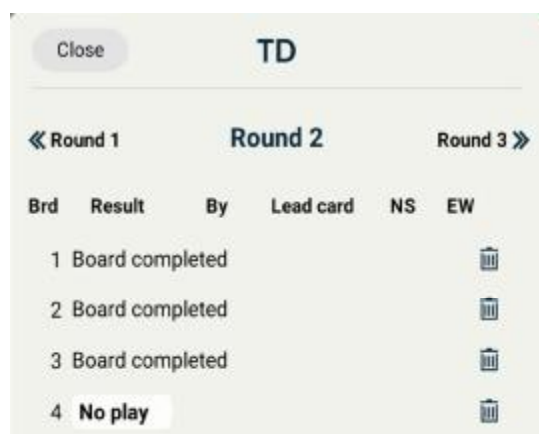
See scores of all rounds entered on this Bridgemate

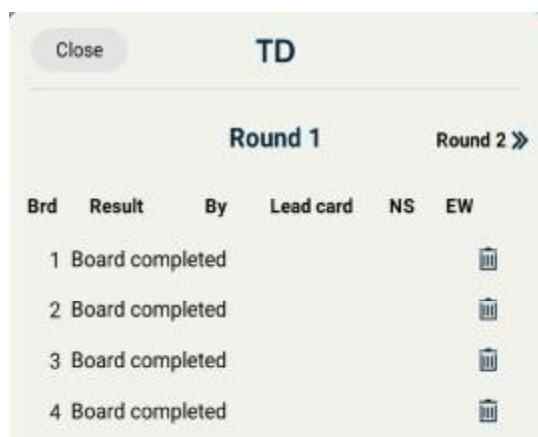
After hitting the TD button, the boards in the current round are shown. The tournament director can see which boards have been completed, and which boards not. The latter show the option to enter adjusted scores of no play right from the screen.

Results of the completed boards are hidden.

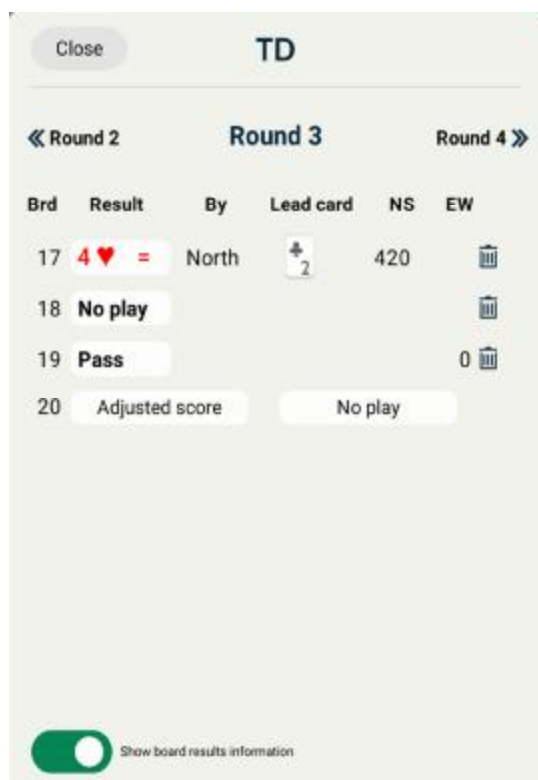


The tournament director can use the indications besides the current round to move to other rounds. If you pass the current round, all boards will not have results.



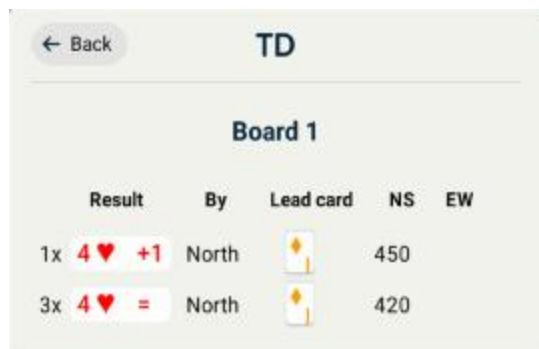


By toggling the button at the bottom of the screen, the tournament director can view all results of the boards in the displayed round.



View all scores on a board

If you hit a button to view a result, even when the show board results information is off, all results on this board will be shown. These can be played on this table, but also on other tables.



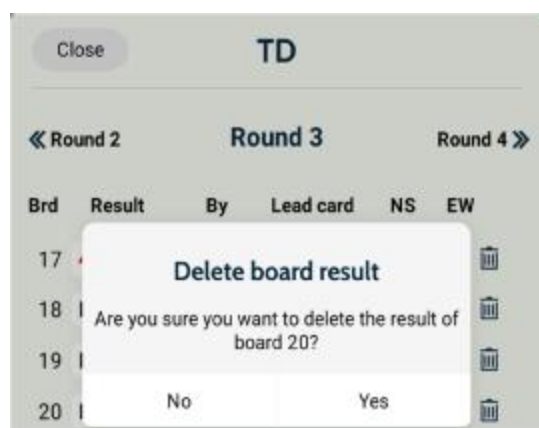
← Back TD

Board 1

	Result	By	Lead card	NS	EW
1x	4♥ +1	North		450	
3x	4♥ =	North		420	

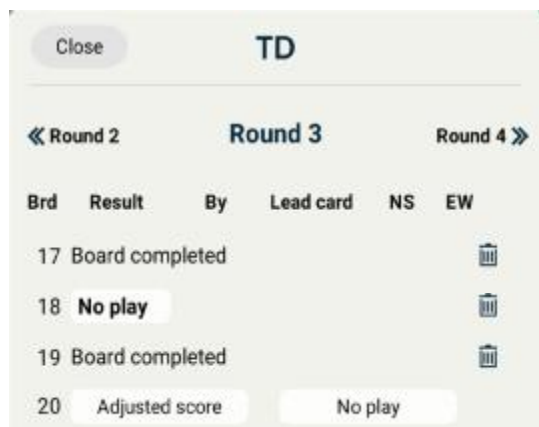
Delete a score

To delete a score for a specific board and round, go to the round where the board was played on this Bridgемate. Then click on the bin symbol behind the board information. The Bridgемate will ask for confirmation whilst the round is visible above the question and the selected board is indicated in the question screen. Press Yes to delete the result. If you are finished, leave the TD menu and return the Bridgемate to the players so they can enter the right result.



Mark a board as not played

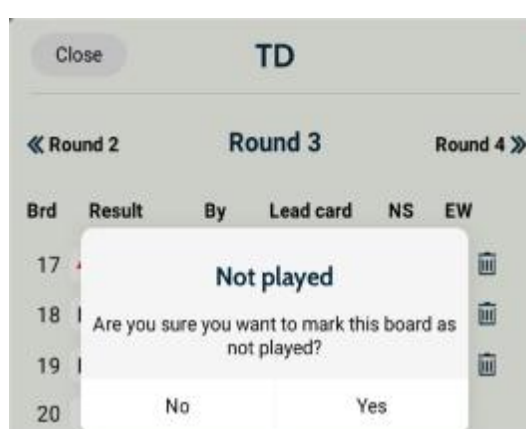
If a board is not played, you can enter this from the TD menu. In the round it concerns, click on No play for the right board. After confirmation, the board is marked as not played.



Close TD

« Round 2 Round 3 Round 4 »

Brd	Result	By	Lead card	NS	EW
17	Board completed				
18	No play				
19	Board completed				
20	Adjusted score				



Enter artificial adjusted scores

You can enter adjusted scores from this screen as well. Press Adjusted score.

Brd	Result	By	Lead card	NS	EW
17	Board completed				
18	No play				
19	Board completed				
20	Adjusted score				No play

In the next screen, you can review round and board number. The numbers of the pairs and the names of the players are also visible for verification.

Round 1
Adjusted score on board 4

NS: Pair A1
Amanda v.d. Ameele - Agnes Agelink

Av - Av Av +

EW: Pair A2
Aagje van der Aa - Meta Metselaar

Av - Av Av +

Back Accept

You can now assign Average minus (Av-), Average (Av) or Average plus (Av+) to each of the pairs. The scoring software should handle these artificial adjusted scores as stated in the laws of duplicate bridge.

After assigned both artificial adjusted scores, you can accept these. You still can go back at this point.

Close TD

Round 1
Adjusted score on board 4

NS: Pair A1
Amanda v.d. Aameele - Agnes Agelink

Av - Av Av +

EW: Pair A2
Aagje van der Aa - Meta Metselaar

Av - Av Av +

Back Accept

When you accepted the adjusted scores, these will be shown among the results.

Brd	Result	By	Lead card	NS	EW
1	4 ♥ =	North	♠	420	♣
2	4 ♥ =	North	♠	620	♣
3	4 ♥ =	North	♠	420	♣
4	Average + / Average				♣

View hand records

After selecting a specific board, you can see the results on that board in all rounds. At the bottom is a button to view the hand record if the hand record is available.

Clicking this button will display the hand record, and, if provided by the scoring software, the possible contracts for each player.

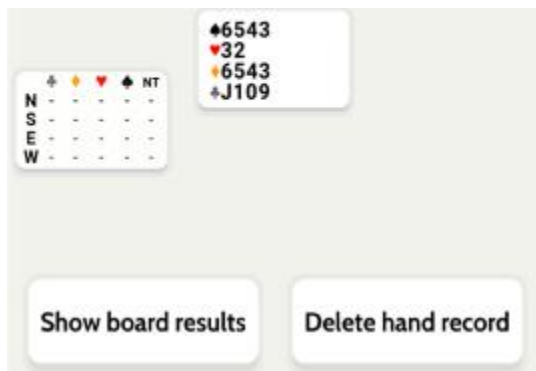
Enter hand records

After selecting a specific board, you can see the results on that board in all rounds. At the bottom is a button to enter the hand record if the hand record is not available. After clicking this button, you can enter the hand record as described in [Enter hand records in chapter 7](#).

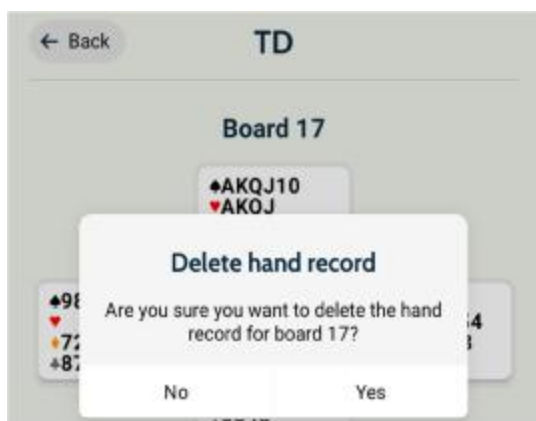
Delete hand records

As a tournament director, you can erase the hand record from the Bridgемate.

When you view the hand record, you will find a button at the bottom of the screen to delete the hand record.



After clicking this button, a screen will appear and ask for confirmation. After pressing Yes, the hand record is deleted.



Chapter 9: Energy saving modes

The Bridgemate III scoring devices contain a 40Wh battery pack which gives you many hours of club game fun. Adjusting the various energy modes allows you to maximize the total hours of battery life and running more sessions before recharging is required. This chapter explains how to control the energy saving modes in the Bridgemate.

Energy saving controls

Energy consumption can be reduced by adjusting these controls:

- Display brightness
- Screen power saving modes
- Wi-Fi settings

Each of these three can be independently configured. By configuring them optimally, the Bridgemate will run longer till recharging is needed.

Display brightness

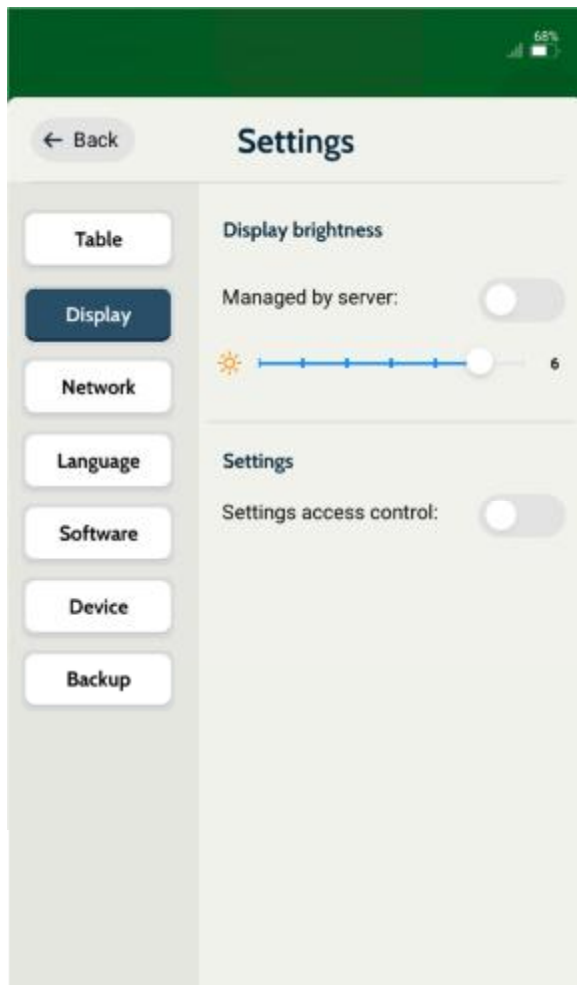
The brightness level of the display can be adjusted between 1 to 7 where 7 is maximum brightness. When playing in a location with a lot of ambient light, for example in an outdoor environment, setting the brightness level to maximum brightness is often needed to be able to read the display properly. In most other scenario's, reducing the brightness to a lower level is still sufficient to read the display clearly. Lowering the brightness to level 6 or even lower will result in a significant improvement in battery life. By default, the brightness level is set to 6.

The brightness level can be controlled in two ways:

- On each Bridgemate separately in Settings
- Centrally in Bridgemate Control Software

Set the brightness level on each Bridgemate separately

Switch on the Bridgemate and open the Settings menu from the start screen. Press “Display” to open the display settings.

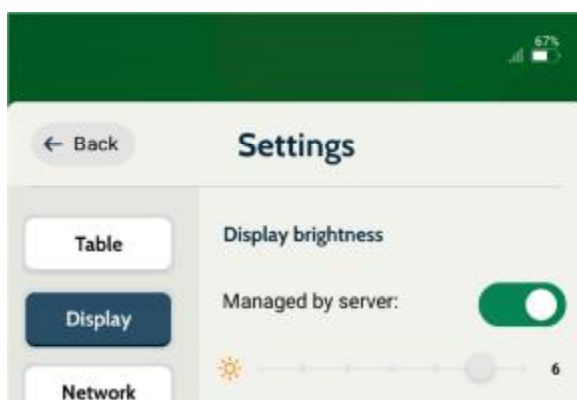


The brightness level can be adjusted by selecting the desired level on the horizontal slider. The setting is retained until you change it again.

In case the slider is disabled, press the “Managed by server” toggle switch to disable it. This will enable the slider.

Set the brightness level centrally in Bridgmate Control Software

In order to set the display brightness level centrally, you should first instruct the Bridgmate to let the display be managed centrally. In order to do this, switch on the Bridgmate and go to Settings. Press “Display” and enable the toggle switch “Managed by server”.



The brightness is now centrally controlled from the Bridgemate Control Software. Next step is to open Bridgemate Control Software (BCS) on your computer, and in BCS, go to menu *Tools -> Options -> Bridgemate*. Here you centrally choose the brightness level.



Save the new brightness level by pressing OK button in the lower right corner. For every new session you start, Bridgemate will follow this brightness level. (provided you have set the brightness control to “Managed by server” on the Bridgemates).

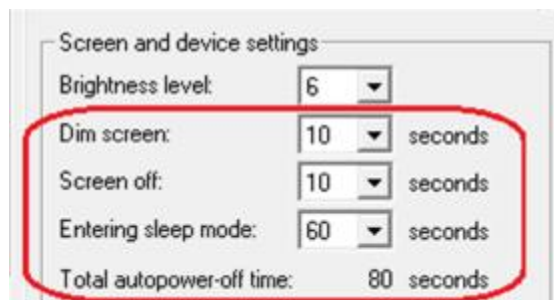
Screen power saving modes

Keeping the Bridgemate display fully active throughout the whole bridge game may look appealing and very user-friendly to the players (which is the case!), but it comes at a significant drawback of higher battery power consumption which leads to more frequent recharging. To reduce the power consumption and extend the period between recharging, three levels of power saving modes are available to the Bridgemate. These power saving modes are triggered when the user has stopped interacting with the Bridgemate for the specified duration which is configurable from BCS:

- Screen dimming
- Screen off
- Sleep mode

Screen dimming and screen off are optional power saving modes. Sleep mode power saving mode is always enabled to prevent the Bridgemate from staying active infinitely until its battery has depleted.

All three power saving modes can be controlled from BCS. Go to menu *Tools -> Options -> Bridgemate* and set the inactivity duration to trigger the power saving mode or disable it.



Screen dimming

This reduces the display backlight after the specified inactivity duration. The duration is configurable from 5 seconds to 75 seconds of inactivity. Optionally, it can be disabled which means this power saving mode is not used. If this power saving mode is enabled, it is the first power saving mode that is activated after the user has stopped interacting with the Bridgemate. To exit this mode, the user simply touches the display which will bring the device directly back to full display backlight.

Screen off

This power saving mode switches off the screen after the specified inactivity duration but keeps the device running. The duration is configurable from 5 seconds to 75 seconds of inactivity. Optionally, the screen off mode can be disabled. When screen dimming mode has been enabled, the inactivity duration of this mode starts counting after the screen has been dimmed. If screen dimming is not enabled, the screen off mode is triggered directly after the user has stopped interacting with the Bridgemate. To exit this mode, the user simply touches the display, and this will switch on the screen again.

The screen off power saving mode is a very effective way to save battery power. It almost reduces the power consumption by half while keeping immediate responsiveness of the device.

Sleep mode

This power saving mode puts the device to sleep mode which means it is fully switched off, but it still allows the user to wake up the device by touching the display. The inactivity duration is configurable from 5 seconds to 600 seconds. This mode can be used together with screen dimming mode and/or screen off mode enabled, but it can also be used without these two modes. In case screen dimming mode and screen off mode are both disabled, the device will go to sleep mode directly after the inactivity duration has lapsed. To exit this mode, the user simply touches the display, and this will switch on the screen again.

The sleep mode power saving mode reduces power consumption nearly to zero as the device is switched off, except for its touch screen. Its disadvantage is that it takes a few seconds to resume again after the user has touched the display.

After one hour of sleep mode, the Bridgemate will deactivate the touch screen as well and will be fully shut down. To activate the Bridgemate again, the user must press and hold the power button.

Examples of power saving modes

Below table lists various combinations of inactivity periods to trigger a power saving mode.

Seconds of inactivity interval for each power mode + total period to reach sleep mode:

Power saving scheme	Dim screen	Screen off	Sleep mode	Total time to sleep mode
Extreme	Off	Off	20	20
Heavy	20 / Off	Off / 20	20	40
Optimized	20	20	60	100
Average	20	20	300	340
Minimum	60	Off	600	660
None	Off	Off	600	600

Note that these are just examples of how to configure the power saving modes. You should set them based on your own preferences. The key concept is that the longer an inactivity duration lasts, the more power the device consumes but at the increasing advantage of having a more responsive and user-friendlier Bridgemate. The shorter the inactivity durations last, the less power the device consumes, but at a disadvantage of more resume time which reduces the user-friendliness.

Wi-Fi settings

The Bridgemate contains a built-in Wi-Fi module which is used for device (de)registration and firmware updates. During normal operations at a club game, the Wi-Fi module is not used. It is therefore recommended to keep the Wi-Fi functionality disabled. This reduces further battery power consumption.

To disable the Wi-Fi functionality, press “Settings” on the start screen and press “Network”.



Make sure the switch “Turn Wi-Fi On/Off” is set to off.

See also chapter 15 for more information on the Wi-Fi settings and functionality.

Power consumption and number of sessions till recharge

The more power efficient the Bridgemate is configured, the more sessions it can be used until recharging is needed. For typical bridge sessions of 24 boards which last about 3 hours, and with

brightness level set to 6 and Wi-Fi disabled, the afore-mentioned power saving schemes relate to the following approximate number of sessions the Bridgemate can run on a full battery charge:

Power saving scheme	Estimated number of sessions
Extreme	20 ~ 25
Heavy	18 ~ 22
Optimized	15 ~ 18
Average	10 ~ 12
Minimum	8 ~ 10
None	6 ~ 7

Note that these number of sessions heavily depend on the interaction with the Bridgemate by the user. More interaction leads to more screen-on time, which leads to more power consumption. The above numbers can be different for your situation and should only be considered as guidance to choosing your own power saving mode scheme.

Chapter 10: Online vs offline connection mode

During the session, Bridgemates are in constant connection with the Bridgemate III server to retrieve up-to-date information about the movement, players, rankings, etc., and to send board results and other data entered on the Bridgemate in real-time to the server for further processing by the scoring program. This requires the server to be within maximum wireless range of the Bridgemates. Some tournaments, however, have a distributed setup where tables are spread out over a large area and not all of them are within range of the server. In such situations, the “Offline” connection method can be used to use the Bridgemates in a stand-alone mode which allows most functionality without a direct wireless connection with the Bridgemate 3 server.

Online connection method vs offline connection mode

The Bridgemate 3 system can be used in two connection modes:

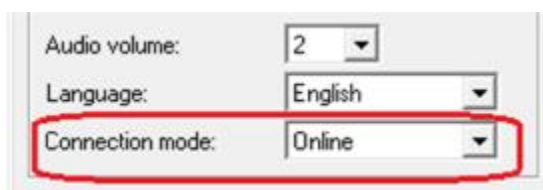
- **Online connection.** This mode requires the Bridgemates to be in range of the server and all data is real-time wirelessly exchanged between Bridgemate and server. This is the default mode and is the most common mode that will be used in most club games and tournaments. Previous chapters assume you are using this connection mode.
- **Offline connection.** This mode fetches wirelessly the whole movement and other relevant information at the start of the session from the Bridgemate III server. From that moment on, the Bridgemate works standalone throughout the whole session until all board results of all rounds have been entered. Once completed, it uploads wirelessly all board results back to the server. During the standalone phase, the Bridgemates do not communicate with the server and they can be placed outside range of the server. This mode is typically used in tournaments where the playing tables are distributed across various remote locations.

How to configure the offline / online connection mode

The type of connection mode must be configured before the Bridgemate system has been started by the scoring program. Once the system is started and tables are added to the server, this cannot be changed anymore. (changing mode is possible by recovering the server, see the Bridgemate Control Software manual for more information). If your scoring program provides configuration of the Bridgemate III connection mode, you can set it in your scoring program. Otherwise, you must set it in Bridgemate Control Software by following these steps:

1. Connect the Bridgemate III server to your computer.
2. Open Bridgemate Control Software from the Windows Start menu.

3. Go to menu *Tools -> Options -> Bridgemate*
4. Select the type of connection mode you wish to use.



5. Press OK to save the changes.
6. Shut down Bridgemate Control Software.

The next time you start the Bridgemate III system from your scoring program, the configured connection mode is applied.

Initializing the Bridgemates

Once you have set the connection mode to the offline mode and you have prepared the session in your scoring program, you can start the Bridgemate system from your scoring program in the usual way. Make sure you haven't forgotten to connect the Bridgemate III server to the computer before starting the Bridgemate system.

Next step is initialize the Bridgemates with all relevant data for the session. This procedure is the same as starting a Bridgemate at the beginning of a session. You power on the Bridgemate and press "Start playing" from the start screen. If the Bridgemate is set to flexible table mode, you first see all available tables. Confirm the table for this Bridgemate and press "Proceed as table ... ". The Bridgemate connects to the server and fetches all relevant movement and player data required by this table. This takes a few seconds. Once all data is received, the Bridgemate starts the first round. You may now bring the Bridgemate to its remote table.

Using Bridgemates during the session

During the session, the Bridgemate is used in the same way as when the online connection mode is used, with the following differences:

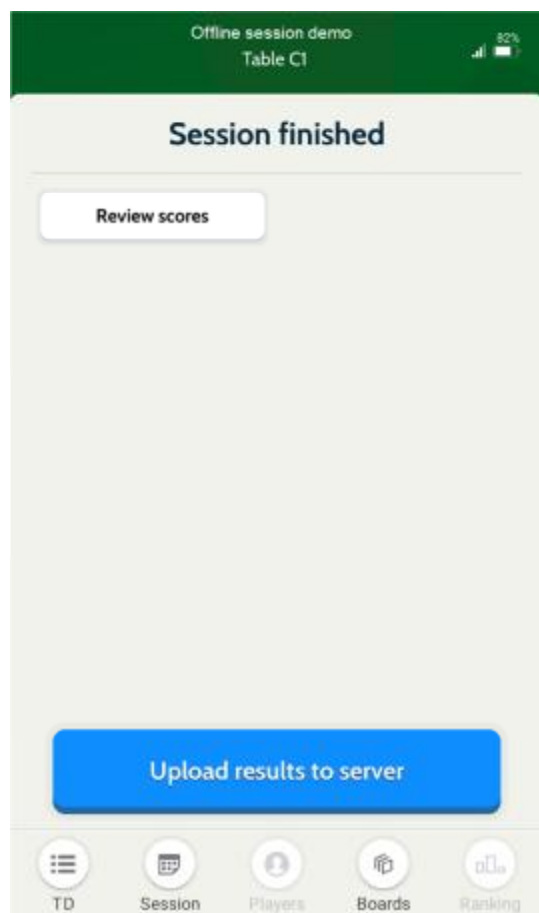
- Board results are not sent to the server but are kept in local storage.
- Previous results on a board can only be shown if the board stays at the table and both pairs move to another table.
- No live ranking or other feedback on results is possible during the session.

The following functionality is not available when using the offline connection mode:

- Player registrations at the beginning of the round and during the round
- Rankings
- TD-calls
- Enter and view hand records
- Confirm player starting positions at round 1

Upload board results to the server

When all rounds have completed, the entered results can be uploaded to the server. The Bridgemate will show this screen:



Make sure the Bridgemate is again within wireless range of the server and press “Upload results to server”. All board results are now uploaded to the server and are processed in the usual way.

Upload board results from Backup archive

When the Bridgemate was restarted or the session was exited before the board results were uploaded, the board results can be resent from the internal Backup archive. See chapter 13 for more explanation about this feature. This feature can also be used to upload scores to the server while the session has not finished yet.

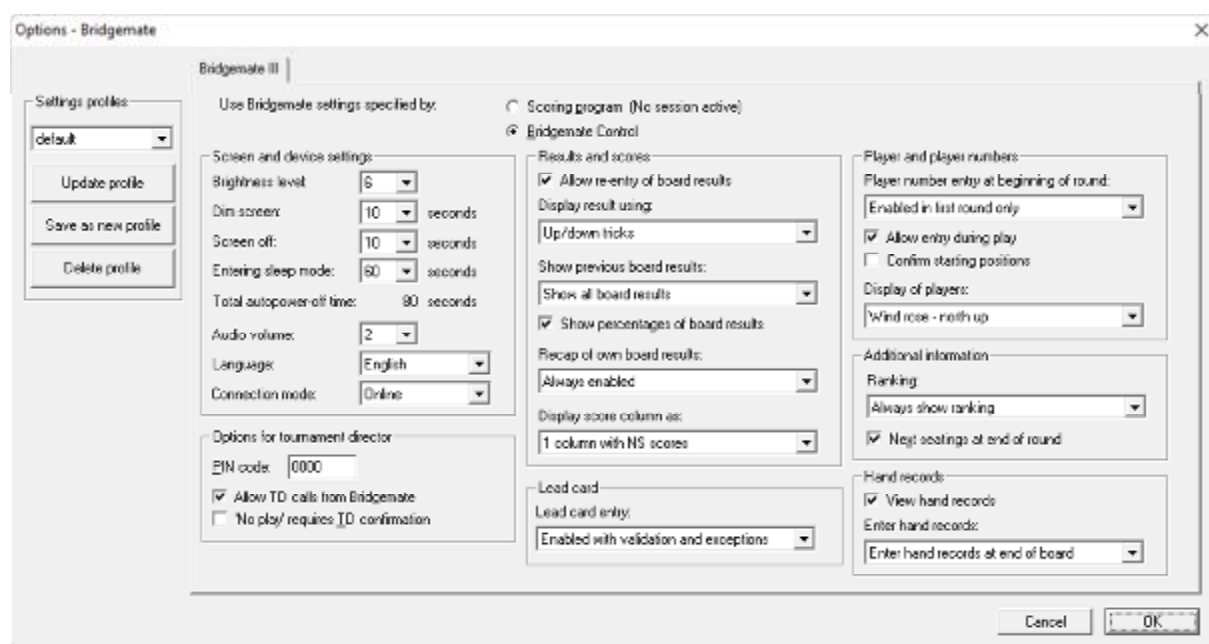
Chapter 11: Overview of all Bridgemate settings

Bridgemate Control Software has a number of functions specifically designed for the Bridgemate III scoring devices. This chapter contains a complete and concise description of all the settings

Bridgemate III settings

Bridgemate settings can be changed via menu *Tools --> Options*. Make sure you have the Bridgemate III server connected to your computer in order to display the Bridgemate III settings.

The settings window looks as follows:



Settings specified by Bridgemate Control Software or scoring program

Bridgemate settings can be specified either by the scoring program or by BCS. If you want your scoring program to control Bridgemate settings, choose “Use Bridgemate settings specified by Scoring program”. Consult the manual of your scoring program for more information on how to set Bridgemate settings through the scoring program. Select “Use Bridgemate settings specified by Bridgemate Control Software” when you want to manually set the Bridgemate settings, or in case your scoring program does not yet support the Bridgemate III settings.

Settings overview

Screen and device settings

Brightness level

Sets the brightness of the display. Brightness can be adjusted between 1 and 7 where 7 is the maximum brightness. This setting is only picked up by the Bridgemate when display brightness is set to “managed by server” on the Bridgemate.

Dim screen

This setting specifies after how many seconds of inactivity the display is dimmed. This setting can range from 5 seconds to 75 seconds but can be turned off completely as well.

Screen off

This setting specifies after how many seconds of inactivity the display will be disabled but the Bridgemate remains switched on. This setting can range from 5 seconds to 75 seconds but can be turned off completely as well.

Entering sleep mode

This specifies after how many more seconds of inactivity the Bridgemate will switch off and go into sleep mode. It ranges from 5 seconds to 600 seconds.

See [Energy saving modes](#) for detailed explanation of the above settings and how to use them to save battery life.

Audio volume

This setting specifies the volume of the audio speaker. It can be adjusted between 1 and 7 (7 is highest) or can be turned off as well.

Language

The interface setting of the Bridgemate can be specified with this setting. This setting is only picked up by the Bridgemate when language is set to “managed by server” on the Bridgemate. [Setting up your Bridgemate III system](#) for more explanation.

Connection mode

This setting specifies whether the Bridgemate is working in an online mode with the Bridgemate III server, or whether it can work as standalone in offline mode. Chapter 10 explains in detail these two connection modes.

Options for tournament director

PIN code

Set the 4-digit PIN code which protects the TD-menu from unauthorized access.

Allow TD calls from Bridgemate

Enable this setting to allow players calling the TD by pressing the Call TD button on the Bridgemate.

‘No play’ requires TD confirmation

Check this setting if players must call the TD for approval when they did not play a board, e.g. due to time constraints.

[Features for the Tournament Director](#) explains further how to use these settings.

Result and scores

Allow re-entry of board results

Enable this setting to allow players to delete their own entered board results and to re-enter a result on the board(s) they have played.

Display result

Final result (tricks) can be displayed as up/down tricks relative to the contract, total number of tricks or as American style (tricks made/down).

Show previous board results

To enable the Bridgmate to display an overview of all previous results on a board just played, set this setting to “Show all board results”. If you want to show only the players’ own entered result, set it to “Show only own board result”. If no board results should be displayed, set this setting to “Disabled”.

Show percentages of board results

When this setting is enabled, the percentage/IMP achieved on each board result is shown in the overview of previous results.

Recap of own board results

To allow the players to retrieve a recap of their own board results entered in the current round without the TD’s assistance, enable this setting. The recap can be allowed at all times, or only at the end of the round.

Display score column

Score points can be displayed in 1 column or in 2 columns. When displayed in 1 column, the score is the declarer's score and is preceded by a plus or minus sign. When displayed in 2 columns, the score is either shown in the left (NS) column or in the right (EW) column, depending which side has received the positive score.

Chapter 6 explains these settings in more detail.

Lead card

Lead card entry

If you want to enter the lead card on the Bridgmate, enable its entry through this setting. To control the correct entry of lead card by means of the entered declarer and hand record of this board, select “Enabled with validation” setting. You can choose between compulsory validation or an optional validation which allows you to ignore any errors during the validation.

More explanation on how to use the lead card setting is available in [chapter 6](#).

Player and player numbers

Player number entry at beginning of round

Enable this setting if you want the players to enter their player number or player name at the beginning of a round. For most games, it is common to set this to “enabled in first round only”. In team games or other games where players should identify themselves each round, set this to “enabled in all rounds”.

Allow entry during play

The above setting “Player number entry at beginning of round” only specifies the entry of player details at the start of the round. If you allow your players to change their information during the round, you should enable this setting.

Confirm starting positions

If you pre-register your players in your scoring program and the Bridgemate already knows the player names of each pair, but does not know their actual seating direction, enable this setting to let the players confirm their starting positions.

Display of players

Bridgemate displays the four players as a wind rose in the four directions. This wind rose can be displayed with north on top (east on the right, south below and west on the left), or alternatively, 180 degrees rotated with north at the bottom. This rotated view may be more intuitive and practical for the players.

See chapters 6 and [7](#) for more explanations on these settings.

Additional information

Ranking

To show the provisional ranking, enable this setting. You can choose from showing the ranking only at the end of the session, after each round has completed or at all times.

Next seatings at end of round

To let the Bridgemate indicate to which table the pairs should go in the next round, enable this setting. The Bridgemate will tell the pairs to which table they should go and to sit in which direction, or that they should stay in their current position or that they will have a bye.

More info on the next round assignments and rankings can be found in chapter 6 and 7.

Hand records

View hand records

Enable this setting to let players view hand records of the boards they have already played. This applies to information on both pre-dealt hand records which were uploaded to the Bridgemate system and to hand records which were manually entered by the players in the Bridgemate.

Enter hand records

When boards are manually shuffled by the players, hand records can be entered on the Bridgemate during the session. Set this option to “Enter hand records at end of board” to let players enter the hand records right after they have played the board. Set this option to “Enter hand records at end of round” to let players enter the hand records at the end of the round.

Chapter 7 explains more about how to view and enter hand records.

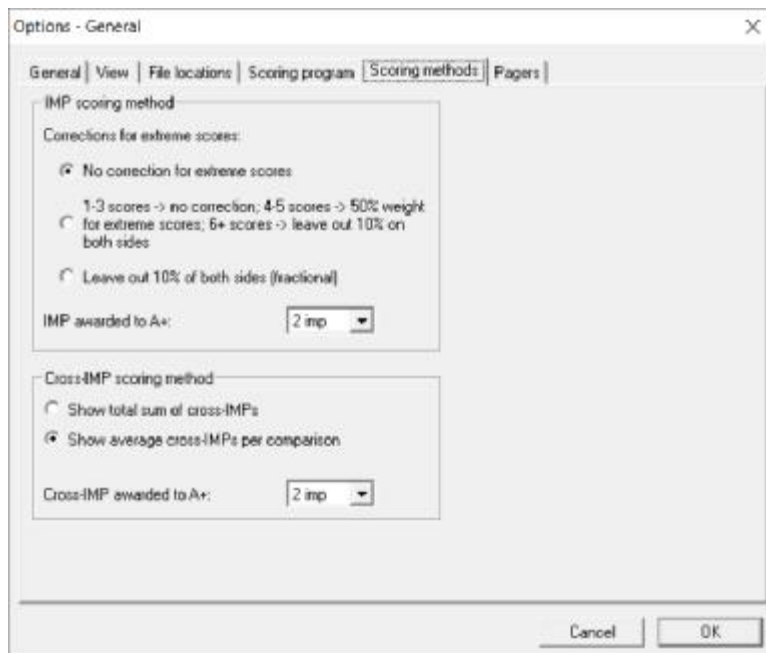
Using Butler (IMP) and cross-IMP scoring methods

Bridgemate III supports the following scoring methods:

- Pair games (percentages/match points)
- Butler games (IMP scoring)
- Cross-IMP scoring

The scoring program decides which scoring method is used in each section. You cannot change this in BCS. Consult your scoring program supplier if the scoring program does not set the correct scoring method in Bridgemate.

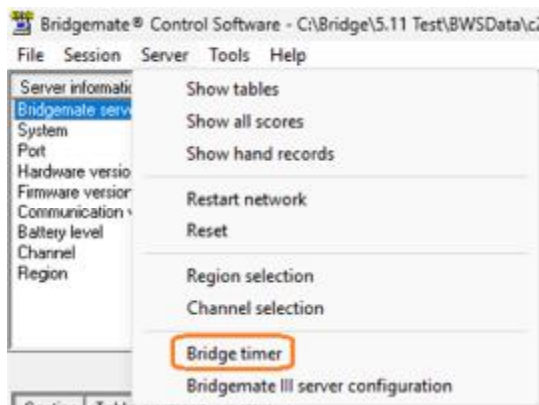
There are various options available for calculating the results in Butler scoring and cross-IMP scoring games. Go to *Tools --> Options --> General --> Scoring methods* to access them.



You should set these options before you start your session. Changes to these settings during the session are not picked up by the Bridgemates.

Timer

If the Bridgemate III server is connected to the computer, the menu Server in BCS will have an extra option: Bridge timer.



Clicking this option will open a new screen:



The image shows a 'Bridge timer' dialog box with a close button (X) in the top right corner. It is divided into two main sections: 'Timer settings' and 'Timer status'.

Timer settings:

- ☒ Enable the bridge timer
- Length of round: 30 minutes (dropdown menu)
- Alarm before round ends: 5 minutes (dropdown menu)
- Break between rounds: 2 minutes (dropdown menu)

Timer status:

- Status: Stopped
- Round: 1
- Time: **30 : 00**

At the bottom, there are six buttons arranged in two rows:

- Start timer
- Reset timer
- Change
- +30 seconds
- 30 seconds
- Start next round

To use this timer, you must mark 'Enable the bridge timer'.

You can select the length of the rounds, how long before the end of a round an alarm should sound, and how long the break between rounds will last. All these are set in minutes.

The length of the rounds can be any value between 1 and 250 minutes. For the alarm and the break, you can select a value between 1 and 30 minutes. If you do not want the alarm or don't want the break, you can select 'Off', the first value in the list.

You can select a value by typing the first number, and by scrolling through the list.

You can start and reset the timer with the buttons on the screen. You can allow more or less time in steps of 30 seconds by clicking on +30 seconds or – 30 seconds. To switch to the next round, click that button.

Once the timer is started, the Reset timer-button will get a new label, 'Stop timer'. This will allow you to stop the timer.

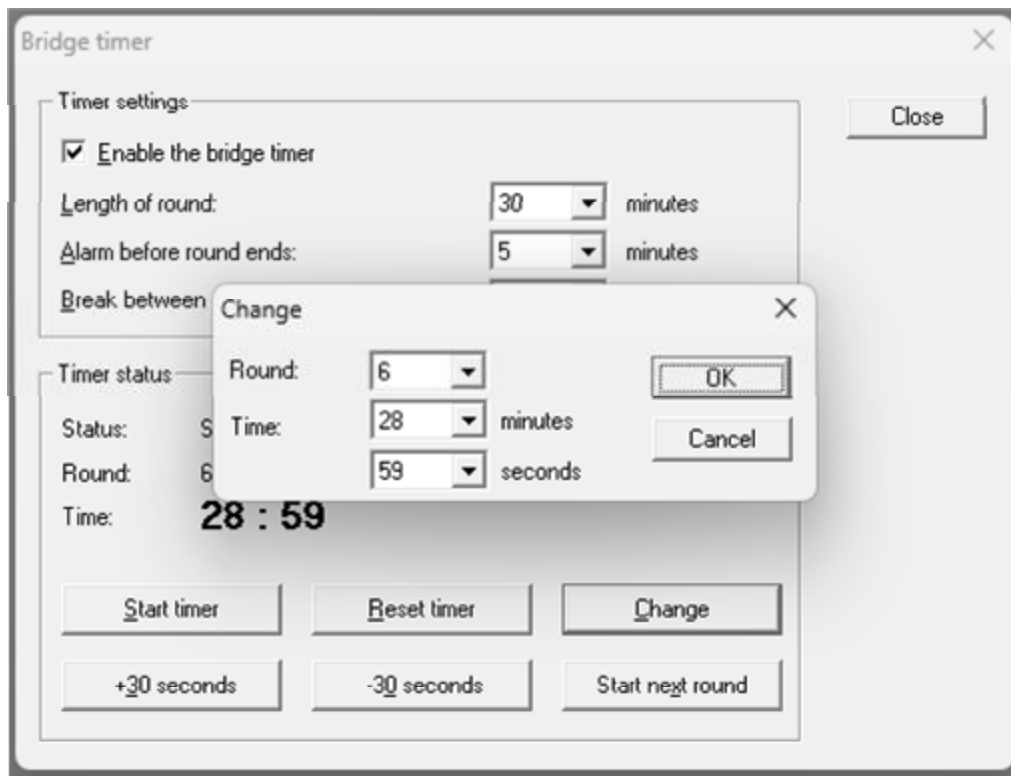
You can change the actual values of the timer by selecting Change. In the screen that opens, you can select the actual round and change the exact remaining time in minutes and seconds. Don't forget to save the changes and start the timer.

The value for round is limited by the number of rounds in the actual session.

Once started, the clock will run until the end of the last round, or until you stop it.

The changed values are broadcasted by the Bridgemate server. The Bridgemates will process the start and any changes when they contact the Bridgemate server. After that, the changes will be shown on the screen.

Start next round will force the timer to go to the next round, even if the current round is not finished. After forcing the timer to a round that is not in the session, the timer will run till the end of that round, then it will stop automatically.



See [Timer](#) for how the timer is shown on the Bridgemate.

Chapter 12: Replacing a Bridgemate during the session

This chapter explains how to replace a Bridgemate during the session when it is malfunctioning.

Replacing a malfunctioning Bridgemate

When a Bridgemate becomes disfunctional during the session, you may choose to replace it with another Bridgemate. There are three possible methods to replace a Bridgemate.

Method 1: Replacing Bridgemate after logging off original Bridgemate

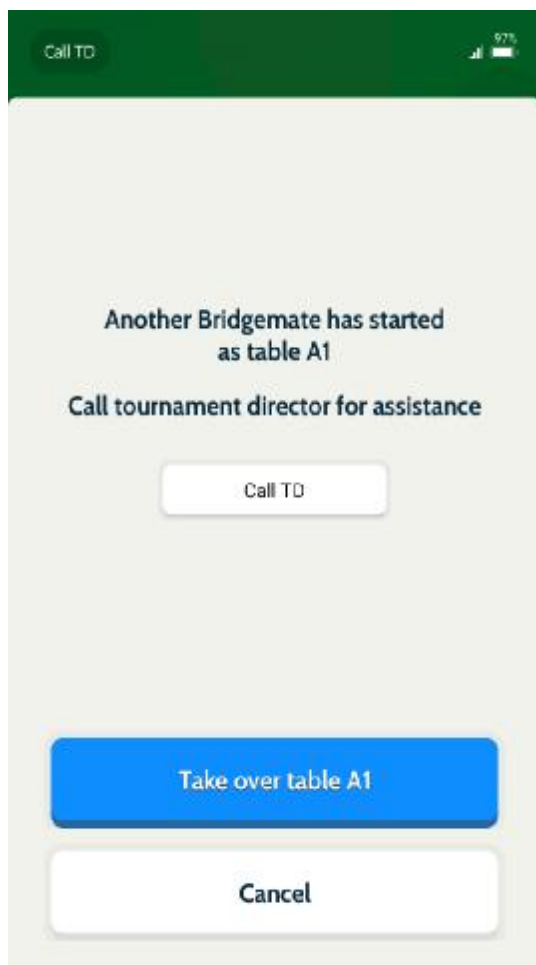
The original Bridgemate needs first to be logged off before the new Bridgemate can take over. If you have still access to the old Bridgemate and it is still operative, you may try to log it off. Press and hold the power button to open the power menu. Press “Leave session” to exit the session. If the Bridgemate is able to log off successfully, you will see the status going from green to red in Bridgemate Control Software. You may now take another Bridgemate and start it at the same section and table number as the Bridgemate you just logged off. The Bridgemate will continue from exact the same place where you have logged off the original Bridgemate.

Method 2: Replacing Bridgemate after logging off original Bridgemate in Bridgemate Control Software

When you cannot log off the Bridgemate from the Bridgemate itself anymore, you may do so from Bridgemate Control Software. You open BCS and go to menu *Server -> Show tables* to show the list of tables in the server. Select the Bridgemate you want to replace and press “Log off table(s)”. After you have logged off the Bridgemate successfully, you may continue with another Bridgemate.

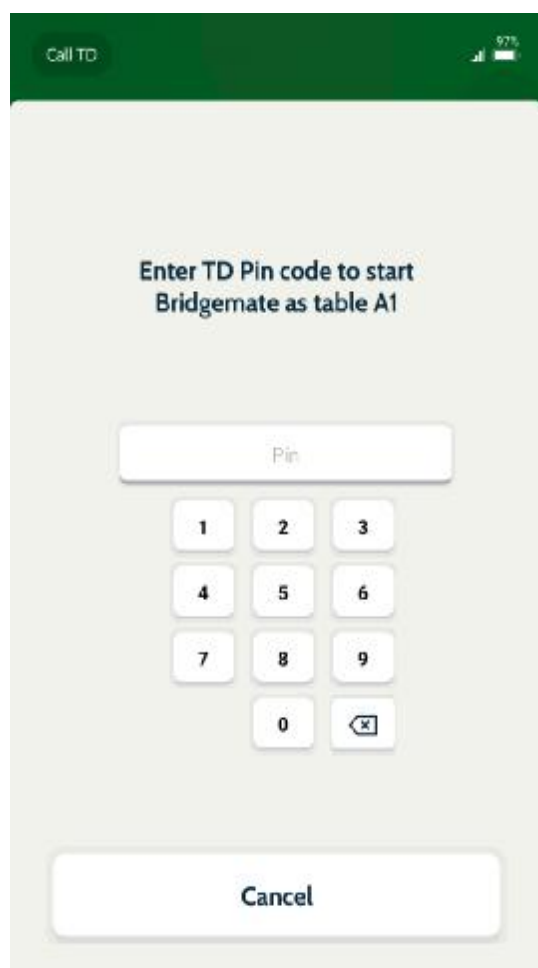
Method 3: Replacing Bridgemate without logging off original Bridgemate

A third method does not involve logging off the original Bridgemate, but allows you to replace the malfunctioning Bridgemate directly with another Bridgemate. You take another Bridgemate, set it to the section and table number of the Bridgemate you want to take over and start the Bridgemate. It tells you another Bridgemate has already started this table and asks if you want to take over.

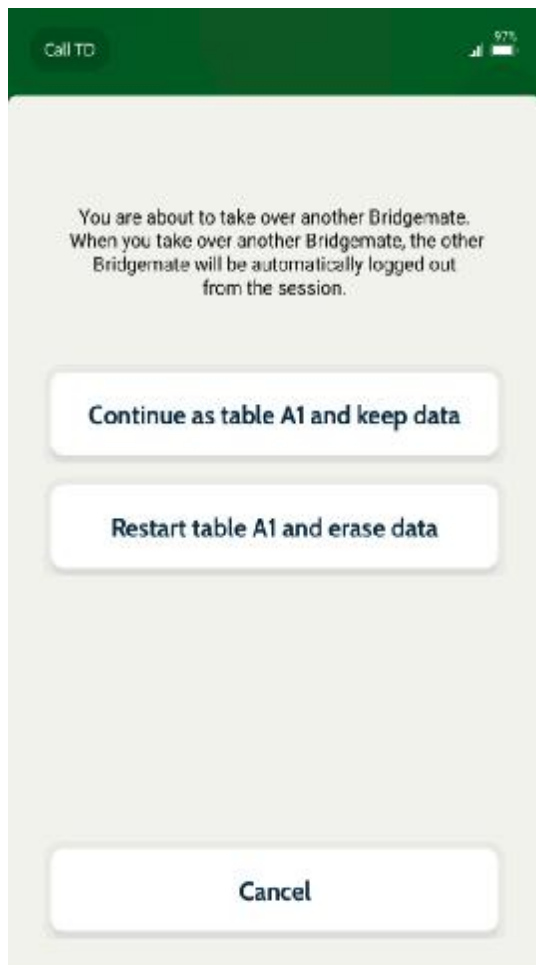


You may notify the tournament director by pressing “Call TD”. Note that this Bridgemate has not been assigned to a physical table yet, so the director may not know which table to go to.

You press “Take over table A1” to proceed with the takeover procedure. The takeover must be confirmed by the tournament director in the following screen:



The director enters the secret 4-digit PIN code to confirm the takeover. The following screen is displayed:



The original Bridgemate can be taken over with preservation of the data that was entered on the Bridgemate, or you may decide to erase all that data and start from the beginning. By pressing the corresponding button, the Bridgemate will take over the original Bridgemate and continue or start from scratch. The original Bridgemate is automatically logged off.

Replacing a Bridgemate in offline mode

It is also possible to replace a Bridgemate that is used in the offline connection mode.

Needs more text. Method 2 can be used. Need to check if method 3 can be used as well

Chapter 13: Using backup data

Board results and other information entered on the Bridgemate during the session are sent directly to the server for real-time processing in your scoring program. At the same time, this data is also automatically stored in the local storage of the Bridgemate for backup purposes. This chapter explains how to retrieve this data in situations where you have lost it on your computer and want to process it again.

Backup data in the Bridgemate

The Bridgemate keeps automatically a local backup of data entered in the last five sessions. To see which sessions backup data is available, you open Settings from the start screen and then you press “Backup”. A list of available sessions is displayed.

<backup sessions picture>

Backup data can be re-send as follows:

1. Connect the Bridgemate III server to your computer
2. Start your scoring program and open the session in your scoring program. In case the session is lost, recreate the session with identical sections, tables and movements.
3. Restart the Bridgemate system from your scoring program. In case you still have access to the previously created score file, continue the Bridgemate system with that score file.
4. Collect all the Bridgemates you have used during the session and open the Backup data screen from the Settings menu.
5. Click on the name of the session in the list of sessions. Press Yes when the Bridgemate asks you if you want to re-send the event.
6. The data is now re-sent to the server and will be further processed by Bridgemate Control Software and your scoring program.
7. Do the same for all other Bridgemates.

Removing backup data

The Bridgemate stores data from the last five sessions. Older sessions are automatically removed by the Bridgemate from its internal storage. If you wish to remove manually backup data from the Bridgemate, you open the Backup data screen from the Settings menu and click on the trash bin icon

for the session you want to remove. Press Yes to confirm you want to remove the session from the backup archive.

Resending data during the session

It is possible to re-send session data of the current event while the event is ongoing in the Bridgemate. This is possible for Bridgemates that are connected in online mode, but also for Bridgemates that are connected in offline mode (standalone mode, see chapter 10).

The procedure to re-send backup data during the session is as follows:

1. While in a session, press and hold the power button until the power menu appears.
2. Press Settings in upper left corner.
3. Press Backup.
4. Only the current active event can be re-sent to the server. Click on the current event to re-send its data.
5. Click on <-Back to exit the Settings menu.

Chapter 14: Storing and clearing data in the server

This chapter explains the storage of session data in the server and how to clear this data.

Data storage in the server

The Bridgemate III server acts as a middle man between the Bridgemates and Bridgemate Control Software / your scoring program on the computer. It is equipped with internal storage to hold all the relevant session information which is needed to let the Bridgemates do their work. When you start a new session from your scoring program, all essential session information is sent to the Bridgemate III server and stored in this storage. By storing this information, the server can operate with the Bridgemates independently from the computer. Board results and other information that is entered on the Bridgemates is first stored in the internal storage of the server and then forwarded to Bridgemate Control Software on your computer.

The internal storage retains its information also when the server is powered off or is being reset. This means that after powering down and restarting the server, all data is still present in the storage.

Clearing data in the server

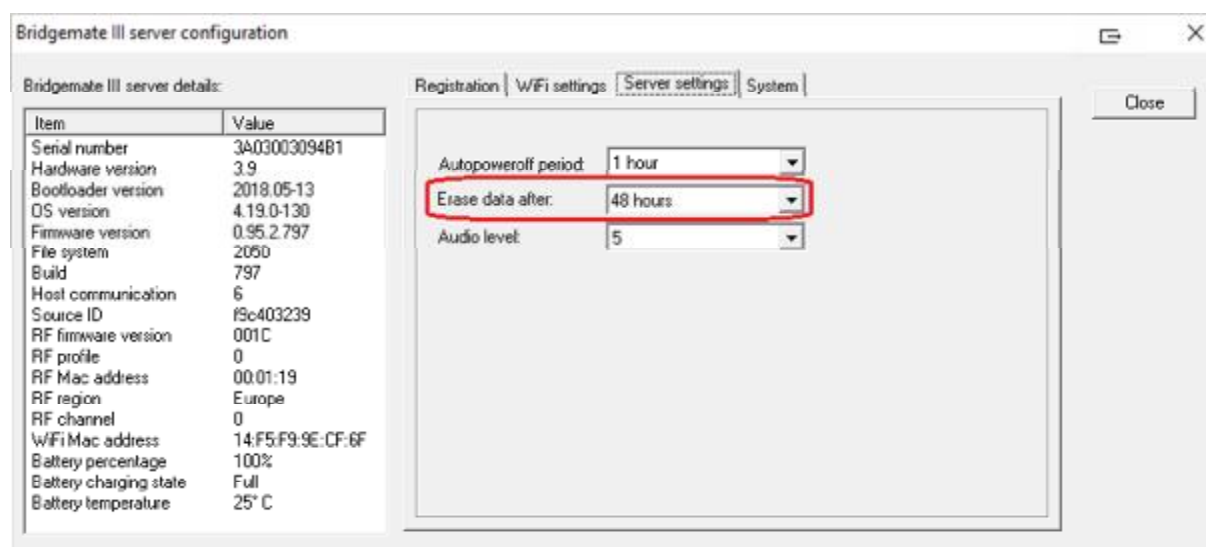
Data in the server can be cleared in two ways:

1. Resetting the server in Bridgemate Control Software
Start Bridgemate Control Software and go to menu *Server -> Reset*. Confirm you want to clear all data from the server and re-type the reset confirmation code which you find on the screen. All data from the server will be cleared.
2. Starting the Bridgemates from your scoring program
Starting the Bridgemates from your scoring program will open Bridgemate Control Software and all existing data in the server is cleared and data of the new session is uploaded to the server. Although this clears the old data in the server, this data is being replaced with data from the new session.

Automatically erase data

If the server has not been used for a while, the server automatically clears the data. This period is set to 48 hours by default. If no interaction was made with the server during this period, the data is cleared.

The duration of this period can be adjusted from Bridgmate Control Software from menu *Server -> Bridgmate III server configuration*. Click on tab “Server settings”:



The period can be adjusted between 1 and 168 hours. If you do not want the data to be automatically erased, you can disable it by setting this option to “Disabled”.

Note:

When the server is powered off, it will not keep track of time. When you power it on, it tries to contact any of the known Wi-Fi networks to synchronize the internal clock and evaluate whether the data must be removed or not. It is therefore suggested that you configure the local Wi-Fi network in the server allowing the server to connect to the Wi-Fi network silently and remove the data if needed. See chapter 15 how to set up Wi-Fi networks in the server.

Hard reset button

The server contains a hard reset button which is hidden inside a tiny opening next to the USB-C port at the rear of the server. Pressing this button will abruptly reboot the server, but it will not erase its data.

Chapter 15: Setting up Wi-Fi in Bridgemate and server

The Bridgemate III server and Bridgemate III scoring device contain a built-in Wi-Fi modem which is used to connect to the local Wi-Fi network for various purposes. This chapter explains how to configure the Wi-Fi connection in the server and in the Bridgemate. It is advised to configure first the Wi-Fi network in the server before doing so in the Bridgemates.

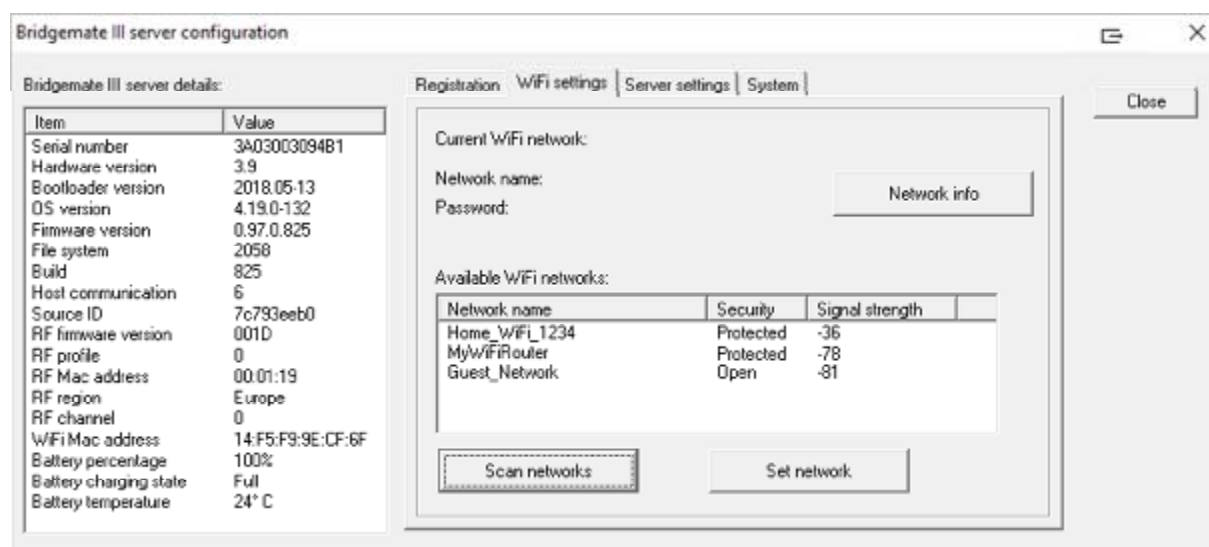
Purpose of the Wi-Fi network

The Wi-Fi network is used for the following functions:

- Registering / deregistering the device (server and Bridgemate)
- Updating the internal firmware (server and Bridgemate)
- Synchronising the internal clock (server)

Wi-Fi configuration in the Bridgemate III server

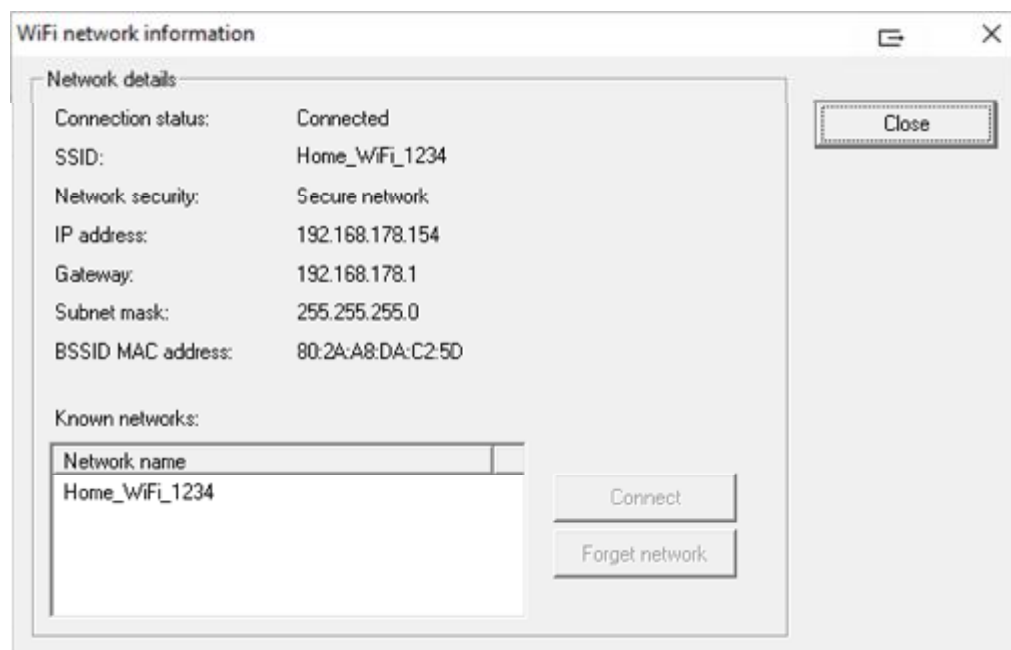
The Wi-Fi network in the server is configured from Bridgemate Control Software in menu *Server -> Bridgemate III server configuration*. Click on tab “WiFi settings” to open the Wi-Fi configuration page.



Click on “Scan networks” to see the list of available Wi-Fi networks in range. The Bridgemate III system only detects 2.4Ghz Wi-Fi networks. If your network is not listed, press again “Scan networks” to find more networks.

If you have found the network you want to connect with, you select that network from the list and press “Set network”. If the network is an unprotected open network, the server connects immediately to the network. If the network is a protected network, you are prompted to enter the password of the network.

Once the network is set, you can view the connection status by pressing “Network info”.



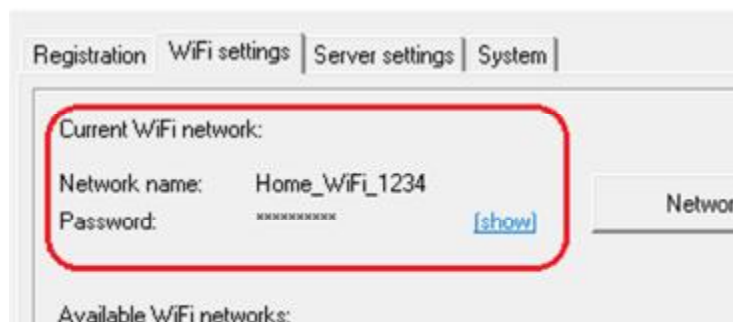
Known networks

Networks which the server has previously connected to are listed under “Known networks”. To switch to another network, you can click on any of these listed networks and then press “Connect”. Note that this will not change the Wi-Fi network that will be used by the Bridgemates when they retrieve the network information from the server. (see below paragraph “Current Wi-Fi network” for more explanation).

The server will try to connect to any of the listed known networks. To remove a network from the list, select that network and press “Forget network”. The server will remove the network from its list and forget its credentials.

Current Wi-Fi Network

The current configured Wi-Fi network that is used by the Bridgemate III scoring devices when they retrieve Wi-Fi settings from the server are listed under “Current WiFi network”.



You change this Wi-Fi network by scanning the available networks and press “Set network” to set the new network.

Wi-Fi configuration in the Bridgemate III client

The Wi-Fi settings in the Bridgemate can be configured from the Settings – Network screen. You can set the Bridgemate to have the server managing the Wi-Fi settings centrally or you may manually configure the Wi-Fi for each Bridgemate separately. It is recommended to choose for Wi-Fi settings centrally managed by the server, as this requires no further settings on your Bridgemates and you only need to configure the Wi-Fi settings once in the server only (see explanation in the section above).

Wi-Fi managed by server

You can set Wi-Fi to be managed by server by simply putting the switch to on. This is also the default setting.



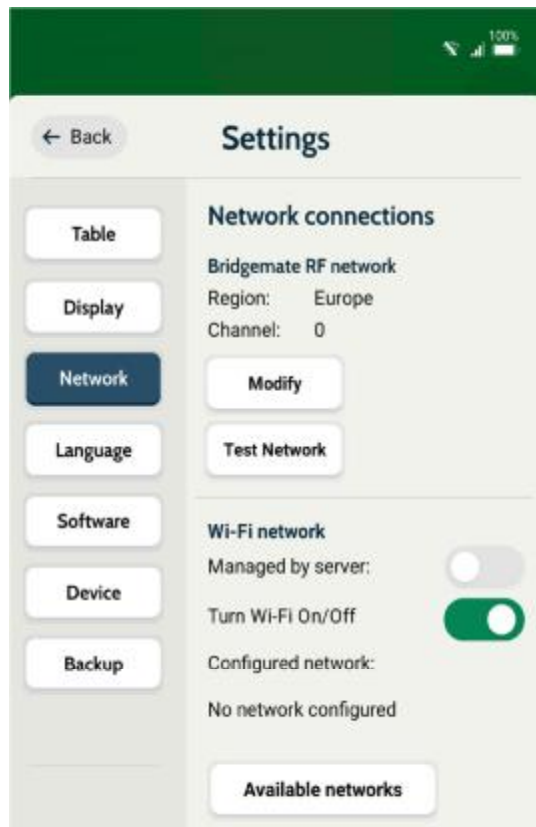
If you have already set the Wi-Fi network in your server, the network name will be displayed when you press “Refresh”. To test the connection to the Wi-Fi network, you can turn on the Wi-Fi network by enabling the corresponding switch. The Bridgemate tries to connect to the Wi-Fi network and displays “Connected” after connection is being made successfully.

During normal operations, it is suggested to leave the Wi-Fi switched off to save battery power. When Wi-Fi is needed, the Bridgemate automatically switches it on.

Wi-Fi by local network

You can also set the Bridgemate to use your local Wi-Fi network. Doing so will make the use of the network location specific, as you configure this special network.

First switch the Wi-Fi on.



Click on Available networks to see which networks are available.



Select one network by clicking on the name. When prompted for, give the password.



Click Back to have this network activated.



Regulatory compliance information

FCC Compliance Statement

FCC ID: UVIBM31A (Bridgemate) and UVIBS31A (server)

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.

This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter.

Interference Information

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Frequency and Power Information

- 902-927 MHz: Maximum RF output power: 0.1 mW
- 2.4 GHz Wi-Fi (2400-2483.5 MHz): Maximum RF output power: 14 dBm

Caution

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

ISED Compliance Statement

IC: 6946A-BM31A (Bridgemate) and 6946A-BS31A (server)

English

This device contains licence-exempt transmitter(s)/receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

1. This device may not cause interference.
2. This device must accept any interference, including interference that may cause undesired operation of the device.

French

L'émetteur/récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes :

1. L'appareil ne doit pas produire de brouillage.
2. L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

CE and RED Compliance Statement

This product complies with the essential requirements and other relevant provisions of the Radio Equipment Directive (2014/53/EU) and all applicable CE regulations.

Frequency and Power Information

- RF network Operating frequency: 868-869 MHz. Maximum RF output power: 0.1 mW
- 2.4 Ghz Wi-Fi Operating frequency: 2400-2483.5 MHz. Maximum RF output power: 14 dBm

Safety and Use Restrictions

- Follow national regulations regarding frequency use and power limits in each country.
- Do not modify the device or use unauthorized accessories.

Manufacturer Information

Bridge Systems BV
Nijverheidsstraat 118
Rijswijk, 2288 BB,
The Netherlands
www.bridgemate.com
Info@bridgemate.com

Bridgemate III scoring device

FCC RF Exposure Information and Statement The SAR limit of USA (FCC) & ISED is 1.6 W/kg averaged over one gram of tissue. Device types: It has also been tested against this SAR limit. This device was tested for typical body-worn operations with the back of the product kept 0mm from the body. To maintain compliance with FCC RF exposure requirements, use accessories that maintain a 0mm separation distance between the user's body and the back of the product. The use of belt clips, holsters and similar accessories should not contain metallic components in its assembly. The use of accessories that do not satisfy these requirements may not comply with FCC RF exposure requirements, and should be avoided.

Body-worn Operation

This device was tested for typical body-worn operations. To comply with RF exposure requirements, a minimum separation distance of 0mm must be maintained between the user's body and the product, including the antenna. Third-party belt-clips, holsters, and similar accessories used by this device should not contain any metallic components. Body-worn accessories that do not meet these requirements may not comply with RF exposure requirements and should be avoided. Use only the supplied or an approved antenna.

Information et énoncé sur l'exposition aux RF d'ic la limite du das pour le ISED est de 1,6 W/kg en moyenne sur un gramme de tissu. Types d'appareils: il a également été testé contre cette limite de das. Cet appareil a été testé pour des opérations typiques d'usure du corps avec le dos du produit à 0mm du corps. Pour maintenir la conformité aux exigences d'exposition aux RF d'ic, utilisez des accessoires qui maintiennent une distance de séparation de 0mm entre le corps de l'utilisateur et le dos du produit. L'utilisation de clips de ceinture, de étuis et d'accessoires similaires ne doit pas contenir de composants métalliques dans son assemblage. L'utilisation d'accessoires qui ne satisfont pas à ces exigences peut ne pas être conforme aux exigences d' exposition aux RF IC et devrait être évitée.

Opération corporelle

Ce dispositif a été testé pour des opérations corporelles typiques. Pour se conformer aux exigences d'exposition RF, une distance de séparation minimale de 0mm doit être maintenue entre le corps de l'utilisateur et le produit, y compris l'antenne. Les attaches tierces, étuis et accessoires similaires utilisés par ce dispositif ne doivent pas contenir de composants métalliques. Les accessoires corporels qui ne répondent pas à ces exigences peuvent ne pas être conformes aux exigences en matière d'exposition aux RF et devraient être évités. Utilisez uniquement l'antenne fournie ou une antenne approuvée.