

How to use a Bridgemate

Bridgemates like to sleep (they know how long some of you take with the bidding and play, so press OK to wake it up)

The display will show your Group (section) letter and Table number. Press OK.

It will now ask for the member number for North. Enter the number and press OK. Do the same for the other three players. Just press OK if there is a visitor.

The display will now show the following: (Round No, Board No's & Pair No's)

```
ROUND 1, 1-4
NS: 1   EW: 2
```

Check you have the correct boards and opponents and press OK.

The following screen will appear

```
BOARD: _
CONTR: _
```

Enter the board number and press OK
After the bidding finishes, enter the contract and declarer
Eg press 3 NT N/S for 3NT by N

Press the N/S key again for South. Press OK.

Use the X for doubled contracts XX for redoubled and the Pass key if it is passed out

When complete it should look like

```
BOARD: 2
CONTR: 3NT N
```

The following screen should appear

```
RESULT:
```

After the play is completed, enter the result. Use = for just made, - 2 for 2 down, + 1 for one overtrick, etc.

Press OK. The display shows something like this

```
Board 2, 3NT +1
by North, +630
```

This score is from the N/S viewpoint. Now pass the Bridgemate to East (or West). East (or West) checks the entry and if correct presses OK. Please tell the person sitting East that they need to do this. In response to SHOW RESULTS ? press OK to scroll through previous results. The first display will show N/S's % result on that board to date across all sections in play. Example

```
3NT N +1
+630 = 33%
```

The Bridgemate shows the previous scores sorted from high to low. If you don't want to see any more results, press Cancel and it will go onto the next board.

At any point press OK if the Bridgemate has gone to sleep (this way the batteries last years). If you have entered something wrong, press cancel until the data has been deleted. Any problems, call the Director.

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