Introduction

The Bridgepad is a small, hand held device designed to simplify scoring of results of bridge tournaments.
It is a part of the larger system consisting of computer server, wireless network and accompanying operating software. It requires scoring software provided by ACBL organization
The system allows the player to enter scores faster than before, and
Prevents operator errors. Besides allowing players to enter board results, the Bridgepad also provides information to the players that are presently difficult to obtain such as the intermediate results during the game played, movement data and automatic point scoring.

It also allows entering a hand layout for printing and analyses after the game.

Preparing the Bridgepad for use

Each BridgePad comes complete with 2 AA batteries, which must be inserted into the bottom of the BridgePad unit.
To open the cover of the battery compartment, press the spot indicated on the cover and slide it 1/4 " down, then lift the lower part. The + and – signs in the casing indicate the insertion direction of the batteries. Insert two batteries in the direction indicated, close the lid. The BridgePad is ready to be used.
To turn it on press PWR ON button.
After insertion of the batteries for the first time, you have to adjust the screen contrast. To do that press ↑ or ↓ arrow keys until desired contrast is achieved. In the lower left corner there is a counter from 0 to 16. The optimal contrast is between 10 and 13. After the setting is done the BP will remember the setting but you change it at any time after the initial, welcome screen comes up.

The keyboard

The BridgePad keyboard contains 25 keys. Some of the keys have a dual function.

1 to 9, 10
These keys are used to enter numbers in the BridgePad, for
Example: board numbers, pair numbers, contract and result. The
10 buttons is used to enter 0 (when entering member numbers,
Board numbers etc) and to indicate 10 as the lead card.

 ,   ,   ,   **, NT/ A,K,Q,J.** These keys have double function depending on what function BP is performing. When entering contract,   ,   ,   ,   **, NT** keys are used

to indicate the selected suite of the contract. When entering hand layout **A,K,Q,J** keys enable you to indicate Ace, King, Queen and Jack.
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 XX - Double or redouble key. When entering contract, when press once it indicates double contract, when pressed twice it indicates redouble

North, South, East and West ←,↑,→ *These* keys have double function. When entering contracts it specify declarer's direction of play.
On some screen there is a matrix of functions and with ←,↑,→ *keys plus ↓ key you can maneuver on the screen to select appropriate choice.*

NEXT – **this key is used to enter data into terminal and advance to the next screen**

BACK SPACE. Correct an entry and cancel commands.

SEL Confirm an entry after the selection was made with the arrows switches. Foe example, if you select a letter of alphabet from the matrix, by pressing **SEL**ect key, the letter is entered into the computer.

SEND, ↓ **This is double function key. ↓ Functions as one of the four direction arrows as described above. SEND key transfer data by the radio transmitter to the server. Once data is send, it cannot be corrected by the player – only by the director on the server.**

PWR ON – This key has two functions. It is used for initial power on of the BP. Also to conserve power, the screen is turned off after 30 seconds (can be adjusted to longer period). To turn the screen on, press this key.
It is not possible to switch off the BridgePad manually. The BridgePad will automatically switch off after it has been idle for a while, i.e. no buttons have been pressed. No data will be lost when the BridgePad switches off. Simply press the PWR ON button to continue as before. In other words, you can continue entering scores as soon as the BridgePad has been activated again. Initiating BP

After Bp has been powered on, the first thing the player has to do is enter the section and table number
The section # can be any combination of letters from A to ZZ
To enter the letter, using arrow keys, move the cursor in the displayed alphabet to the desired position and press select. If the section is only one letter, press NEXT. To enter the second letter, move the cursor again, press SEL and NEXT. The section number will be displayed in the top line

Next please enter the table number that NS pair starts the game followed be NEXT key. It will be displayed on the screen. To accept both choices press NEXT. If you discovered that there was a mistake, press BACKSPACE key and you will be able to reenter both numbers.

Next, the EW pair will be asked to enter 2-digit verification password. This password is stored on the server and checked after each score.

During the game, before each result of the hand is send to the server, EW pair is require to verify the data entered by the NS team by entering their password. The server verifies that it is correct and accepts the score. If it does not match, it will reject the score and request to reenter it.

To enter the code, type two digit number, then press NEXT, then verify by pressing NEXT again

At this point the data you just entered is send to the server.

Entering contract and score

After the Bp receive confirmation from the server that it accepted the table and section information you are ready to enter the contract and score for the first board

On the Qp screen it will show what pair should play the first hand for NS and EW pairs

Make sure that you are at the right table.

It will also display which boards board should be played in this round

So for example it will display

NS Pair: 02
EW Pair: 02
Boards to play
<u>10</u> 11 12

If the boards are play in order please enter SEL and Next. If they are played out of order, with a arrow key select the first board to be played, press SEL and NEXT.

The next screen will confirm the boards to be played and the round number.
If it is correct, press NEXT.
On the next screen you can enter the contract by pressing number (from 1 to 7) and suite.
If the contract is doubled press **, if redoubled press ** twice.
If the contract is Passed Out press 0
If the director decides that it will be a late play, press 1 for LATE PLAY
If there was some special situation and directors decides to enter score manually into the server, press 2 for NO SCORE.

Next you mast enter declarer for the contract – press, NORTH, SOUTH, EAST or WEST key.
Next enter the result of the game
If the result is exactly as bid, enter 0
If there were overtricks press ↑ and number of overtricks.

If the contract went down, press ↓ and the number of down tricks.

The results will be displayed on the screen but not send to the server yet.

If during the data entry you enter wrong data, you can press BECK SPACE and reenter all the data again for this board

At this point, EW pair will be asked to approve the results by entering their secret 2-digit code. If they forgot their code they should call the director and he can check it on the server.

If EW pair finds an error it can press BACKSPACE so the contract be reentered

After the code is entered, press SEND key and the results are sent to the server.

Once the results are send, you cannot make any correction to this board results – you will have to call the director to make correction manually in the server.

As the confirmation of the server receiving the score, BP will display the results on the screen.

Now you can go to the next board and reaped the process.

Once all the boards are played, there will be a message on the screen "The game is over".

Warning: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT.   SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

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