# Aberystwyth Bridge Club

# Electronic scoring

Beforehand

1. Ensure all tabletop devices are charged fully; each one takes about 30 minutes or so on AC (usually much less).
2. Locate the laptop and wireless beacon, which should be interconnected with a purple cable (rear of beacon, LHS of laptop).

At session start

1. Plug in laptop and switch on (top right button). Ensure the machine mains power is properly connected or it will switch itself off after 30 minutes.
2. Plug in wireless beacon and check switched on (button at side)
3. Wait for up to 5 minutes for these two to come together, indicated by
   * 2 or more lights on wireless beacon
   * laptop indicating network connection (Internet-free).
4. Double click on Bridgescore on the laptop.
5. Switch on one tablet per table. Give them time to boot (a minute or more). Ensure (via *Settings/WiFi*) that they are connected to the wireless – the white ones usually do this automatically but the black ones need manual intervention.

In choosing which ones to use, prioritise the white ones, which seem to have longer battery life.

Leave two other (”spare”) tablets on charge to be ready if replacements are at any time necessary.

Initiating the movement

1. Click on “Scorer”, then “New Event” and give the evening a title; Save this.
2. Determine the desired movement: number of tables, Howell/Mitchell. It is much preferable to use one of the movements for which yellow movement cards have been preapred (for 3-8 tables): click on “Define movement” and select it from the dropdown.

If there is a half-table **it is important to indicate so at this stage**.

1. Save and exit: you will be asked if you would like to initiate wireless scoring – the answer is *yes*.
2. Click on Bridgepal on each tablet.
3. Players will now be invited to enter table number and their player numbers. Player numbers translate to names henceforward – they are on accompanying lists and are unlikely ever to change.

During play

1. North will enter contracts as they are bid, and tricks made at the end of the hand – entering opening lead is an option. This is similar but not identical to Bridgemates. There are 2 confirmatory stages at which a player can recognise an error and back-pedal.
2. There are two problems that may occur during the play
   * A tablet runs out of power (flat battery), or starts to run low. This should not normally happen, but may. If it does, get a spare tablet, start it up and from the dropdown menu of Bridgepal (top right) select “replace failed unit”. You will be asked for the Director's password, this is **0000**.

It will need to be told which table number it is at, and will then pick up where the dead one left off.

* + A tablet forgets about the wireless beacon. This shouldn’t happen (!) but when it does, go to *Settings/WiFi* and force a reconnect (best illustrated by demonstration). A heavy handed solution is to switch the unit off, and swap in a spare as above.
  + Very occasionally (and wrongly) the unit will ask for the password of the wireless. This is on the rear of the unit, and is **2mfriday2**.

At the end

1. Switch off all table top units. Take them away for recharging.
2. On the laptop, from the “Scorer” screen (a list of events), highlight the recent one and “Export” the results to a memory stick and carry them to a desktop somewhere with an Internet connection.
3. “Import” the result and upload it to Bridgewebs, and to WBU as a P2P in the usual way (best illustrated by demonstration). Sims can also be entered into the Ecats system in the same way.