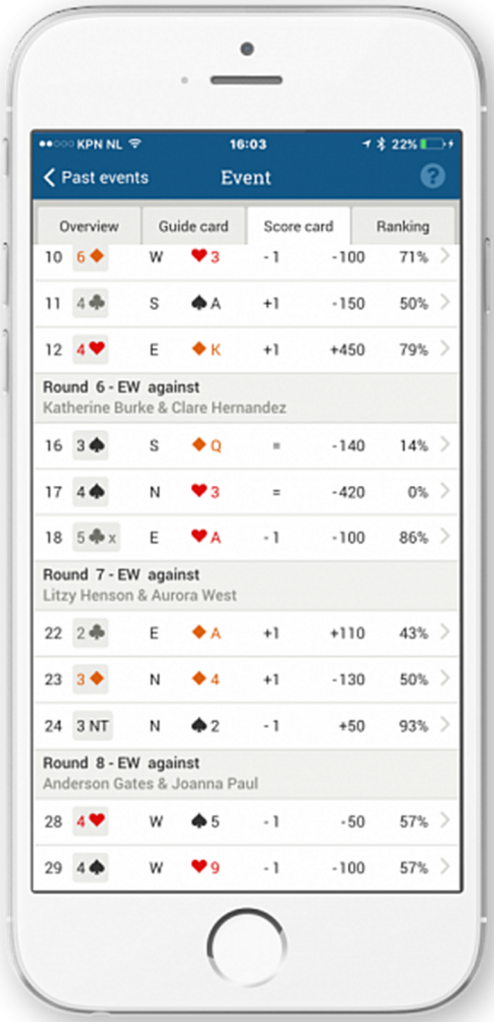
Bridgemate® App



Information for bridge clubs and tournament directors

Version 3.1

© 2022 Bridge Systems BV

Contents

Introduction 4
Basic principles of the Bridgemate App 4
Chapter 1: Preparation 5
Setting up the Bridgemate App 5
Step 1 – Install Bridgemate Control Software version 3.9.6 or later 5
Step 2 – Create a Bridgemate club account for the Bridgemate App 5
Step 3 – Complete club details 7
Step 4 – Retrieve your club account number and verification code 7
Step 5 – Configure app settings in Bridgemate Control Software 9
Step 6 – Uploading event data to the Bridgemate App 9
Chapter 2: Downloading and installing the app 11
Validation of player registrations 11
Chapter 3: Configuring the app 14
Information during the game 14
Score entry and joining an active session 16
(Temporarily) stop using the Bridgemate app 16
Chapter 4: Tournament directors 17
Mark users as tournament directors 17
Playing and non-playing tournament directors 17
Tournament director functions 18
Chapter 5: Setting up score entry in the Bridgemate app 23
One-time preparations 23
Requirements during the event 24
Scoring the event with the Bridgemate app 24
Scores not being processed 25
Score corrections 25
Using Bridgemates and the Bridgemate app together 25
Chapter 6: Registering players in the session 26
Enabling player registration in the Bridgemate app 26
Processing player registrations in Bridgemate Control Software 26
Chapter 7: Bridgemate credits 27
Viewing your Bridgemate credit balance 27

Purchasing new Bridgemate credits 27
Chapter 8: More information 28
Good to know 28
Functionality not yet available in the Bridgemate App 28
More information 28

Introduction

Welcome to the Bridgemate App, the latest addition to the Bridgemate scoring system. By using the app, during or directly after the game, players are able to review their scores, consult their guide card for next round seatings, view current rankings, or view competitors' scores and hand records for the boards that they have just played. It also offers an interactive analysis tool to provide informative feedback on the optimal strategy for playing the board. From version 2.0, extended features for tournament directors have also been added. Since version 3.0, score entry has been added to the app allowing clubs to combine Bridgemate app score entry with Bridgemate device score entry.

It only takes a few minutes for a club to launch the Bridgemate App, and this manual is designed to help you quickly configure your club computer to communicate with the app. It also explains in brief how players can download and install the app on their smartphone, and start receiving results and information about the club event in which they are playing.

Basic principles of the Bridgemate App

The Bridgemate App is an add-on for the Bridgemate Pro and Bridgemate II scoring systems. If your club does not use any of these systems, the Bridgemate App cannot be used.

In order to use the Bridgemate App in your club, you must create a Bridgemate club account on the Bridgemate website and activate the Bridgemate App. After creating the account, the Bridgemate App must be enabled from the Bridgemate Control Software (BCS). All game details are automatically sent by BCS to the Bridgemate App server via the club's internet connection. During the game, scores entered on the Bridgemate are automatically uploaded to the Bridgemate App, and board percentages and rankings are continuously updated. Players using the Bridgemate App register themselves with your club and they receive real-time game data in the app on their smartphone (Android or iOS).

The Bridgemate App is meant to be used during or directly after the game. The club may decide to display certain information only after the game has ended.

Chapter 1: Preparation

There are a few things you should know before introducing the Bridgemate App to your club:

- A good-quality, stable high-speed internet connection is required. The club computer (the computer running the Bridgemate Control Software) continuously uploads information to the Bridgemate App server system, and a poor internet connection dramatically impairs your Bridgemate App experience. Dial-up connections are not recommended. Using 3G/4G internet dongles is usually not a problem, but make sure your data plan is sufficient to cover the upload.
- Bridgemate Control Software version 3.9.6 or later is required. This version is available from http://www.bridgemate.com. It is advisable to always use the latest available version.
- Players must use a member number to register with the club. A unique member number is needed to identify a player within the club. Without member numbers being assigned, the Bridgemate App cannot link the relevant game data to a specific player. Usually, the member numbers assigned by your national bridge organisation are used to identify the players. However, if players don't have such a number, you can arbitrarily give them any number, as long as that number is unique within your club.

Setting up the Bridgemate App

Follow these steps in order to run the Bridgemate App in your club.

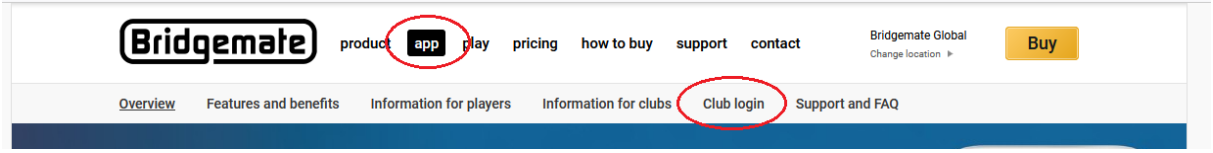
Step 1 – Install Bridgemate Control Software version 3.9.6 or later

Bridgemate Control Software (BCS) 3.9.6 or newer is required to upload your event data to the Bridgemate App. You can easily download and install this version on top of your existing BCS installation. The latest version can be found at http://support.bridgemate.com. Go to the 'Downloads' section and click on Download latest Bridgemate Control Software. Follow the online instructions to download and install BCS.

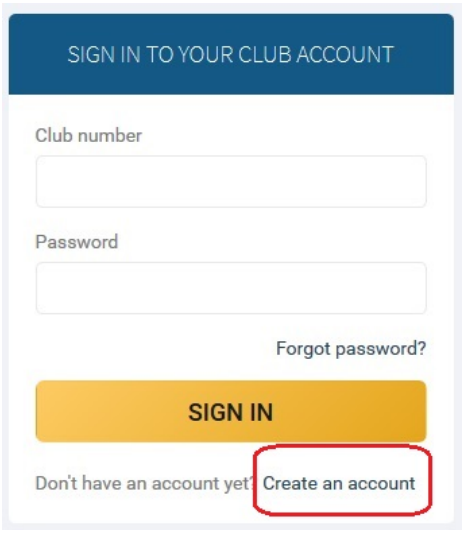
Step 2 – Create a Bridgemate club account for the Bridgemate App

Once you have installed the latest version of BCS, you are ready to create a Bridgemate club account for the Bridgemate App. This is essential for uploading data to the Bridgemate App. The club account allows you to upload data as well as control the behaviour of the app in your club. You can also validate any players who have registered to use the app in your club, and verify that they have registered correctly.

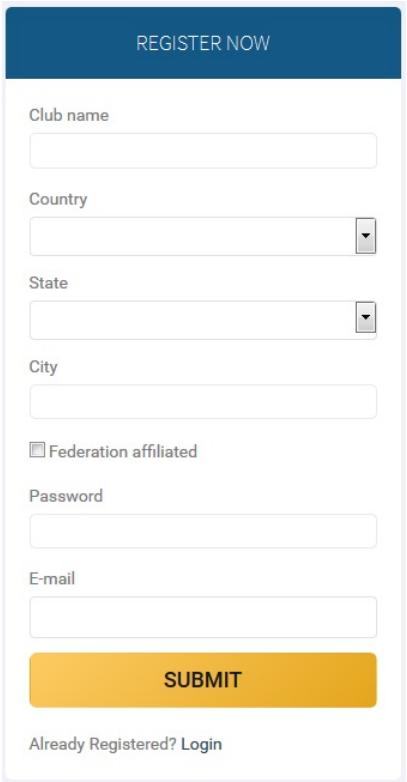
In order to create an account, go to www.bridgemate.com, click on App in the top navigation bar, then click on Club login.



You will see the following on your screen:



Click on Create an account to create a new club account.



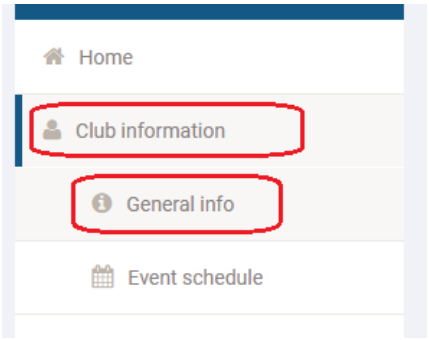
Enter the name of your club, then select the country and state in which your club is located, and enter the city. This information is used by players to identify their club in the app. If your country is not listed, this means the app is not yet available in your country.

If your club is affiliated to a national bridge federation (for example, the ACBL in the USA, or the EBU in England), select Federation affiliated and enter the federation club number in the box that appears (with a maximum of six digits).

Provide a password and email address, which will be used for logging in and retrieving the login details. You must agree with the terms of use and the privacy policy. Click on Submit to complete the registration process. A new club account is now created and you should receive an email containing your club account number. You need this account number and your password to log in to your club account. If you do not receive this email, please check your spam folder. If you still haven't received anything, you probably mistyped your email address and are encouraged to register again.

Step 3 – Complete club details

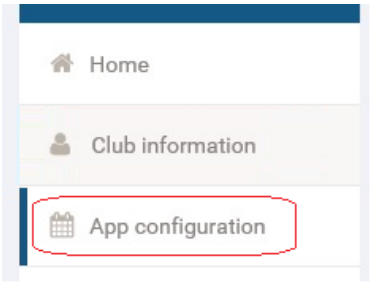
Once your account is created, log in to the club administration page on www.bridgemate.com with your account number and password. Click on Club information on the left followed by General info to retrieve the club details.



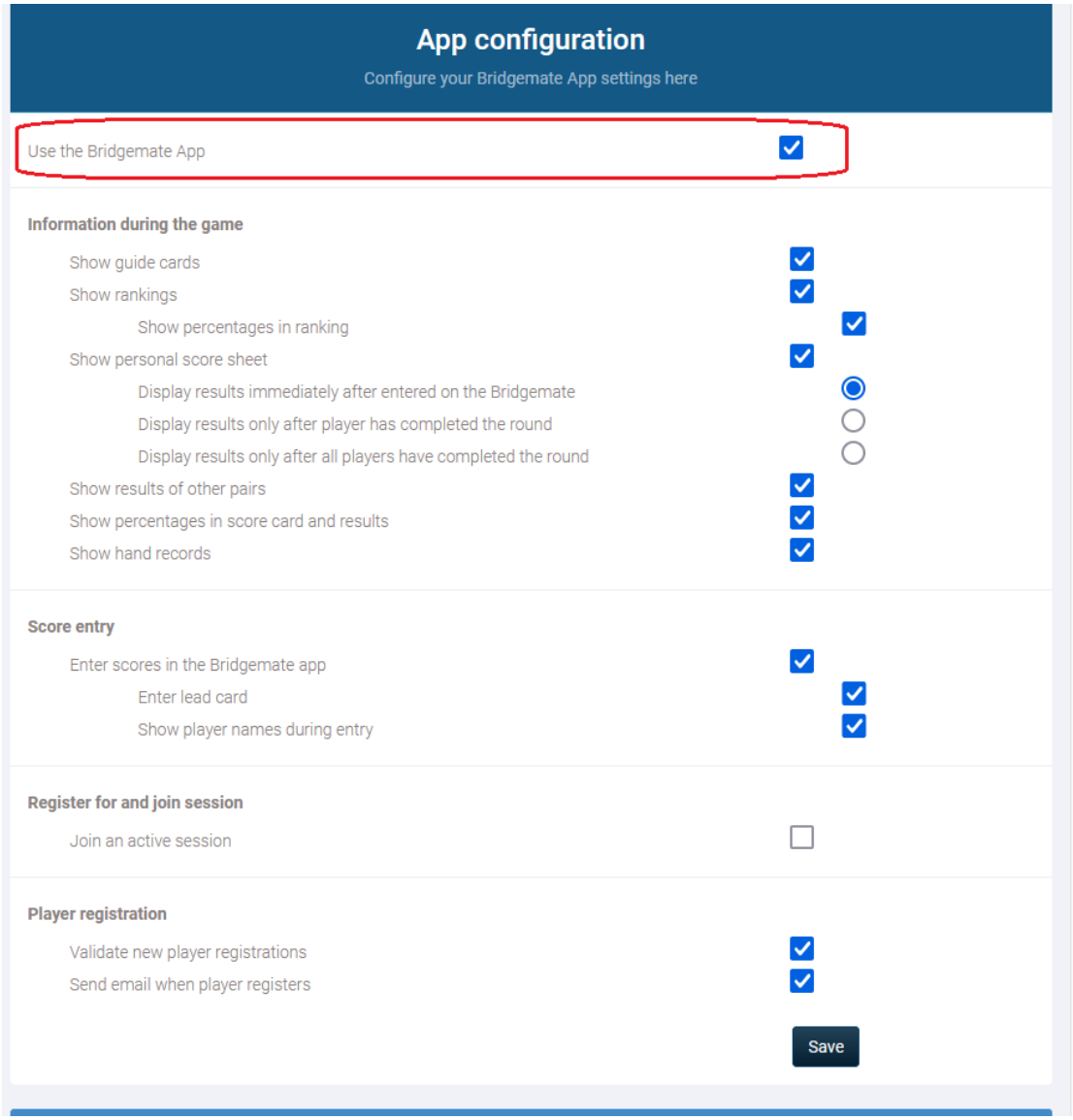
Complete the remaining address details (where the club holds its events), the time zone your club is in, the website address, if applicable and other optional information. Click on Save to store these details.

Step 4 – Retrieve your club account number and verification code

While logged in, click on App configuration.

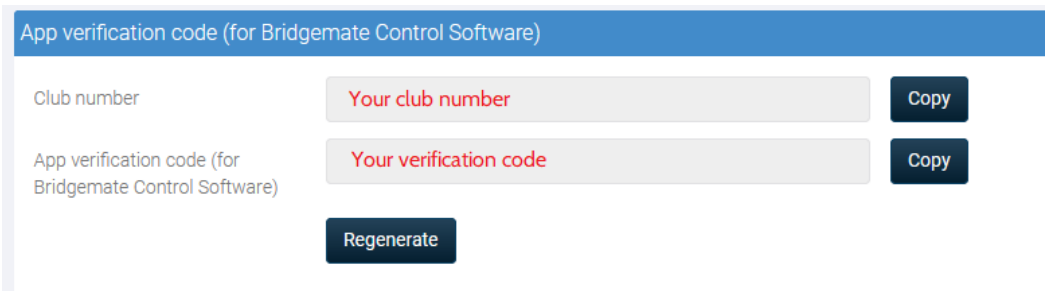


This shows the configuration of the Bridgemate app in your club:



Select Use the Bridgemate App and configure the Bridgemate app according to your preference. Press Save to store the changes. The settings are discussed in Chapter 3 of this manual.

Scroll to the bottom of this page where you see your club number and app verification code. Write these two codes down, because you need them to identify your club in the Bridgemate Control Software.



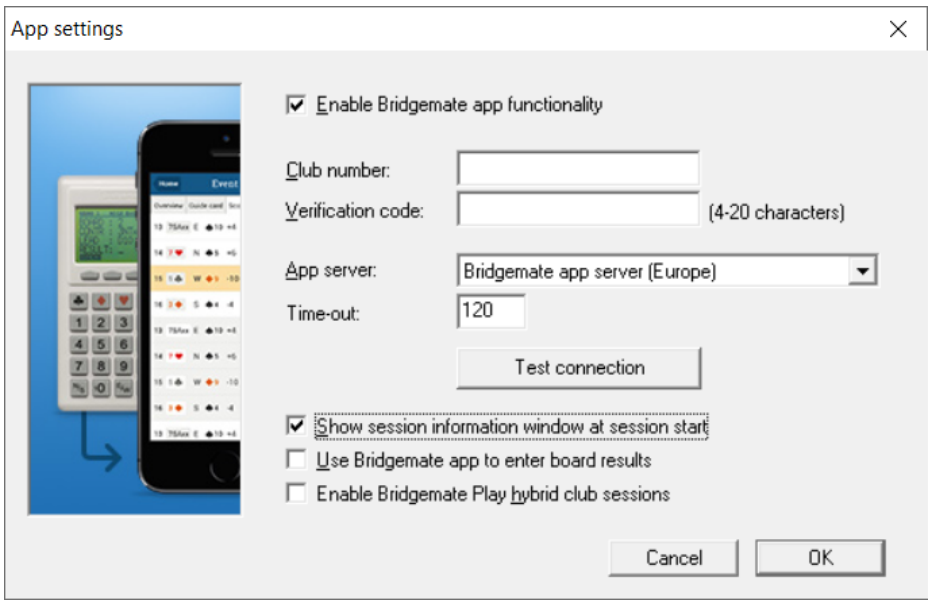
Please note that the app verification code is not the same as the password you provided when

creating the account. The password is used to log in to the club administration page, while the verification code is used within the Bridgemate Control Software when uploading data to the Bridgemate App server.

You cannot manually change the verification code. Should you want to change this code, click on Regenerate, which creates a new verification code for you. Doing this requires you to update the new code in BCS as well (see below).

Step 5 – Configure app settings in Bridgemate Control Software

The next step is to configure the Bridgemate Control Software (BCS) with the correct club account information. Start BCS from the Windows Start menu (or from your scoring program), and go to Tools à Options à App settings. You now see the following window:



Select Enable Bridgemate app functionality to enable the use of the Bridgemate App in BCS and to upload your event data and results to the Bridgemate App. Enter your club number and the app verification code in the boxes below. Press Test connection to verify you have entered the correct details.

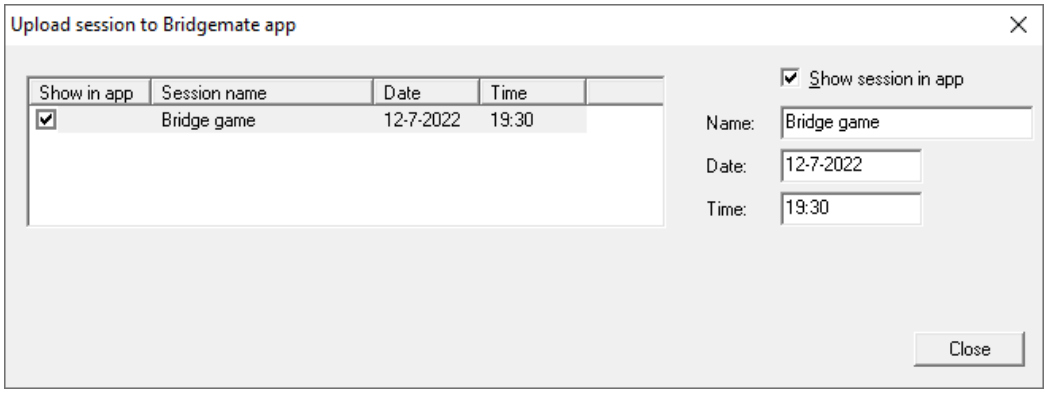
If your scoring program does not provide all the necessary information to BCS that is needed for the Bridgemate App, you should select Show session information window at session start. This enables you to easily change the event name when starting a new bridge event.

When the Bridgemate app is used to enter scores, you should select Use Bridgemate app to enter board results to process these scores in Bridgemate Control Software. If this option is not selected, the scores will not be processed. See chapter 5 for more information on setting up score entry in the Bridgemate app.

Step 6 – Uploading event data to the Bridgemate App

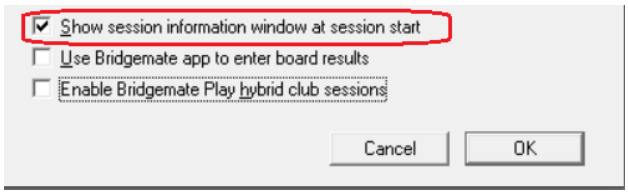
Your setup is complete and BCS now automatically uploads all event information and results to the Bridgemate App.

If your scoring program supports the specifications of Bridgemate Control Software 3.0 or later, the name of your event is automatically shown in the Bridgemate App. If this is not the case, you can specify the name of your event in the session information window, which appears when you launch the Bridgemate system from your scoring program for the first time for this specific event. This window looks like this:



The default name of your event is 'Bridge game' (if not specified by your scoring program). You can change the name by typing in the text field. The date and time fields are for the date of the event and the starting time. Make sure to select Show session in app if this isn't checked automatically. After you close this window, the event is automatically uploaded, and you can no longer change its name.

If this window does not appear when launching the Bridgemate system from your scoring program, you need to change the app settings in the Bridgemate Control Software. Go to Tools **à** Options **à** App settings and select the Show session information window at session start option.



Chapter 2: Downloading and installing the app

Players must do the following to install and activate the Bridgemate App on their smartphone:

1. To download the app, the player must open the App Store on their iOS device, or Google Play on their Android device, and search for 'Bridgemate'. Then they need to locate the Bridgemate App published by Bridge Systems BV – it can be recognised by this logo:

2. The player must start the app and create a player account within it. A name, email address and password are required. An email with a verification link is sent to the email address. The player needs to click on the link in the confirmation email to activate the account. Now they can log in to the app with the email address and password.
3. When logged in, the player can register him or herself with the club at which they are playing. They need to select the country and state/province, then select their club and enter the member number they are identified with at the club. It is possible to register with multiple clubs.

When these steps have been successfully completed, the player will automatically receive their game results and rankings in the Bridgemate App.

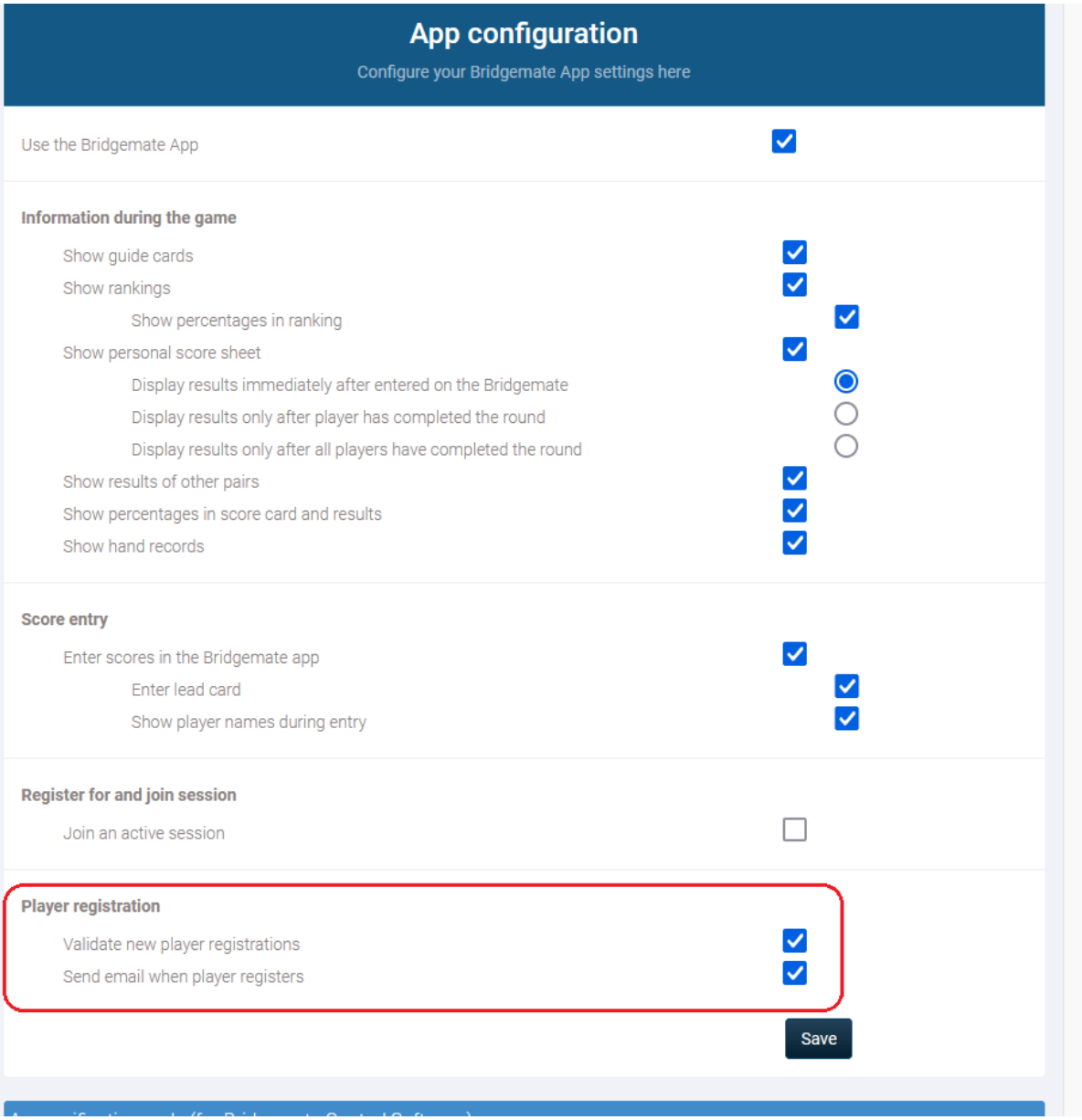
For more detailed information, see the 'Bridgemate App – Information for players' guide.

Validation of player registrations

The Bridgemate App enables players to register quickly and easily with a club, by selecting the club and providing their membership number. However, there is nothing to stop a player from entering someone else's membership number. While such a player wouldn't be able to receive their own personal information in the app, they could access information belonging to somebody else playing in the same event, who isn't using the Bridgemate App. This could reveal unauthorised information about boards the player might still have to play, which is obviously undesirable. In smaller clubs and events, there is less chance of this happening, but in bigger events, it could become a problem. To prevent this, clubs can enable the validation of player registrations.

Enabling/disabling validation

To enable or disable validation, log in to your club account on www.bridgemate.com, then go to App **à** Club Login and click on App configuration.

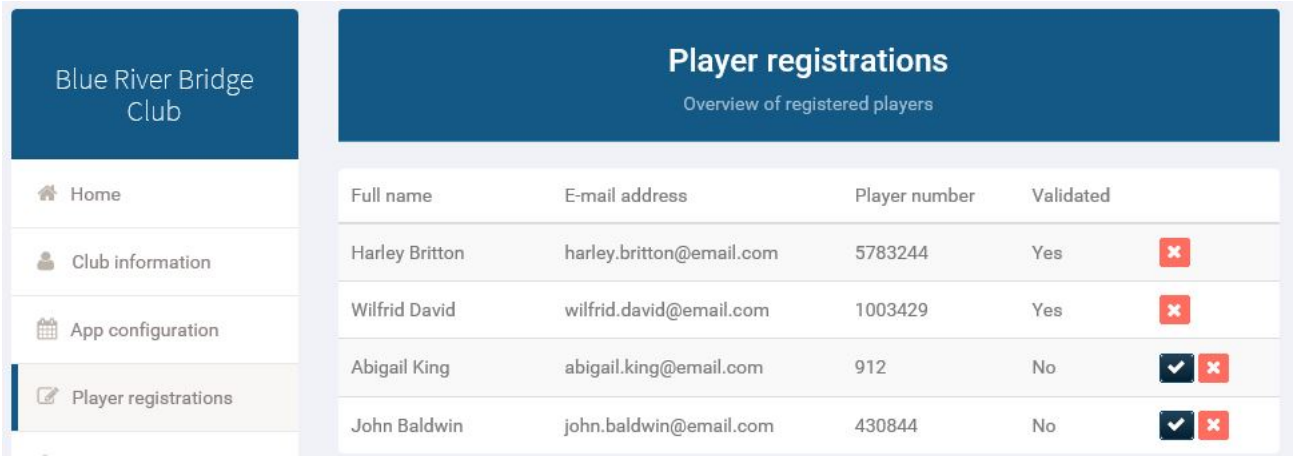


Select Validate new player registrations and click Save to enable validation. Conversely, clear this option and click Save to disable validation.

Select Send email when player registers to receive an email when a new player registers with your club. This email is sent to the email address entered in Club information – General info.

Validate new player registrations

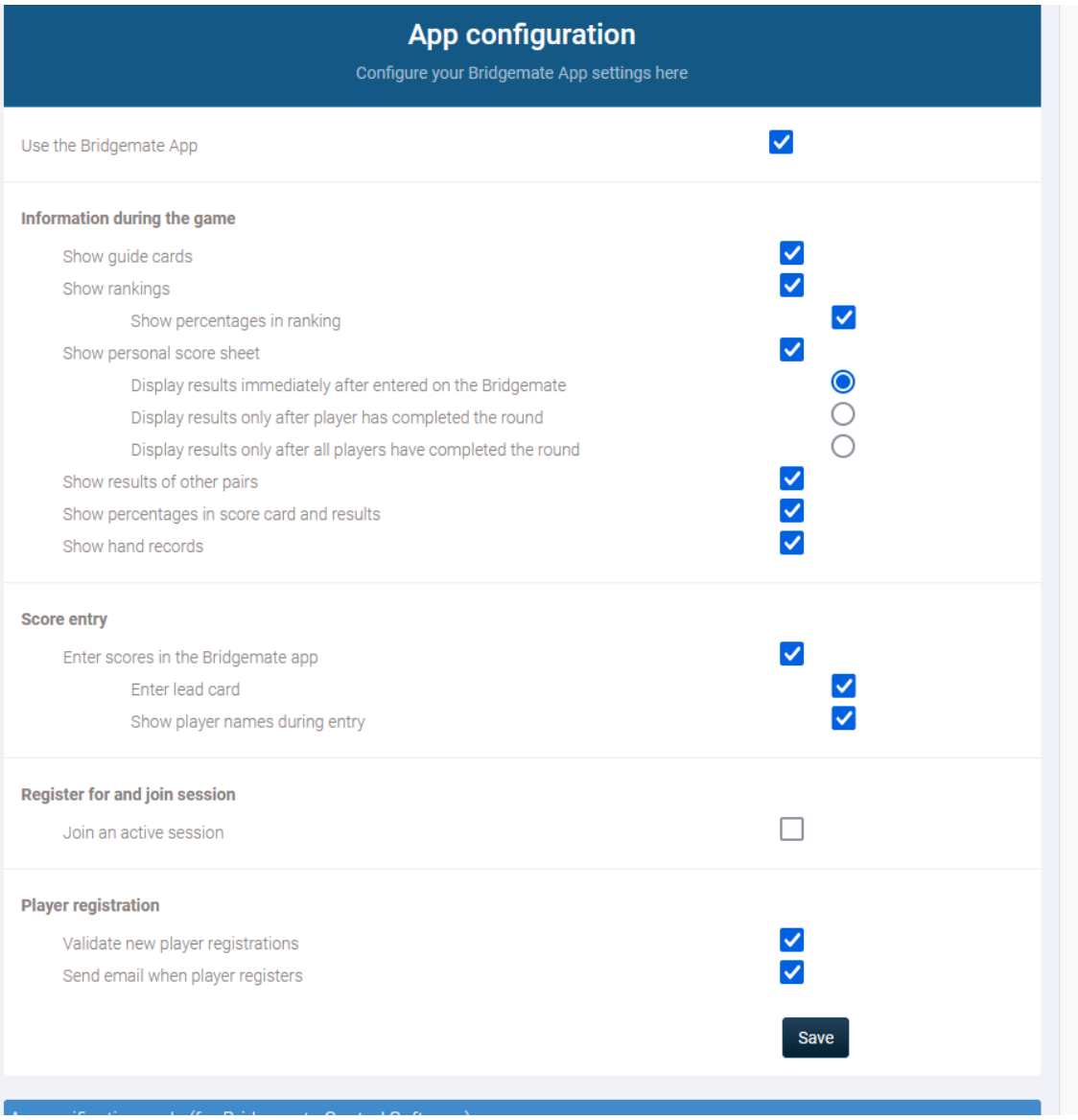
With validation enabled, each new player registration with your club in the Bridgemate App needs to be validated. To validate the entries, click on Player registrations in your club account.



Players who are not yet validated are marked as 'No'. Click on to validate the registration. Make sure you have verified that the combination of name, email address and player number are correct. After validation, the player can now receive event information and personal results via the Bridgemate App.

Chapter 3: Configuring the app

Various functions of the app can be enabled or disabled during play. Clubs can configure the app on an individual basis, and when a player uses the app within the club, the app behaves according to the club's configuration. To configure the Bridgemate App, log in to your club account on www.bridgemate.com, then go to App à Club Login, and click on App configuration.



After making changes to the settings, click on Save to store them.

Information during the game

While the game is ongoing, various information can be displayed or hidden in the app. Use the options in the section Information during the game to enable or disable this information. When the game is completed, as well as in past events, all information is always available.

Show guide cards

The Bridgemate App shows personal guide cards to tell players about the opponents in each round, which boards to play and at which table. For a standard Mitchell, this information may not be needed, but it does become useful when less straightforward movements, such as Howells, complex variants of Mitchell movements, or other less predictable movements are in use. Also, for Swiss pairs games, the guide card is handy for telling players about their seatings in the next round. By default, the guide card is enabled in the app. If you want to disable the guide card, clear this option.

Show rankings during game

After every new score is entered on the Bridgemate, the current rankings are recalculated and uploaded to the Bridgemate App server system. When this option is selected, the current rankings are continuously displayed on the Bridgemate App. If this option is cleared, the rankings are only shown after the event has finished. If you enable Show percentages in ranking during game, the players can see their running score during a game; if you turn this off, they can only see their rank.

Show personal score sheet during game

The personal score sheet contains all the scores, contracts and results for the player. Board percentages are continuously updated. To disable the personal score sheet during the active event, clear this option. There are three sub-settings that affect when players can see the played boards within the app.
Display results immediately after entered on the Bridgemate: With this setting, the board results are visible straight away.
Display results only after player has completed the round: With this setting, players don't see the board results in the app before they finish the current round. This is to prevent people looking at their smartphone during the round.
Display results only after all players have completed the round: The score sheet is displayed after all players have finished the round. This setting is particularly useful when all tables are playing the same boards at the same time.

Show results of other pairs, percentages in score card and results, hand records

Furthermore, for each board played, the player can view the frequency list, hand record and makeable contracts, and analyse their own game using double dummy analysis (this requires the existence of hand records) by clicking on a board result. This information can be further controlled with the following settings:
Show results of other pairs: This setting enables the display of results of other pairs (frequency list).
Show percentages in score card and results: Selecting this setting displays percentages of the board results and in the frequency list.
Show hand records: This setting enables the display of hand records and double dummy analysis.

Score entry and joining an active session

See chapter 5 for more information on using the Bridgemate app as a way to join an active session and entering scores.

(Temporarily) stop using the Bridgemate app

The setting Use the Bridgemate app allows you to enable or disable the app for your club, . When cleared, the Bridgemate App is disabled and does not show any of your club's events. To re-enable the app in your club, simply select this setting again.
Using this setting is only recommended if you wish to disable the app for a relatively long period and want to block access to past events as well. If you only want to disable the app for a specific event, you should disable the data upload in the Bridgemate Control Software for that event.

Chapter 4: Tournament directors

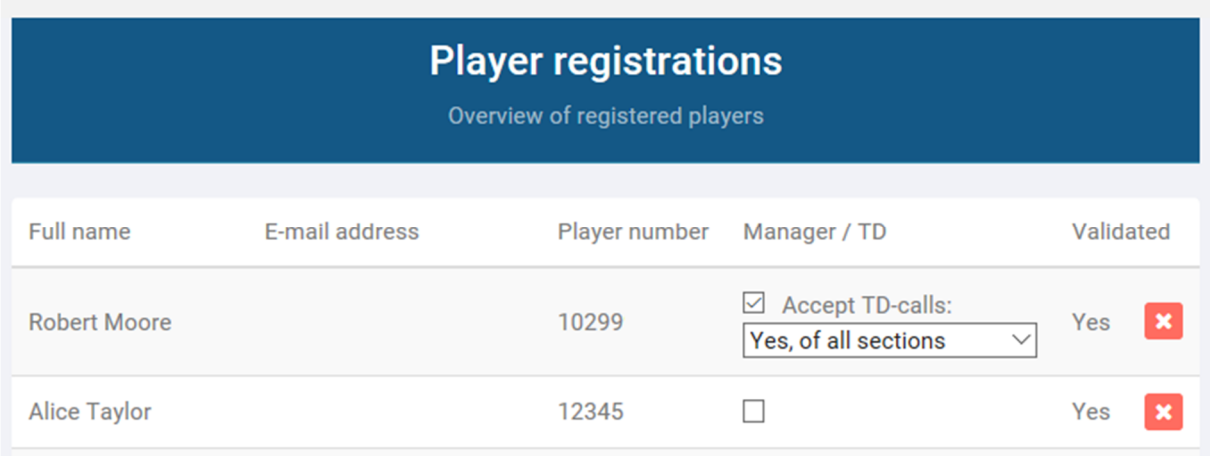
As a club, you have one or more tournament directors. Whenever they use the Bridgemate App, they have access to extra functionality.

Mark users as tournament directors

Clubs can set which members of their club are tournament directors. Tournament directors have the ability to closely monitor a session. To mark a member as a tournament director, they need the Bridgemate App to be up and running. They also need to be registered at your club.

Add or remove tournament directors:

Go to www.bridgemate.com, then go to App **à** Club Login and click on player registrations



In the above example, Robert Moore is marked as TD (this is also apparent from the menu that appears). Alice Taylor is not marked as TD.

As soon as a person is marked as TD, they are TD for every session until the settings are changed. You don't have to set anything in the Bridgemate Control Software.

Playing and non-playing tournament directors

A tournament director can be playing or non-playing, and this determines the functions that are available to them in the Bridgemate App. A non-playing tournament director automatically has access to all of the entered board results. A playing director doesn't have access to the results of any boards they haven't yet played. The app automatically recognises whether a director is playing or not by their membership number.

Tournament director functions

The tournament director has access to four extra functions within the Bridgemate App:

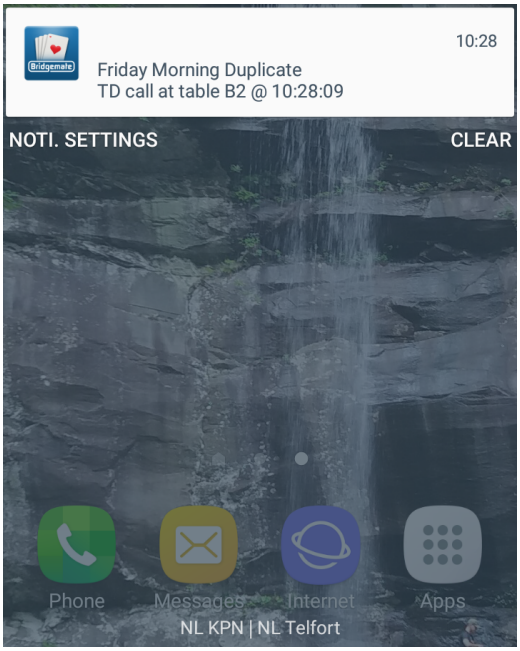
- Receive TD calls
- Session monitor
- Overview of players
- Overview of board results

To receive TD calls from the Bridgemate on the Bridgemate app, you must have the Bridgemate II with firmware version 2.3.1 or newer. For all the other functions, you can use any version of the Bridgemate Pro or Bridgemate II.

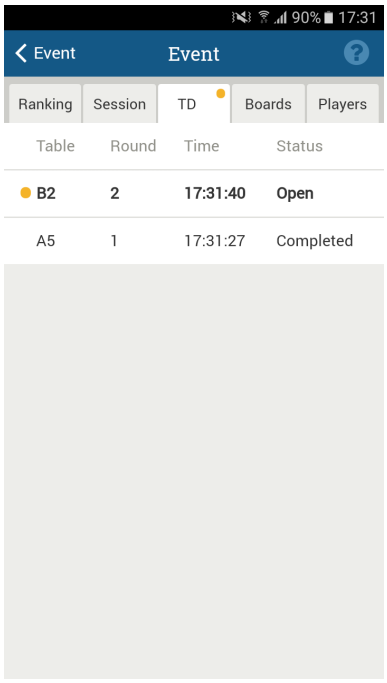
TD calls

From firmware version 2.3.1 onwards on the Bridgemate II, it is possible to call the tournament director using a button on the Bridgemate. You can turn this function on in the Bridgemate Control Software. Go to Tools **à** Options **à** Bridgemate, then go to the Bridgemate II tab and select Allow TD calls from Bridgemate. Once done, the Bridgemate II looks like this:

When players press the CALL TD button followed by the CALL button, a notification is sent to the tournament director's phone instantly. It shows the event name and at what table assistance is requested. The TD-call notification looks like this:



If the tournament director clicks on the notification, their phone opens the Bridgemate App on the TD tab:

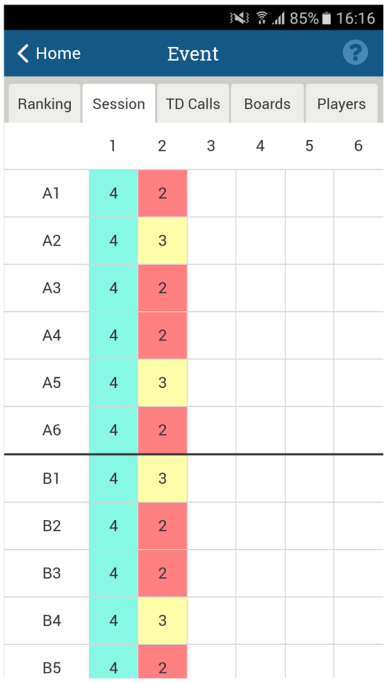


The tournament director can see any incoming calls on this tab. By clicking on an open call, the director marks it as 'Completed'. This is updated on the phones of all other tournament directors in the event as well.

To receive tournament director calls on a phone, the Bridgemate App must be allowed to receive notifications. You can change this in your smartphone settings. The 'Accept TD calls' function must also be enabled in the app configuration section of your Bridgemate club account.

Session monitor

The event's progress is displayed on this tab. It's the same as in the Bridgemate Control Software. The tables are displayed in rows, with the rounds in columns. A TD can see at a glance which tables are slow or forgot to enter their scores in the Bridgemate.



	1	2	3	4	5	6
A1	4	2				
A2	4	3				
A3	4	2				
A4	4	2				
A5	4	3				
A6	4	2				
B1	4	3				
B2	4	2				
B3	4	2				
B4	4	3				
B5	4	2				

In this screenshot, round 2 is currently being played.

Overview of players

On this tab, the tournament director can see which player is where in each round. The director can also see the players' membership numbers.

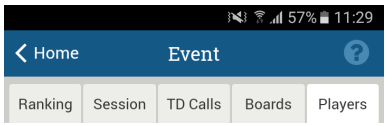
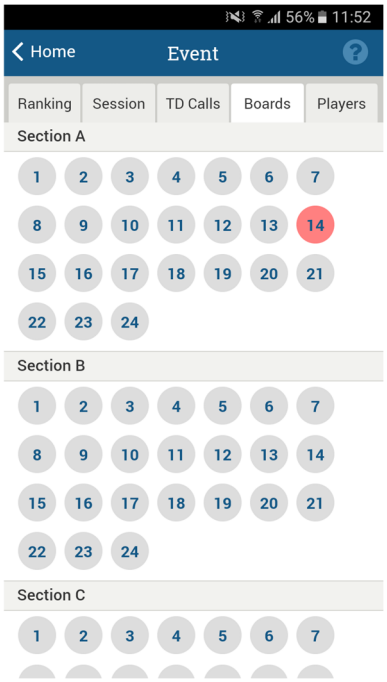


Table	Pair	Player	Number
A 1-NS	1	Dawnson Rowland	1234
		Earlene Warren	8901
A 1-EW	1	Cecilia Cole	4567
		Desiree Wilkerson	2345
A 2-NS	2	Dylan Sidney	6789
		Antonia Gabriels	5678
A 2-EW	2	Jerome Lamar	0123
		Cade Hilton	0021
A 3-NS	3	Elwin Heath	2314
		Lorena Kimberly	45378
A 3-EW	3	Charis Williams	5641
		Jerold Causer	13634
A 4-NS	4	Roderick Scrivenor	12437
		Sullivan Bancroft	2234
A 4-EW	4	Luther Jacobs	234654
		Tamara Fuller	0056
A 5-NS	5	Tod Patterson	3232
		Kelly Townsend	23424

Overview of board results

On this tab, the tournament director can see the scores of every board. By clicking on a board number, the app displays all of the scores on that board. In the screenshot below, board 14 in Section A is coloured in red. This means that there is a suspicious contract on that board.



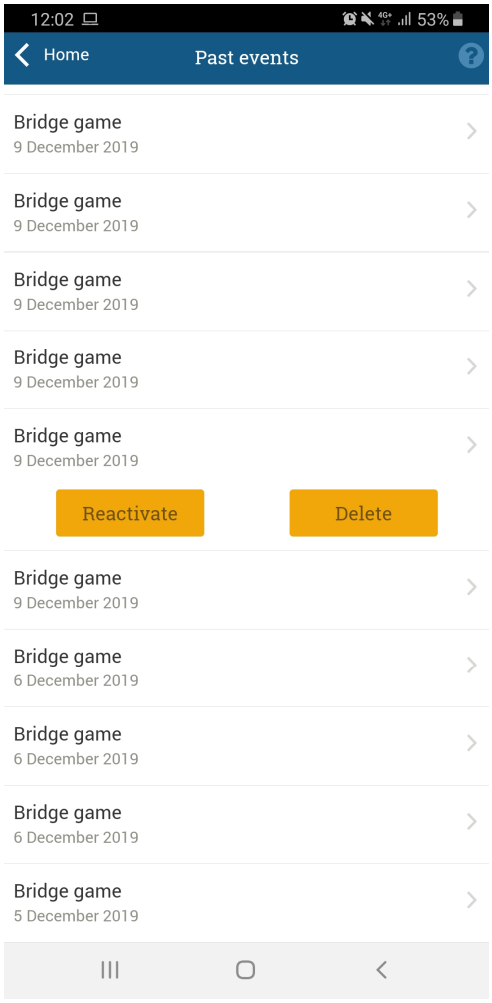
Note: If you are a playing tournament director, you can only see the scores in your section after you have played them.

Ranking

On this tab, the director can see the running score of every section, while players can only see the running score of their own section.

Reactivating or removing sessions from the app

A registered TD for a club can reactivate a session, for example to allow enter scores through the app, or remove a session. The TD does this from the History screen. The history screen is accessible from the home screen.



The yellow buttons with “Reactivate” and “Delete” become visible when the TD presses an event and holds it for a few seconds.

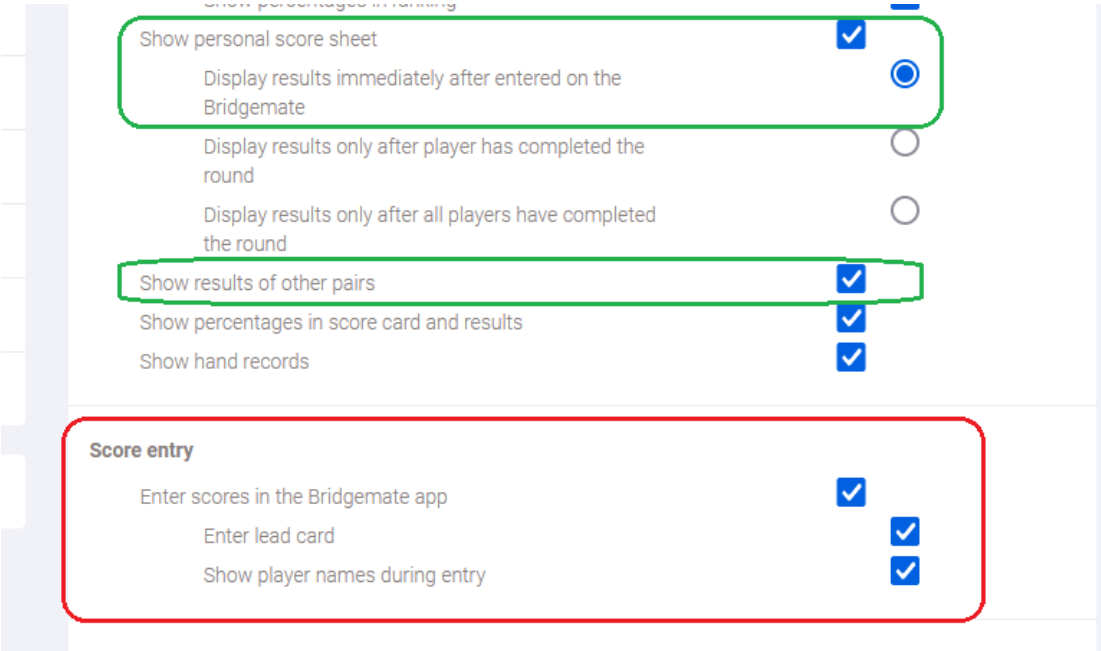
Chapter 5: Setting up score entry in the Bridgemate app

This function allows your members to enter scores through the Bridgemate app instead of using the Bridgemate scoring device. Scores entered in the app are processed real-time in Bridgemate Control Software and are combined with scores entered on Bridgemates. A club can use only Bridgemates, only Bridgemate app scoring, or a combination of both. Processing scores entered on the Bridgemate app into Bridgemate Control Software requires credits. Credits must be purchased upfront. Consult your Bridgemate supplier for more information on how to obtain credits.

One-time preparations

The following one-time preparations must be done to enable the score entry feature in the Bridgemate app:

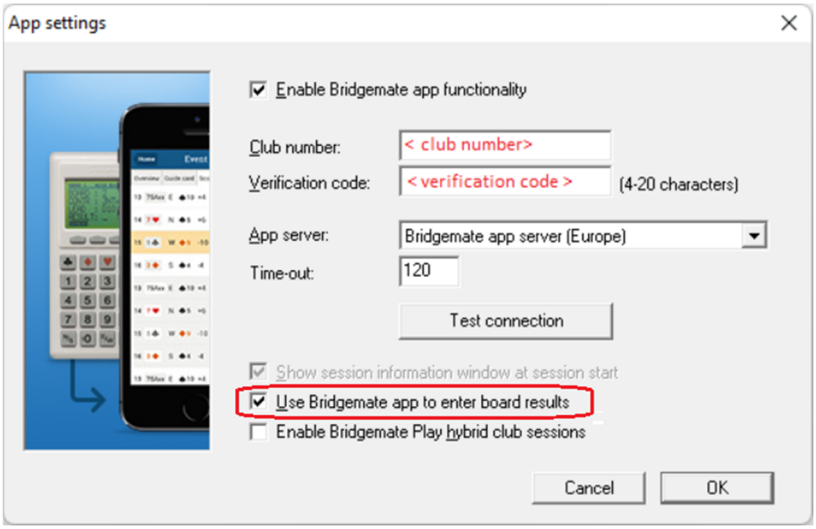
- Enable Bridgemate app in your club. The club must have enabled the use of the Bridgemate app and the event must be uploaded to the app. If you have followed the instructions earlier on in this manual, you have already enabled the Bridgemate app for your club.
- Enable score entry functionality in the app. Log in with your Bridgemate club account credentials at the club account login page, then go to "App configuration" and enable the "Enter scores in the Bridgemate app" option.



If you wish to enter the lead card as well during score entry, enable the "Enter lead card" option.
By default, the names of the players are displayed during score entry making it easier to select the correct declarer. You can choose to hide the player names by unticking the option “Show players names during entry”.
If you allow players to review the scores of others, make sure the "Show personal score

sheet", "Display results immediately after entered on the Bridgemate" and “Show results of other pairs” options are selected.
Click "Save" to confirm your settings.

- Enable score processing in Bridgemate Control Software. Start Bridgemate Control Software on your club scoring computer, go to Tools **à** Options **à** App settings and tick "Use Bridgemate app to enter board results".



Press "OK" to save your settings.

You have now completed the one-time preparations.

Requirements during the event

For each event in which you allow players to enter scores in the Bridgemate app, make sure the following requirements are met:

- Players must use the Bridgemate app. On each table, at least one player must use the Bridgemate app. An active subscription to the Bridgemate app service is preferred, but not required. There is no requirement for this player to be seated in a specific direction. Because pairs rotate between tables, it is advised that at least one player in each pair uses the Bridgemate app. This prevents the situation where a table is left without any player using the Bridgemate app.
- Sufficient credits. To process scores from the Bridgemate app into Bridgemate Control Software, credits are required. See chapter 7 for more information on credits.

Scoring the event with the Bridgemate app

After the preparations have been made and the above requirements are met, scoring a bridge game using the Bridgemate app is straightforward. The procedure is the same as using the Bridgemate scoring devices, but instead players use the app to enter the scores. The procedure is as follows:

1. Set up the event in your scoring program as normal.
2. Start the Bridgemate system from the event in your scoring program. This launches Bridgemate Control Software with all the relevant event details.
3. Upload the event to the Bridgemate app. This is usually done automatically at the start of the event.
4. In case player names and numbers are not yet known to the Bridgemate system, let the players register themselves in the app. See chapter 6 for more information.
5. Let the players use the Bridgemate app to enter the scores. For more information, see the "Bridgemate app – manual for players" for an extensive description how to enter scores.
6. Keep Bridgemate Control Software running. Scores are automatically processed in Bridgemate Control Software. Board percentages and rankings are calculated and updated by Bridgemate Control Software, and periodically uploaded back to the Bridgemate app.

Scores not being processed

If scores are not being processed by Bridgemate Control Software, it means you have run out of credits. Purchase new credits in order to process the results. See chapter 7.

Score corrections

Players can correct scores themselves in the app while the round is still in progress. Once the round has finished, the tournament director can make score changes in Bridgemate Control Software. Score corrections made in Bridgemate Control Software are automatically uploaded back to the Bridgemate app.

Using Bridgemates and the Bridgemate app together

Entering scores on the Bridgemate scoring devices and in the Bridgemate app can be combined in an event. Scores entered on the Bridgemate app appear on the Bridgemate scoring devices and vice versa. You are free to decide which tables use Bridgemate scoring devices and which tables use the Bridgemate app for score entry. It is possible to use both the Bridgemate app and Bridgemate devices on the same table to enter scores, although this may generate confusion and is generally not advised. However, should a Bridgemate device fail for whatever reason, you can easily switch to Bridgemate app score entry. Simply enable score entry in the Bridgemate app and let players use the app to enter scores.

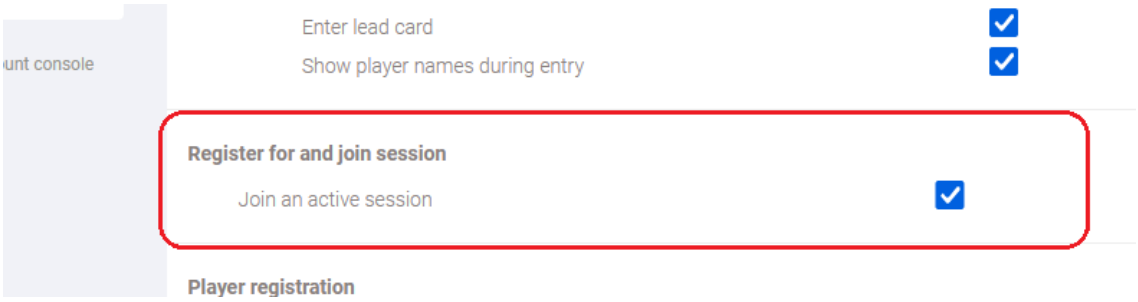
Chapter 6: Registering players in the session

Bridgemate scoring devices contain functionality to accept player numbers at the start of a session to register the players and their starting position. A similar functionality exists also in the Bridgemate app.

Enabling player registration in the Bridgemate app

Make sure you have completed the “One-time preparation” as explained in “Chapter 5: Setting up score entry in the Bridgemate app”. It is not necessary to enable the score entry functionality.

Next, log in with your Bridgemate club account credentials at the club account login page, then go to "App configuration" and enable the "Join an active session" option.



Press “Save” to confirm your changes.

You may now upload your event to the Bridgemate app without any names and numbers configured. The Bridgemate app asks players to register their attendance and starting position when they access the event in the app. See the “Bridgemate app – manual for players” for more information how to use this feature as a player.

Processing player registrations in Bridgemate Control Software

Provided you have enabled “Enable score processing in Bridgemate Control Software” setting in Bridgemate Control Software (see “One-time preparations” in chapter 5), information on player registration is automatically processed by Bridgemate Control Software. This information is stored in the Bridgemate score file and can be processed by your scoring program in the usual way.

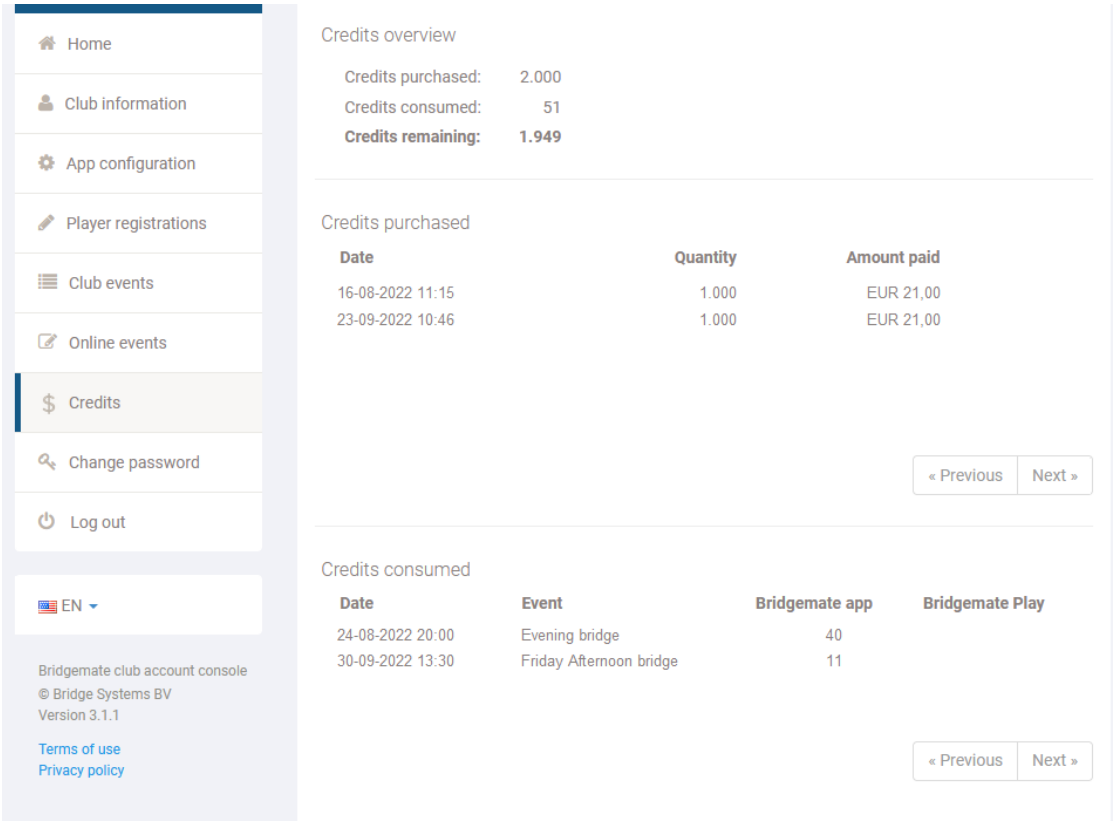
Processing player registrations does not require or consume Bridgemate credits.

Chapter 7: Bridgemate credits

Bridgemate credits are online credits which are required to process scores entered on the Bridgemate app into Bridgemate Control Software.

Viewing your Bridgemate credit balance

To view your current credit balance, log in with your Bridgemate club account credentials at the club account login page, then go to "Credits".



You see your total credits purchased, total credits consumed and your current credits remaining. These numbers are updated in real time.

Purchasing new Bridgemate credits

Credits can be purchased in quantities of 1.000, 5.000, 10.000 or 25.000 credits. Currently credits can only be purchased by contacting your local Bridgemate distributor and purchase directly from them. Online purchasing is not yet possible.

Credits have no expiry date and remain valid forever. However, the number of credits required to process one board result may change from time to time.

Chapter 8: More information

In this chapter, you will find tips to help you get the most out of the app.

Good to know

- The computer upon which BCS is installed doesn't connect directly to your players' smartphones. The data is first sent to the Bridgemate App server on the internet, which then sends it to their smartphones.
- Using the app is at the discretion of each player. Players who don't use the app can't prevent others from using it.
- Although use of the app is at a player's discretion, the club decides which data is visible during an event. After the event, all data is visible.
- The (running) scores and rankings displayed in the app are an indication only. The scoring program on the computer always sets the final score.
- The use of hand records adds considerable value to the Bridgemate App. Players can view hand records and analyse their own play using the app. If you use duplicated boards, import them to BCS before you upload the session to the server. If you play manually shuffled games and use Bridgemate II, you can choose to enter the hand records manually in the Bridgemate.
- As registered tournament director the phone ringtone settings are also in effect when a TD call comes in. Your device will now also play sounds or vibrate corresponding to the settings when the app is active.
- If your club plays frequently, you get TD call notifications when you are having a day off. The club can change tournament directors every day via the website, and you can change your smartphone settings to disable notifications from the Bridgemate App.
  If you want to enable or disable notifications on your phone click here for Apple or click here for Android.

Functionality not yet available in the Bridgemate App

The following functionality is not yet available in the current release of the Bridgemate App:

- Team game scoring.
- Switching between active sessions when you are tournament director of several events at one location.

More information

For more information on the Bridgemate App, tips on how to use it, FAQs and troubleshooting advice, please visit the Bridgemate support site at http://support.bridgemate.com.