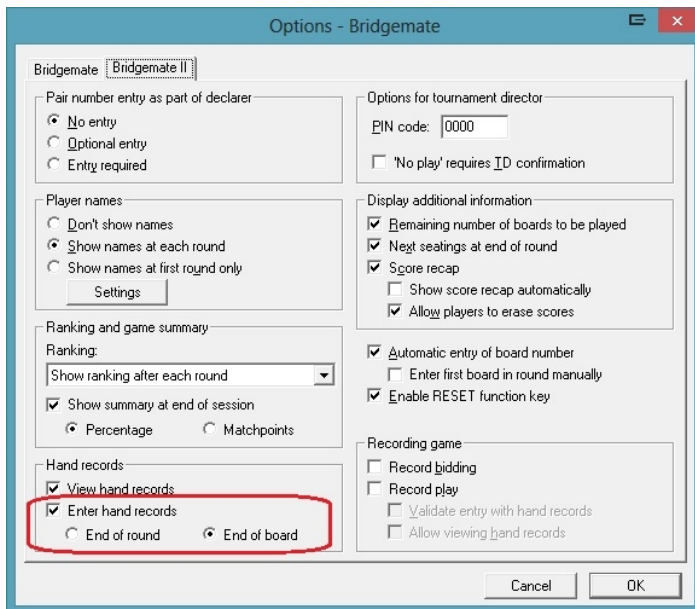


## Manual entry of hand records by players on the Bridgemate II scoring device

In sessions where boards are manually shuffled and dealt by the players, hand records can be entered on the Bridgemate during the session. To activate this functionality, go to the 'Tools' menu, click 'Options – Bridgemate', then click on the 'Bridgemate II' tab, and select the 'Enter hand records' option.



You can enter hand records at the end of the round or at the end of the board. Entering them at the end of the round can be useful when there is time left after the players have completed all their boards. Instead of waiting for all the other tables to finish, this spare time can be used to enter a hand record in the Bridgemate. The game isn't delayed by adding additional time to the round(s).

### ***Entry at the end of the round***

Once the round is completed, the Bridgemate asks the players to enter the hand records of one or more boards. It only asks this when one or more boards are missing hand records. When all the boards of the round are provided with hand records, the Bridgemate doesn't make this request.



The numbers of the boards that don't have hand records are displayed, and the players can enter the number of the board for which they want to enter a hand record.



Once the number has been entered and verified by the Bridgemate, the following screen appears:

```

ENTER HAND RECORD - BOARD 1
NORTH          0 CARDS
S: -
H: -
D: -
C: -
HANDS  ▲ ▼

```

First the north hand is entered. Cards are recorded in this order: spades, hearts, diamonds, clubs. Using the up and down arrows, you can move the cursor between the four suits. A counter in the upper-right tells you how many cards you have entered so far in the current hand. Once all 13 cards have been entered, press 'OK' or the down arrow to advance to the next hand.

The following procedure is recommended to quickly and easily enter hand records:

1. At the end of each round, the Bridgемate checks whether any boards are missing hand records. If so, the Bridgемate asks the players whether they want to enter hand records now. Slower players can skip this and advance to the next table without entering a hand record.
2. When there is enough time left at the end of the round, players can answer this question with 'OK'. The Bridgемate then indicates which boards require a hand record. The players then select the number of one of the boards and confirm their selection with 'OK'.
3. The entry screen is now displayed. Players put the right board at the table, and each player takes his 13 cards and sorts the cards by suit. All the spades together, all the hearts together, and so on. Players do not need to sort the cards in any specific order.
4. North enters his hand first, starting with spades. The cursor is already positioned at the spades row, so you only need to enter the cards. In the example screen, this means pressing the A, 9, 8 and 2 buttons. After the north player's cards have been entered, north presses 'OK' or the down arrow to move to the hearts row. The hearts are now entered, followed by diamonds and clubs. The cards are automatically sorted in descending order. A maximum of 13 cards can be entered in one hand. The total number entered so far is indicated by a counter at the upper-right.
5. After north has completed his hand, press 'OK' or the down arrow to move to the next hand. Now east is asked to enter his hand. Pass the Bridgемate to east so he can enter his 13 cards. Once east has finished, the Bridgемate is passed to south, who is the last player to enter his hand.
6. Once south has entered his hand, a total of 39 cards have been recorded. The remaining 13 cards are automatically assigned to west. To verify west's hand, press the down arrow until the relevant hand is shown. It is good practice for west to check his hand in this way. Once west approves the hand, press 'ACCEPT' to confirm the hand record and transmit the information to the computer.

```

ENTER HAND RECORD - BOARD 1
NORTH          13 CARDS
S: A982_
H: 53_
D: KQ1042_
C: J9_
HANDS  ▲ ▼ ACCEPT

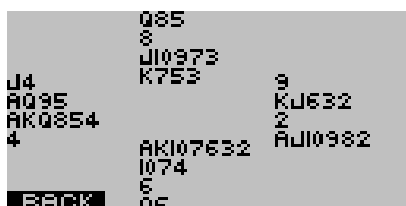
```

7. The hand record has now been entered and confirmed. In case there are still boards missing hand records, the Bridgемate asks the players whether they want to enter another hand record. If no time is left, this question can be answered by selecting 'Cancel', which moves the Bridgемate on to the next round.
8. During the entry process, an error can be corrected using the 'Cancel' key. Note that due to the automatic sorting procedure, the last card displayed on the row is not necessarily the last card entered. For example, if 5 was entered, followed by ace, the ace is automatically placed before the 5, and pressing 'Cancel' erases the 5. To erase the ace, you must press 'Cancel' twice in this case. To correct a card in another suit, first navigate to the correct suit using the up or down arrow keys.

9. When a card is entered which has already been entered in a previous direction, the Bridgemate notifies you. You should manually rectify the incorrectly entered card in the other direction first, before the card can be entered in the current direction. To do so, press the 'N/S' or 'E/W' button to navigate quickly to that direction and correct the mistake. You can use the same 'N/S' or 'E/W' button again to move back to the current direction and continue entering cards.

### Tips

- During the entry process, you can press 'HANDS' at any time to see a complete overview of the hand record entered so far.



```
Q85
8
J10973
K753      9
          KJ632
          2
          AJ10982
U4
AQ85
AKQ854
4
          AK107632
          1074
          6
          06
BACK
```

- Within a section, a hand record is only entered once. This can be done in any round and you don't need to enter all hand records in round one. Because hand records are entered at the end of the round (when this method is used), players decide for themselves whether there is sufficient time to enter the hand record. Once players get more experienced, entering hand records should take less than two minutes per board.

### ***Entry at the end of the board***

Entering hand records at the end of a board is similar to entering them at the end of a round. The only difference is that as soon as a board is finished, the Bridgemate asks the players whether they want to enter the hand record of this board (but only if no hand record was entered before on this board). If the offer is declined, players at the next table are asked. If the players decide to enter the hand record, they follow the same entry procedure as described above.