

Bridgemate[®] III

Scoring System

User Manual



Bridgemate III Scoring System User Manual

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Limited Warranty

IMPORTANT: Please read this limited warranty carefully to understand your rights and obligations!

The term “Hardware Device” means the Bridge Systems hardware product. The term “You” means either an individual or a single legal entity who will be referred to in this Limited Warranty as “You” and “Your”.

1. Warranties

a. Express Warranty

Subject to the terms and conditions of this Limited Warranty and in lieu of any other (if any) express warranties, Bridge Systems warrants that under normal use and service, on the date of acquisition as shown on Your receipt or similar proof of payment and for the period of time stated below for the applicable Hardware Device (hereafter each defined as the “Warranty Period”), that the Hardware Device will substantially conform with the accompanying Bridge Systems packaging and documentation. As to any defects discovered after the Warranty Period, there is no warranty or condition of any kind.

b. Warranty Period

For all hardware parts of the Bridgemate III scoring system: two years. This Limited Warranty does not cover, and no warranty of any kind is provided with respect to any subjective or aesthetic aspects of the Hardware Device. The express warranty stated above is the only express warranty made to You and is provided in lieu of all other express or implied warranties and conditions (except for any non-disclaimable implied warranties that exist), including any created by any other documentation or packaging. No information or suggestions (oral or in a record) given by Bridge Systems, its distributors, agents, affiliates or suppliers or its or their employees or agents, shall create a warranty or condition or expand the scope of this Limited Warranty.

c. Limitation on Duration of Implied Warranties

If you are a consumer, You may also have an implied warranty and / or condition under the laws of some jurisdictions, which is hereby limited to the duration of the Warranty Period. Some jurisdictions do not allow limitations on how long an implied warranty or condition lasts, so the foregoing limitation may not apply to You.

2. Exclusive Remedy

Subject to applicable law and the following, and provided that You return the Hardware Device to Your place of acquisition (or, if that place will not accept the return, to Bridge Systems) with a copy of Your receipt or other bona fide proof of payment during the Warranty Period, Bridge Systems will, at its option and as Your exclusive remedy for breach of this Limited Warranty and any implied warranties, repair or replace the defective Hardware Device; or make payment to You for the allowable damages that You incurred in reasonable reliance, but only up to the amount You paid (if any) for the Hardware Device less reasonable depreciation based on actual use.

The above remedy is subject to the following:

Any repaired or replaced Hardware Device will be new or refurbished or serviceably used, comparable in function and performance to the original Hardware Device, and may include third party items. Any Hardware Device repaired or replaced under this Limited Warranty will be

warranted for the remainder of the original Warranty Period or 30 days from the date of shipment of the item back to You, whichever is longer.

Except as otherwise required by legislation in Your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at Your expense; and Bridge Systems, its distributors, agents, affiliates and suppliers do not provide any warranties regarding any other services provided under this Limited Warranty and disclaim all duties (if any) of workmanlike effort or of lack of negligence regarding such services.

3. No Other Warranties

The express warranty stated above is the only express warranty made to You and is provided in lieu of all other express or implied warranties and conditions (if any) including any created by any other documentation or packaging. No other warranties or conditions are made with respect to the Hardware Device or the warranty services by any person, including but not limited to Bridge Systems, its distributors, agents, affiliates and suppliers. No information (oral or written) or suggestions given by Bridge Systems, its distributors, agents or suppliers or its or their employees, shall create a warranty or condition or expand the scope of this Limited Warranty. Also, there is no warranty or condition of title, quiet enjoyment, or noninfringement in the Hardware Device. You may have greater rights existing under legislation in your jurisdiction.

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TO THE FULL EXTENT ALLOWED BY LAW, BRIDGE SYSTEMS AND ITS DISTRIBUTORS, AGENTS, AFFILIATES AND SUPPLIERS ARE NOT LIABLE FOR ANY:

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5. Exclusions From Coverage

This Limited Warranty shall not apply and Bridge Systems, its distributors, agents, affiliates and suppliers have no liability under this Limited Warranty if the Hardware Device:

- a. Is used for commercial purposes (including rental or lease);
- b. Is modified or tampered with;
- c. Is damaged by Acts of God, power surge, misuse, abuse, negligence, accident, wear and tear, mishandling, misapplication, or other causes unrelated to defects in the Hardware Device;
- d. Is damaged by programs, data, viruses, or files, or during shipments;
- e. Is not used in accordance with the accompanying documentation and use instructions; OR
- f. Is repaired, modified or altered by other than a Bridge Systems authorized repair center and the unauthorized center causes or contributes to any defect or damage.

6. Registration

You need not register Your acquisition of the Hardware Device for the Limited Warranty to be effective.

7. Authorized Purchase Requirement

This Limited Warranty applies only to Hardware Devices that were first purchased from Bridge Systems or its authorized distributors, agents, or affiliates. Bridge Systems reserves the right to require proof that the Hardware Device was purchased from an authorized source as a condition of providing warranty service under this Limited Warranty. Hardware Devices obtained from unauthorized sellers — including but not limited to unauthorized resellers, online marketplaces, or auction websites — are not covered by this Limited Warranty.

This Limited Warranty is a voluntary manufacturer's warranty provided by Bridge Systems. It is offered in addition to, and does not affect, any statutory rights You may have under applicable laws concerning the sale of consumer goods, including but not limited to statutory warranties and guarantees under consumer protection laws in your area. Where any term of this Limited Warranty conflicts with applicable statutory rights, those statutory rights shall prevail.

8. Beneficiary

To the extent allowed by applicable law, the Limited Warranty is only made to You, the first purchaser of the Hardware Device, and there are no third-party beneficiaries of the Limited Warranty. It is not intended for and does not apply to anyone else (except as required by law), including anyone to whom You make any transfer of the Hardware Device.

9. Further Information

Bridge Systems is the warrantor under this Limited Warranty. To receive instructions for obtaining performance of this Limited Warranty You must either contact the local Bridgmate distributor serving your country, or write to: Bridge Systems BV, Postal Box 21570, Rotterdam, 3001 AN, The Netherlands, or visit Bridge Systems on the internet at <https://www.bridgmate.com>.

You must also:

- a. Submit proof of payment in the form of a bona fide, dated receipt, or invoice (or a copy) issued by Bridge Systems BV or its authorized distributors, agents or affiliates evidencing that You are the beneficiary of this Limited Warranty and that Your request for a remedy is made within the Warranty Period;
- b. Follow Bridge Systems' shipping and other instructions if it determines that all or part of your Hardware Device requires return. To obtain the Limited Warranty performance, you must take or deliver the item in either its original packaging or packaging that provides an equal degree of protection to the location specified by Bridge Systems. Except as otherwise required by legislation in your jurisdiction, costs associated with transport (including packaging) for warranty service shall be at Your expense.

Failure to follow the above instructions may result in delays, cause you to incur additional charges, or may void your warranty.

This Limited Warranty gives You specific legal rights and You may also have other rights which vary from jurisdiction to jurisdiction. Where any term of this Limited Warranty is prohibited by such laws, it shall be null and void, but the remainder of the Limited Warranty shall remain in full force and effect if its allocation of risks is not materially disturbed.

Safety Instructions

Important Safety Warning

Failure to properly set up, use, and care for the Bridgemate III system can increase the risk of serious injury or death, or damage to the system. Read this manual and the manuals of any peripherals for important safety and health information. Keep all manuals for future reference. For replacement manuals, go to <https://support.bridgemate.com> or contact your local Bridgemate supplier.

Select a Safe Location for the Bridgemate Server and Scoring Devices

If the Bridgemate III server or Bridgemate III scoring devices falls and hits someone, it could cause serious injury. To reduce the risk of such injuries and damage to parts of the system, set them up according to these instructions and place them on a surface that:

- Is flat and level.
- Is stable and not likely to tip over.
- Allows all rubber feet of both the server and scoring device to be in contact with the surface.
- Is not likely to allow the server and scoring device to slip or slide off.
- Is clean and free of dust and debris.
- If the surface or feet of server or scoring devices become dirty or dusty, clean them with a dry cloth.

Arrange all cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move around or walk through the area. When the Bridgemate III server is not in use, you may need to disconnect all cables from the server to keep them out of the reach of children and pets. Do not allow children to play with cables and cords.

Do not place any part of the Bridgemate III system on a bed, sofa, or other soft surface. Do not place any part near heat sources, such as radiators, heat registers, stoves, or amplifiers.

Avoid Smoke, Dust and Humidity

Do not use the Bridgemate III system in smoky, dusty or humid locations. Smoke, dust and humidity may damage the Bridgemate III server and scoring devices.

Do Not Attempt Repairs

Do not attempt to take apart, service, or modify the Bridgemate III server, Bridgemate III scoring devices, power supply, or its peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and it will void your warranty.

Any evidence of any attempt to open and / or modify the Bridgemate III system, including any peeling, puncturing, or removal of any of the labels, will void the Limited Warranty and render the Bridgemate III system ineligible for authorized repair.

Disposal of Waste Electrical and Electronic Equipment in the European Union and Other Countries / Regions with Separate Collections Systems



This symbol on the product or its packaging means that this product must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of electrical and electronic equipment. This separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment, which inappropriate disposal could cause due to the possible presence of hazardous substances in electrical and electronic equipment. For more information about where to drop off your electrical and electronic waste, please contact your local city / municipality office, your household waste disposal service, or the supplier where you purchased this product.

Safety Instructions for Your Device's Lithium-Ion Battery

IMPORTANT: Your device contains a lithium-ion rechargeable battery pack, which requires careful handling to ensure both your safety and the longevity of the device. Please read the following instructions carefully.

1. Do Not Disassemble

Attempting to disassemble, pierce, crush, or subject the battery to high pressure can lead to fire, explosion, and injury.

2. Avoid Extreme Temperatures

Do not expose the device to temperatures above 50°C (120°F) or below -20°C (-4°F). Extreme temperatures can damage the battery and the device.

3. Keep Away from Water

Exposure to water can cause malfunction and potentially dangerous situations. Do not use the device in rain or near bodies of water.

4. Handling Damaged Batteries

If you notice any deformation, swelling, or leakage from the battery, stop using the device immediately and contact customer service. Do not attempt to charge or use the device.

5. Leakage

If the battery leaks and the liquid gets on your skin or clothes, wash immediately with plenty of water. If the liquid contacts your eyes, seek medical attention.

Charging Safety

1. Charging Safety

Use only the Bridgemate III charge case or a certified USB charger to charge your Bridgemate devices. Charging with unapproved chargers can lead to overheating, fire, or explosion. When using the Bridgemate III charge case, follow the instructions of the charge case carefully.

2. Supervised Charging

Do not leave the device charging unattended for extended periods. Check periodically to ensure the device is not overheating.

3. Surfaces

Charge the device on a hard, flat surface to allow adequate ventilation. Avoid charging on beds, couches, or other soft surfaces that may block air flow.

Storage, Disposal and Replacements

1. Long-Term Storage

If you plan to store the device for an extended period, do so in a cool, dry place and ideally at a partial charge level (around 50%).

2. Disposal

Do not dispose of the battery in regular trash. Lithium-ion batteries must be recycled or disposed of properly according to local regulations. Contact local waste management for disposal instructions.

3. Upgrades and Replacements

Only use replacement parts specified by the manufacturer. Unauthorized parts can lead to safety hazards.

Airplane Safety

1. Carry-On Luggage

Your device with its lithium-ion battery must be carried in carry-on baggage only. Do not check it in with your other luggage.

2. Power Off

Ensure the device is completely powered off and not in sleep or hibernation mode before boarding the aircraft.

3. Avoid Charging While Flying

Do not charge the device aboard the plane unless you are using seat power supplied specifically for this purpose.

4. Airline Approval

Some airlines may have additional restrictions or require prior approval to carry devices with lithium-ion batteries. Check with your airline before flying.

5. Transportation Guidelines

Adhere to all relevant guidelines and regulations set forth by your local Aviation Administration and Transportation Security Administration regarding the transportation of lithium-ion batteries.

CAUTION: Failure to follow these safety instructions may result in fire, electric shock, injury, or damage to the device or other property. The manufacturer is not responsible for damage or injury resulting from misuse or non-compliance with these instructions.

Introduction

Thank you for selecting the Bridgemate III scoring system for your club. The Bridgemate III is the successor to the well-established Bridgemate II system, known for its ease of use, reliability, and durability. These key attributes are maintained in the Bridgemate III, ensuring smooth and reliable operation for your club.

The Bridgemate III incorporates modern technology and an intuitive interface, making it straightforward for users to operate. Whether for a small club event or a larger tournament, the Bridgemate III aims to simplify the scoring process and contribute to the efficient organisation of the event, making the experience more enjoyable for everyone involved.

This manual is structured to guide you through the setup, features, and operation of your Bridgemate III system:

- 1. Chapters 1 to 4**

These chapters explain the various hardware components of the system, provide installation instructions, and offer guidance on preparing the system for first use.

- 2. Chapters 5 to 11**

These chapters cover the features available to the players and how to use them.

- 3. Chapter 12**

This chapter outlines the features available to the tournament director for managing the event.

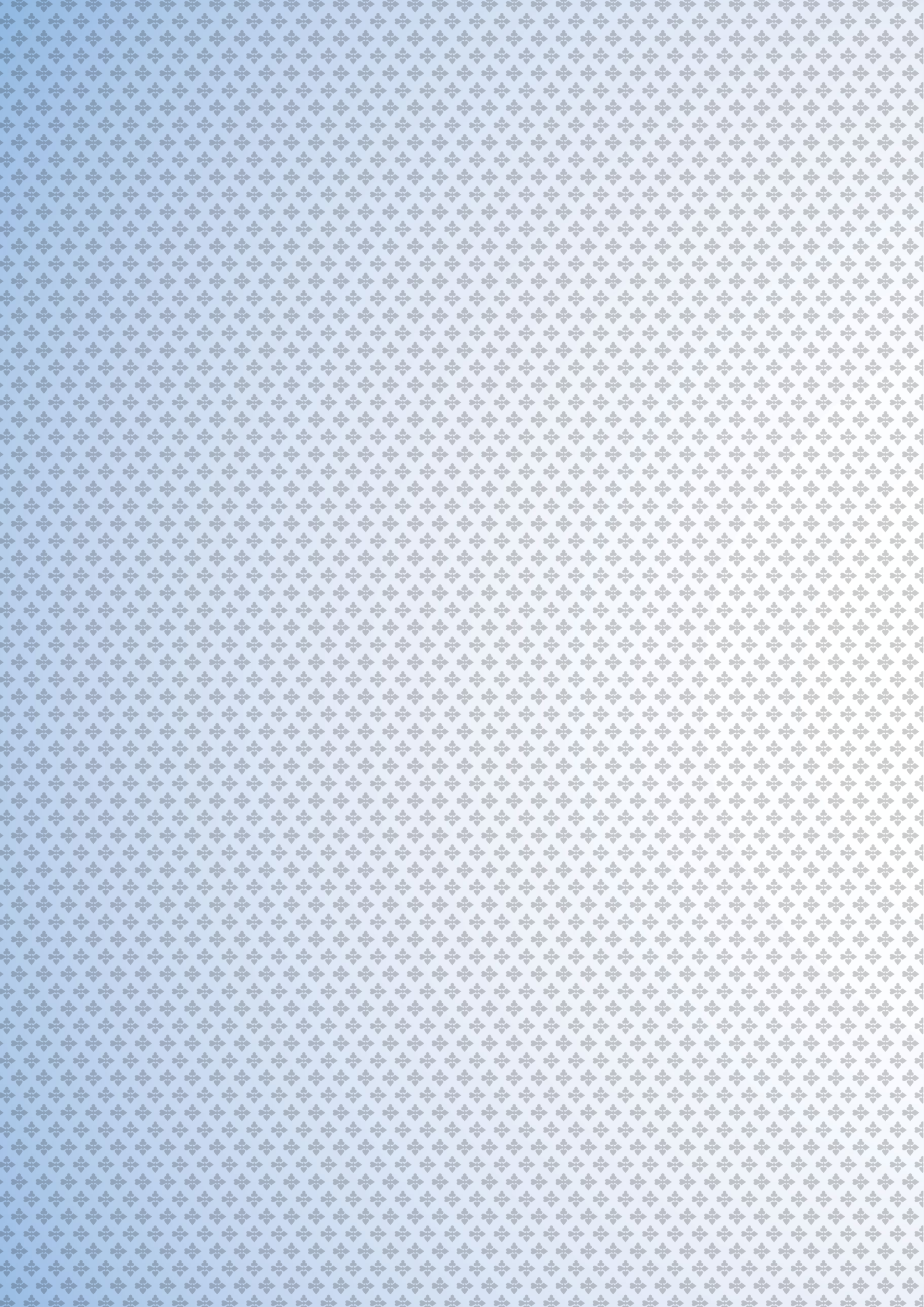
- 4. Chapters 13 to 19**

These chapters describe additional functionality available in the Bridgemate system, and how to configure other system settings.

- 5. Chapters 20 to 23**

These chapters describe how to set up Wi-Fi, register devices, and update firmware.

We hope this manual helps you set up and use your Bridgemate III system to its full potential, ensuring a smooth and efficient experience for your club.



CHAPTER 1

Key Components

- Bridgemate III Scoring Device
- Bridgemate III Server
- Antennas
- Bridgemate Control Software

Bridgemate III Scoring Device

The Bridgemate III devices are positioned on the bridge table to input scores and show information throughout the session. For simplicity, we'll call these devices "Bridgemates". Each table needs just one Bridgemate.

The front and back of the Bridgemate III scoring device appear as follows:

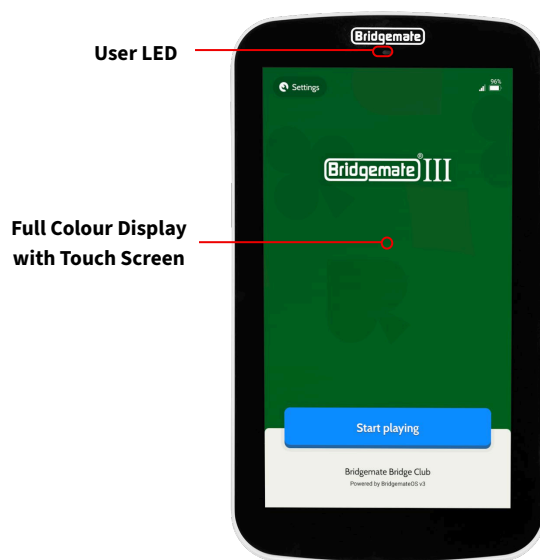


FIGURE 1.1

Front Side of the Bridgemate III Scoring Device



FIGURE 1.2

Back Side of the Bridgemate III Scoring Device

The right side appears as follows:



FIGURE 1.3

Right Side of the Bridgemate III Scoring Device

The left side appears as follows

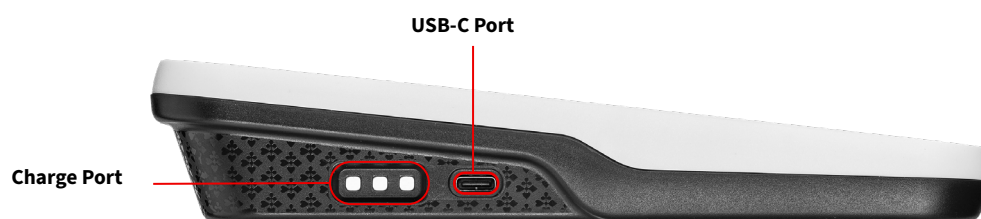


FIGURE 1.4

Left Side of the Bridgemate III Scoring Device

Item	Description
Full Colour Display	A 7" full-colour display with a resolution of 600x1024 dots.
User LED	The front user LED provides various visual signals, lighting up in red, yellow, or green.
Speaker	The speaker delivers audible signals to the user.
Reset	A hidden button on the bottom allows for a full hardware reset of the Bridgemate.
Power Button	The power button is used to turn the device on or off.
Charge LED	Indicates the device's charging status.
Charge Port	The charge port is for charging the Bridgemate using the dedicated charge case.
USB-C Port	The USB-C port allows charging of the Bridgemate via a USB-C cable.

Bridgemate III Server

The Bridgemate III server, or simply "server," is a compact device linked to the PC. It serves as an intermediary between the PC and the Bridgemates. Since the PC cannot directly communicate with the Bridgemates, the server is essential. Equipped with a transmitter and receiver, it facilitates wireless data communication with the Bridgemates. The server transmits all movement data, such as board and pair numbers, to the Bridgemates and receives board results in return. It can manage up to 256 Bridgemates at once and connects to the computer via a USB cable.

The top view of the Bridgemate III server is as follows:

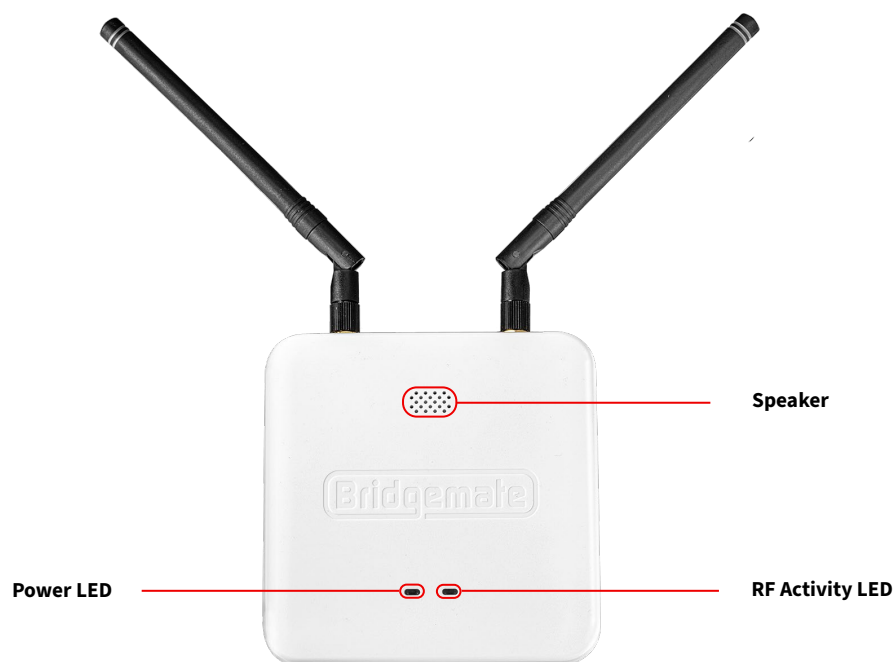


FIGURE 1.5
Top Side of the Bridgemate III Server

The rear is as follows:

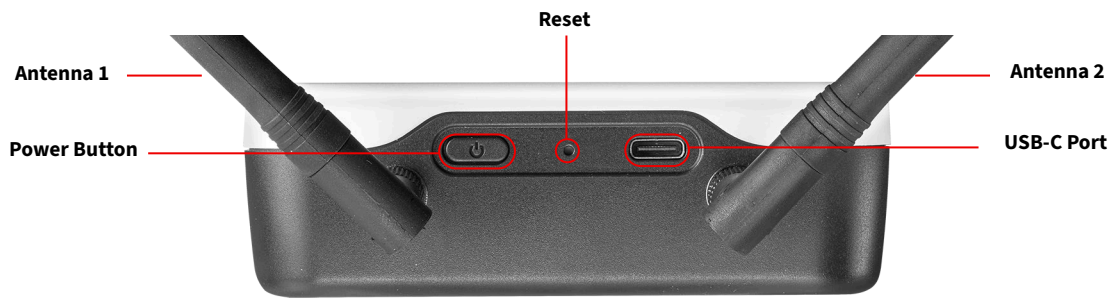


FIGURE 1.6
Rear Side of the Bridgemate III Server

Item	Description
Power LED	Shows the power status or other special status of the server. This LED can illuminate green, red, or yellow.
RF Activity LED	Displays communication activity with the Bridgemates.
Speaker	The speaker provides audible signals to the user.
Power Button	The power button turns the device on or off.
USB-C Port	The USB-C port allows a wired connection to the computer using a USB-C cable.
Reset Button	Hidden reset button on the rear of the server for a full hardware reset.
Antennas	Two antennas for wireless communication with the Bridgemates.

Antennas

Attaching and Removing Antennas

The antennas attach to the antenna ports by gently screwing them on. If the server remains at the playing venue between sessions, removing the antennas is unnecessary. However, during transportation, it is recommended to remove them to avoid damage.

Antenna Orientation

For optimal wireless communication, position the antennas at a 90° angle to each other in a horizontal (flat) orientation. Avoid pointing them in the same direction.

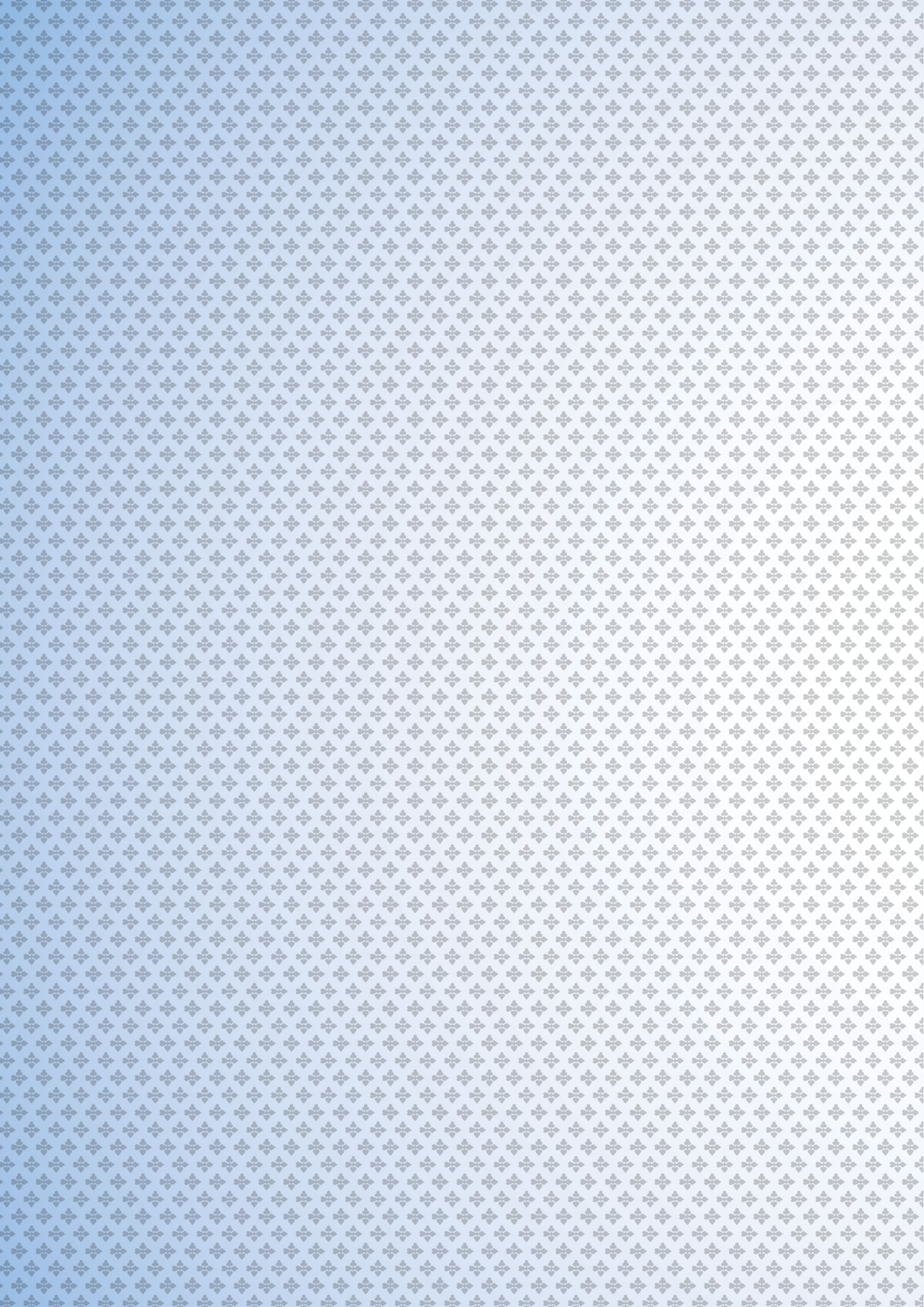
High Gain Antennas (Optional, Europe Only)

If the Bridgemates struggle to communicate with the server due to distance, walls, or other obstacles, optional high gain antennas might enhance communication. These antennas provide approximately 15% additional range. Contact your Bridgemate supplier for availability and suitability for your situation.

Bridgemate Control Software

To control the server from the PC, you need the Bridgemate Control Software (BCS). This program operates on Windows 10 or higher and interacts with your scoring program. BCS manages the server and data exchange between the server and PC. It first saves all session data needed by the server to manage the Bridgemates, then retrieves all entered board results from the server and stores them in the result file. All other server controls are also handled through BCS.

Refer to [Chapter 3](#) for detailed instructions on installing Bridgemate Control Software.



CHAPTER 2

Charging and Storing Bridgemate III Scoring System

- Charging And Storing Bridgemate III Scoring System
- Charging Safety Instructions
- Bridgemate Battery Power Indicator
- Charging the Bridgemate Scoring Device
- Charging the Bridgemate III Server
- Storing Bridgemates and Server

Charging And Storing Bridgemate III Scoring System

The Bridgemate and server operate on an internal battery and require periodic recharging. Based on the power saving settings, the Bridgemate can last for approximately ten to twenty sessions before needing a recharge.

Charging Safety Instructions

Both the Bridgemate and server have a built-in rechargeable lithium-ion battery pack. Refer to the earlier [Safety Instructions](#) in this manual for important guidelines on handling the battery pack and charging safety warnings.

Bridgemate Battery Power Indicator

The battery power remaining in the Bridgemate is shown as a percentage in the upper right corner of the screen. It is recommended to begin recharging when the power level drops to 15%.

Charging the Bridgemate Scoring Device

There are two ways to charge a Bridgemate III scoring device:

- Using the Bridgemate III charge case (sold separately).
- Using a USB-C cable connected to a USB charger.

Bridgemate III Charge Case

The Bridgemate III charge case is an optional accessory designed specifically for the Bridgemate III scoring system. It enables simultaneous high-speed charging of up to ten Bridgemate devices.



FIGURE 2.1

Charge Case with 10 Bridgemate III Scoring Devices

For detailed instructions, refer to the documentation included with the Bridgemate III charge case.

USB-C Cable

To charge the Bridgemate scoring device, connect a USB-C cable to its USB-C port and attach it to a certified USB charger. The USB-C cable and charger are not included with your Bridgemates. You can use the USB-C cable from your server or any certified USB-C cable for charging. Alternatively, you can connect the Bridgemate to a computer for charging. Note that charging via USB takes longer than using the charge case.

Charge LED

While charging, the charge LED on the right side of the Bridgemate III scoring device indicates the charging status:

Red:	Charging in progress.
Green:	Charging complete. Battery is fully charged.
Flashing Red:	Charging error detected. Disconnect the Bridgemate and reconnect it to the charging source.

You can halt the charging process at any time by disconnecting the USB cable or removing the device from the charge case.

Charging the Bridgemate III Server

The Bridgemate III server charges automatically when connected to a PC via the USB cable. No separate charger is required. While connected, the server draws power from the PC, with the internal battery serving as a backup in case the USB connection is interrupted.

When disconnected from the PC, a fully charged server can operate for approximately 60 hours on battery power.

Storing Bridgemates and Server

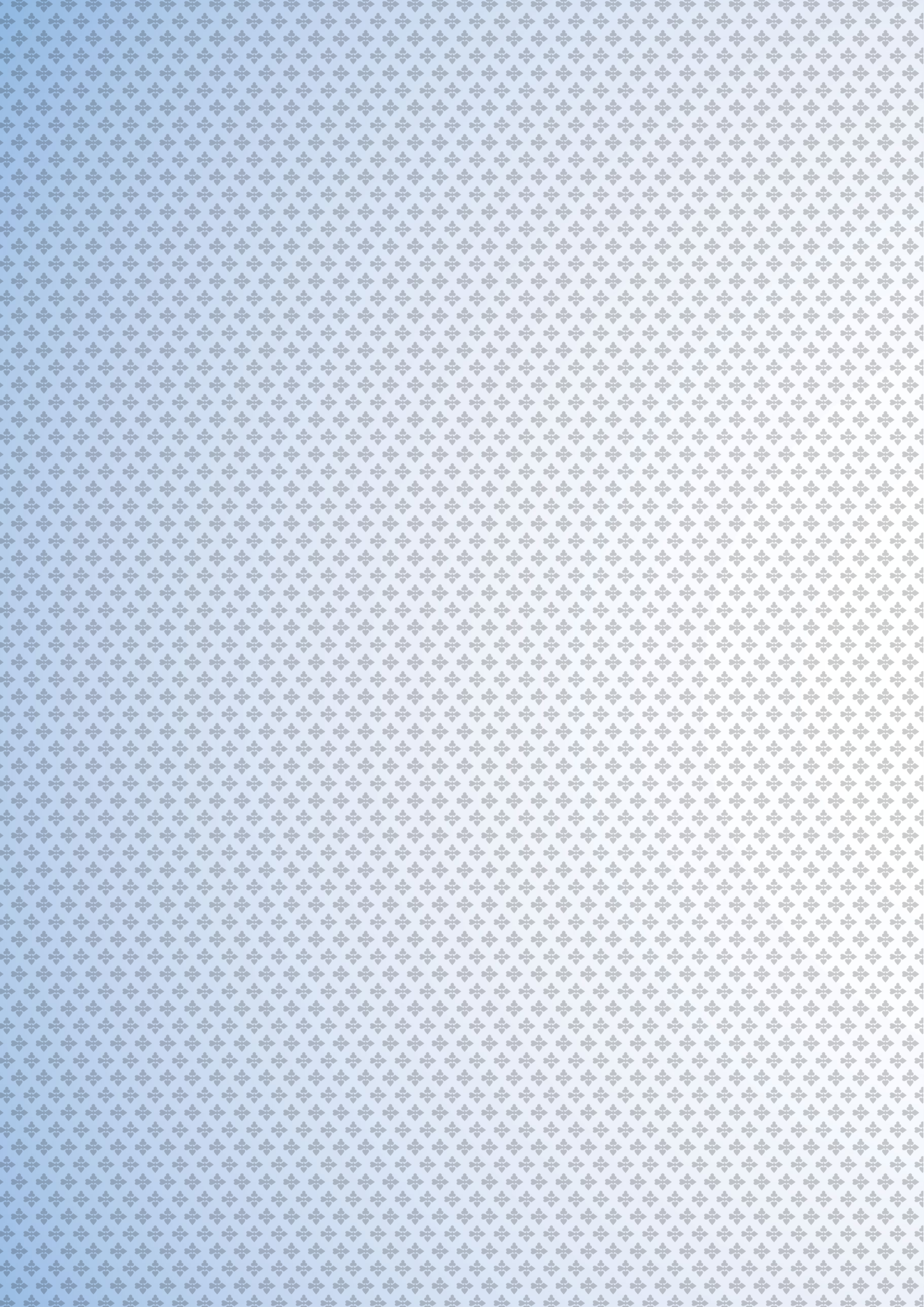
Bridgemates and server can be stored in the charge case which accommodates up to ten Bridgemates and one server. The Bridgemates are placed in a lightweight tray designed to hold ten devices. These trays are stackable, making them ideal for organized and space-efficient storage.

For more information about these storage trays, please contact your Bridgemate supplier.



FIGURE 2.2

Stacked Storage Trays, Each Holding Ten Bridgemate III Scoring Devices



CHAPTER 3

Installation of Bridgemate Control Software

- System Requirements
- Installing Bridgemate Control Software
- Installing Windows Hardware Driver for Bridgemate III Server
- Starting Bridgemate Control Software

System Requirements

Operating System

The Bridgemate III scoring system requires Microsoft Windows 10 or higher. Ensure your Windows installation is updated with the latest Microsoft Windows updates.

Hardware

Recommended configuration:

1. Intel quad-core processor, 2 GHz or higher.
2. 4 GB internal memory or more.

Installing Bridgemate Control Software

To use the Bridgemate III scoring system on your PC, install Bridgemate Control Software. Download the latest version from <https://support.bridgemate.com>. Version 4.0 or later of BCS is required to operate the Bridgemate III scoring system. It is recommended to install the software in its default location: C:\Program files (x86)\Bridgemate Pro.

Installing Windows Hardware Driver for Bridgemate III Server

When installing Bridgemate Control Software for the first time, you will be prompted to install the Windows hardware driver for the Bridgemate III server. Ensure that this option remains selected to allow the driver to be installed automatically during the software installation process.

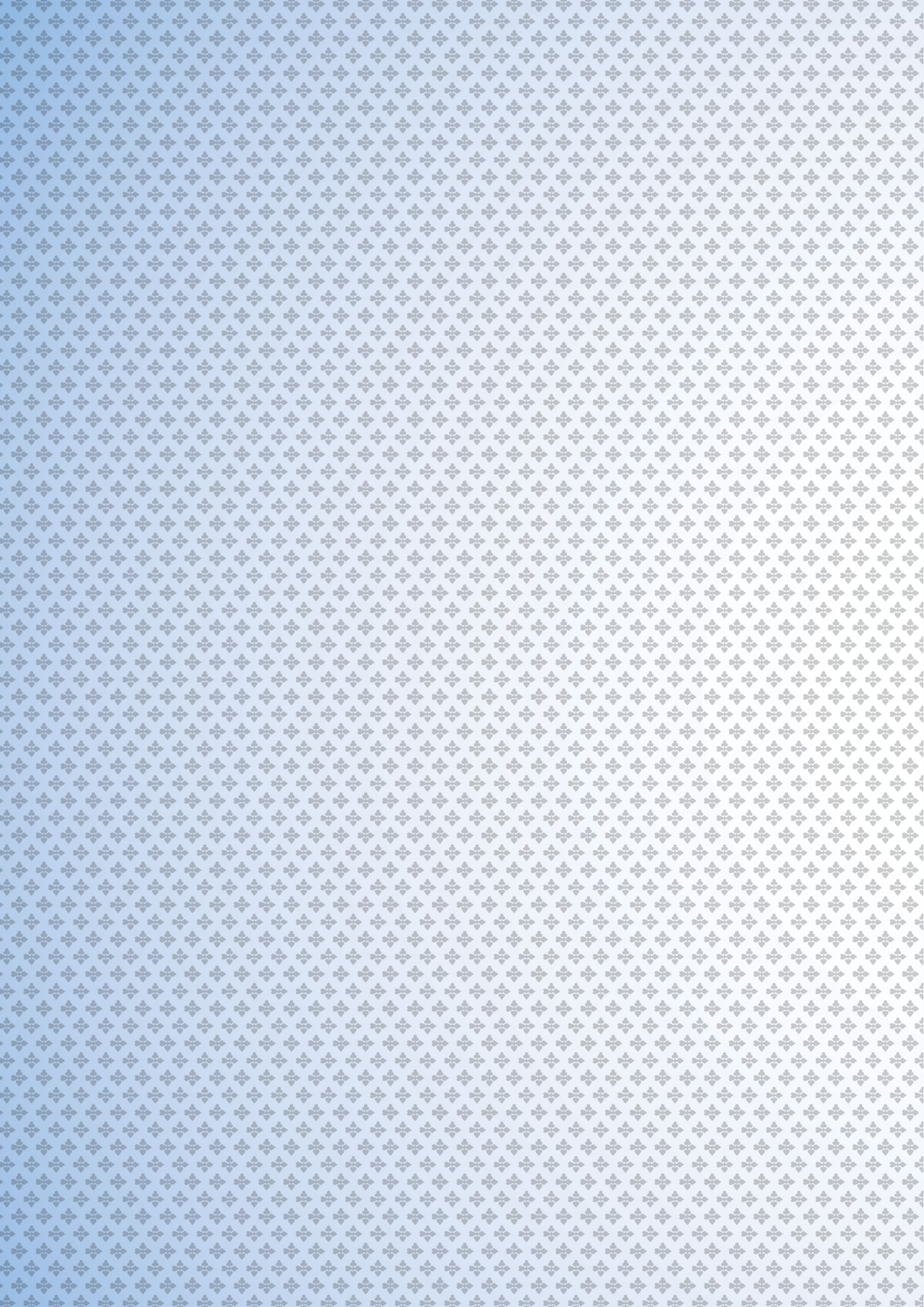
If the driver is not installed during setup, you can download it separately from <https://support.bridgemate.com> and run the installation program manually.

After the driver has been successfully installed, connect the Bridgemate III server to any USB port on your computer using the supplied USB cable. Windows will automatically detect the server and complete the driver installation.

Starting Bridgemate Control Software

BCS is typically launched from your scoring program. Refer to your scoring program's manual for instructions on starting BCS.

If you're not starting a new bridge session and just want to open BCS, you can launch it from the Windows Start menu.



CHAPTER 4

Setting Up The Bridgemate III System

- Configuring the server
- Configuring the Bridgemate
- Configuring Bridgemate Settings from Bridgemate Control Software

This chapter guides you through the initial setup of your Bridgemate III system, preparing it for first use. The setup process is a one-time procedure that configures the server, Bridgemate devices, and Bridgemate Control Software to ensure everything is ready for your bridge sessions.

Configuring the server

The server acts as the central device between the computer running your scoring program and the Bridgemates used by players at the table. The scoring program provides the server with necessary session details, such as sections, tables, participants, movements, and boards. This information is transmitted to the Bridgemates, which display it and receive input from players. The input is sent back to the server, which gathers the data, returns other results to the Bridgemates, and forwards all collected information to the scoring program.

Installation of the Server

Connect the server to your computer using the provided USB-C cable. Insert the smaller end into the server's USB-C port and the larger end into an available USB port on your computer.

Ensure the server is positioned away from other objects for optimal wireless communication. Avoid placing it on a metal surface, as this can reduce the wireless range. Additionally, the server should be at least 20cm away from the human body to prevent any interference.

Turning On and Off

The server automatically turns on when connected to a powered USB source, such as your computer. Alternatively, you can turn it on by pressing and holding the button on the back of the server for about one second. Once the server is on, the Power LED will blink yellow, indicating it is starting up. After a few seconds, the LED will turn green if powered by USB or red if powered by the internal battery. Release the button when the LED begins blinking yellow.

To turn off the server, press and hold the power button again. The light will start blinking and then turn off. Release the button when the blinking begins.

When the server is turned off, all information will be retained in memory. For more details on data retention, refer to [Chapter 19](#).

Autopower-Off

When operating on the internal battery (indicated by a red power LED), the server will automatically switch off after one hour of inactivity to conserve power. To prevent this, switch to USB power. The autopower-off duration can be configured in BCS under the Server menu, within the Bridgemate III server configuration, under the Server settings tab.

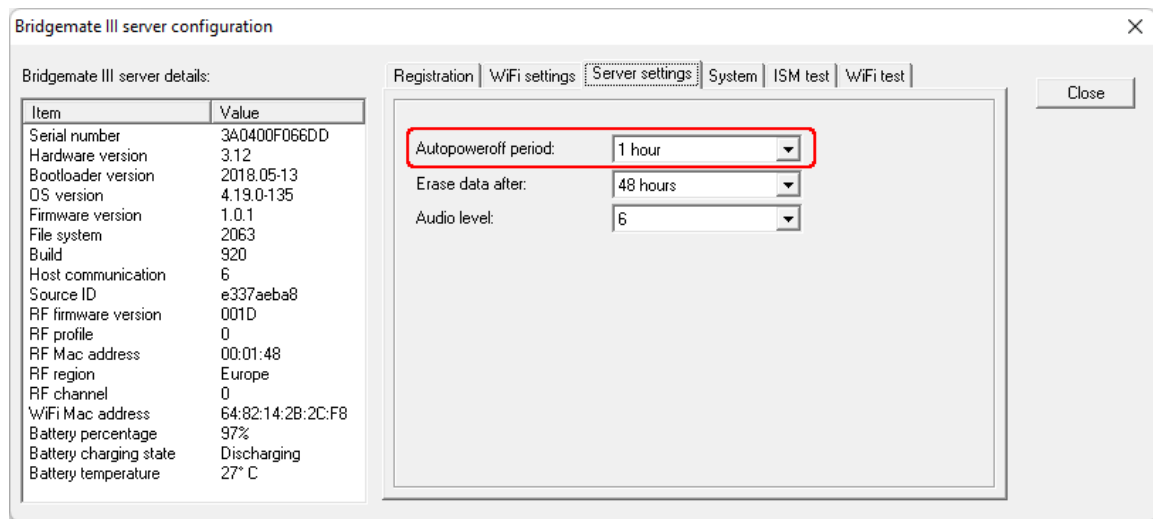


FIGURE 4.1
Bridgemate III Server Settings in Bridgemate Control Software

The autopower-off period can be set between one and 24 hours. You can also disable the autopower-off feature by selecting the "Disabled" option.

Configuring the Bridgemate

Turning On and Off

To activate a fully switched off Bridgemate, press and hold the power button on the right side for about one second. Release the button when the User LED on top of the screen starts blinking. After a few seconds, the start screen will be displayed.

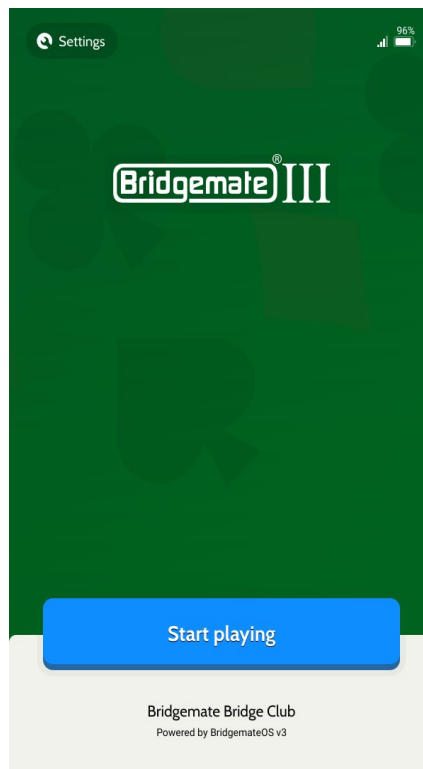


FIGURE 4.2
Bridgemate III Start Screen

After a period of inactivity, the Bridgemate enters sleep mode. To wake it up, touch the screen; the User LED will flash, and the display will reactivate. You can configure the inactivity duration in the Bridgemate settings using the Bridgemate Control Software. To completely turn off the Bridgemate, press and hold the power button until the power menu appears.

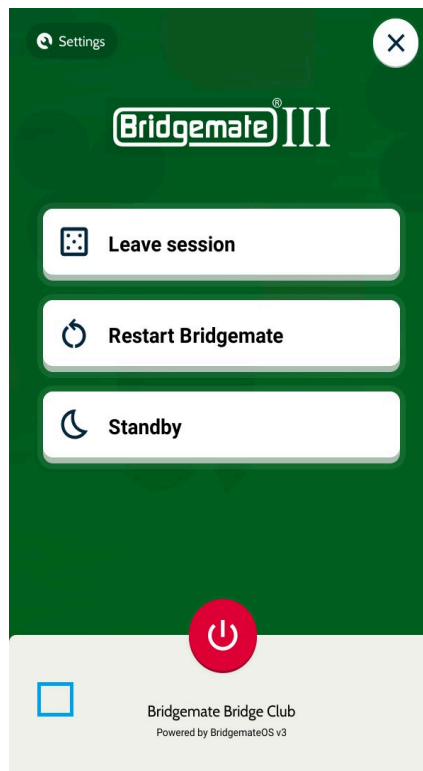


FIGURE 4.3
Power Menu

The power menu includes these options:

1. Leave session (only when the Bridgemate is in a session): exits the current session and returns the Bridgemate to the start screen.
2. Restart Bridgemate: reboots the Bridgemate.
3. Standby: puts the Bridgemate into sleep mode.
4. Switch off (red button): fully powers off the Bridgemate.
5. [Chapter 14](#) provides a detailed explanation of the different power modes and offers guidance on how to use them most effectively.

Configuring Your Bridgemates

To set up your Bridgemate, tap the Settings button located in the upper left corner of the screen.

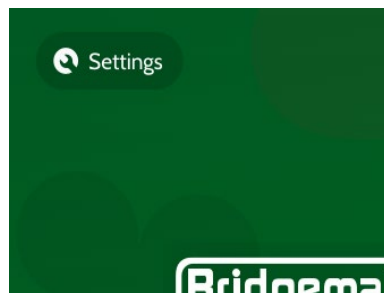


FIGURE 4.4
Settings Button

The Settings menu will be displayed:

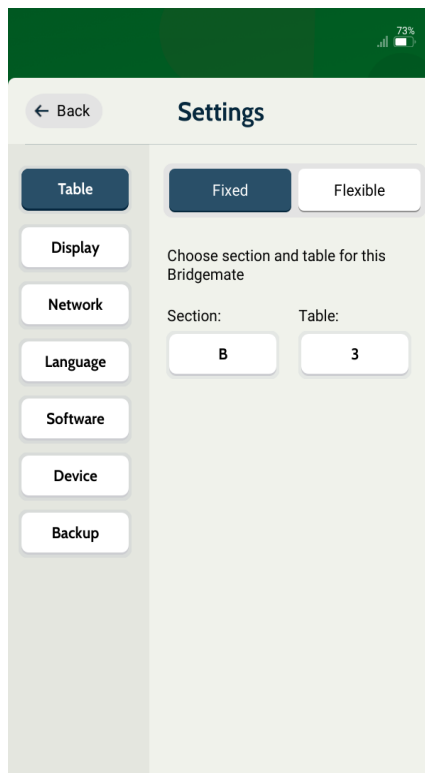


FIGURE 4.5
Settings Menu

The initial setup configures the following items:

- Table
- Display (screen brightness)
- Network Settings
- Language

Table

Under Table, you can choose to assign the Bridgemate to a fixed section and table (such as A1 or B3) or use it flexibly, allowing players to select the section and table at the beginning of the session. Each option has its own pros and cons:

Fixed	Flexible
Each Bridgmate will be ready for use at the correct table when players arrive.	At start-up, players must manually select their table.
Players cannot accidentally select the wrong table.	If the wrong table is selected, players must log off and restart the session on the Bridgmate.
Identifying a specific Bridgmate — for example, to retrieve scores — is easier.	Locating a specific Bridgmate, for example to retrieve scores, can be more difficult.
Each Bridgmate must be placed on a designated table.	Bridgmates can be placed on any table without restriction.
When placing the Bridgmates, you must identify them — either by switching them on to check the assigned section and table number, or by labeling each device with a sticker. ¹	Identification of individual Bridgmates is not required.
If an unexpected extra table is needed, you must update the table settings on the corresponding Bridgmate.	Any Bridgmate can be used at any table.

Fixed Table

If you choose the fixed option, you'll need to select the section and table where this Bridgmate will be used, and place it on the specified table. The highest section is ZZZ (Section 78), and the highest table number is 4095. To select the section, click on the current section indication and choose the correct section from options A-ZZZ.

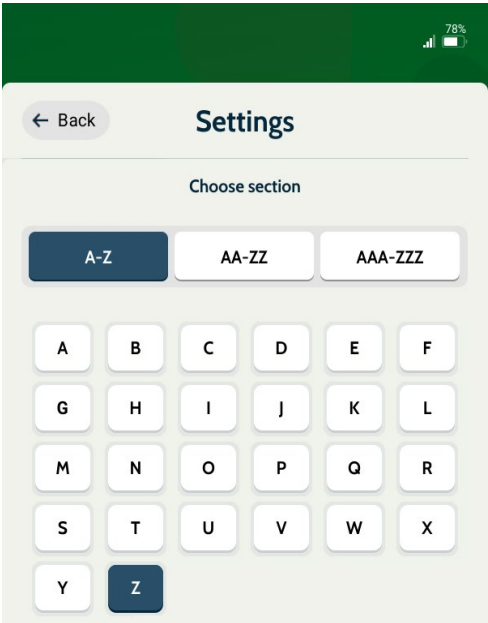


FIGURE 4.6
Selection of Fixed Section with Single Letter

¹ It is recommended to avoid placing stickers on the front glass panel of the Bridgmate.

To select a double or triple letter section, tap first the buttons “AA-ZZ” or “AAA-ZZZ”, then followed by the section.



FIGURE 4.7
Selection of Double Section Letter

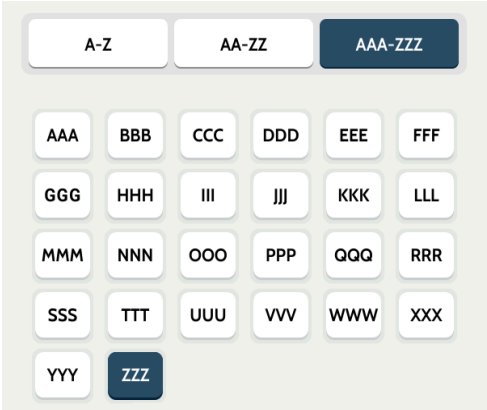


FIGURE 4.8
Selection of Triple Section Letter

You can select a table number (1 till 30) directly or enter any number between 1 and 4095 manually.

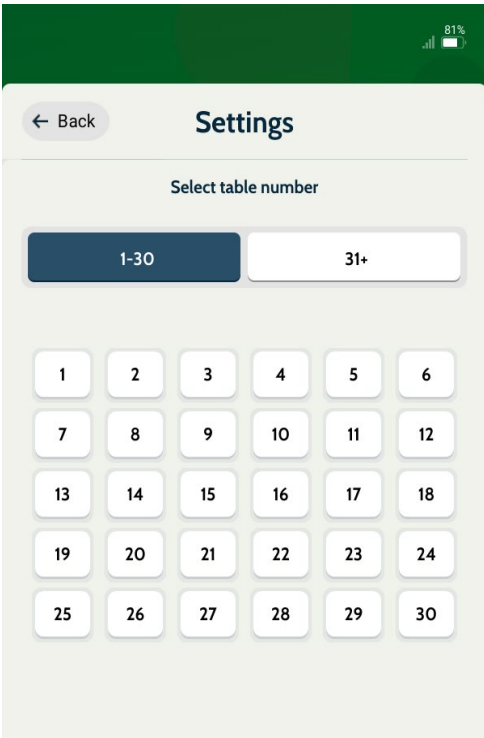


FIGURE 4.9
Selection of Table Number between 1 to 30

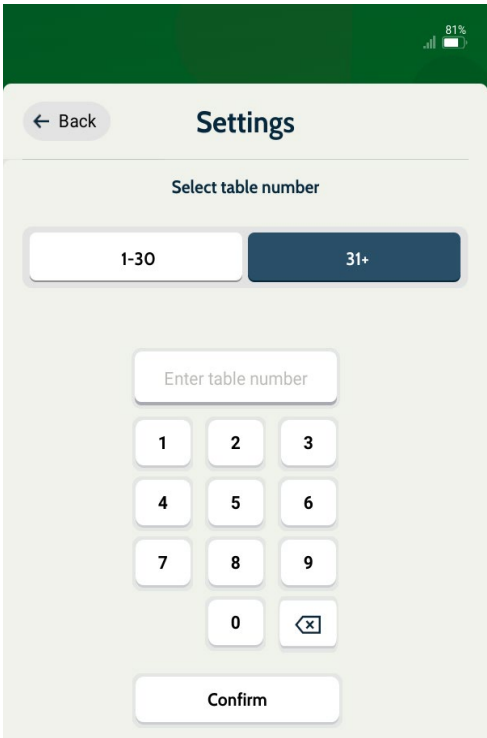


FIGURE 4.10
Selection of Table Number Higher than 30

Once a fixed table is selected, such as Section B and Table 3 in this example, the Bridgemate will display the table on the start screen.

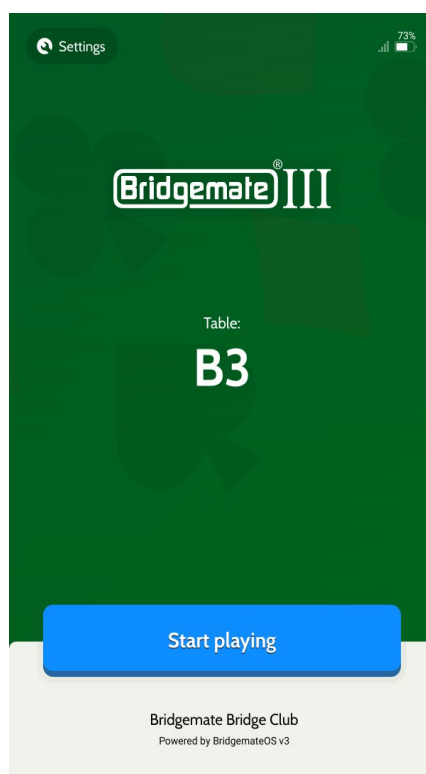


FIGURE 4.11
Start Screen Showing Fixed Table Number

Flexible Table

If you prefer to use the Bridgemate without pre-assigning a section and table number, select the “Flexible” option. In this mode, players choose and confirm the section and table number on the Bridgemate when the session begins. For details on how players select their table at the start of a session, see [Chapter 6](#).

Display

The display settings cover the screen backlight brightness. While higher brightness enhances readability, it also increases power consumption. The display brightness can be controlled by the server or adjusted directly on the Bridgemate.

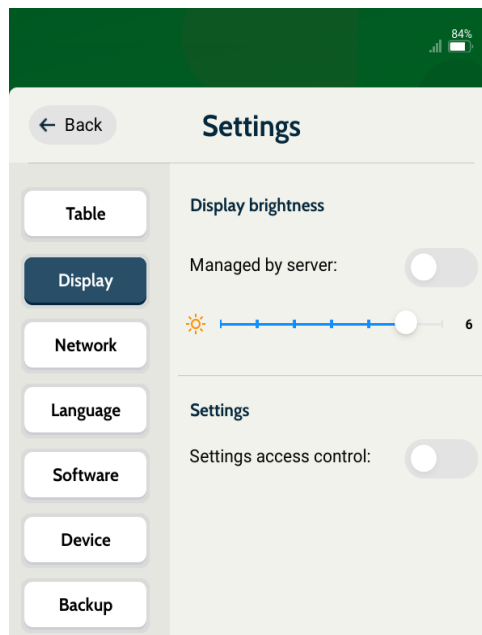


FIGURE 4.12
Display Brightness Setting on the Bridgemate

Brightness Set on the Bridgemate

To adjust the display brightness directly on the Bridgemate, turn off the “Managed by server” setting. This allows you to select the brightness level, and the display backlight will change immediately. The brightness scale ranges from 1 (least bright) to 7 (most bright).

Brightness Set by the Server

When you enable “Managed by server,” the brightness level is configured in BCS, and you cannot adjust it directly on the Bridgemate.

The brightness level is set in BCS from the menu *Tools* → *Options* → *Bridgemate*.

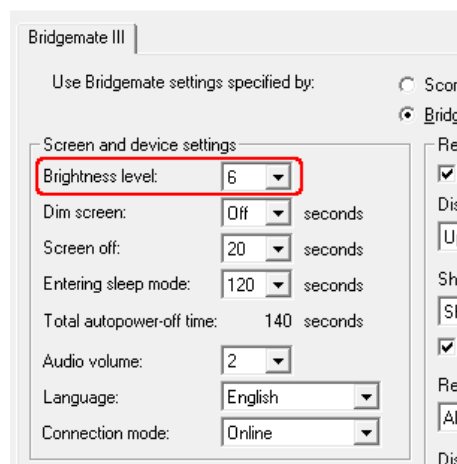


FIGURE 4.13
Display Brightness Setting in Bridgemate Control Software

When the Bridgemate connects to a new session, it receives the brightness setting from BCS and adjusts to the selected brightness level.

Settings Access Control

You can restrict access to the settings by enabling access control on your Bridgemate. This feature works only for Bridgemate scoring devices registered as part of your configuration, as detailed in [Chapter 21](#). The usage of settings access control is explained in [Chapter 22](#).

Network

On the network page, you configure the Bridgemate RF communication network and the Wi-Fi network. Configuration of the RF communication network is explained below, while the use of the Wi-Fi network is covered in [Chapter 21](#).

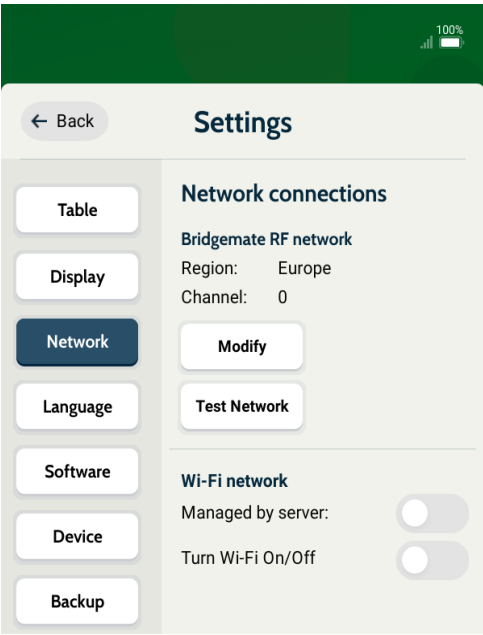


FIGURE 4.14
Network Settings in the Bridgemate

Configuring the RF Communication Network on the Bridgemate

Due to national regulations, the Bridgemate system must be configured to operate within the local frequency range permitted in your region. The server and scoring devices must be set to the same region and channel to communicate effectively.

Select RF Network Settings on the Bridgemate

The RF network region and channel must be set manually on each Bridgemate. In the Settings menu, press "Network," then select "Modify."

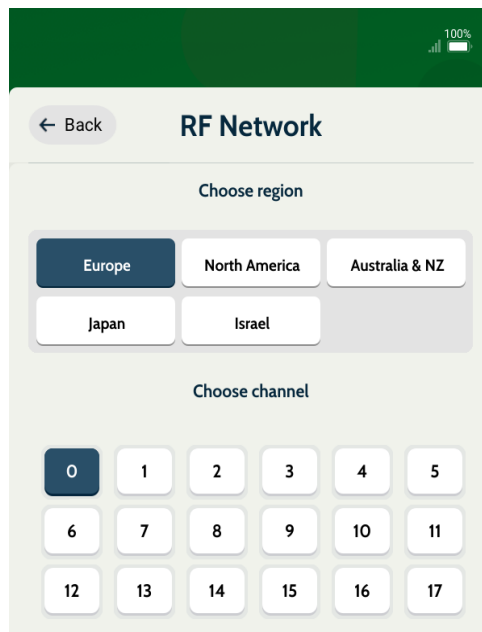


FIGURE 4.15
Configuration of the Region and Channel of the RF Network

The selected region should correspond to your location. The channel number can be any available within the selected region. Press "Back" to return to the settings menu and confirm the new settings.

Select RF Network Settings in the Server

The region and channel on the server are selected through Bridgemate Control Software. Follow these steps to configure the server to match the region and channel set on the Bridgemates:

1. Ensure the server is connected to your computer.
2. Start BCS from the Windows Start menu.
3. In BCS, click menu Server → Region selection.

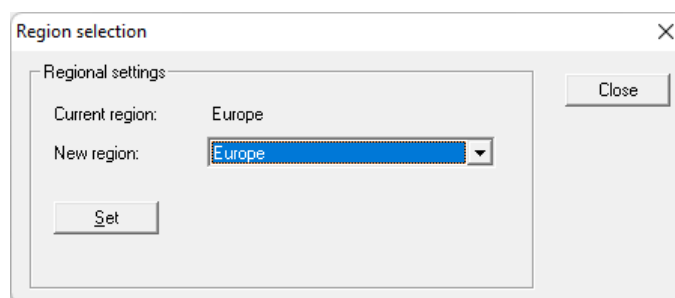


FIGURE 4.16
Region Selection in Bridgemate Control Software

4. Choose your region and press "Set" to confirm. Close the window by clicking "Close".
5. Click menu Server → Channel selection.

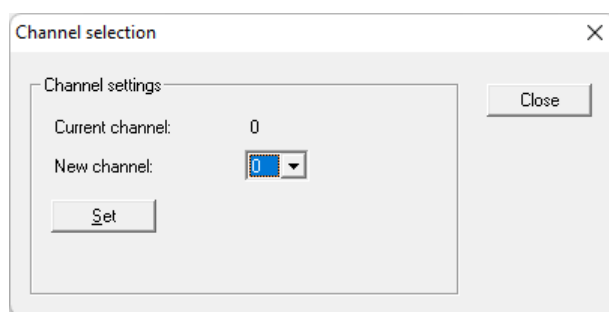


FIGURE 4.17
Channel Selection in Bridgemate Control Software

6. Select the channel you are using on your Bridgemate, then press "Set" to confirm. Close the window by clicking "Close."

Multiple Servers

When multiple Bridgemate systems are used concurrently in the same area, you can operate them side by side by selecting a different channel for your server and scoring devices than the one used by the other system(s). This is also recommended if you need to work with more than 256 scoring devices at one event location.

Test Network Function

If you experience issues with the connection between the Bridgemates and the server, or if you want to ensure it will work in your situation, you can test the network quality using the built-in network test.

First, place the server in the desired location. Position the antennas correctly: both should be oriented horizontally at a 90° angle. Ensure the server is switched on.

On the Bridgemate, navigate to *Settings* → *Network* → *Test Network* to open the network test function. On the test screen, press "Test Network" again to start the network test.

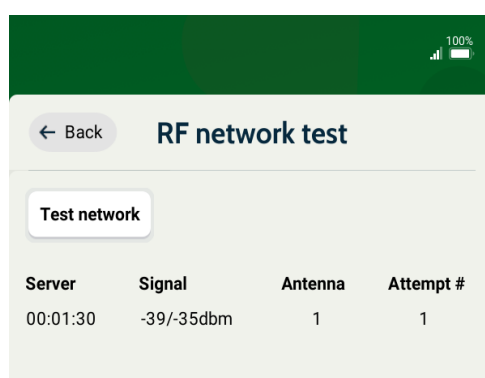


FIGURE 4.18
RF Network Test

When the server is successfully found, the RF MAC address of the server is displayed, along with the signal strength, the best-performing antenna, and the number of attempts needed to achieve this result. You can retest by pressing "Test Network" again, and the new results will replace the previous ones. The signal strength is displayed in dBm, typically ranging between -20 and -100 for your scoring device. Values lower than -100 (such as -105) indicate that the signal strength is too weak for a stable connection. Generally, the higher the value, the better the connection.

In case the server is not found, verify the following:

1. Ensure the server is switched on.
2. Verify that the region and channel settings on both the server and Bridgemate are the same.
3. Make sure the server is equipped with both antennas.
4. Try moving closer to the server.

Language

The information on the Bridgemate can be displayed in multiple languages. You can choose the language for the user interface.

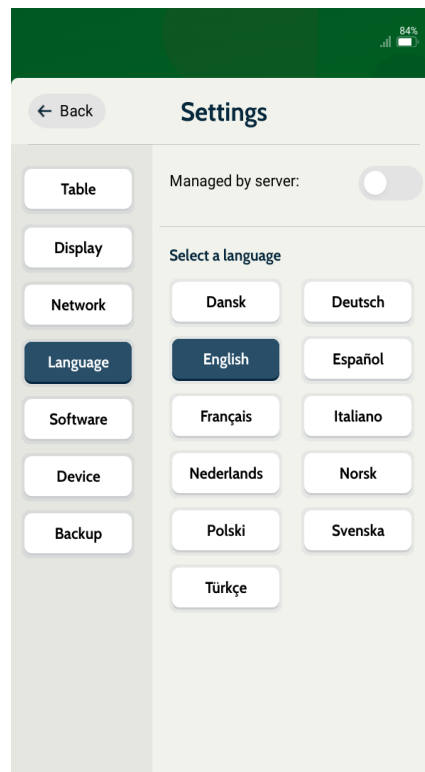


FIGURE 4.19
Select Language on the Bridgemate

The language can be set independently on each Bridgemate, or you can manage it centrally using the Bridgemate Control Software.

Language Set on the Bridgemate

To set the language directly on the Bridgemate, disable the “Managed by server” setting. This allows you to choose the language for the Bridgemate, and the user interface will immediately adapt to the selected language.

Language Set By The Server

When you enable “Managed by server,” the language is configured in BCS, and you cannot select it directly on the Bridgemate. When the Bridgemate connects to a new session, it receives the language setting from BCS and adjusts to the selected language.

The language is set in BCS via the menu *Tools* → *Options* → *Bridgemate*.

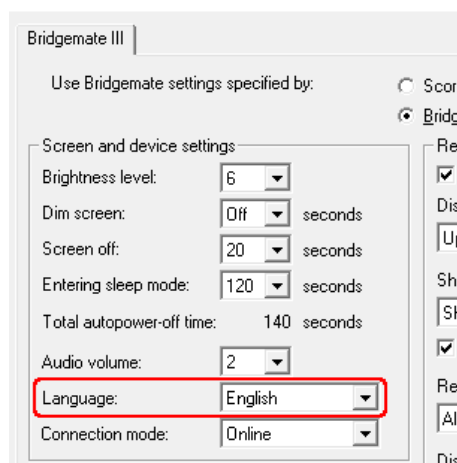


FIGURE 4.20

Select Bridgemate Language from Bridgemate Control Software

Configuring Bridgemate Settings from Bridgemate Control Software

Bridgemate Control Software configures the Bridgemates with the appropriate settings for a new session. These settings can be managed either through your scoring program or directly from BCS. Check your scoring program's manual or contact the developer to see if it supports Bridgemate III settings.

In the menu *Tools* → *Options* → *Bridgemate*, you specify the source for Bridgemate III settings in BCS:

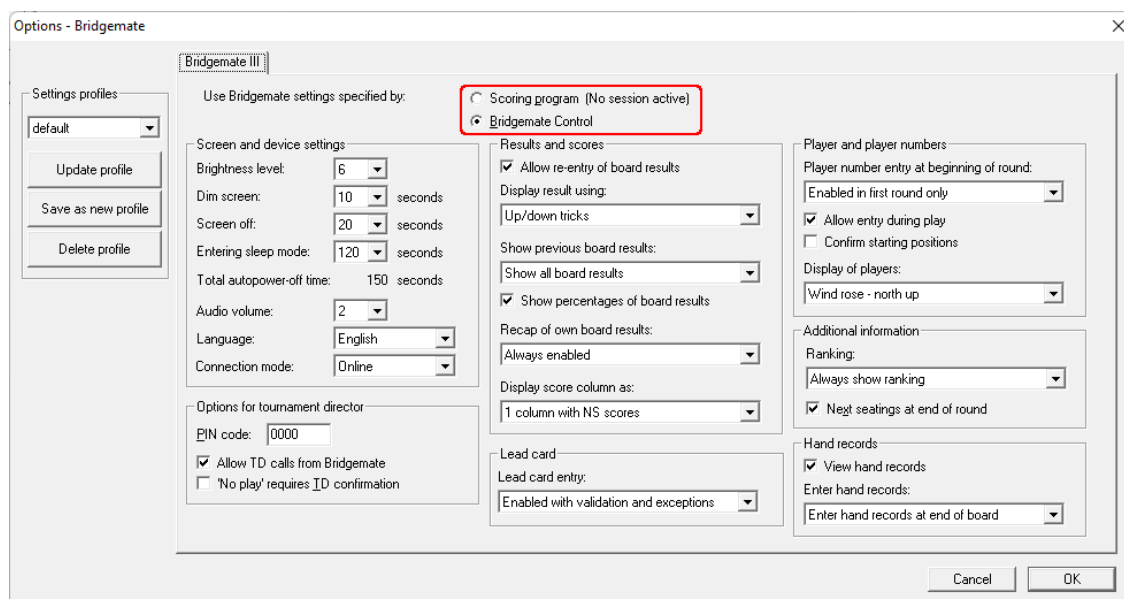


FIGURE 4.21

Specify the Source for Bridgemate Settings in Bridgemate Control Software

Decide whether your scoring program should provide the Bridgemate settings or if you will configure them manually in BCS. If you choose to set them in BCS, refer to [Chapter 15](#) for detailed information on all available Bridgemate settings.

If you configure Bridgemate Control Software to manage the settings, BCS can display them at the start of each new session, allowing you to review and modify them as needed. To enable this feature, go to the menu *Tools* → *Options* → *General* → *General tab*, and check the option “Show Bridgemate options when starting new session.”

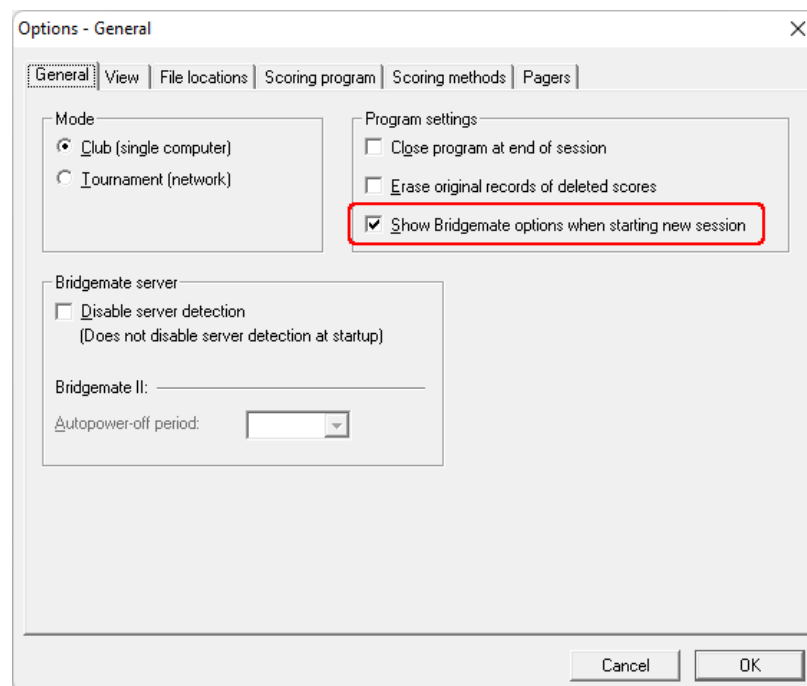
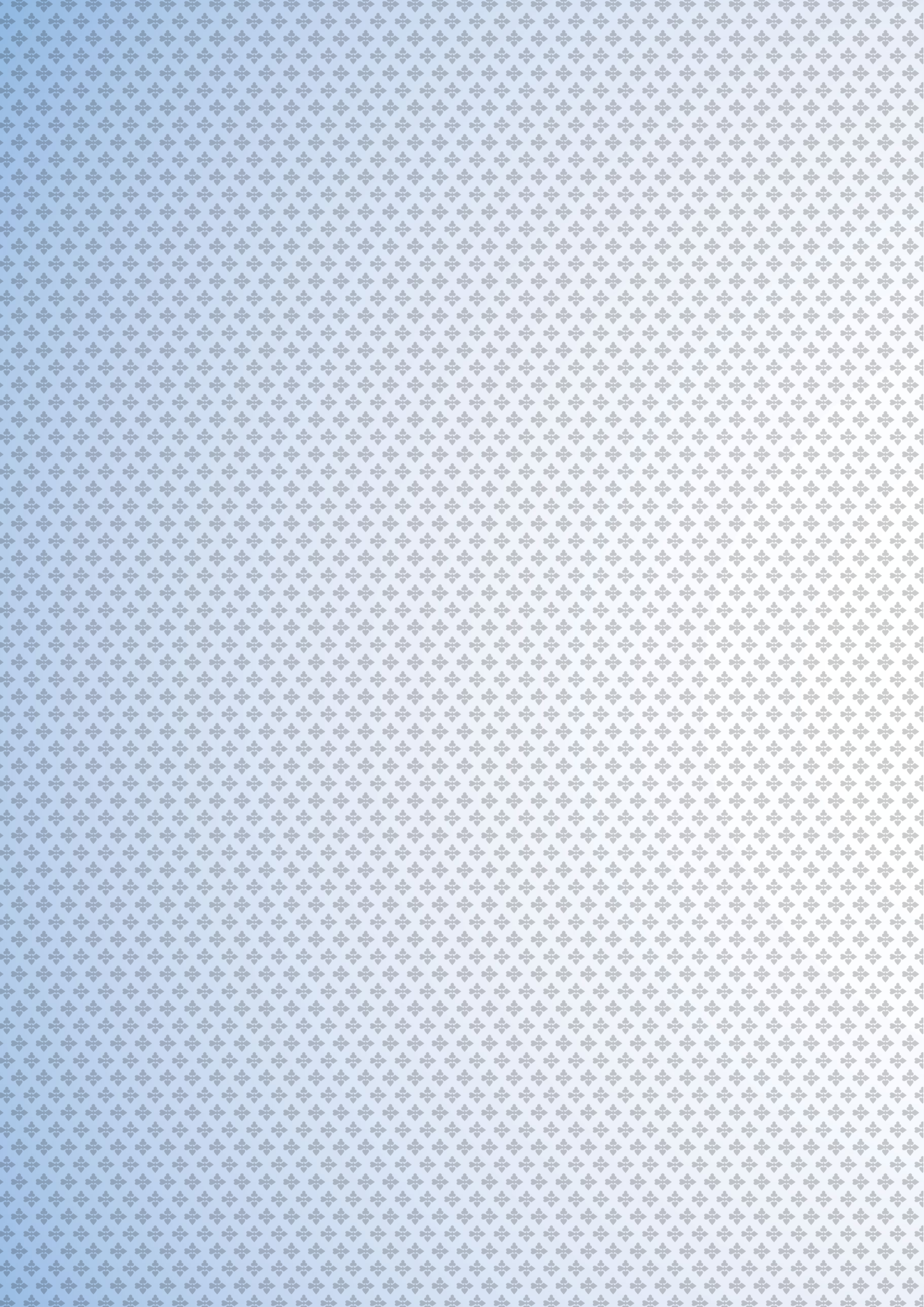


FIGURE 4.22
Setting to Show Bridgemate Options when Starting a New Session



CHAPTER 5

Preparing and Starting the Session

- Preparing for Your Session

Preparing for Your Session

To start a session, using the Bridgemate III scoring system, follow these steps:

1. Place a Bridgemate on each table in use. Typically, the player seated in the North position manages this device.
2. Activate the Bridgemate and verify it displays the start screen. When a Bridgemate is still left in an older session, press and hold the power button to show the power menu and click on “Leave session”. This will bring your Bridgemate back to the start screen. The Bridgemate should either show the assigned fixed table, or it should not show any table number in case you have set it to flexible table. In either case, you should see the “Start playing” button.

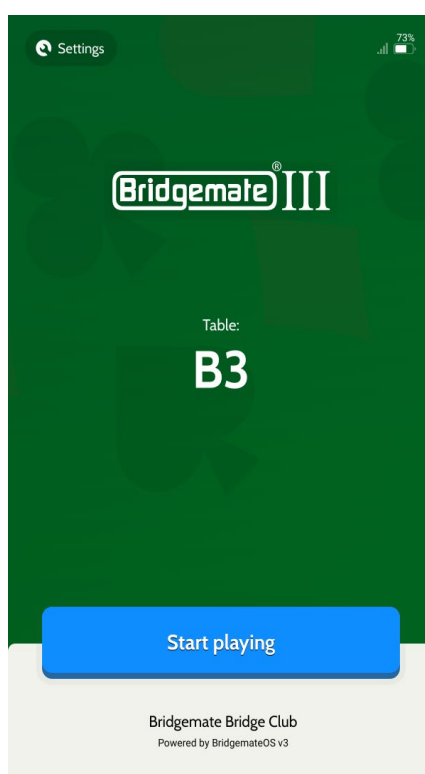


FIGURE 5.1

Bridgemate Start Screen with Start Playing Button

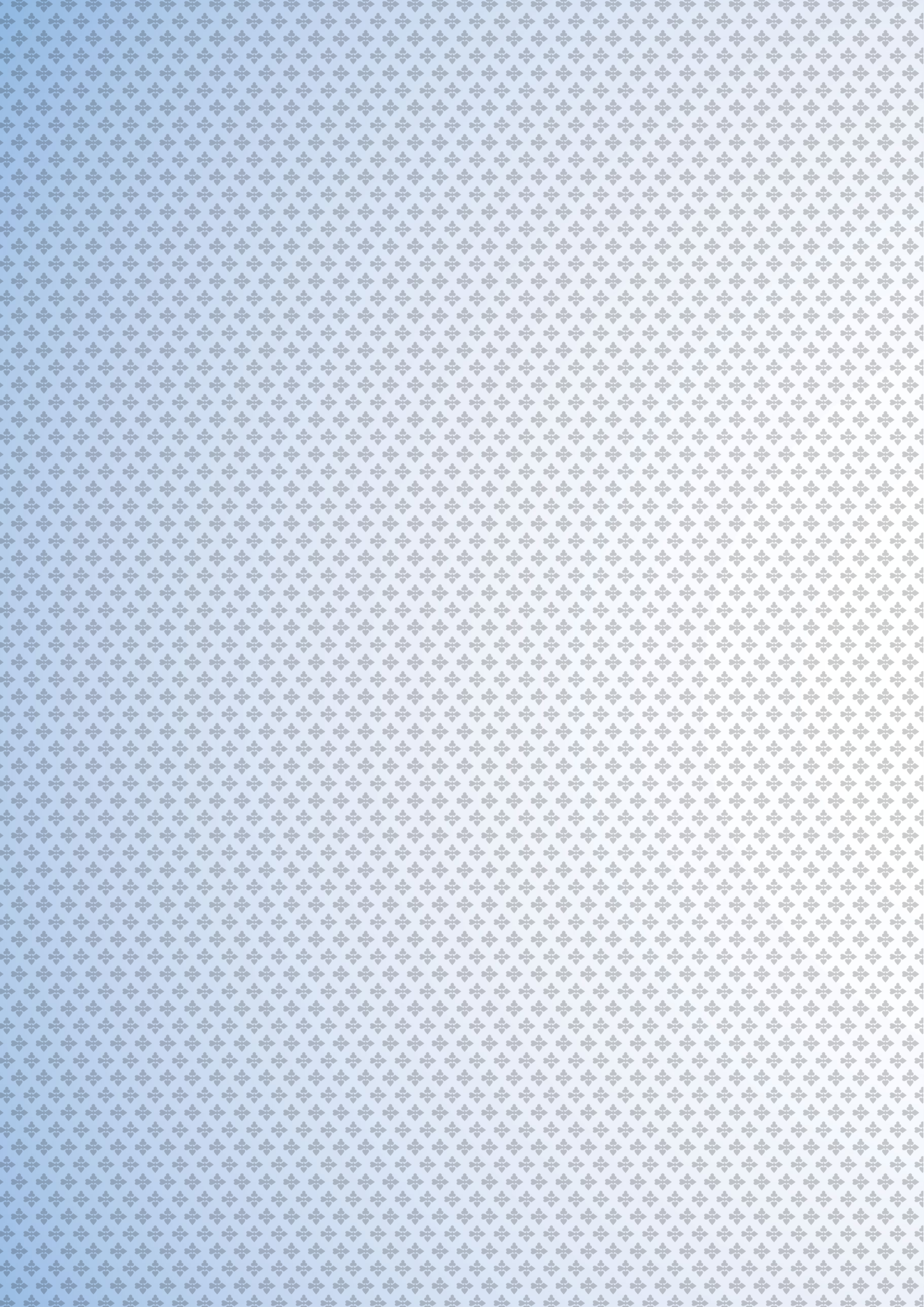
3. For fixed table assignments, ensure that the Bridgemates are placed at the correct tables. Verify the displayed section and table numbers against other markers on the table or the table map provided by the tournament director. For flexible table assignments, you can distribute the Bridgemates randomly across the tables. Connect the server to the computer, ensuring the antennas are properly attached and positioned. The antennas should be oriented horizontally, with a 90° angle between them.



FIGURE 5.2
Recommended Orientation of the Antennas

4. Set up the session in your scoring program. Refer to the program's manual for detailed instructions on configuration and scoring a session.
5. Launch the Bridgemates through your scoring program. This will initiate the Bridgemate Control Software (BCS) and load all necessary information. BCS will then transmit this data to the Bridgemates and activate them. If you've configured Bridgemate settings in BCS and opted to display these settings at the session's start, they will appear on the screen. This is your chance to make any last-minute adjustments. Press OK to confirm the settings and proceed with starting the Bridgemate system.

You are now prepared to start your session. The upcoming chapters will guide you on how to effectively use the Bridgemates throughout the session.



CHAPTER 6

Using the Bridgemate During Play

- Starting the Bridgemate
- Starting the Round
- Entering Board Results
- Finalising Board Result Entry and Review Results
- Round Completed
- Session Completed

Starting the Bridgemate

When you arrive at the table, you'll find a Bridgemate ready for use. It may be assigned to a fixed table, allowing you to begin immediately, or it may ask you to confirm the table number if flexible table selection is enabled.

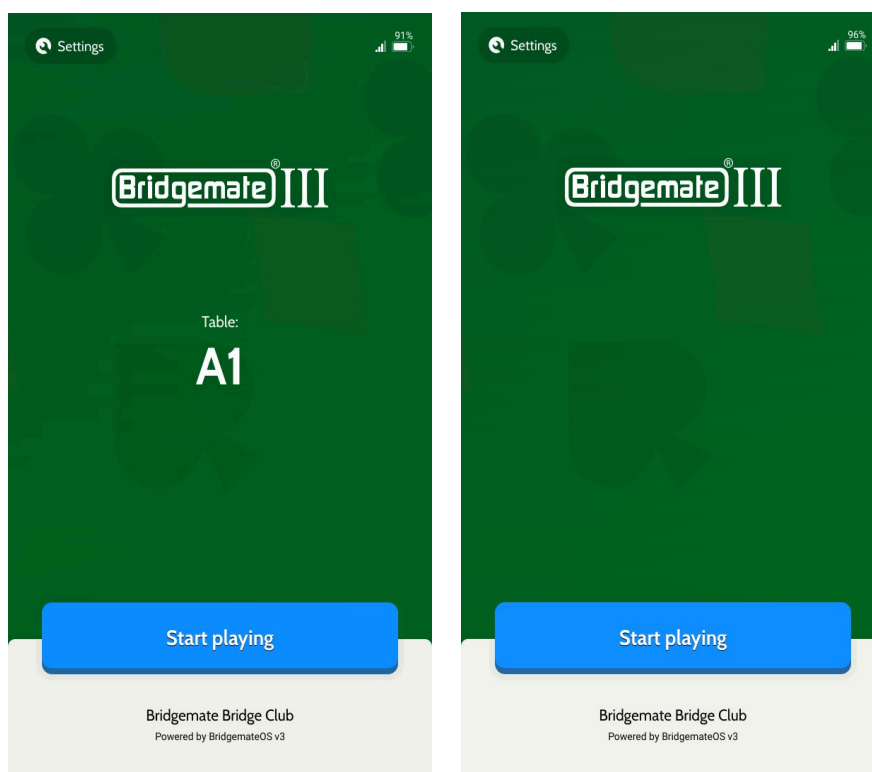


FIGURE 6.1
Fixed Table Start Screen vs. Flexible Table Start Screen

Fixed Table

When you start a Bridgemate set for a fixed table, the start screen displays the section and table number. You can press the blue "Start playing" button on this screen to begin the session for your table. If your table is not being used in the session or the session hasn't been initiated from the scoring program, the Bridgemate will notify you. In this case, you can either wait for the tournament director to start the session or contact the director to ensure the Bridgemate is configured correctly.

Flexible Table

When the Bridgemate is set to flexible table assignments, you can press the blue "Start playing" button to initiate the session for your table. The Bridgemate will then retrieve the current available session and display the tables for that session.

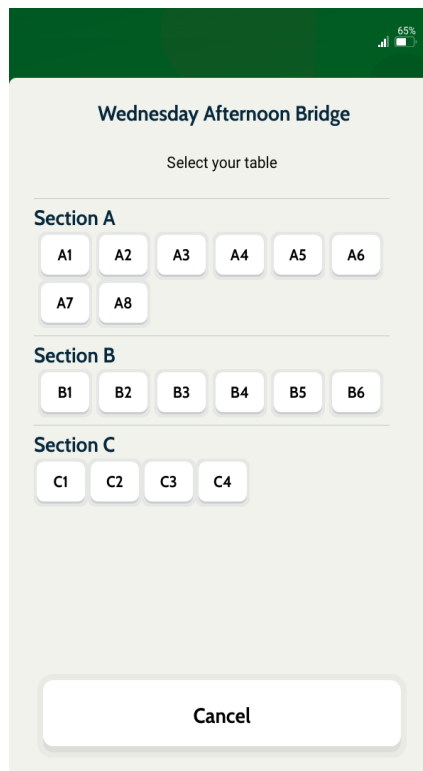


FIGURE 6.2
Table Selection in a Flexible Table Configuration

You choose the table number which matches the one you are seated at.

Confirmation

Once you select your table on the Bridgемate, the device displays the session name and prompts you to confirm your selection again.

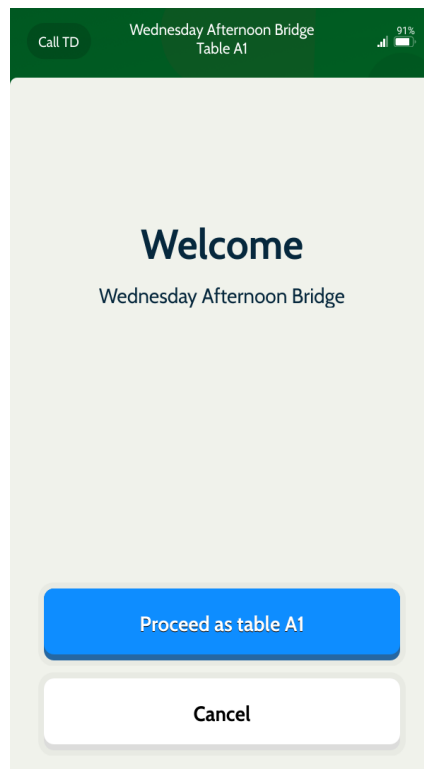


FIGURE 6.3
Welcome Screen to Confirm the Selected Table

To confirm your selection and start the session, press the blue button. If you've chosen the wrong table, press the Cancel button to return to the start screen.

Player Registration

Bridgemate provides comprehensive features for selecting or registering players. This section assumes that players have already been pre-registered in your scoring program. For detailed instructions on registering players on Bridgemates at the beginning of a session, please refer to [Chapter 9](#).

Starting the Round

At the beginning of each round, a screen displays essential information, including the round number, board numbers, expected pairs, and their seating arrangements. Throughout the session, the event name, table number, and current round are prominently shown at the top of each screen.

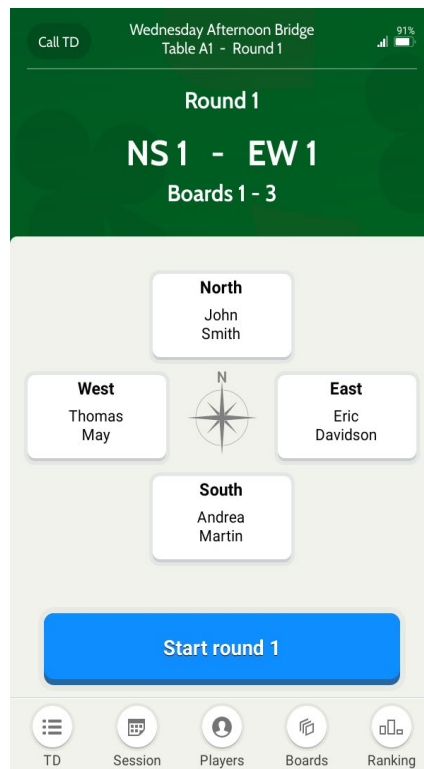


FIGURE 6.4
Information Screen at the Beginning of Each Round

Players are listed according to their registration in the scoring program. The first player of a pair is shown in the north or east position, while the second player is shown in the south or west position.

NOTE:

1. **Swapping Player's Positions.** You can switch the positions of players. For detailed instructions, refer to [Chapter 9](#).
2. **Wind rose Orientation:** By default, the player's wind rose is oriented with north at the top. However, you can rotate the wind rose so that north is at the bottom, facing the Bridgемate operator, who typically sits in the north position. For instructions on how to adjust this setting, refer to [Chapter 10](#).

Entering Board Results

To initiate the round, tap the "Start Round" button. You can then begin entering the results for the boards in that round.

Select the Board Number

At the beginning of each new board, an overview of the board numbers is displayed. Only the boards scheduled for the current round and table are accessible. Boards that have already been played are highlighted in green. Begin by selecting the board for which you want to enter the result.

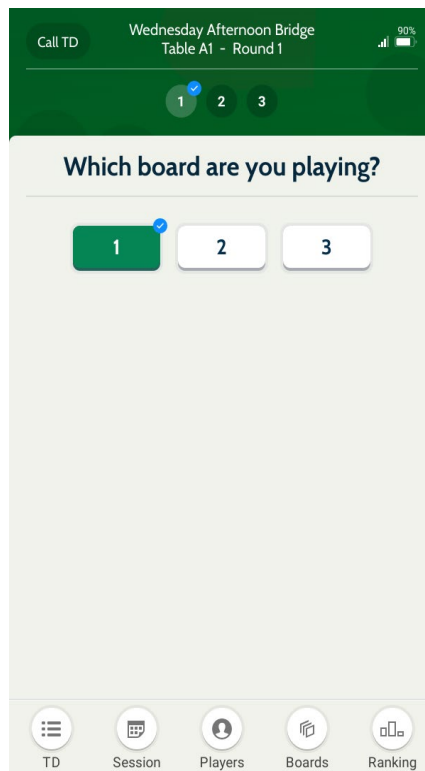


FIGURE 6.5
Board Number Selection

When entering and reviewing the contract and results, the board number will be prominently displayed in the green bar at the top. The next step is to input the contract bid.

Select the Contract

Once the board number is chosen, the contract can then be selected.

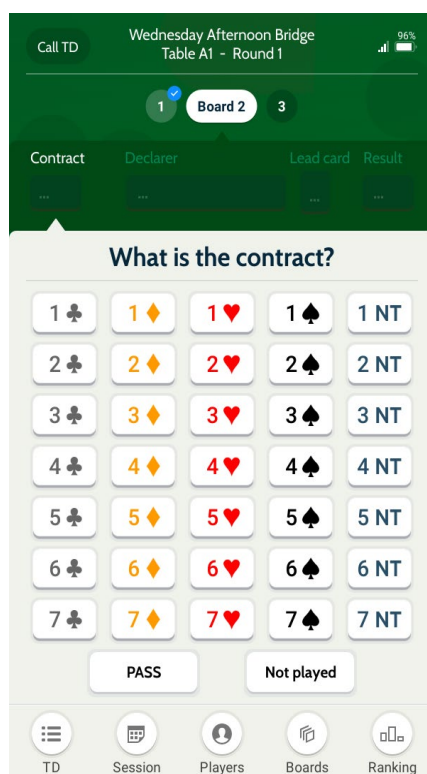


FIGURE 6.6
Contract Selection

To select a contract, press the button corresponding to the desired contract. The Bridgемate will then proceed to the declarer selection. If the contract is doubled or redoubled, you can indicate this on the following screen. If a board was passed out or not played, choose "PASS" or "Not played" instead of a contract. In such cases, the Bridgемate will directly advance to the verification screen.

Enter Declarer (and Double or Redouble)

Next, choose the declarer for this contract. Tap on one of the four directions to select the declarer for this contract.

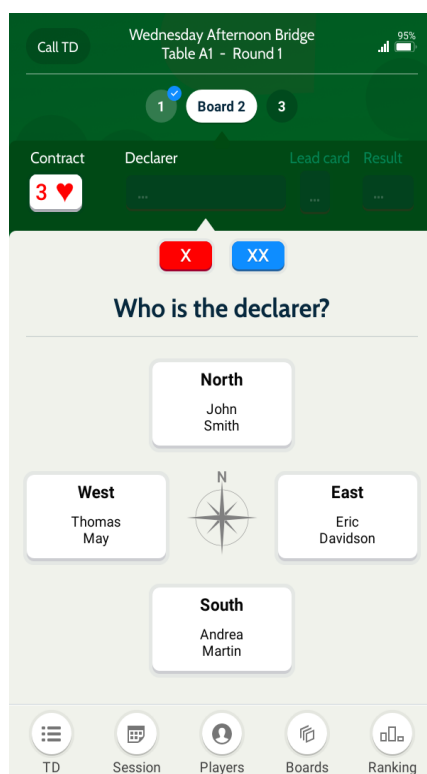





FIGURE 6.7
Declarer Selection

Double / Redouble

Here you can also register a doubled or redoubled contract. Tap  to indicate a doubled contract, or  for a redoubled contract. To remove the double or redouble, tap the  button, which replaces the doubled/redoubled button once selected. You can easily switch between undoubled, doubled, and redoubled with a single tap on the screen.

NOTE: You can also enter or modify double and redouble in the screens that follow, where you select the lead card or the number of tricks.

Enter the Lead Card

Once the declarer is chosen, the Bridgemate prompts for the lead card. If the lead card entry is not enabled in the Bridgemate settings, this screen will be skipped, and the Bridgemate will instead request the final number of tricks.

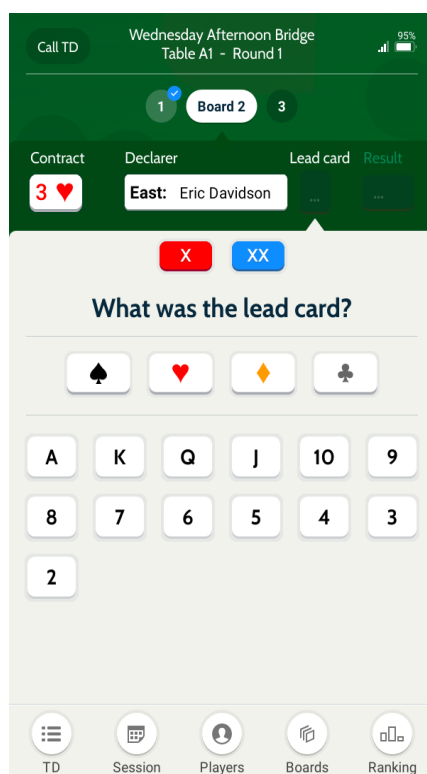


FIGURE 6.8
Lead Card Selection

Choose the suit and rank of the lead card in any order. Once the lead card is selected, the Bridgeline will prompt you for the number of tricks.

NOTE: *Validation of the lead card can be done when hand records are available. This is covered in [Chapter 11](#).*

Enter Number of Tricks

The entry is concluded by selecting the final result.

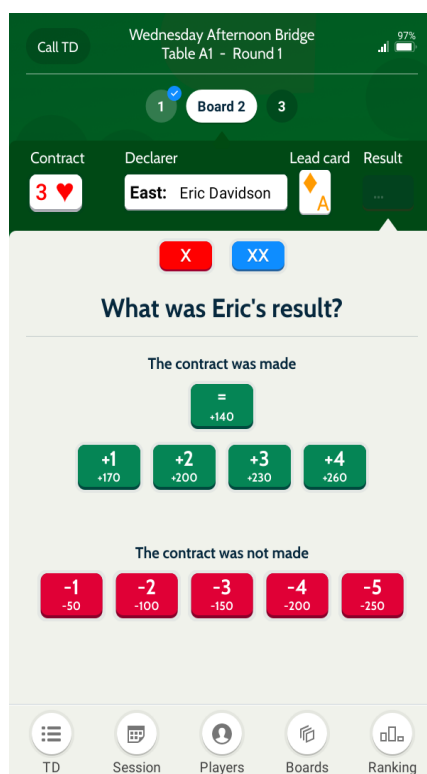


FIGURE 6.9
Final Result Selection

You can view the number of tricks made, including those exactly made, overtricks, and downtricks. If there are more overtricks or downtricks than displayed on the screen, swipe the trick buttons left or right to see additional options. The Bridgemate will only display the number of tricks possible for the entered contract.



FIGURE 6.10
Swipe to the Left or Right to Display More Options

Board Summary and Verification by Opponents

Once the number of tricks has been chosen, the screen will display a summary and give the opponent the option to either accept or dispute the results. If the opponent does not respond within a specified time frame, the Bridgemate will automatically accept the results to prevent others nearby from seeing the information.

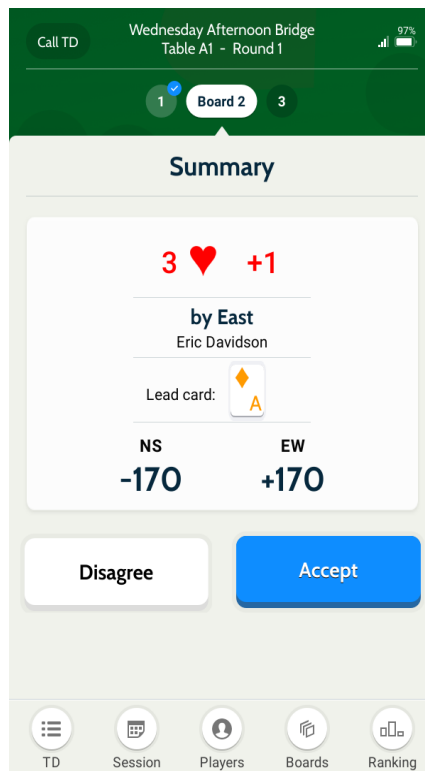


FIGURE 6.11
Summary Screen for Confirmation by Opponents

If the opponents notice a mistake and disagree, they will click "Disagree" to return to the entry screen. If the information is correct, press "Accept" to confirm the result and send it to the scoring computer.

NOTE: See [Chapter 8](#) for making corrections.

Pass and Not Played

When all four of you have passed and no contract was bid, the result of the board is PASS. You can click on PASS in the contract entry screen to complete the entry. The Bridgeline will then show the board summary screen for verification by your opponents. Similarly, if you did not manage to play the board at all and the tournament director allows you to skip this board, you can click on "Not played."

The summary screen for both pass and not played appears as follows:

Opponents must always confirm the Pass or No play to finalize the board result entry.

NOTE:

1. **"Pass" and "not played" are distinct outcomes. A "pass" is a valid result, awarding 0 score points to both pairs. In contrast, "not played" indicates the board wasn't played at all, meaning the pairs played one board less in the session.**
2. **The tournament director has the authority to permit or restrict players from entering the "Not played" status, as detailed in [Chapter 12](#).**

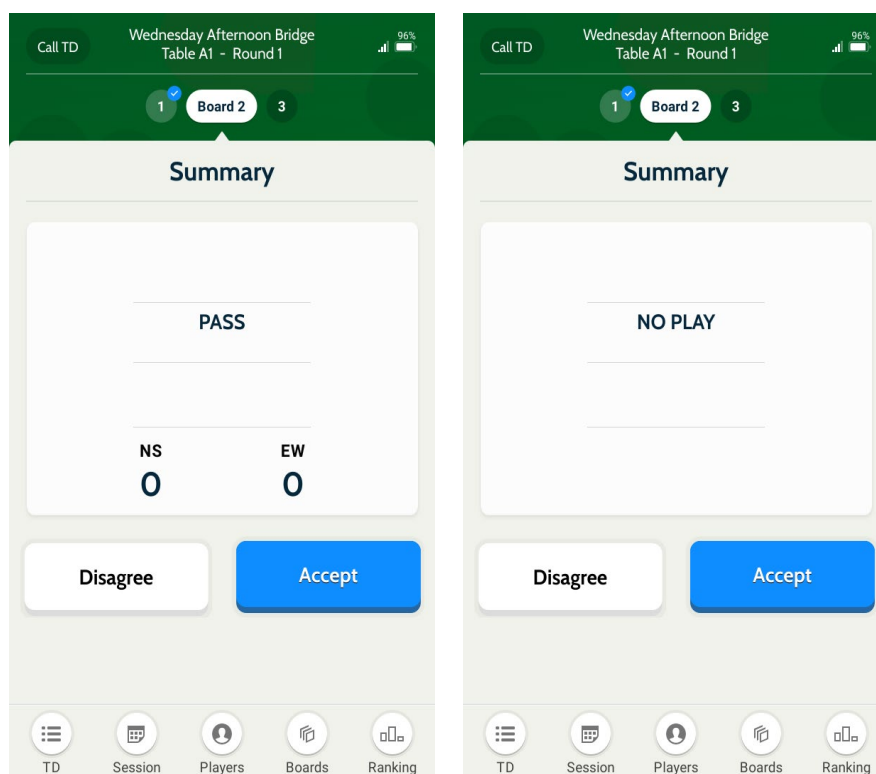


FIGURE 6.12
Board Summary Showing PASS and Not Played

Finalising Board Result Entry and Review Results

When the opponents have accepted the contract and result, the board result entry has been completed and you can review the results of other pairs on that board.

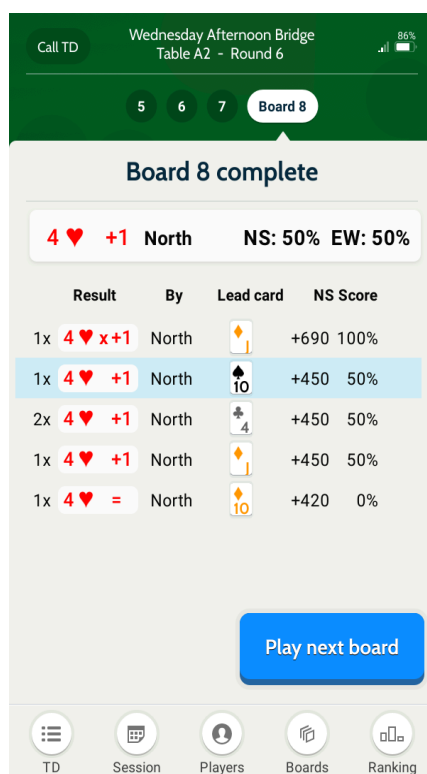


FIGURE 6.13
Board Completed Showing Results from Other Pairs

The white score bar displays the result you just entered and the percentage awarded up to that moment. This percentage may change later on when more board results are entered.

Results of other pairs on this board are displayed in the list below. The row highlighted in light blue indicates the board result that you just entered. When there are more board results than the screen can hold, a vertical scroll bar will be visible, and you can swipe up or down to view more results.

As tournament director, you control the information shown to players. [Chapter 7](#) explains how to configure the display of past results and select what to include.

To advance to the next board, tap the "Play Next Board" button.

Round Completed

When you enter the last board result of the round, the Bridgeline will show a blue button labeled "Next" instead of "Play next board." By pressing "Next," you will see the end of round screen along with instructions on where you should move for the next round.

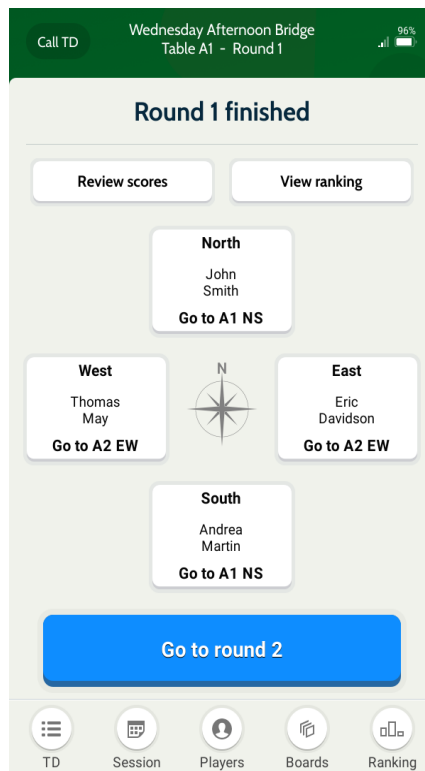


FIGURE 6.14
End of Round Screen with Table Assignments for Next Round

Tap the blue "Go to Round" button to advance the Bridgemate to the next round.

Session Completed

Once the final round at this table concludes, the Bridgemate displays the session completion screen.

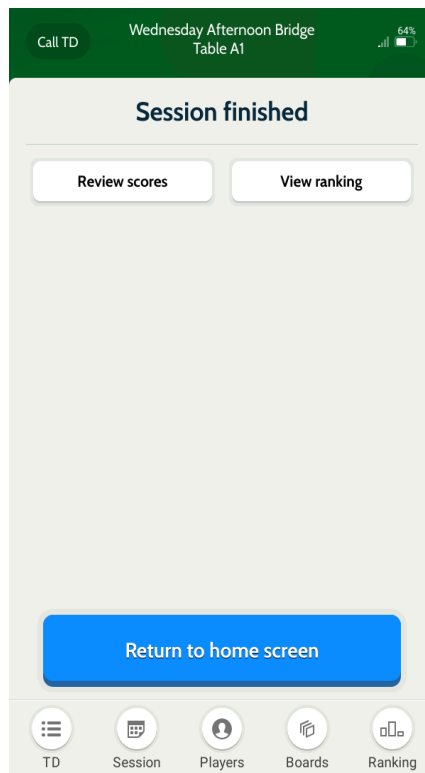
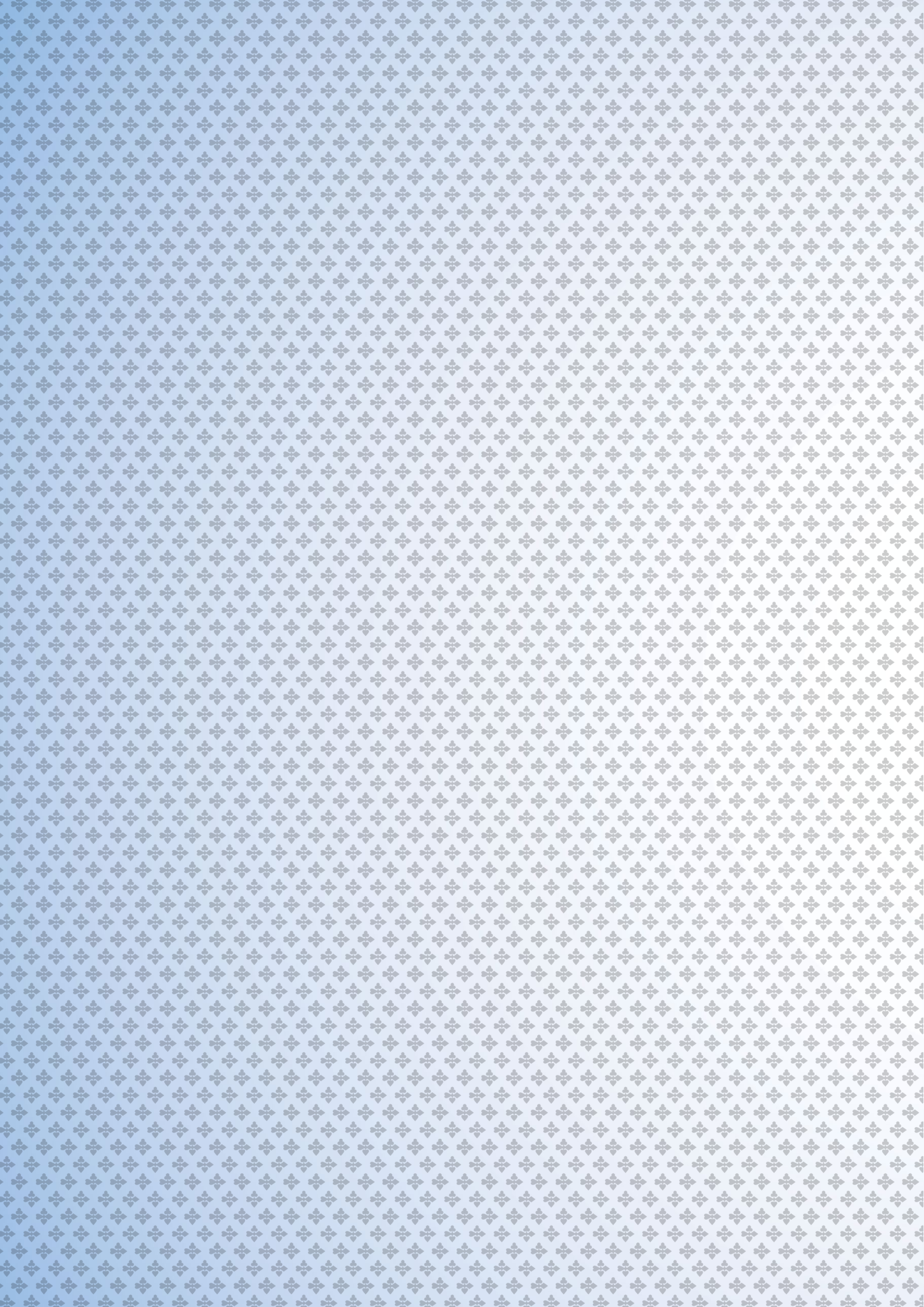


FIGURE 6.15
End of Session Screen

Before ending the session, you have the option to review the scores from the last round or check the rankings. By pressing "Return to Home Screen," the Bridgемate will reset to its start screen. Once its tasks are complete, you can store the Bridgемate in the storage tray or place it in the charging case if it needs recharging.



CHAPTER 7

Displaying Board Results, Rankings and Session Information

- Displaying Board Results
- Displaying Ranking
- Reviewing Session Information

This chapter provides a comprehensive guide on configuring the Bridgemate to effectively display board results, rankings, and other essential session information to players. By following these instructions, you can ensure that participants have access to all relevant data during and after the session.

Displaying Board Results

Bridgemate III offers detailed configuration options for displaying board results in various formats. The settings within the Bridgemate Control Software provide you with complete control over how these results are presented.

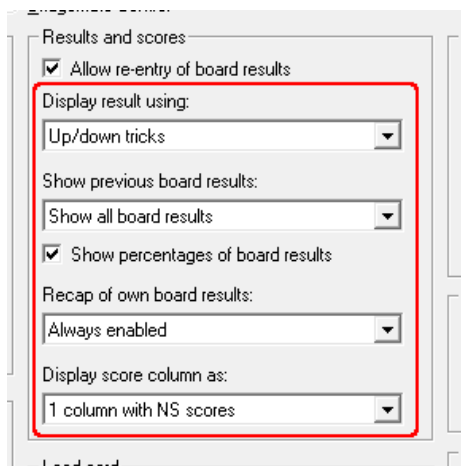


FIGURE 7.1

Bridgemate Settings for Displaying Results

Percentages of Board Results

Once a board result is entered, the Bridgemate displays the percentages achieved by both pairs for that board. In the board results overview, the actual percentages are also shown. If you disable the "Show percentage of board results" option, these percentages will no longer be displayed.

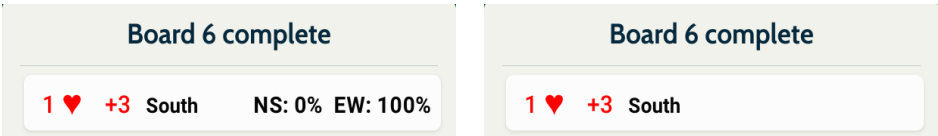


FIGURE 7.2
Own Result Indication with Percentages vs. without Percentages

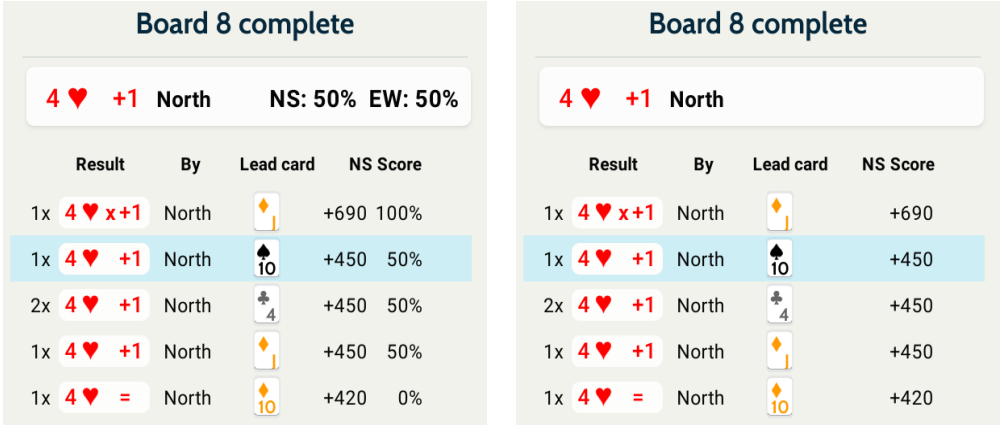


FIGURE 7.3
Own Board Result and Overview of Previous Results on that Board
(Indicated with Percentages vs. without Percentages)

Show Results of Other Pairs on a Board

Reviewing the results of other pairs on a recently played board is a key aspect of bridge. By default, the overview of previous board results is enabled. However, if you prefer not to display these results on the Bridgemate, you can easily disable this feature by adjusting the "Show previous board results" setting. Here are your options:

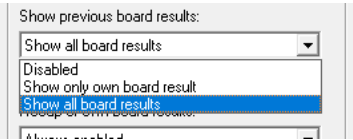


FIGURE 7.4
Bridgemate Settings for Displaying Previous Board Results

1. Show all board results

After completing your entry, your board result is displayed, along with the results of other pairs. This corresponds to Figure 7-3 above.

2. Show only own board result

After completing the entry, your board result is shown, but the results of other pairs remain hidden. It will appear similar to Figure 7-2 above.

3. Disabled

Once you finish the entry, the message "Board complete" will appear. However, you won't receive confirmation of your own board result, nor will you see other results. This setting is solely for registration purposes without any feedback.

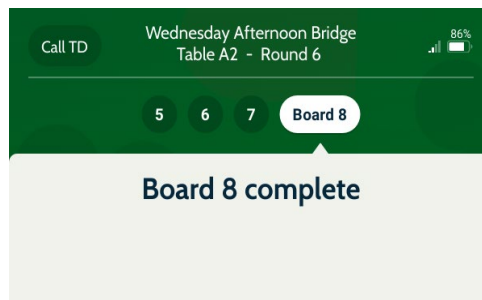


FIGURE 7.5
Board Entry Complete without Feedback

Review Your Board Results in the Current Round

Players can access a summary of their board results for the current round. They can do this by pressing the "Boards" button in the bottom menu or by clicking the "Review scores" button at the end of the round.

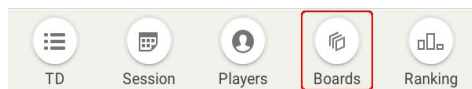


FIGURE 7.6
Boards in the Bottom Menu

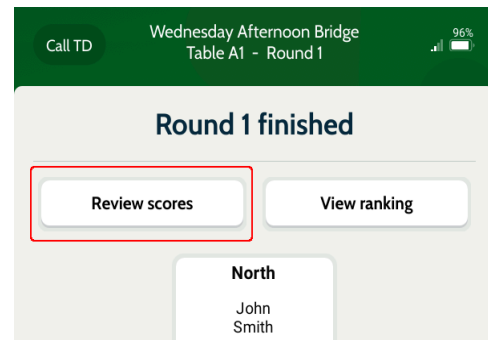


FIGURE 7.7
Review Scores Button at End of Round

 A screenshot of the 'Boards' screen. At the top, a green header bar shows 'Call TD', 'Wednesday Afternoon Bridge', and 'Table A1 - Round 1'. Below the header, there is a 'Close' button and the title 'Boards'. Underneath, the text 'Boards in round 1' is displayed. A table follows, showing the results for three boards. The table has five columns: 'Brd', 'Result', 'By', 'Lead card', and 'NS Score'.

Brd	Result	By	Lead card	NS Score
1	4 ♠ +1	North	♣ 4	+450 100%
2	3 ♥ x-1	East	♠ A	+100 50%
3	2 ♦ =	West	♥ Q	-90 50%

FIGURE 7.8
Recap of Board Results

The recap of the board results appears as follows:

If the overview of previous board results is enabled, the player can tap on a board result to view other results as well. This is particularly convenient at the end of a round for reviewing the results once more.

Access to the recap of board results can be restricted by setting the option “Recap of own board results” as follows:

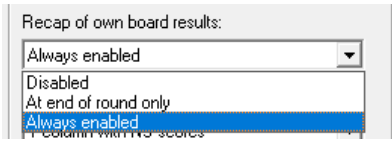


FIGURE 7.9
Bridgemate Setting Controlling the Display of Own Board Results

1. Always enabled

You can view your board results anytime by tapping the “Boards” button in the bottom menu.

2. At end of round only

The board results can be viewed only after a round ends. During the round, the “Boards” button is not accessible.

3. Disabled

Board results are inaccessible for the entire session. Both the “Boards” button and the “Review scores” button remain disabled.

Display Scores in One or Two Columns

Each board result includes a contract, the final outcome, and a numerical score. The score can be presented in either one or two columns. In a single-column format, the score represents the result for the NS side and may be positive or negative. In a two-column format, there are separate columns for the NS side and the EW side, displaying only positive scores. This score can reflect either the declaring side or the defending side's performance.

Result	By	Lead card	NS Score
1x 2♣ =	North	♦6	+90 100%
1x 3♦ -1	West	♣A	+50 80%
1x 3♥ -1	South	♠K	-50 60%
1x 1NT -2	North	♠2	-100 40%
1x 2♠ +1	East	♣3	-140 20%
1x 2NT +1	West	♣J	-150 0%

FIGURE 7.10
Scores in One Column

Result	By	Lead card	NS	EW
1x 2♣ =	North	♦6	90	
1x 3♦ -1	West	♣A	50	
1x 3♥ -1	South	♠K		50
1x 1NT -2	North	♠2		100
1x 2♠ +1	East	♣3		140
1x 2NT +1	West	♣J		150

FIGURE 7.11
Scores in Two Columns

You can configure the display to use one or two columns through the "Display score column as" setting.

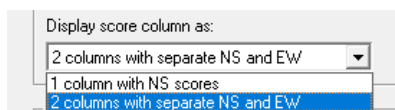


FIGURE 7.12

Bridgemate Setting for Displaying Scores in One or Two Columns

NOTE:

1. **Percentages cannot be displayed when using a two-column layout.**
2. **The one-column or two-column layout is used for the overview of previous board results and the recap of personal board results in the current round.**

Display of Final Result (Tricks)

The final result can be displayed in three different formats:

1. Overtricks / Undertricks

The number of tricks over or under the required contract amount. For instance, “3NT +2” indicates the 3NT contract was fulfilled with two additional tricks. This is the standard setting.

2. Total Number of Tricks

The total number of tricks taken by the declarer. For example, “3NT 11” indicates that the contract was 3NT and a total of 11 tricks were made.

3. American Method

A contract that was fulfilled is noted by the number of odd tricks, which are the tricks won beyond the initial six. For instance, “3NT 5” indicates that the 3NT contract was completed with a total of 11 tricks (initial 6 tricks + 5 odd tricks). Conversely, a defeated contract is recorded using the undertricks method.

The chosen method for displaying results is consistently applied across all screens where the final outcome is shown. This method is configured using the following setting:

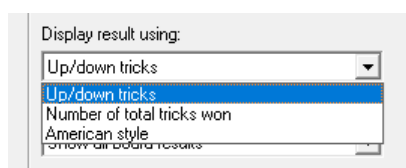


FIGURE 7.13

Bridgemate Setting for Controlling How to Display the Results

The outcomes for these three methods are as follows:

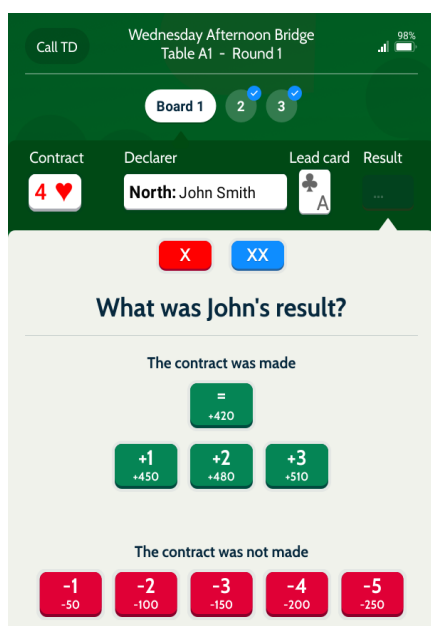


FIGURE 7.14
Result Displayed as Over / Undertricks

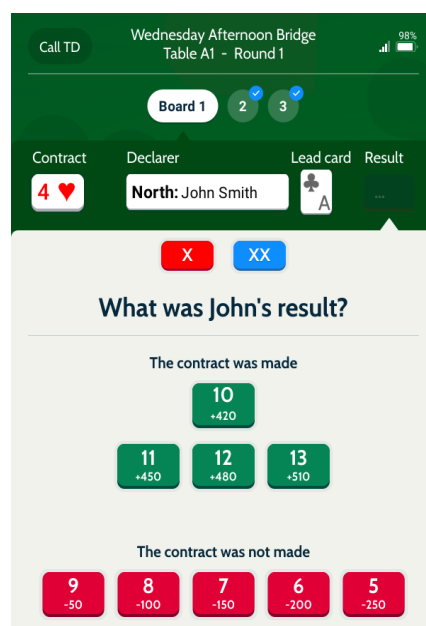


FIGURE 7.15
Result Displayed as Total Tricks

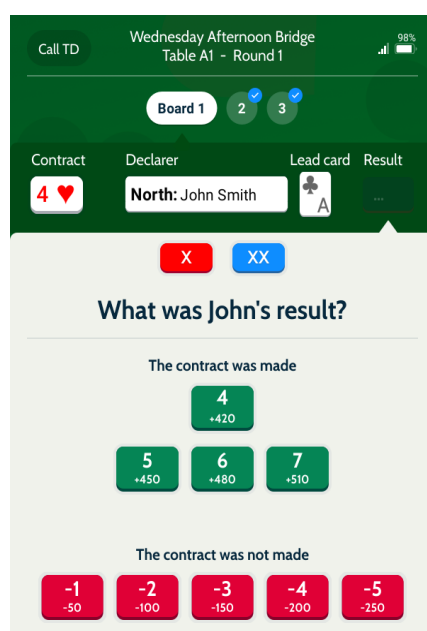


FIGURE 7.16
Result Displayed Using the American Method

Displaying Ranking

Bridgemate offers built-in functionality to calculate and display player rankings. Depending on your configuration settings, rankings can be shown continuously, only at the end of each round, solely at the session's conclusion, or completely disabled. The rankings include player names, their ranks, and their current results. These rankings are always up-to-date, reflecting all results entered and available to Bridgemate at that moment.

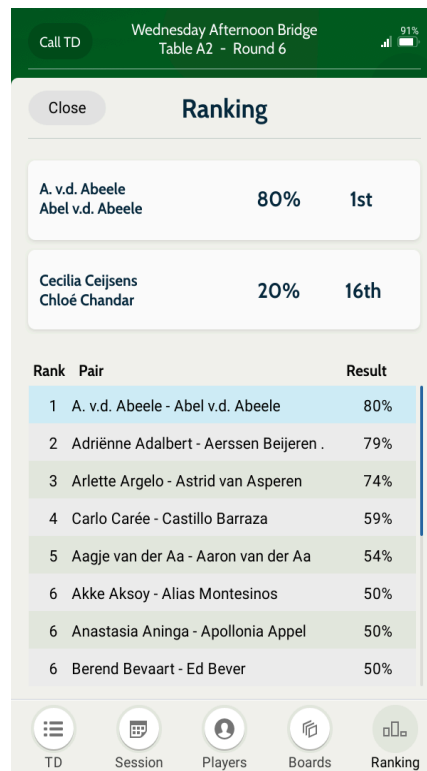


FIGURE 7.17
Showing the Ranking

The pairs highlighted in blue represent the current pairs at the table. If the list exceeds eight pairs, a vertical scroll bar will appear, allowing you to swipe up or down. For sessions with distinct north-south and east-west winners, two separate ranking lists are displayed.

Configuring the Rank Functionality

The ranking availability is configured through the "Ranking" setting:

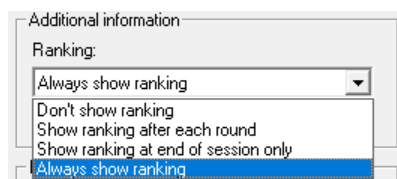


FIGURE 7.18
Bridgemate Setting for Displaying the Ranking

The ranking can be set up in the following manner:

1. Do Not Show Rankings

Rankings from the Bridgemate are not accessible during or after the session.

2. Show Ranking After Each Round

The ranking can only be displayed at the end of the round.

3. Show Ranking at End of Session Only

The ranking can only be displayed at the end of the session.

4. Always Show Ranking

The ranking can be displayed at any time during the session.

Accessing the Ranking in the Bridgemate

The ranking screen in the Bridgemate can be accessed in two ways. The first method is by tapping the “Ranking” button located in the bottom menu.

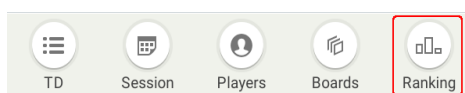


FIGURE 7.19
Ranking Button in the Bottom Menu

When ranking is disabled, this button becomes greyed out and inactive. If ranking is set to be available only at the end of a round or session, the button remains inactive at other times. The button is only always active when ranking is continuously enabled.

The second method is to press the “View ranking” button in the end of round or end of session screen.

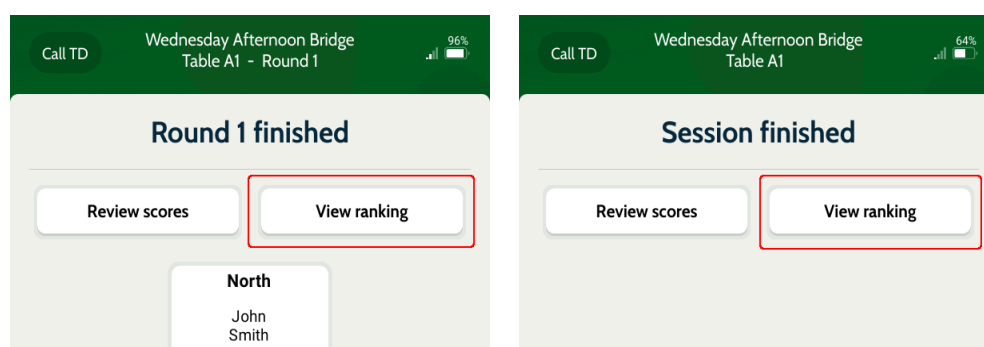


FIGURE 7.20
View Ranking Button in the End of Round and End of Session Screens

The visibility of the "View ranking" button depends on your ranking configuration in the Bridgemate settings and aligns with the visibility of the "Ranking" button in the bottom menu.

Reviewing Session Information

To view information relevant to the current session and players at the table, click the "Session" button in the bottom menu:

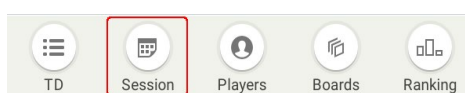


FIGURE 7.21
Session Button in the Bottom Menu

The screen displays the following information:

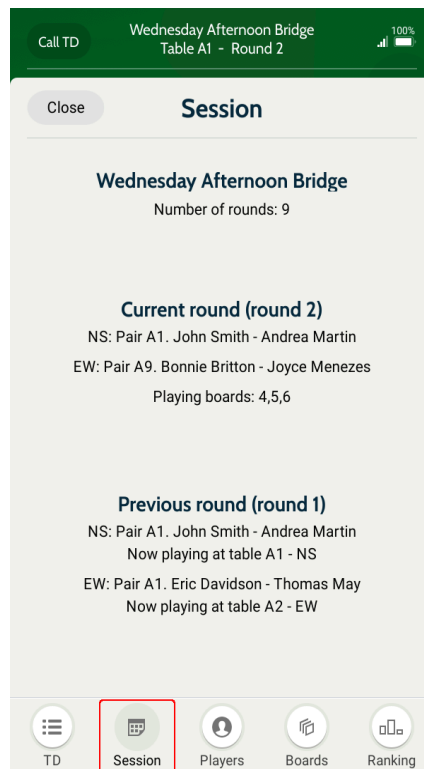
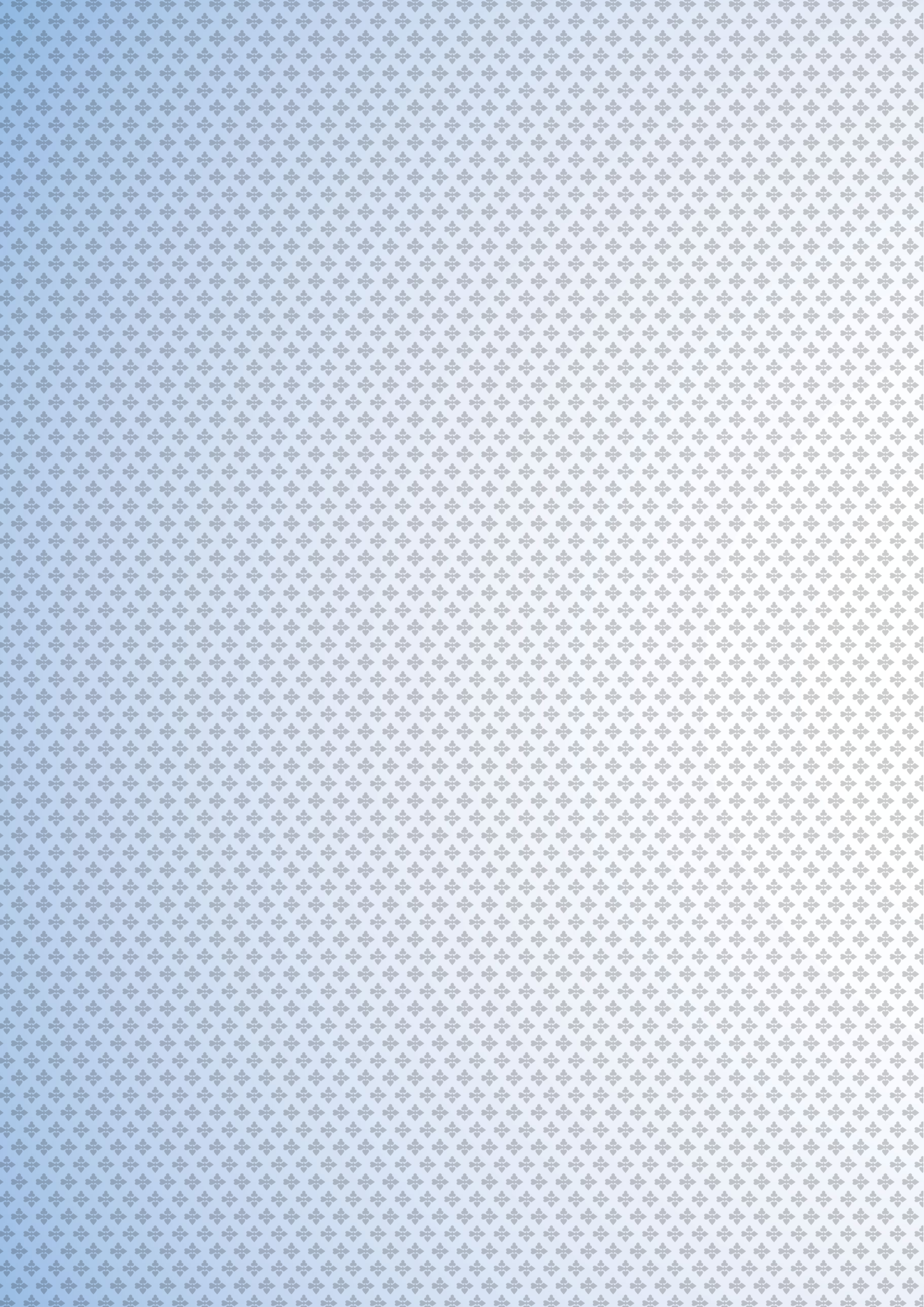


FIGURE 7.22
Session Information with Round Information and Player Information

The screen displays the session name and the total number of rounds. It shows the current round, including the expected pair numbers and players at the table, along with the boards they are scheduled to play. Information about the pairs from the previous round at this table is also available. Additionally, the current positions of these players are shown, making it easy for directors to locate them.



CHAPTER 8

Making Corrections

- Making Corrections During Entry
- Making Corrections after Board has Been Completed

In the game of bridge, players may occasionally enter board results incorrectly into the Bridgemate system. Fortunately, these errors can be rectified by either the players or the tournament director. This chapter explores the various methods available for correcting board results, ensuring accuracy and fairness in the competition.

Making Corrections During Entry

Players can independently make changes to a board result during entry without needing help from the tournament director.

Correcting the Board Number, Contract, Declarer or Lead Card

Before the final result is entered and the Bridgemate displays the board summary screen for opponent verification, players can easily correct any information by tapping the incorrect input in the board progress area.

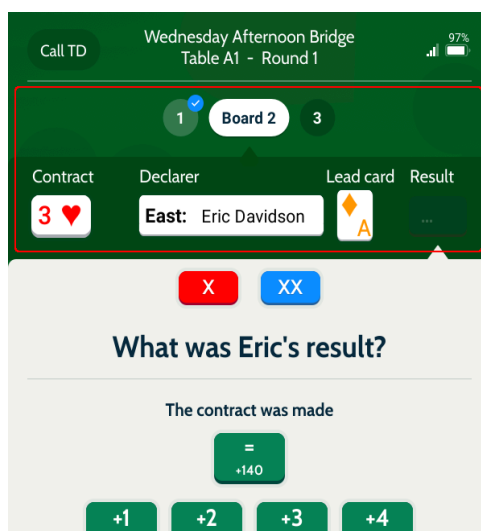


FIGURE 8.1

Board Progress Area with Selected Board Number, Contract, Declarer and Lead Card

In the board progress area, tapping on an input allows the Bridgemate to erase previously entered data up to that point. From there, you can re-enter the correct information. To change the board number, tap any board number to return to the board selection screen. This will erase all information, requiring you to re-enter everything from the board number onward. You can also tap on the contract, declarer, or lead card to return to the respective step in the board result entry process, where you can re-enter the information.

Opponents Dispute Entered Board Result

Once the board result is fully entered and the Bridgemate is handed to the opponents for verification, they have the option to dispute the entered result. By selecting the “Disagree” button, the Bridgemate will revert to the previous step, allowing for any necessary corrections to be made.

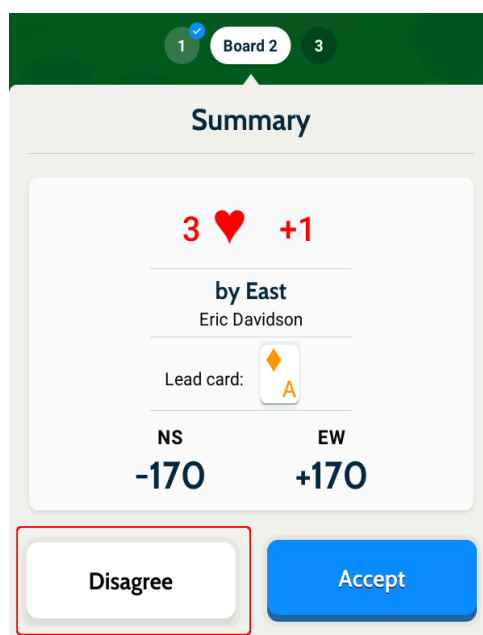


FIGURE 8.2

Disagree Button Indicating the Opponents Dispute the Board Result Entry

Making Corrections after Board has Been Completed

Modify a Confirmed Board Result

Once the opponents have confirmed a board result, any modifications can only be made by the players if permitted by the tournament director. By enabling the Bridgемate setting "Allow re-entry of board results," players are allowed to adjust their board results for the current round.

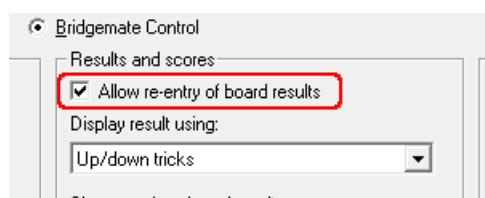


FIGURE 8.3

Bridgемate Setting for the Re-Entry of Board Results

When this setting is enabled, players can tap a green button on the board selection screen to re-enter it. A confirmation prompt will ask if they are sure they want to re-enter the board results.

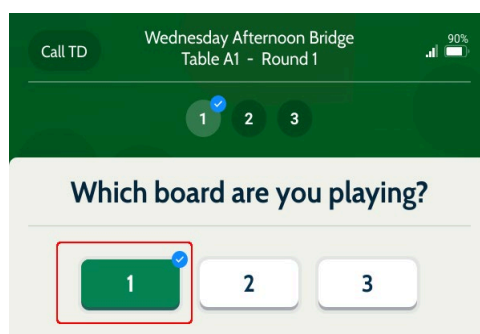


FIGURE 8.4

Select a Completed Board to Re-Enter its Result

Once re-entry is confirmed, the board result can be re-entered. If the player chooses to cancel the re-entry, they can do so by clicking on any of the board numbers at the top of the screen, which will terminate the re-entry process and return to the board selection screen.

Deleting a Confirmed Board Result

When the tournament director permits players to re-enter board results, they also have the option to delete a confirmed result before entering a new one. Although deleting the previous result isn't mandatory for entering a new one, it can be helpful for players to remove an incorrect result first and then re-enter it accurately. Players can delete board results from the board result recap screen. To enable this feature, the Bridgemate setting "Recap of own board results" must be set to "Always enabled" or "At end of round only." Refer to [Chapter 7](#) for more information on this setting.

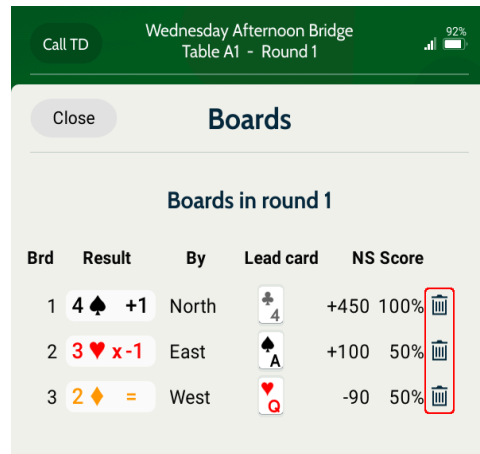


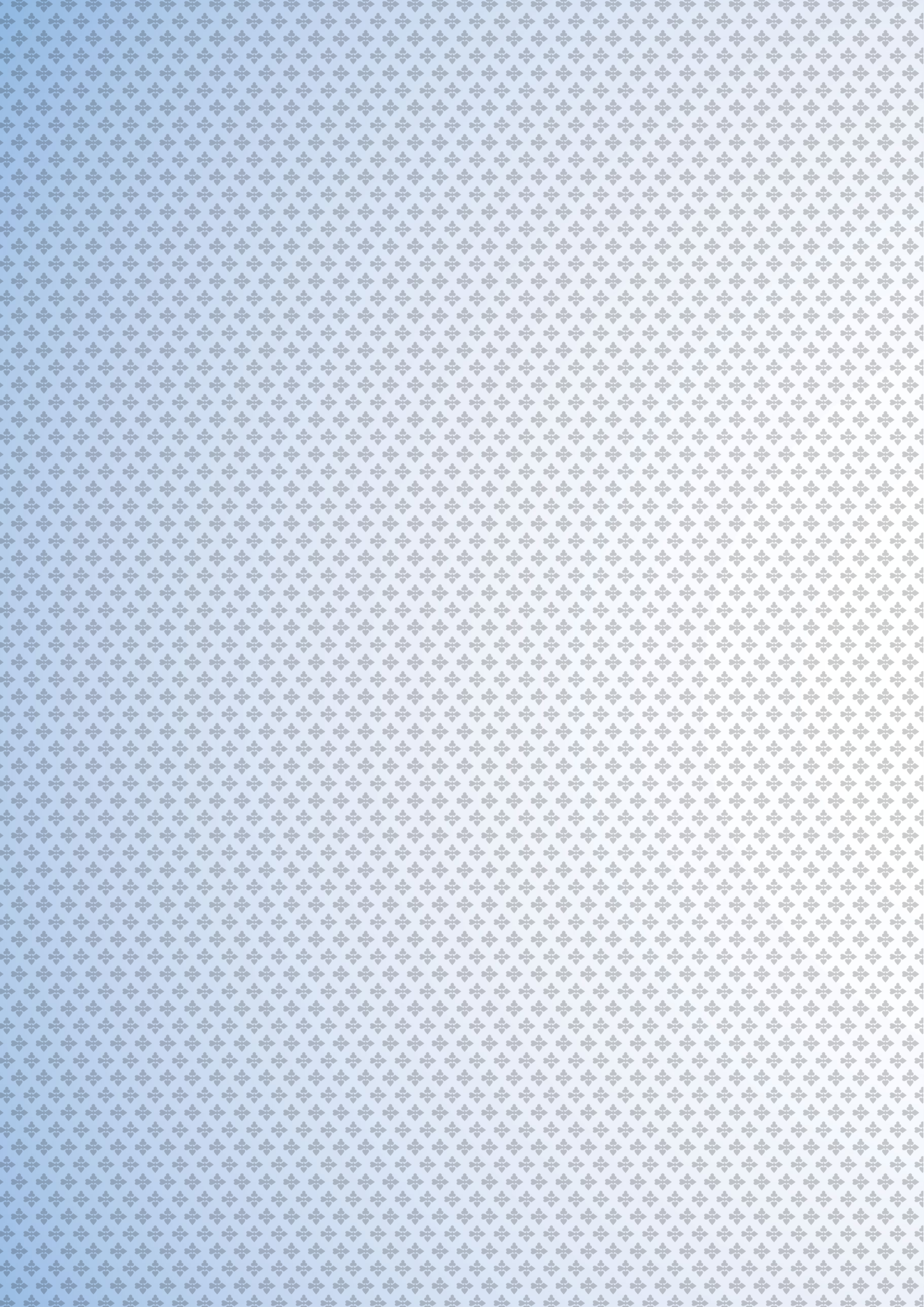
FIGURE 8.5

Delete Board Results from Board Recap Screen

Tap on the trash bin icon to delete a board result. A confirmation message will ask you to confirm the deletion. Once deleted, it is not possible to undo this action. After it has been deleted, the board result must be re-entered.

Correction by the Tournament Director

The tournament director can always delete board results. This is covered by [Chapter 12](#).



CHAPTER 9

Player Names

- Register Players at the Start of the Session on the Bridgemate
- Display Player Names and Change Player Registrations During Play
- Choose Starting Positions at the Start of the Session
- Swap Players

Displaying player names on the Bridgemate system enhances the user experience by making it more engaging and helping players find their correct seats. While not mandatory, incorporating player names is beneficial. Players can be registered in the scoring program prior to the session or directly on the Bridgemates at the session's start. Bridgemate provides comprehensive features for player registration, name display, and the ability to search and modify player names. This chapter covers everything you need to know about managing player names.

Register Players at the Start of the Session on the Bridgemate

If the tournament director chooses to begin the session without entering participants' names into the scoring program, these names can be added on the Bridgemate either at the start of the session or during play. This can be configured through the Bridgemate setting "Player number entry at beginning of round."

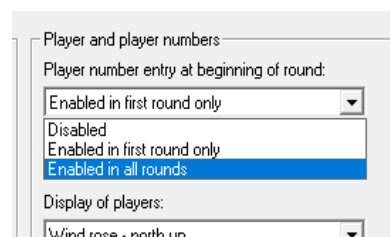


FIGURE 9.1

Bridgemate Setting to Specify the Player Number Entry

The following configurations are possible:

1. Disabled

The player registration screen will be disabled. Select this option if your scoring program pre-loads player names into the Bridgemate, or if player names are not needed at all.

2. Enabled in first round only

At the beginning of the first round only, the Bridgemate prompts players to register. This is the default option if you want players to register themselves at the start of the session.

3. Enabled in all rounds

At the beginning of each round, the Bridgemate requests player names. This feature is beneficial for sessions with frequent player changes, such as team games. However, this option is not fully supported in the current version of Bridgemate III.

Register the Players

If you decide to register the players, whether only for the first round or for all rounds, the registration process will occur before the round begins.

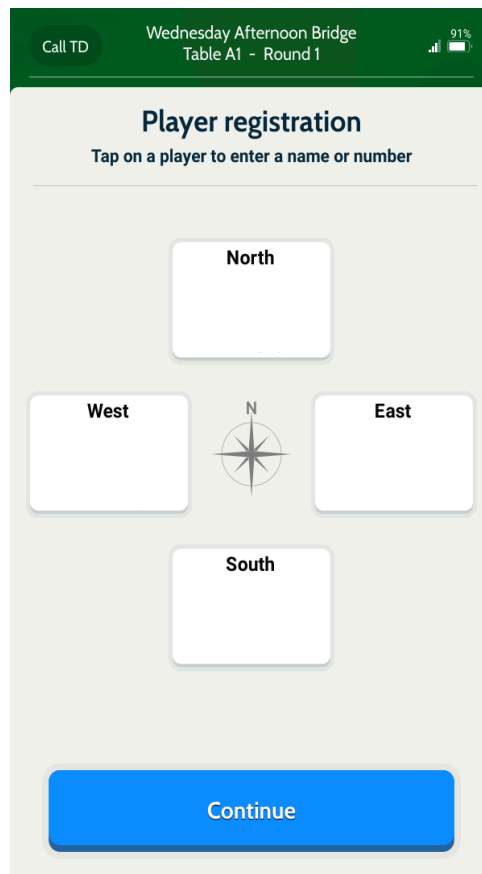


FIGURE 9.2
Player Registration Screen at the Start of the Session

If the session begins without player names, the wind rose will display empty seats. Tap a position to register a player in that seat. You have three options:

1. Search for a player already known to the Bridgемate system.
2. Enter a new player.
3. Update details of an existing player.

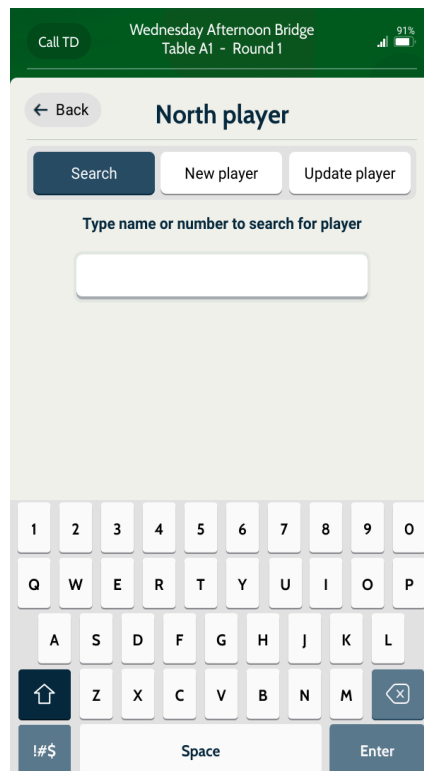


FIGURE 9.3
Register the North Player

Search Player

To search for a player, enter one or more letters from their first or last name. You can use the beginning or any part of the name. Alternatively, search by player number by entering the initial digits or the complete player number.

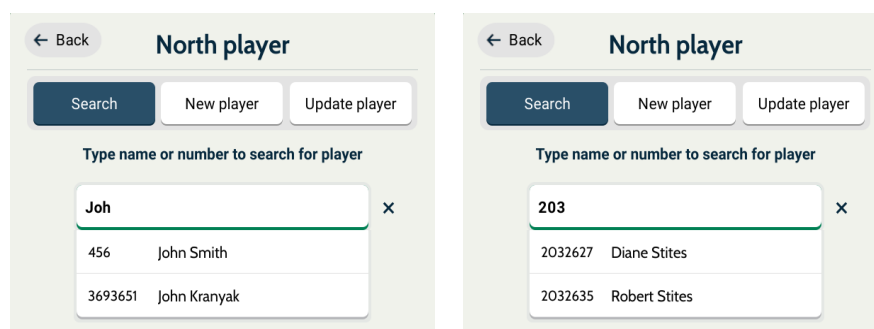


FIGURE 9.4
Search Player by Name or Number

A maximum of five player names will be displayed at a time. If the desired name isn't visible, refine your search by entering additional letters or numbers. This will help narrow down the results. Once the correct player appears, tap on their name to select them. If the player is already registered in another seat, an error message will be displayed, and selection won't be possible.

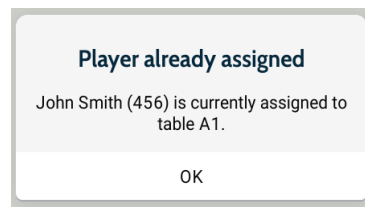


FIGURE 9.5
Message Indication the Player is Already Assigned to Another Table

If the new registration is correct, the incorrect registration must be corrected at the other table before the player can be registered.

To search by player name or number, ensure that the player names are provided to the Bridgemate system via the scoring program. Verify with your scoring program's developer if this feature is supported. In the Bridgemate Control Software, navigate to the menu *Session* → *Upload hand records / Player db* to confirm if the names are available.

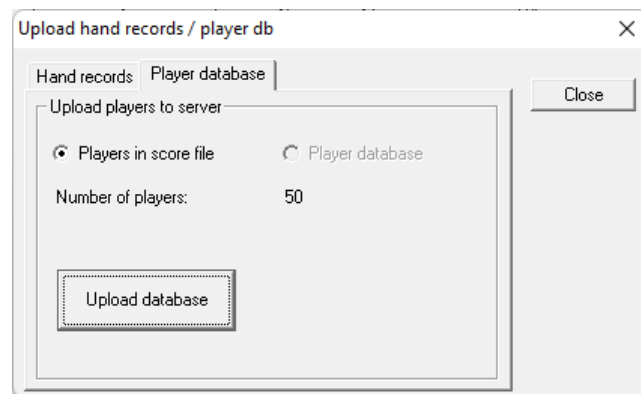


FIGURE 9.6
Screen to Upload Player Database to the Bridgemate System

The score file indicates the number of players available to the Bridgemate system, as provided by the scoring program. The Bridgemate Control Software automatically loads these player names into the system. To refresh or manually update the player names, click "Upload database."

Enter New Player

If a player is not recognized in the Bridgemate system, they can register by entering their number and name directly on the Bridgemate. To begin registering a new player, select "New player."

← Back **North player**

Search New player Update player

Enter number and name of the new player



Number:

First name:

Last name:

Confirm

FIGURE 9.7
Enter New Player

Enter the player details as accurate as possible. The number is optional, but recommended if you use player numbers. The first letters of the first and last name are automatically capitalized. You can toggle between uppercase and lowercase letters with the  and  keys. Alphanumeric characters in the player number are always recorded in uppercase. Once completed, press “Confirm” to finalize the registration.

Replace or Update Existing Player Registration

If you choose a seat where a player is already registered, the Bridgemate will alert you and ask if you wish to replace the current player.

Player already registered

Are you sure you want to replace the existing player with a new player?

No Yes

FIGURE 9.8
Message Indicating that the Player is Already Registered

Selecting "Yes" lets you choose a new player for the seat. If you simply need to correct the current player's details, such as a misspelled name, choose "Update player."

← Back North player

Search New player Update player

Enter the name of the player

Number: 456

First name: John X

Last name: Smith X

Confirm

FIGURE 9.9
Update Player Details

Only the name can be updated. If the number is incorrect, you must register the player again as a new player. Modify the name as needed and press "Confirm" to finalize the changes.

Display Player Names and Change Player Registrations During Play

During the session, players can check the registrations anytime by selecting the "Players" button in the bottom menu.

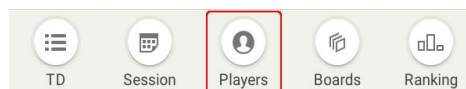


FIGURE 9.10
Players Button in the Bottom Menu

The player registration screen is displayed as follows:

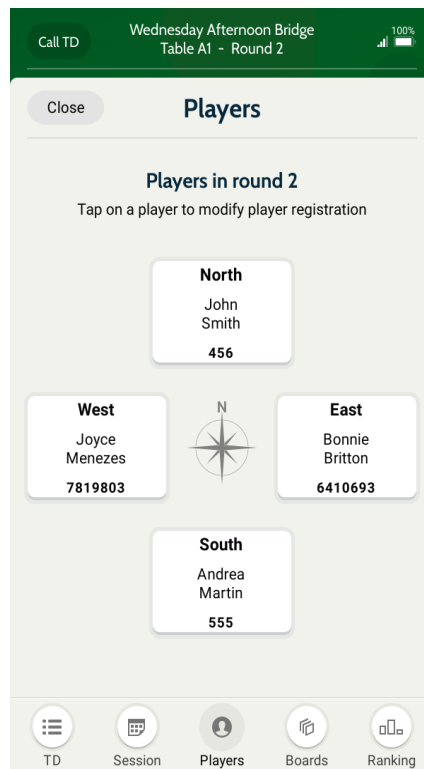


FIGURE 9.11
Overview of Player Registrations

This displays the currently registered players. If the Bridgemate setting "Allow entry during play" is enabled, you can modify a player's registration by tapping on their name.

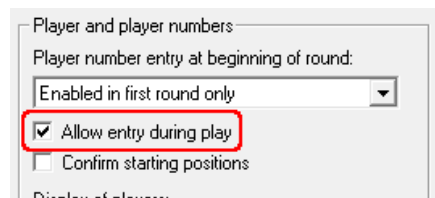


FIGURE 9.12
Bridgemate Setting to Allow Player Entry During the Round

By tapping a player's label, you can view their registration details. This allows you to update their information or replace them with a new player by entering new details or searching for an existing player. Once replaced, the new or updated details will appear on the screen.

NOTE: To change a player's position within the partnership, do not use the "replace or update player registration" feature. Instead, use the "Swap player" feature, which is explained later in this chapter.

Choose Starting Positions at the Start of the Session

When players register in the Bridgemate at the beginning of a session, they confirm their seating and starting positions. Alternatively, entering player names in the scoring program beforehand removes the need for registration at the session's start, but may lead to inaccuracies in player positions within each pair. To allow pre-registered players to verify their exact positions, you can enable the Bridgemate setting "Confirm starting positions."

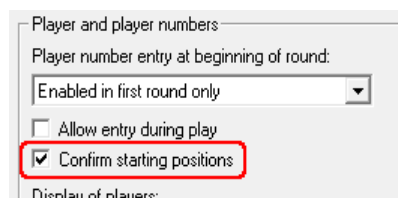


FIGURE 9.13

Bridgemate Setting to Confirm Starting Positions at Start of the Session

At the beginning of the session, the Bridgemate prompts pre-registered players to verify their exact starting positions.

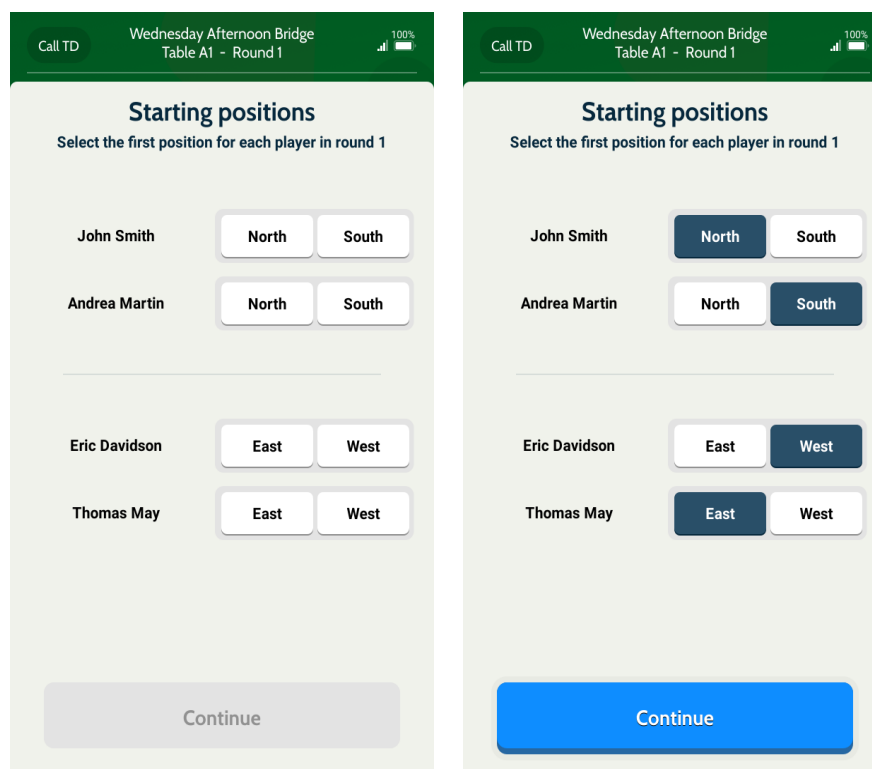


FIGURE 9.14

Confirm Starting Positions by the Pre-Registered Players

One player from each pair confirms their seating position, automatically setting the other player in the opposite orientation. Once both pairs have confirmed their positions, players can press the blue "Continue" button to move on to the first round.

NOTE: Enabling both player registration and starting position confirmation is typically unnecessary. Registration alone already verifies the players' starting positions, so having both would create extra work for the players.

Swap Players

The player self-registration feature and confirmation of starting positions are designed to enhance the accuracy of player position registration. However, mistakes can still occur, leading to players sitting in the wrong positions, which may cause confusion, particularly when entering the declarer. To address this, the Bridgemate offers a simple drag-and-drop function that allows players to swap their positions. This feature is available on screens where players are shown in a wind rose format:

1. Player Registration
2. Round Information
3. Declarer Entry
4. Overview of Players

Steps to swap the players in a pair:

1. Press and hold the label of the player you wish to swap.
2. After holding the label for one second, it turns grey and an arrow appears to indicate the swap direction.

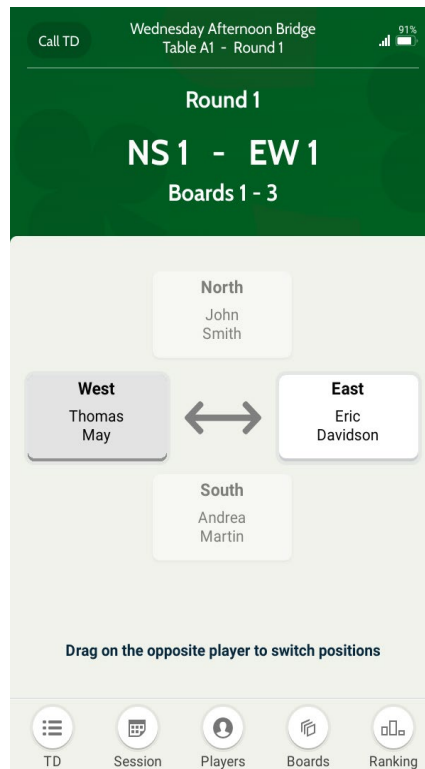


FIGURE 9.15

Initiating a Swap of the Players

3. Drag the player to their partner. The partner's label will turn grey once the player is sufficiently dragged over it.

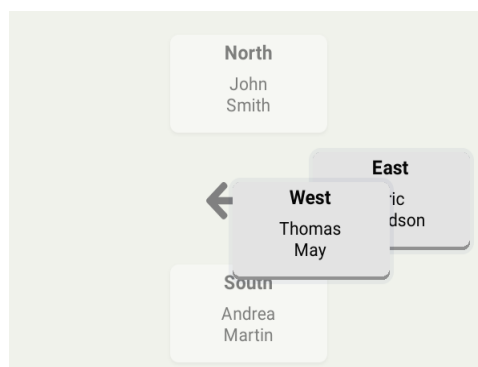


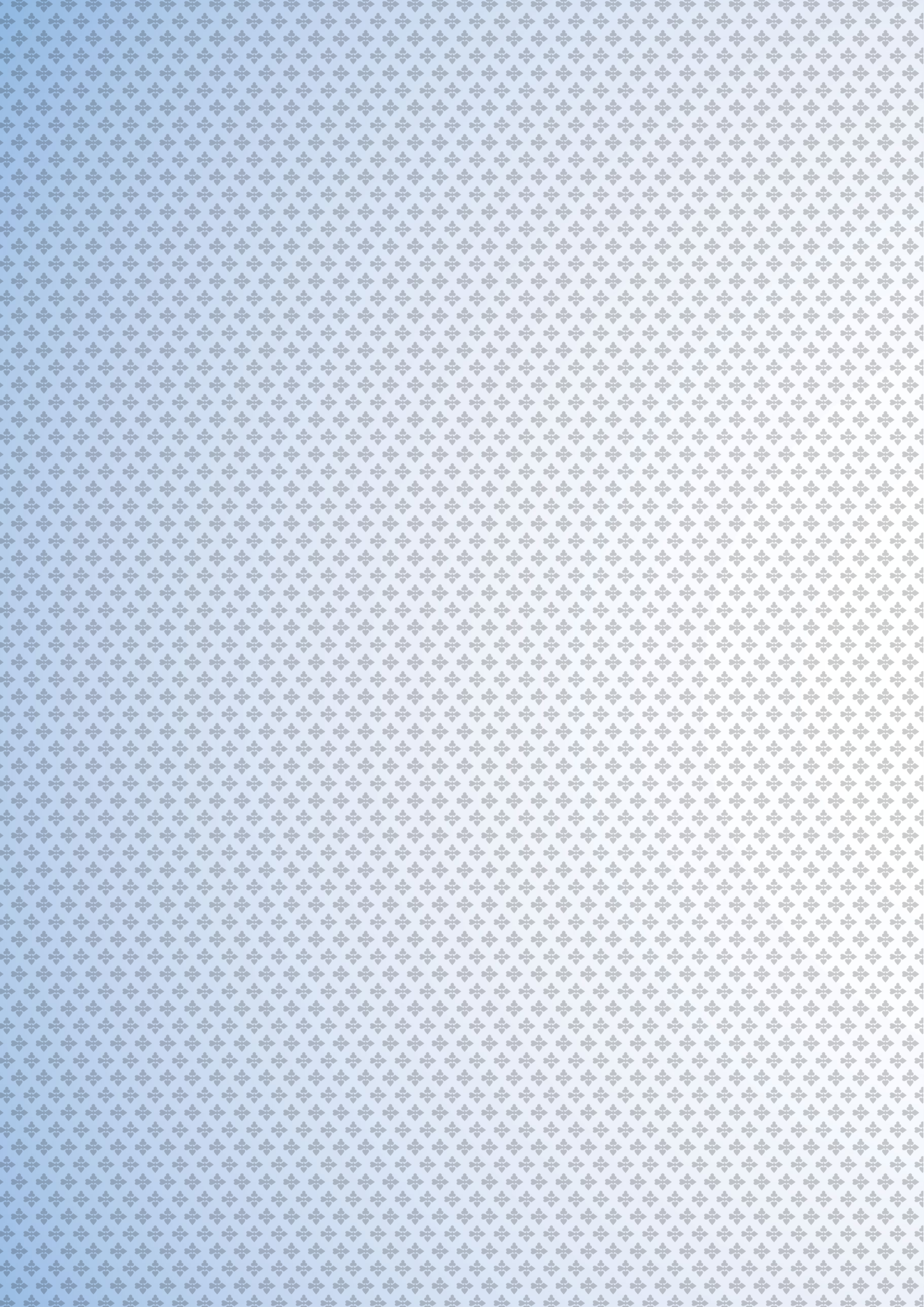
FIGURE 9.16

Player Dragged Over its Partner to Swap Players

4. Release the button, and the players will be swapped.

The player swap will remain in effect for the rest of the session, and all subsequent displays will show the players in their new positions.

NOTE: According to the laws of bridge, players are not permitted to repeatedly change their orientation. Once a player is seated in a certain direction, they cannot switch to the opposite direction later in the session.



CHAPTER 10

Additional Player Features During Gameplay

- Lead Card entry and Validation
- Wind Rose Orientation
- Arrow Switch (Seated in Wrong Direction)

This chapter introduces additional features to enhance gameplay. Lead card entry can be enabled or disabled, and optionally validated against the hand record for accuracy. The wind rose orientation visually displays player positions, while an arrow switch indicates if players are seated incorrectly, allowing for quick adjustments. These features streamline the session and improve the overall experience.

Lead Card entry and Validation

Entering the lead card in the Bridgemate is optional. While a correct lead card provides valuable information for players comparing their results with opponents, it does not affect the final score calculation and is occasionally entered incorrectly. When hand records are available, the Bridgemate can validate the lead card against these records. You can configure the entry and validation of the lead card through the Bridgemate settings in the Bridgemate Control Software.

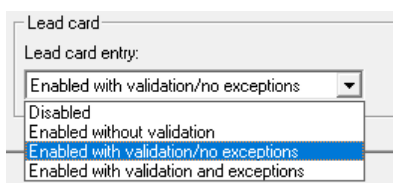


FIGURE 10.1
Bridgemate Setting for Lead Card Entry and Validation

The following four configurations are available:

- 1. Disabled**

Lead card is not entered, so no validation is needed.

- 2. Enabled without Validation**

The lead card is entered, but its correctness is not validated.

- 3. Enabled with Validation / No Exceptions**

The lead card is entered and validated against the known hand record. Only correct entries are accepted, requiring the hand records to be available to the Bridgemate.

- 4. Enabled with Validation and Exceptions**

The lead card is entered and validated against the known hand record. Players are notified of incorrect entries, but these can still be accepted. Hand records must be available to the Bridgemate.

Lead card validation takes place when opponents verify the entered board result and press "Accept".

If lead card entry is enabled with validation (with or without exceptions) and hand records are unavailable to the Bridgemate, it will accept any entered lead card.

When set to "Enabled with validation / no exceptions," the entered lead card must match the leading player's hand as per the hand record. If incorrect, the entry is rejected, an error is displayed, and the Bridgemate will not proceed further.

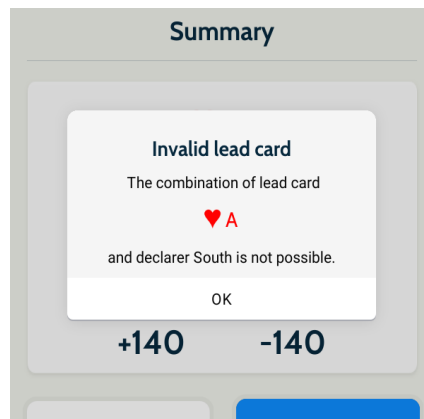


FIGURE 10.2
Message Indicating Invalid Lead Card Requires Correction

When the setting is configured to "Enabled with validation and exceptions," the lead card is checked against the hand record. If the card is not in the leading player's hand, an invalid lead card message will appear. However, players have the option to accept the incorrect entry if they choose.

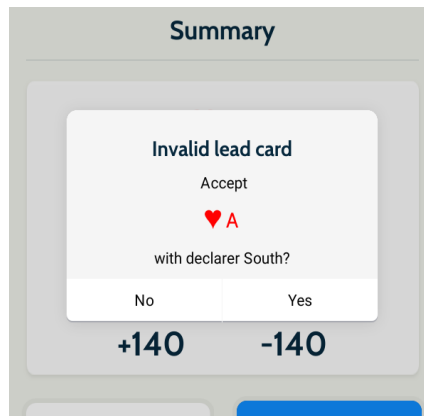


FIGURE 10.3
Message Indicating Invalid Lead Card which Can be Accepted

The error messages mentioned do not necessarily indicate that the lead card entered is incorrect. Instead, they suggest a mismatch between the lead card and the declarer. If the declarer is chosen incorrectly but the lead card accurately reflects the one played, the same error messages will appear. It is the players' responsibility to identify the mistake and determine how to fix it.

Wind Rose Orientation

In most displays, players are represented by a wind rose, which traditionally shows north at the top. The Bridgemate adheres to this standard layout. The Bridgemate is primarily operated by the north player. From their perspective, the east player sits to the left and the west player to the right. When the Bridgemate is placed on the table in front of the north player, a standard wind rose displays opponents in directions opposite to their actual positions. To align the wind rose with the true table layout from the north player's viewpoint, the Bridgemate offers a "Display of players" setting. This allows the tournament director to select either the standard or a rotated wind rose orientation.

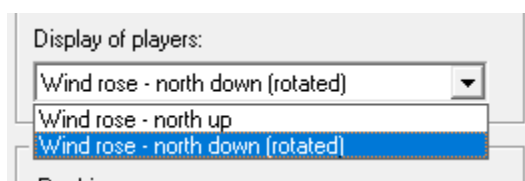


FIGURE 10.4

Bridgemate Setting for the Wind Rose Orientation

The orientation of the wind rose is easily identified by the position of the "N," which indicates the north direction.

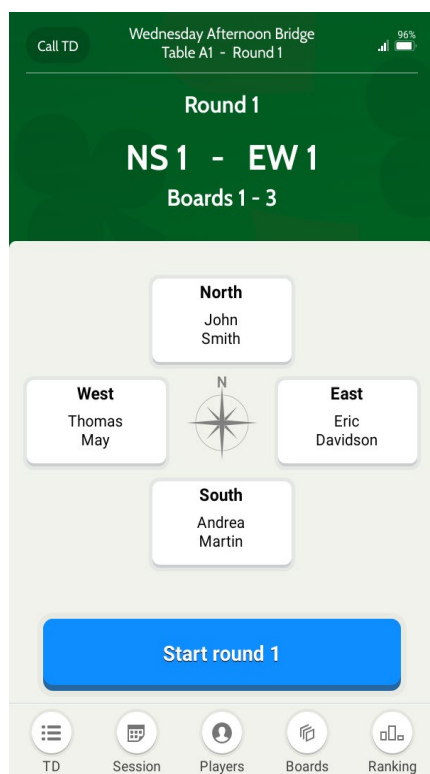


FIGURE 10.5

Normal Oriented Wind Rose

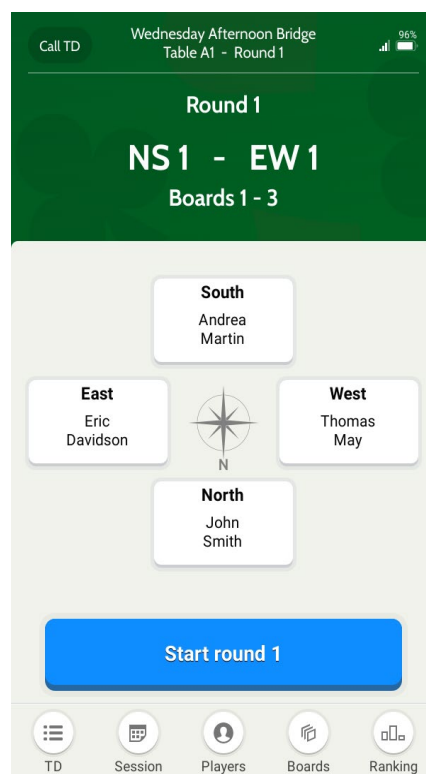


FIGURE 10.6

Rotated Wind Rose

The rotated wind rose is used on screens where player names are shown in a wind rose format. These screens include:

- Player Registration
- Round Info
- Declarer Entry
- Players Overview
- Next Round Seatings

Hand records, also shown in a wind rose format, are consistently displayed with north at the top.

Arrow Switch (Seated in Wrong Direction)

If pairs are seated incorrectly, you can use an arrow switch to adjust the pairs for the board. For instance, if pair 10 is meant to sit in the North-South direction and pair 1 in the East-West direction, but they are actually seated the opposite way, with pair 10 in East-West and pair 1 in North-South, and they have played the

board in these incorrect positions, you need to switch their directions. This adjustment ensures a fair score comparison for the pairs.

An arrow switch can only be performed in the declarer entry screen and is applicable only for movements with a single winner, such as Howell-style movements. To initiate the switch, tap and hold any of the four players until the player's label turns grey and drag arrows appear. If only the arrow pointing to the partner is visible, an arrow switch cannot be made. However, if an arrow pointing to the opponent appears, the switch is possible.

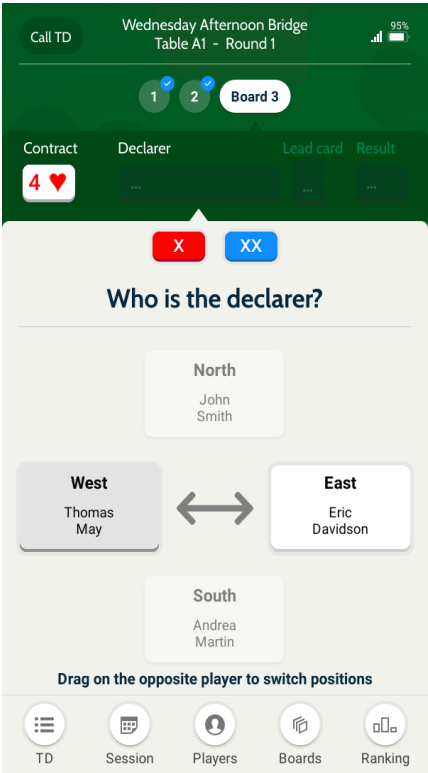


FIGURE 10.7
Arrow Switch not Possible

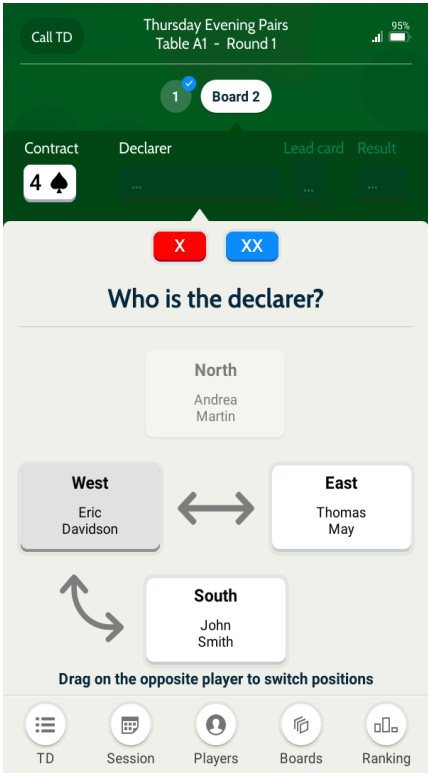


FIGURE 10.8
Arrow Switch Possible

Press and hold the player's label, then drag the player button to the designated opponent. Release it when the opponent's label turns grey to initiate the arrow switch.

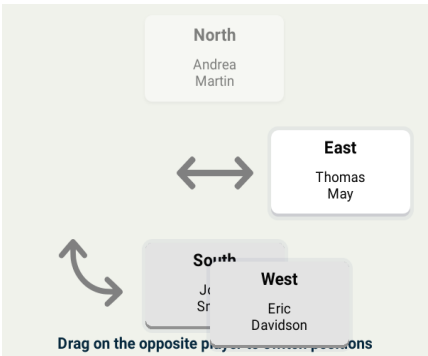


FIGURE 10.9
Drag Player Over Opponent

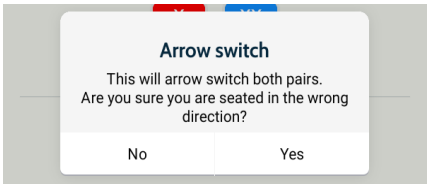


FIGURE 10.10
Confirm Arrow Switch by Tournament Director

An arrow switch requires confirmation from the tournament director. The Bridgemate will prompt the director to enter the TD pin code for verification (see [Chapter 12](#)). Once the code is entered, the pairs' directions are switched for that board.

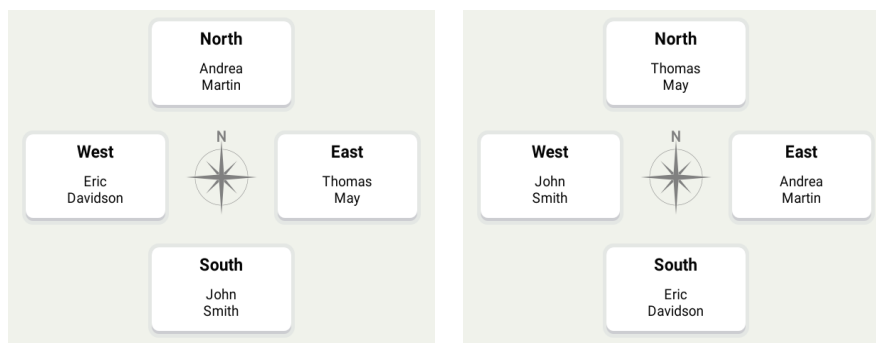
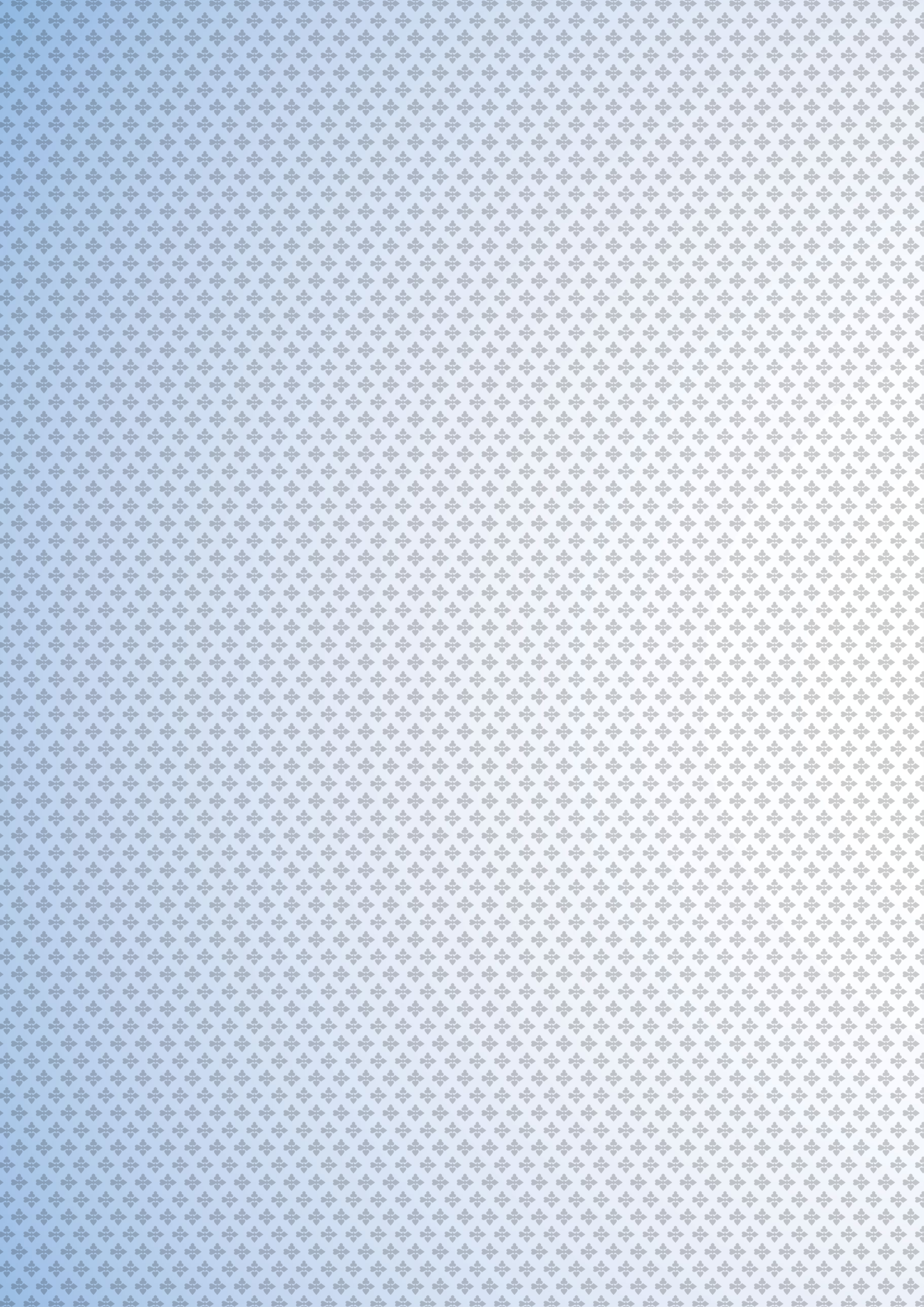


FIGURE 10.11
Before and After Arrow Switch

NOTE: The arrow switch applies only to the current board. If pairs continue to play subsequent boards in the opposite direction, the arrow switch must be applied to each of those boards individually.



CHAPTER 11

Hand Records

- Importing Pre-Dealt Hand Records
- Enter Hand Records
- View Hand Records

Hand records are essential to every bridge session, serving as a vital tool for both players and tournament directors. Bridgemate III offers comprehensive features for viewing and entering hand records, allowing players to input this crucial data during sessions for later review or export, such as to a club's website. When pre-dealt boards are used, and a hand record file is available, it can be imported into the Bridgemate Control Software, seamlessly integrating hand records into the system. This functionality is invaluable for tournament directors, who can access hand records at any time, and for players, who can review the records and analyze makeable contracts after each board is played.

Importing Pre-Dealt Hand Records

When hand records are pre-dealt using a duplication machine, a hand record file is generated with the deals. These files can be imported into the Bridgemate system in two ways:

1. **Via Your Scoring Program:** Load the hand records into your scoring program before starting the Bridgemate system. Check your scoring program's manual to confirm if this feature is supported.
2. **Via Bridgemate Control Software:** BCS can import the hand record file, making the records accessible to the Bridgemates.

Importing Hand Records in BCS

Once you've launched Bridgemate Control Software from your scoring program, navigate to the BCS menu *File*, then select *Import*.

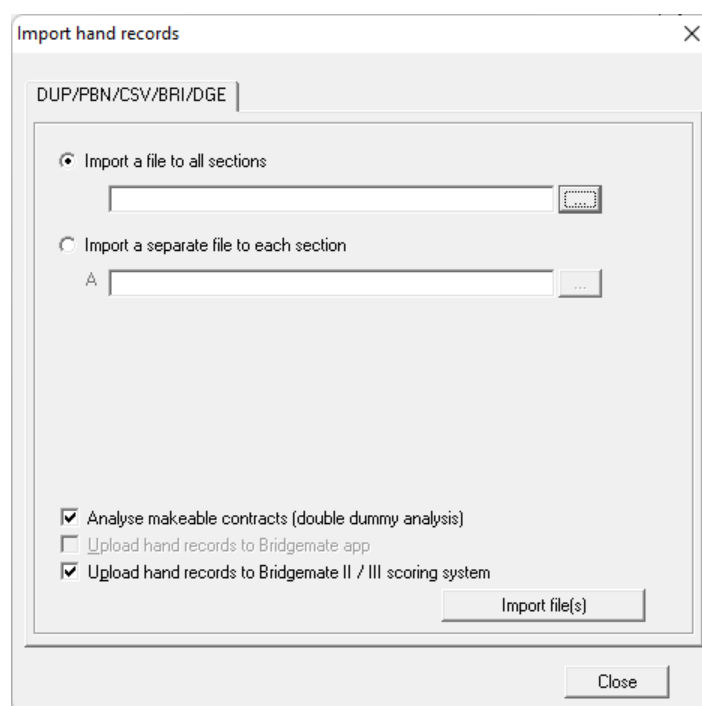


FIGURE 11.1
Import Hand Records in Bridgemate Control Software

Choose the hand record file(s) you want to import. The supported file types include:

- DUP
- PBN
- CSV

- BRI
- DGE

If your sections have different hand records, select the appropriate file for each section individually. Ensure the option “Upload hand records to Bridgемate II / III scoring system” is enabled. After selecting the files, click “Import File(s)”. The hand records will then be imported and uploaded to the Bridgемate system.

Enter Hand Records

When using hand-shuffled deals, players can input the hand record into the Bridgемate after playing the board. This feature can be activated by enabling the Bridgемate setting “Enter hand records.”

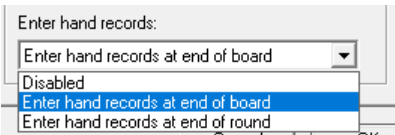


FIGURE 11.2
Bridgемate Setting for Hand Record Entry

The current version of Bridgемate III allows hand record entry only at the end of a board, immediately after players have completed it. When this function is enabled and the hand record hasn't been registered yet, the board completion screen will display a button labeled “Enter hand record.”

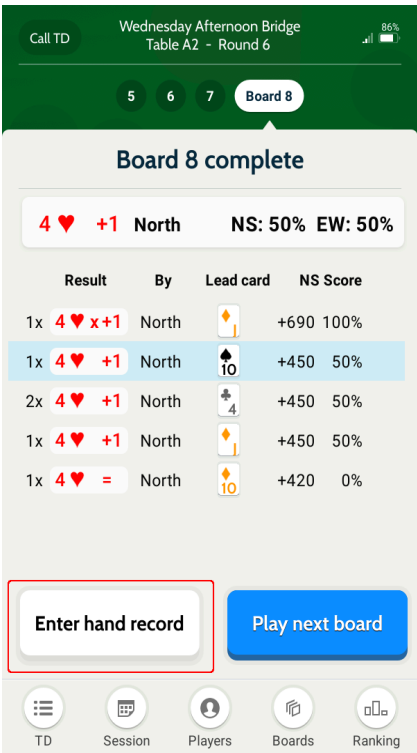


FIGURE 11.3
Enter Hand Record Button

Press this button to begin entering the hand record for the board.

Entry of Hand Record

Entering hand records on the Bridgemate III is intuitive and straightforward. The entry screen displays all

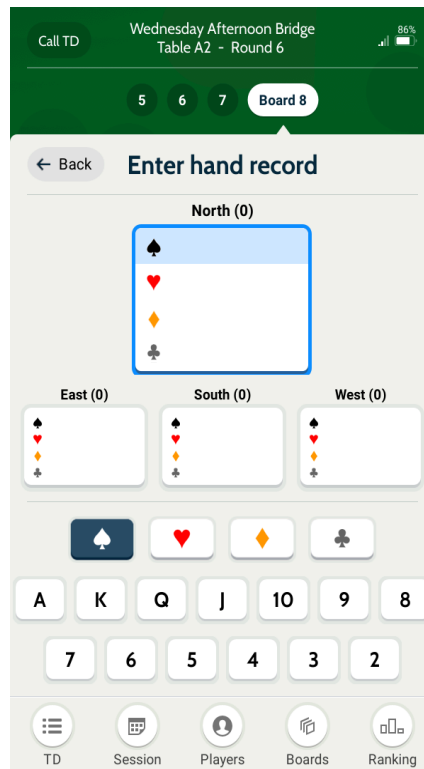


FIGURE 11.4
Start Entering Hand Record

four hands, with the enlarged hand indicating where you are currently entering cards.

The entry begins with the North hand and spades. Cards are entered by tapping on the denomination symbols, and you can input them in any order. The Bridgemate will display them from highest to lowest.

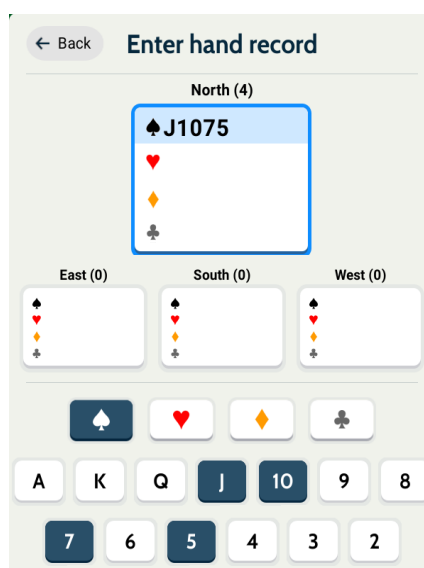


FIGURE 11.5
Cards Entered in North Hand

After entering the spades, tap on any other suit to input the cards for that suit. If there's a void, skip to the next suit by selecting it. Once all 13 cards are entered, the next hand is automatically selected. To switch to a different hand, tap on any of the three smaller hands.

To correct a wrongly entered card, tap it again to deselect and remove it. If you need to correct an entry in another suit or hand, first select the appropriate hand, then the suit, and deselect the incorrect card.

Once three hands are fully entered, the remaining cards are automatically assigned to the last hand, and the complete hand record is displayed.

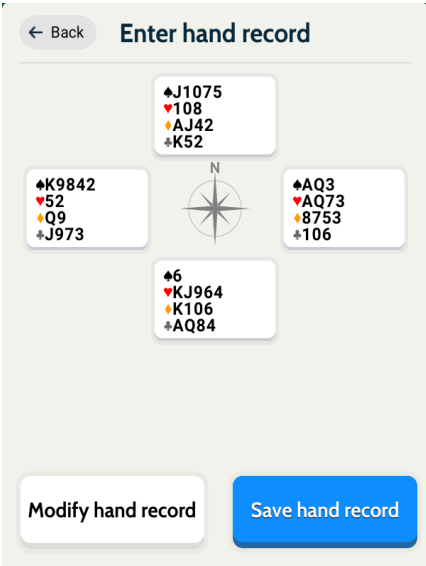


FIGURE 11.6
Hand Completely Entered

If the entry is incorrect, press "Modify Hand Record" to return to the entry screen. If the hand record is correct, select "Save Hand Record" to save it.

View Hand Records

Players can view the hand record for a board once they have completed it, provided the "View hand records" setting is enabled in Bridgmate.



FIGURE 11.7
Bridgmate Setting to View Hand Records

Once the opponents have accepted the board result, a button to view the hand record appears on the board completion screen. Tap this button to access the hand record, which will also display any makeable contracts if available.

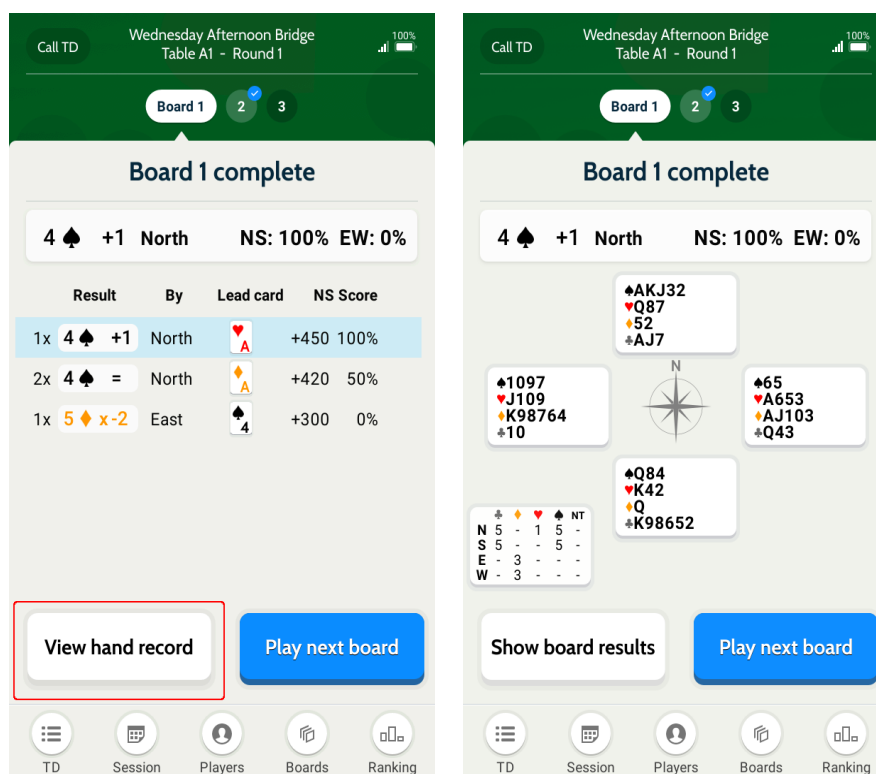
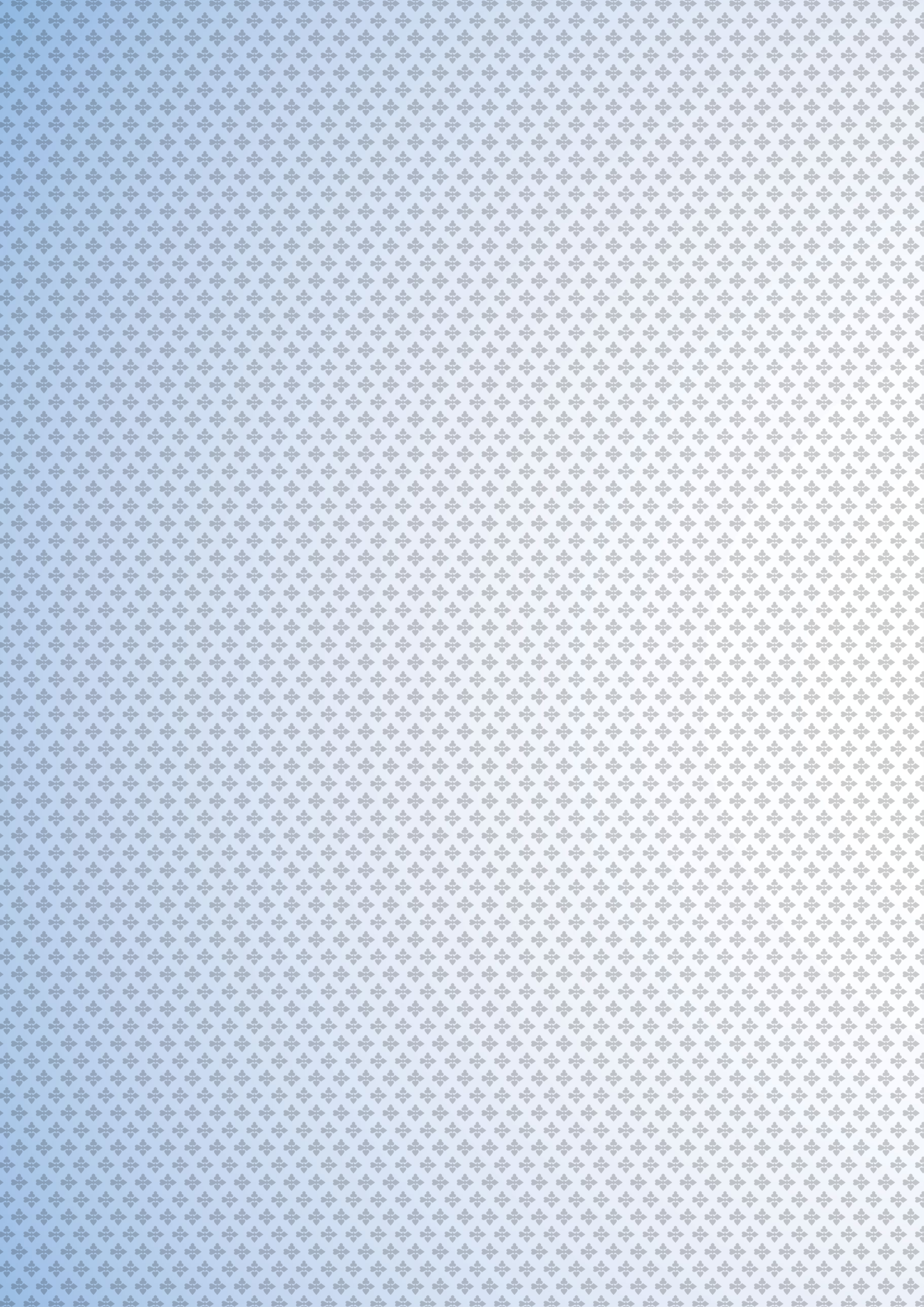


FIGURE 11.8
View Hand Record Button and Hand Records with Makeable Contract Information

The hand record can also be accessed via the boards overview screen, available through the "Boards" button in the bottom menu. Press this button to see a recap of the current round's board results. Tap on a board result to view its overview, then select "Show hand record" to see the hand record.



CHAPTER 12

Tournament Director's Functions

- Configuring TD PIN Code
- TD Calls
- Confirmation of No Play and Arrow Switch
- Tournament Director's Menu

Bridgemate III provides tournament directors with a comprehensive suite of tools to facilitate seamless session management. The dedicated tournament director menu allows for reviewing and adjusting scores, modifying hand records, marking boards as unplayed, and assigning adjusted scores. Players can easily summon the tournament director for assistance using the Bridgemate device.

Configuring TD PIN Code

The TD PIN code, a four-digit numerical code, is used to secure various options in the Bridgemate system. The default code is set to 0000, but it can be changed through the Bridgemate Control Software settings.

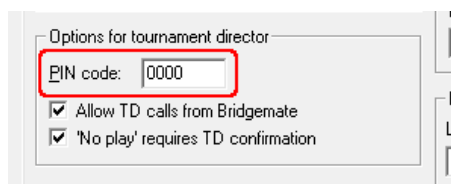


FIGURE 12.1

Bridgemate Setting for the TD PIN Code

The PIN code is required to access most of the options covered in this chapter. Since these options fall under the tournament director's responsibility, the code should remain confidential and not be shared with players. It's advisable to change the code periodically for added security.

TD Calls

To enable tournament director calls from the Bridgemate, activate the "Allow TD calls from Bridgemate" option.

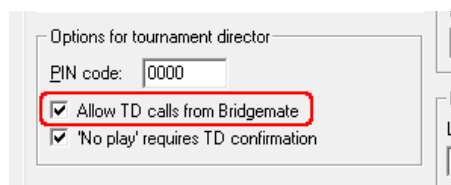


FIGURE 12.2

Bridgemate Setting to Allow TD Calls from the Bridgemate

The Bridgemate will display the "Call TD" button in the upper left corner of the screen.

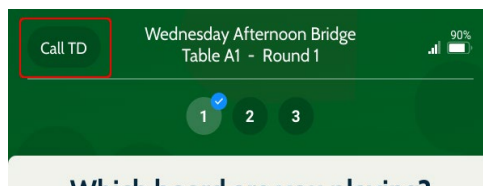


FIGURE 12.3

Call TD Button on the Bridgemate

When players press this button to call the tournament director, a signal is sent to the Bridgemate Control Software. The call is displayed on the screen, accompanied by an audible alert.

Bridgemate® Control Software - C:\Bridge

File Session Server Tools Help

Server information		Value
Bridgemate server		Connected

Section	Table	Upload	Status
A	1	yes	●
A	2	yes	●

Section	Table	Round	Time log
A	1	1	13:37:40

FIGURE 12.4

TD Calls Appearing in Bridgemate Control Software

When configured, calls to the tournament director are also sent to the [Bridgemate pager](#) and the [Bridgemate app](#). This setup provides the director with greater flexibility to move around the playing area.



FIGURE 12.5

Bridgemate Pagers and Bridgemate App Showing TD Calls

For detailed instructions on using the Bridgemate pager and Bridgemate app for TD calls, please consult their respective manuals.

Confirmation of No Play and Arrow Switch

As the tournament director, you have the ability to configure the system to require your confirmation for any 'No play' decisions.

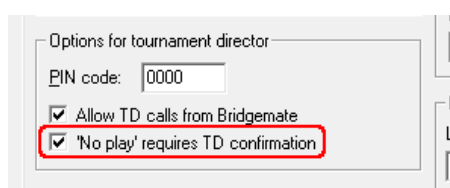


FIGURE 12.6

Bridgemate Setting for No Play Confirmation by TD

With this setting enabled, the Bridgemate does not automatically accept a 'No Play' entry. Instead, it requires confirmation from the tournament director. After selecting 'Not played,' the screen displays a message prompting them to call the tournament director for confirmation.

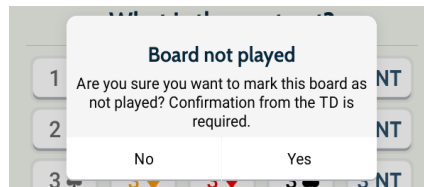


FIGURE 12.7
Message Box Confirming a No Play

When players confirm 'Not Played,' the screen prompts them to enter the tournament director's PIN code for final confirmation.

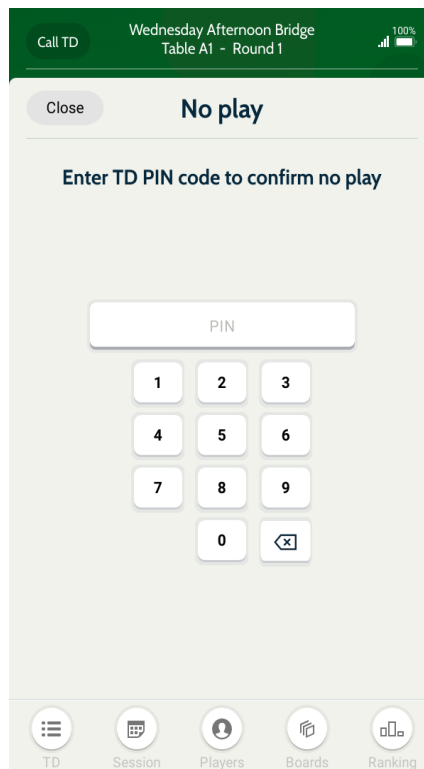


FIGURE 12.8
TD Confirms the No Play with TD PIN Code

Once the correct PIN is entered, the 'Not Played' entry is confirmed. Players must still finalize the result entry, requiring acceptance from the opponents as well.

Arrow Switch

Arrow switch usage is detailed in [Chapter 10](#). It always requires confirmation from the tournament director, following the same procedure as confirming a "Not Played" status.

Tournament Director's Menu

The Tournament Director's Menu, or TD Menu, is an essential tool that allows the director to manage board results and oversee game progress effectively. It is accessible via the "TD" button in the bottom menu and requires the entry of a TD PIN code for access.

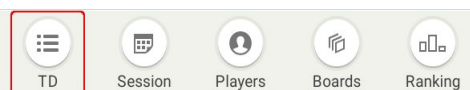


FIGURE 12.9
Access Menu from the TD Button in the Bottom Menu

The TD Menu initially displays the current round at the table.

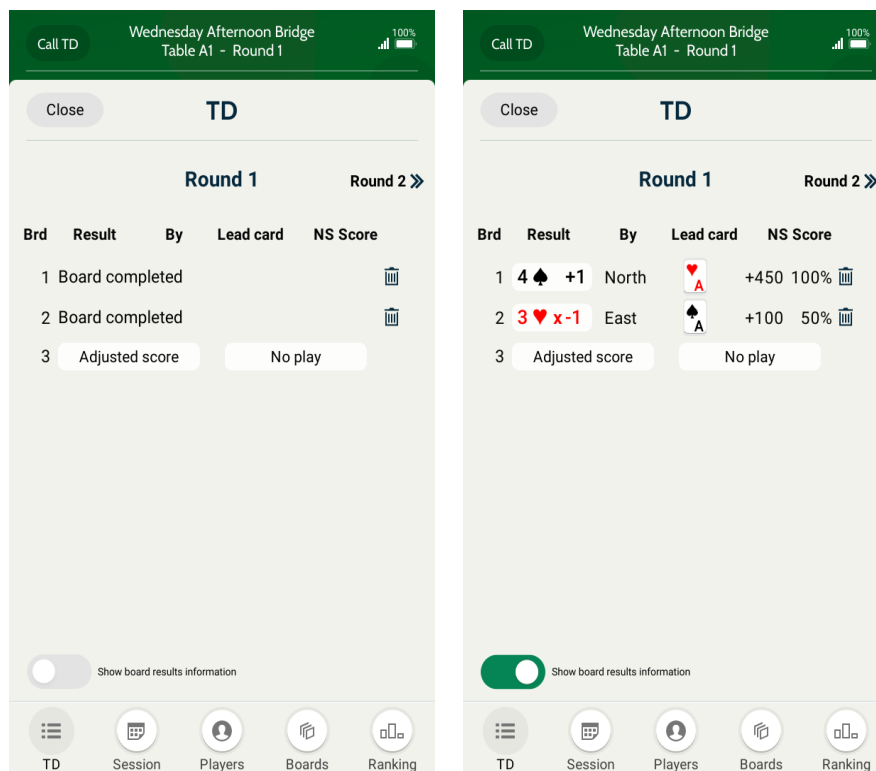


FIGURE 12.10
TD Menu with Board Results Hidden and Board Results Shown

By default, the board results are hidden. To display or hide them, toggle the "Show Board Results Information" switch, as shown in Figure 12.10.

To exit the TD Menu, press the "TD" button again or select the "Close" button.

Navigate the Rounds

You can navigate through the rounds using the next and previous arrows. This feature allows you to review results from earlier rounds or input information for upcoming rounds in advance.

View All Board Results of a Board

Tapping on a board result, the text "Board completed," or the board number will display additional details for that board. This action reveals all results for the board, whether they were previously visible or hidden. These results can be played on the current table or on different tables.

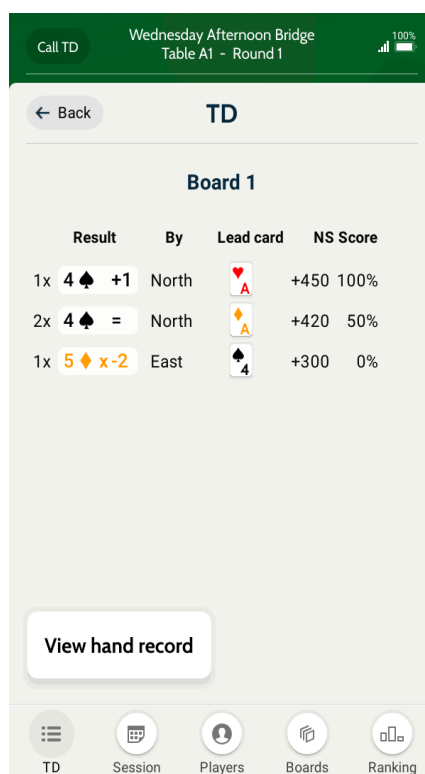


FIGURE 12.11
Showing All Board Results on a Board

Delete a Board Result

To remove a board result for a specific board and round, navigate to the round where the board was played on this Bridgemate. Click the trash bin icon next to the board information to delete the result. Note that board results can only be deleted if they were entered on this particular Bridgemate. If the results were entered on a different Bridgemate, you must either go to that Bridgemate to delete the result or use the Bridgemate Control Software to do so.

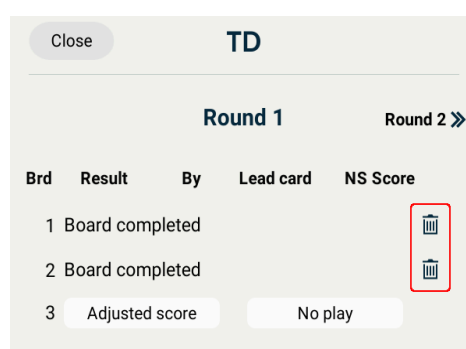


FIGURE 12.12
Delete Board Result with Trash Bin Icon

Mark a Board as Not Played

If a board is not played, you can register this through the TD menu as well. This can be done for the current round or scheduled in advance for future rounds. Simply select the relevant round, click “No Play” on the

board you wish to mark, and confirm your choice. Note that you can only mark a board as not played if it was originally scheduled for that table.

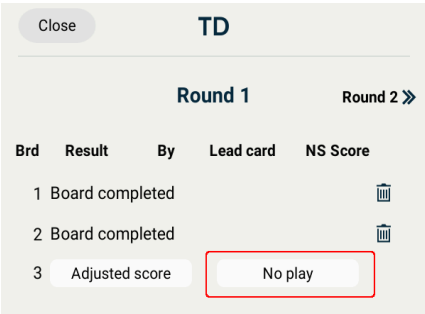


FIGURE 12.13
Mark a Board as Not Played

Enter an Adjusted Score

From this screen, you can also enter adjusted scores. Simply select "Adjusted Score" for the board that requires modification.

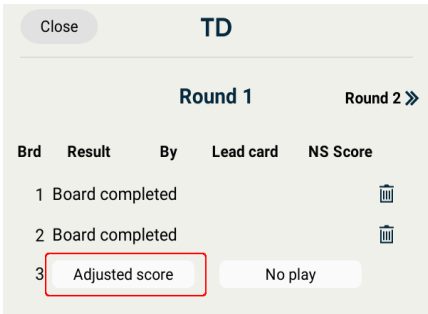


FIGURE 12.14
Select Adjusted Score

A new screen will appear, allowing you to enter adjusted scores for both pairs.

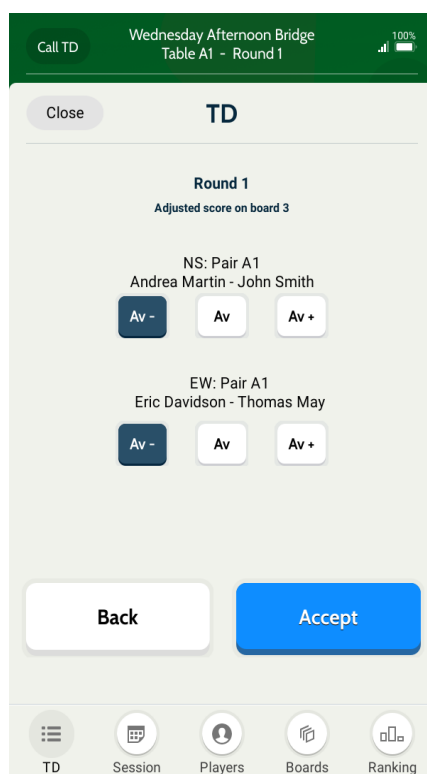


FIGURE 12.15
Enter Adjusted Score

You can select any combination of average-minus, average, or average-plus. Press "Accept" to confirm the adjusted score. The scoring program will process these artificial scores according to the laws of duplicate bridge.

View, Enter or Delete Hand Records

Tournament directors always have access to hand records through the TD menu, even if this functionality is disabled for players. Therefore, uploading hand records is generally recommended, as it assists the director in managing the session.

To access the hand record functionality:

1. Open a board by tapping its board number, the board result, or the text "Board completed."
2. From the board screen, you can either:
 - Press "View hand record" if a hand record is available.
 - Press "Enter hand record" to input a hand record for that board.

Entering a hand record from the TD menu follows the same procedure as the one available to players.

To remove a hand record, first select "View hand record" to open it, then choose "Delete hand record."

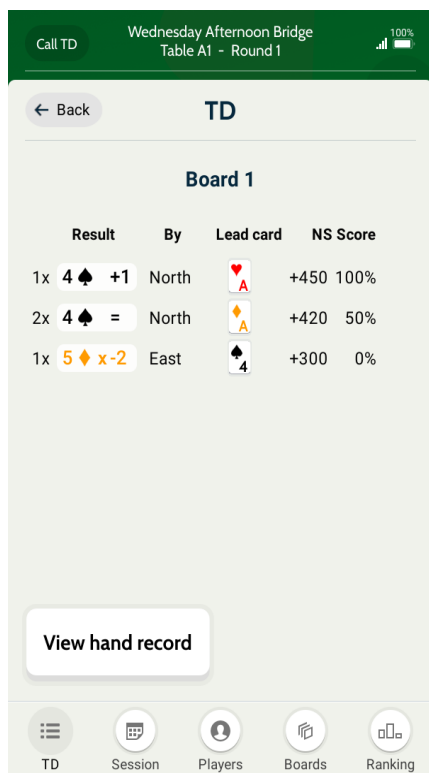


FIGURE 12.16

Access the Hand Record from the Board Page

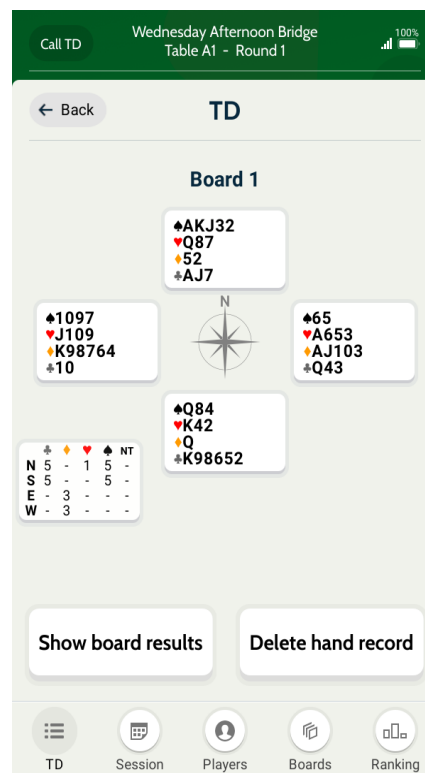
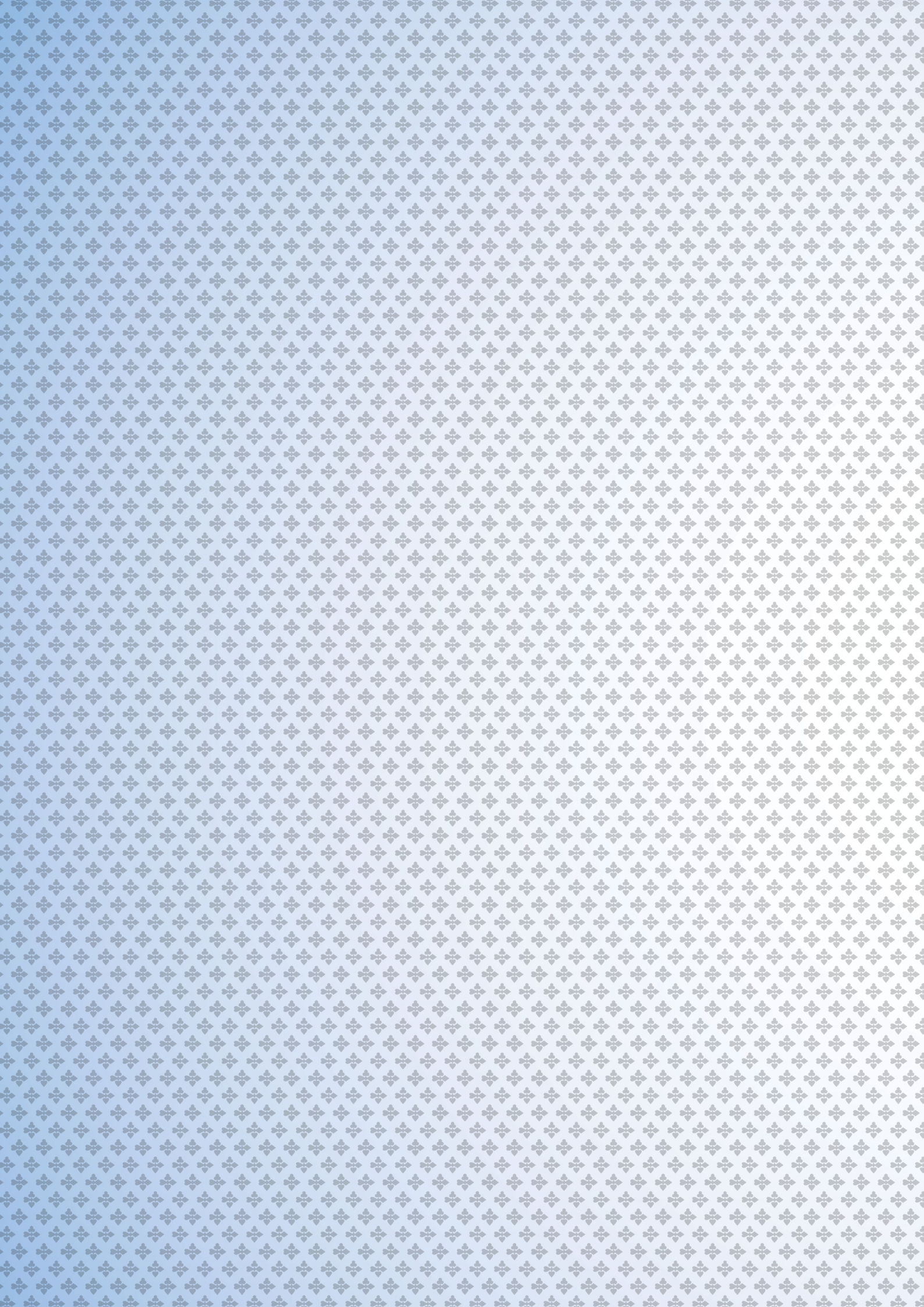


FIGURE 12.17

Delete a Hand Record



CHAPTER 13

Bridge Timer

- Controlling the Timer

Controlling the Timer

To configure, start, and stop the timer, access the menu *Server* → *Bridge timer* in the Bridgemate Control Software. Ensure the Bridgemate III server is connected for the Bridge timer to function properly.

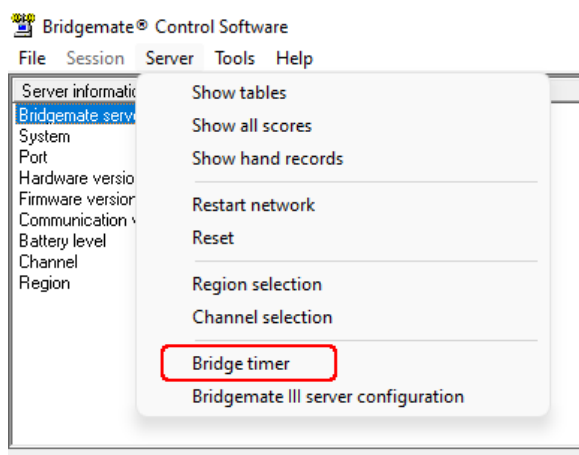


FIGURE 13.1

Open the Timer Screen from the Server Menu

Selecting this menu item will open a new window:

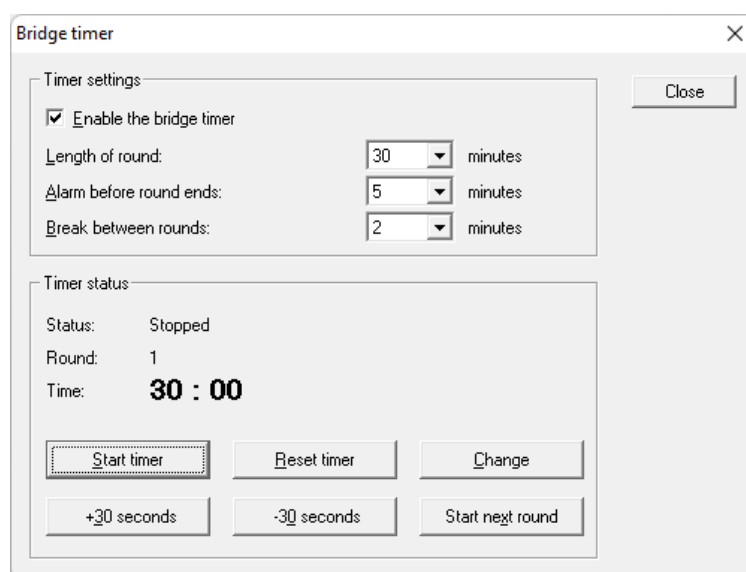


FIGURE 13.2

Timer Configuration Window

To toggle the timer, click "Enable the bridge timer." This action will display or hide the timer on the Bridgemate screen, where it appears in the upper right corner.

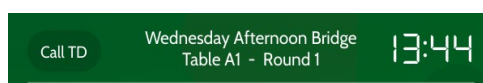


FIGURE 13.3

Timer Indicating Remaining Time in the Current Round

You can set the duration of the rounds, the time before the end of a round when an alarm should sound, and the length of the break between rounds. All these values are configured in minutes.

The round length can be set between 1 and 250 minutes. For the alarm and break, you can choose a duration between 1 and 30 minutes. If you prefer to disable the alarm or skip the break, select "Off."

Starting / Stopping the Timer

The timer in the Bridgemate system does not start automatically; you must initiate it manually through BCS. To begin, press "Start timer." A single bell sound will signal the commencement of a new round. After starting, the timer will count down based on your configured durations and continue for the entire session. To pause the timer, simply press "Stop timer."

Alarm Sign and Break

If you've set the alarm to signal the end of a round, the Bridgemate will emit a double bell sound, and the timer will display the remaining time in red.

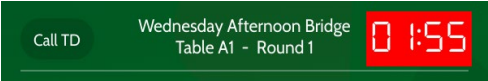


FIGURE 13.4
Remaining Time in the Round

When a round concludes, the Bridgemate emits a triple bell sound to signal its end. If you've scheduled a break between rounds, the break countdown will also be displayed on the Bridgemate.

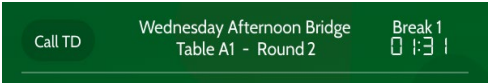


FIGURE 13.5
Break After Round 1

Start Next Round

The timer automatically advances to the next round, even if the Bridgemate remains in the previous one. If there's a discrepancy between the Bridgemate's round and the timer, the timer will display its current round.

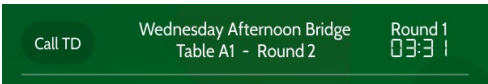


FIGURE 13.6
Timer Indicating Remaining Time in Round 1 while Bridgemate is in Round 2

Figure 13-6 shows that the Bridgemate has advanced to the next round (round 2), while the timer remains in round 1. This indicates that the players completed round 1 ahead of schedule.

Adjust Timer Settings

In the Bridgemate Control Software, you have complete control over the timer from the timer window:

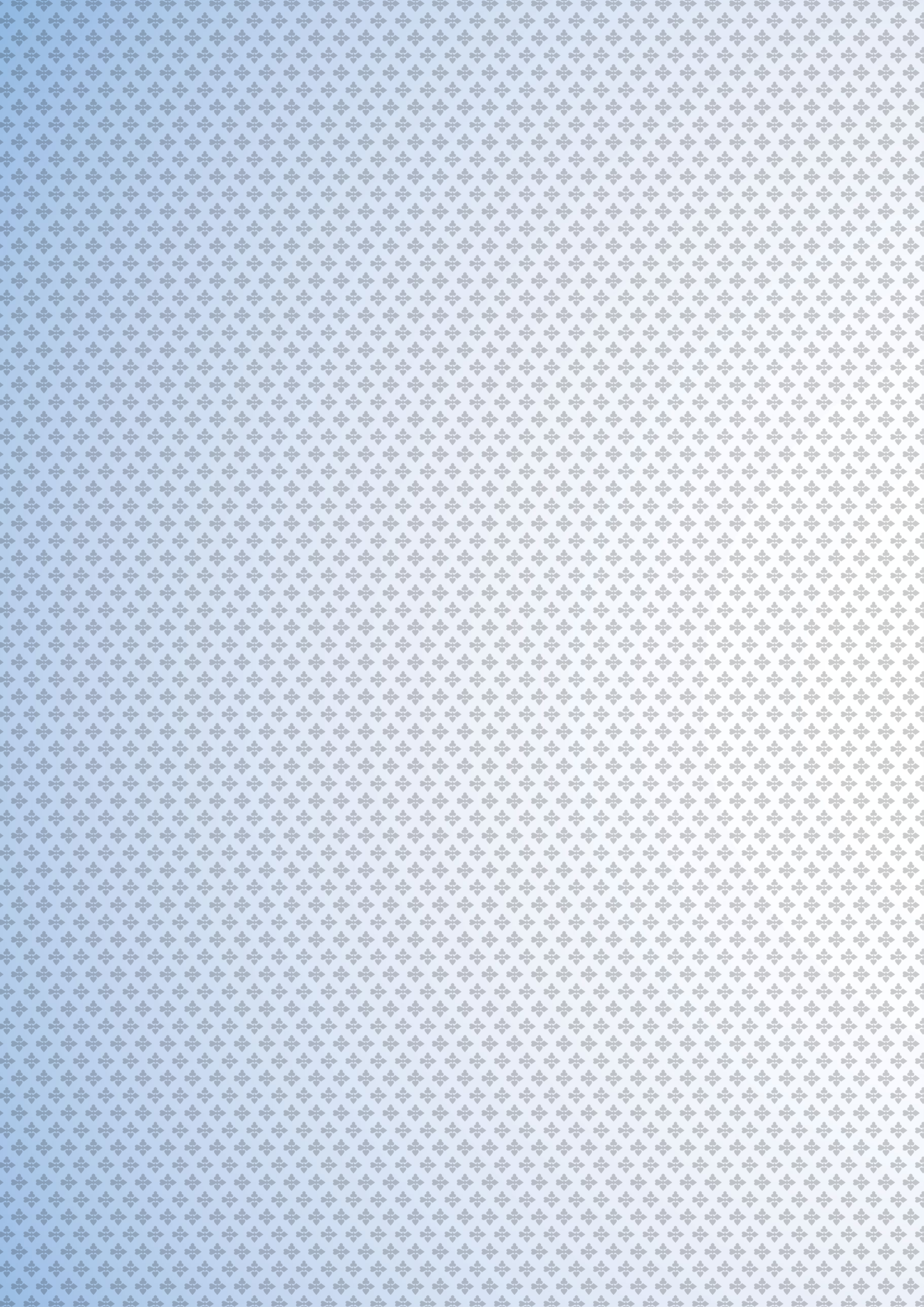
- Modify the default timer values instantly. While this won't affect the current timer, the next round or break will automatically use the updated settings.
- Easily add or subtract 30 seconds using the “+30 seconds” and “-30 seconds” buttons.
- Advance the timer to the next round by clicking “Start next round.”
- Fully reset the timer by selecting “Reset timer.” This action returns the timer to round 1, stops it, and resets the time to the standard round duration.
- To adjust the current time and round, press the “Change” button, which opens a new window for adjustments. You can choose the current round and modify the precise remaining time in minutes and seconds. The round value is restricted to the total number of rounds in the current session.



FIGURE 13.7
Adjust Current Timer Settings

NOTE:

1. ***The timer does not start automatically when you initiate the Bridgemate system. You must manually activate it using the Bridgemate Control Software.***
2. ***The timer operates independently of the session's progress in the Bridgemates. If the timer falls significantly behind or moves ahead of the session, you can pause or adjust it as necessary.***
3. ***The Bridgemate III server centrally manages the current time and round of the timer. Even if the Bridgemates or your computer are turned off, the timer continues to run. To view the current time and round, check the Bridge timer windows in the Bridgemate Control Software or any active Bridgemate.***
4. ***Bridgemates update their timer settings each time they connect wirelessly to the server. As a result, any changes to the timer may not be immediately visible on the Bridgemates.***



CHAPTER 14

Power Saving

- Power Saving Controls
- Display Brightness
- Screen Power Saving Modes
- Wi-Fi Settings

The Bridgemate III scoring devices are equipped with a 40Wh battery pack, providing extended hours of gameplay. By adjusting the device's settings, you can optimize battery life and extend the number of sessions before needing to recharge. This chapter guides you on how to manage power-saving features effectively in the Bridgemate.

Power Saving Controls

You can reduce power consumption by adjusting the following controls:

1. Display brightness.
2. Screen power saving modes.
3. Wi-Fi settings.

Each of these can be configured independently. By configuring these settings, the Bridgemate will operate longer before needing a recharge.

Display Brightness

The display brightness can be adjusted from levels 1 to 7, with 7 being the maximum brightness. In environments with abundant ambient light, such as outdoors, setting the brightness to the maximum is often necessary for clear visibility. In most other situations, reducing the brightness to a lower level is sufficient for readability. Lowering the brightness to level 5 or below significantly enhances battery life. By default, the brightness is set to level 6.

The brightness level can be adjusted in two ways:

1. Individually on each Bridgemate through the settings.
2. Centrally using Bridgemate Control Software.

Set the Brightness Level on Each Bridgemate individually

Turn on the Bridgemate and access the Settings menu from the start screen. Tap “Display” to open the display settings.

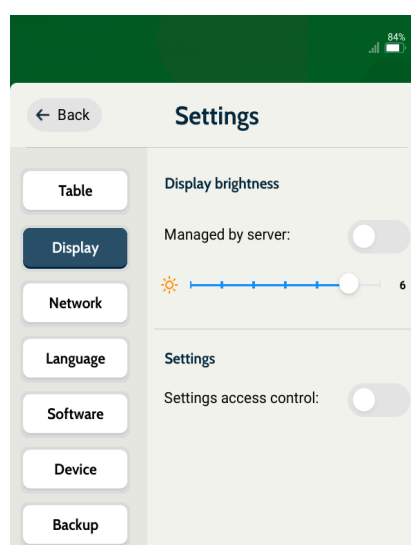


FIGURE 14.1

Brightness Level Set in the Bridgemate

Adjust the brightness level by selecting the desired position on the horizontal slider. The setting will be retained until you change it again. If the slider is inactive, press the “Managed by server” toggle switch to disable it, allowing you to use the slider.

Set the Brightness Level Centrally in Bridgemate Control Software

To set the display brightness level centrally, first configure the Bridgemate to allow central management. Turn on the Bridgemate and navigate to Settings. Tap “Display” and enable the “Managed by server” toggle switch.

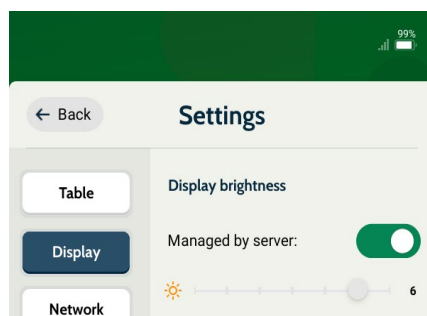


FIGURE 14.2
Brightness Level Set to Managed by Server

The brightness is now centrally controlled by the Bridgemate Control Software. The next step is to open the Bridgemate Control Software (BCS) on your computer. In BCS, navigate to the menu *Tools* → *Options* → *Bridgemate*. Here, you can centrally select the brightness level.



FIGURE 14.3.
Bridgemate Setting for the Brightness Level of the Bridgemate Display

Save the new brightness level by pressing the OK button in the lower right corner. For each new session you start, the Bridgemate will use this brightness level, provided you have set the brightness control to “Managed by server” on the Bridgemates.

Screen Power Saving Modes

Keeping the Bridgemate display fully active throughout the entire bridge game may seem appealing and user-friendly to players, but it has the significant drawback of increased battery consumption, leading to more frequent recharging. To reduce power consumption and extend the time between recharges, the Bridgemate offers three levels of power-saving modes. These modes are activated when the user stops interacting with the Bridgemate for a specified duration, which can be configured through BCS. These modes are:

1. Screen Dimming
2. Screen Off

3. Sleep Mode

Screen dimming and screen-off are optional power-saving modes. Sleep mode, however, is always enabled to prevent the Bridgemate from remaining active indefinitely until its battery is depleted. All three power-saving modes can be managed through BCS. Navigate to the menu *Tools* → *Options* → *Bridgemate*, and set the inactivity duration to trigger the power-saving mode or disable it.

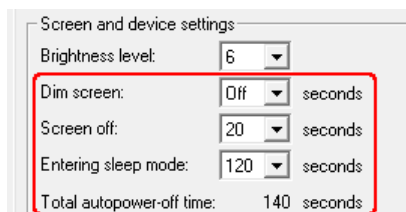


FIGURE 14.4

Bridgemate Setting for Screen Power Saving Modes

Screen Dimming

This feature reduces the display backlight after a specified period of inactivity. The duration can be configured from five to 75 seconds. Optionally, it can be disabled, meaning this power-saving mode will not be used. If enabled, it is the first power-saving mode activated after the user stops interacting with the Bridgemate. To exit this mode, the user simply touches the display, which will immediately restore the device to full backlight brightness.

Screen Off

This power-saving mode turns off the screen after a specified period of inactivity, while keeping the device operational. The duration can be set between five and 75 seconds. Alternatively, the screen-off mode can be disabled entirely. If screen dimming mode is enabled, the inactivity timer for this mode begins after the screen dims. Without screen dimming, the screen-off mode activates immediately after the user stops interacting with the Bridgemate. To exit this mode, the user simply touches the display, which will turn the screen back on.

The screen-off power-saving mode is an effective way to conserve battery power, nearly halving power consumption while maintaining the device's immediate responsiveness.

Sleep Mode

This power-saving mode puts the device into sleep mode, meaning it is fully switched off, yet it allows the user to wake it by touching the display. The inactivity duration can be configured from five to 600 seconds. This mode can be used alongside screen dimming and/or screen off modes, but it can also be set independently. If both screen dimming and screen off modes are disabled, the device will enter sleep mode immediately after the set inactivity period.

To exit sleep mode, the user simply touches the display, which will turn the screen back on. This mode significantly reduces power consumption, as the device is switched off except for the touch screen. However, a slight disadvantage is that it takes a few seconds to resume after the display is touched.

After one hour in sleep mode, the Bridgemate will deactivate the touch screen and fully shut down. To reactivate the Bridgemate, the user must press and hold the power button.

Examples of Power Saving Modes

The table below outlines different combinations of inactivity periods that activate power-saving modes. It includes the duration of inactivity required for each power mode, as well as the total time needed to enter sleep mode.

Power Saving Scheme	Dim Screen	Screen Off	Sleep Mode	Total Time to Sleep Mode
Extreme	10	Off	10	20
Heavy	20 / Off	Off / 20	20	40
Optimized	20	20	60	100
Average	20	20	300	340
Minimum	60	Off	600	660
None	Off	Off	600	600

These examples illustrate how to configure power-saving modes. You should adjust them according to your preferences. The key idea is that longer inactivity durations result in higher power consumption but offering a more responsive and user-friendly experience. Conversely, shorter inactivity durations conserve more power but may increase resume time, potentially reducing user-friendliness.

Wi-Fi Settings

The Bridgemate includes a built-in Wi-Fi module for device registration, deregistration, and firmware updates. However, during regular club games, the Wi-Fi module is not utilized. To conserve battery power, it is recommended to keep the Wi-Fi functionality disabled.

To disable the Wi-Fi functionality, select "Settings" on the start screen, then choose "Network."

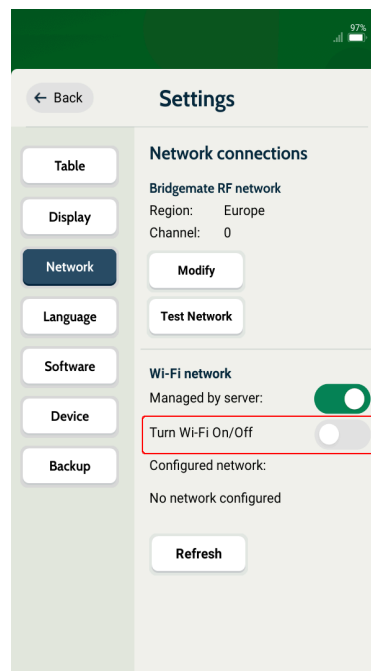


FIGURE 14.5
Enable or Disable Wi-Fi

Ensure that the "Turn Wi-Fi On/Off" switch is set to "Off."

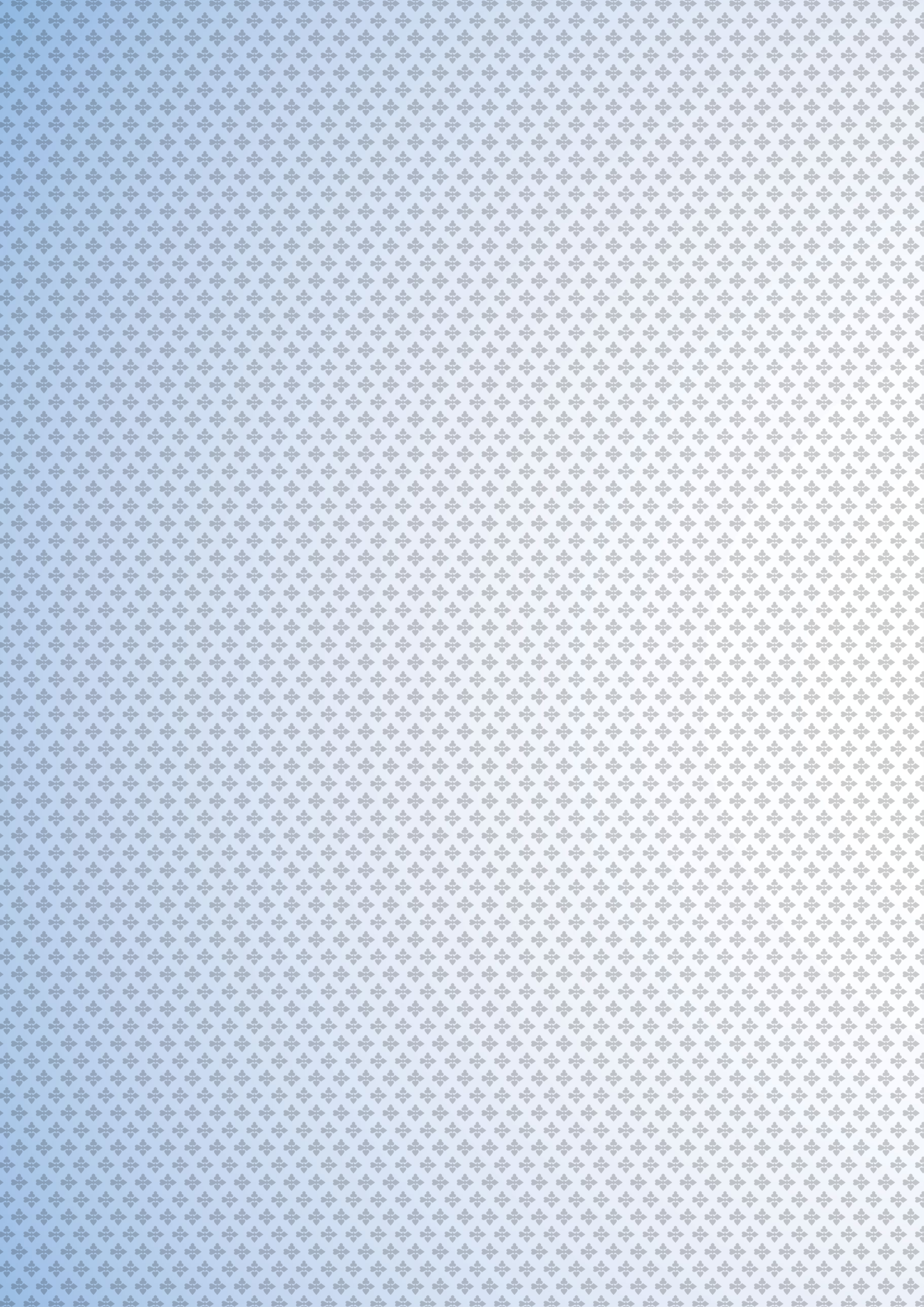
Refer to [Chapter 20](#) for additional details on Wi-Fi settings and functionality.

Power Consumption and Number of Sessions Until Recharge

The more power-efficient the Bridgemate is configured, the more sessions it can operate before needing a recharge. For standard bridge sessions consisting of 24 boards, which typically last around three hours, setting the brightness level to 5 and disabling Wi-Fi can significantly extend battery life. Under these power-saving conditions, the Bridgemate can run approximately the following number of sessions on a full battery charge:

Power Saving Scheme	Estimated Number of Sessions
Extreme	20 to 25
Heavy	18 to 22
Optimized	15 to 18
Average	10 to 12
Minimum	8 to 10
None	6 to 7

Keep in mind that the number of sessions can vary significantly based on user interaction with the Bridgemate. Increased interaction results in more screen-on time, which in turn increases power consumption. The figures provided are intended as a guideline to help you select your own power-saving mode and may differ in your specific situation.



CHAPTER 15

Offline Connection Mode

- Online Connection Method vs. Offline Connection Mode
- Configuring Offline / Online Connection Mode
- Initializing Bridgemates for Offline Use
- Using Bridgemates During the Session
- Uploading Board Results to the Server

During a session, Bridgemates typically connect to the Bridgemate III server to access real-time information about movements, players, rankings, and more. They also send board results and other data to the server for processing by the scoring program. This requires the server to be within the maximum wireless range of the Bridgemates. However, some tournaments have tables spread over a large area, making it difficult for all tables to stay within range. In such cases, the "Offline" connection method can be used. This chapter explains how to use the offline method, allowing Bridgemates to operate in stand-alone mode. This mode provides most functionalities without needing a direct wireless connection to the Bridgemate III server.

Online Connection Method vs. Offline Connection Mode

The Bridgemate III system offers two modes of connection:

1. Online Connection

In this mode, Bridgemates must be within range of the server, allowing for real-time wireless data exchange between the Bridgemate and the server. This is the default and most commonly used mode for club games and tournaments. Previous chapters assume the use of this connection mode.

2. Offline Connection

In this mode, the Bridgemate III server wirelessly transmits the entire movement and relevant information at the start of the session. After this initial setup, the Bridgemate operates independently throughout the session until all board results for all rounds are entered. Once completed, it wirelessly uploads all results back to the server. During the standalone phase, Bridgemates do not communicate with the server and can be placed outside its range. This mode is typically used in tournaments where playing tables are spread across various remote locations.

Configuring Offline / Online Connection Mode

The connection mode must be configured before the Bridgemate system is started by the scoring program. Once the system is running and tables are added to the server, the mode cannot be changed (unless you recover the server; refer to the Bridgemate Control Software manual for details). If your scoring program allows configuration of the Bridgemate III connection mode, you can set it there. Otherwise, configure it in the Bridgemate Control Software by following these steps:

1. Connect the Bridgemate III server to your computer.
2. Open the Bridgemate Control Software from the Windows Start menu.
3. Navigate to menu Tools → Options → Bridgemate.
4. Choose your preferred connection mode.

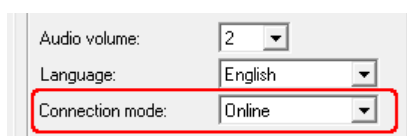


FIGURE 15.1

Connection Mode Setting

5. Press OK to save the changes.
6. Close the Bridgemate Control Software.

The next time you start the Bridgemate III system from your scoring program, the selected connection mode will be applied.

Initializing Bridgemates for Offline Use

To begin using Bridgemates in offline mode, first set the connection mode to offline and prepare the session in your scoring program. Ensure the Bridgemate III server is connected to the computer before starting the system.

Next, initialize the Bridgemates with the session's relevant data. This process is similar to starting a Bridgemate at the beginning of a session. Turn on the Bridgemate and select "Start playing" from the start screen. If the Bridgemate is in flexible table mode, a list of available tables will appear. Confirm the table for this Bridgemate and press "Proceed as table ...". The Bridgemate will connect to the server and download all necessary movement and player data for the table, which takes a few seconds. Once the data is received, the Bridgemate will begin the first round. You can then bring the Bridgemate to its designated table.

If the Bridgemate was started in the wrong mode (online/offline), you must restart the session from your scoring program to reset the mode.

Using Bridgemates During the Session

During the session, the Bridgemate operates similarly to the online connection mode, with a few key differences:

- Board results are stored locally rather than being sent to the server.
- Previous results for a board can only be displayed if the board remains at the table while both pairs move to another table.
- Live rankings and other feedback on results are not available during the session.

The following functionality is not available when using the offline connection mode:

- Player registrations at the beginning and during the round.
- Rankings
- TD-calls
- Enter and view hand records
- Confirm player starting positions at round 1.

Uploading Board Results to the Server

Once all rounds are completed, the entered results can be uploaded to the server. The Bridgemate will then display the following screen:

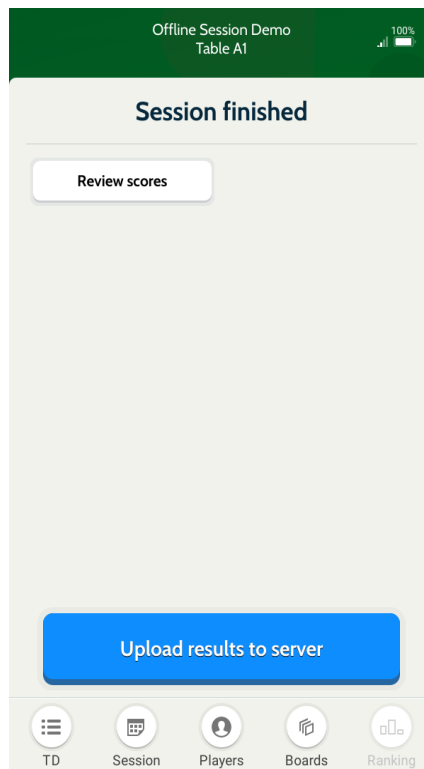
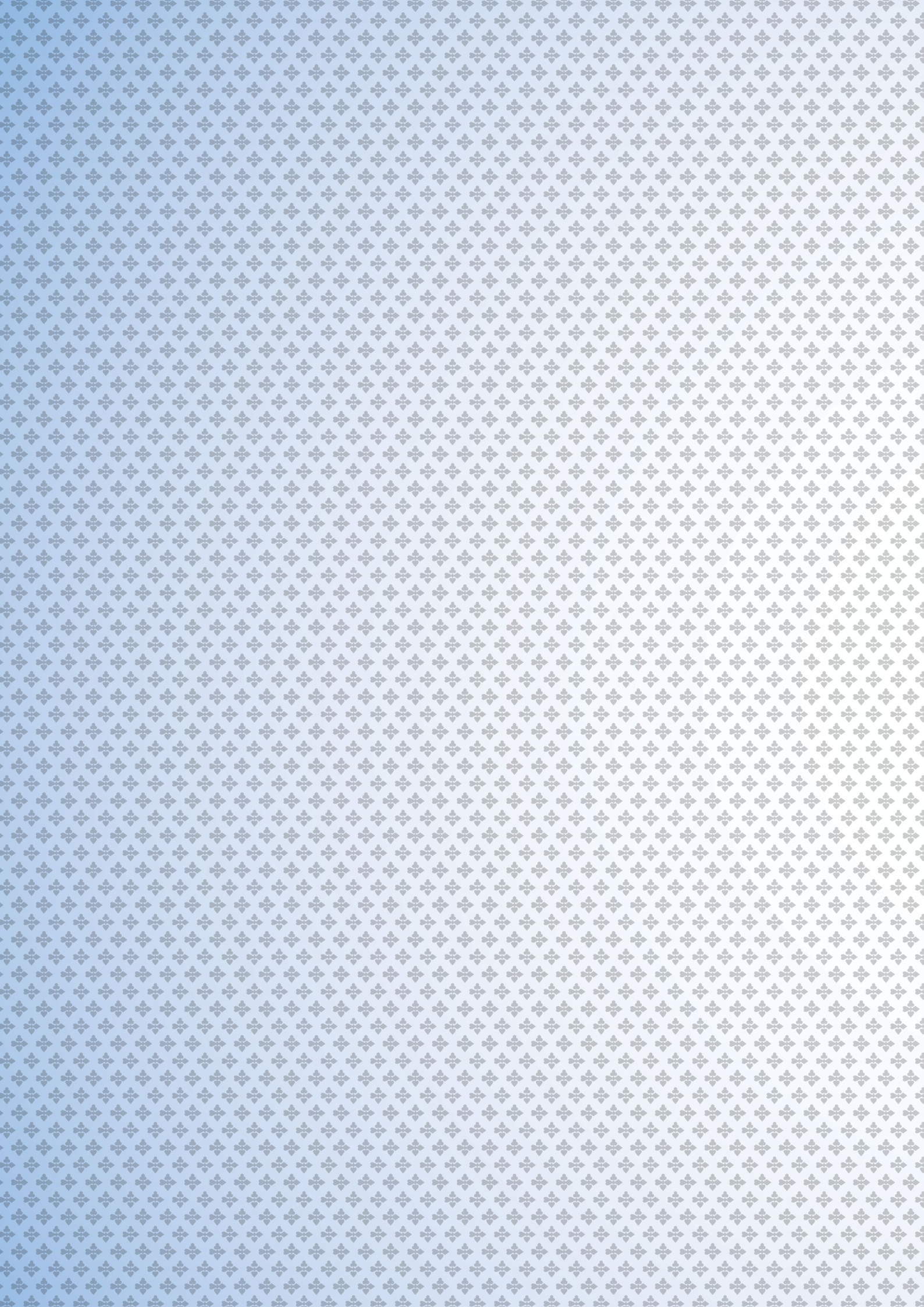


FIGURE 15.2
Upload Results of Offline Session to the Server at End of Session

Ensure the Bridgemate is within wireless range of the server, then press "Upload results to server." All board results will be uploaded and processed as usual.

Upload Board Results from Backup Archive

If the Bridgemate was restarted or the session exited before uploading board results, you can resend them from the internal backup archive. Refer to [Chapter 18](#) for more details on this feature. This function also allows scores to be uploaded to the server before the session concludes.



CHAPTER 16

Comprehensive Guide to Bridgemate Settings

- Bridgemate III Settings
- Using Butler (IMP) and Cross-IMP Scoring Methods

This chapter provides a detailed and concise overview of all settings available in the Bridgемate Control Software, specifically tailored for the Bridgемate III scoring devices.

Bridgемate III Settings

To modify Bridgемate settings, navigate to the menu *Tools* → *Options* → *Bridgемate*. Ensure that the Bridgемate III server is connected to your computer to access and display the Bridgемate III settings. The settings window appears as follows:

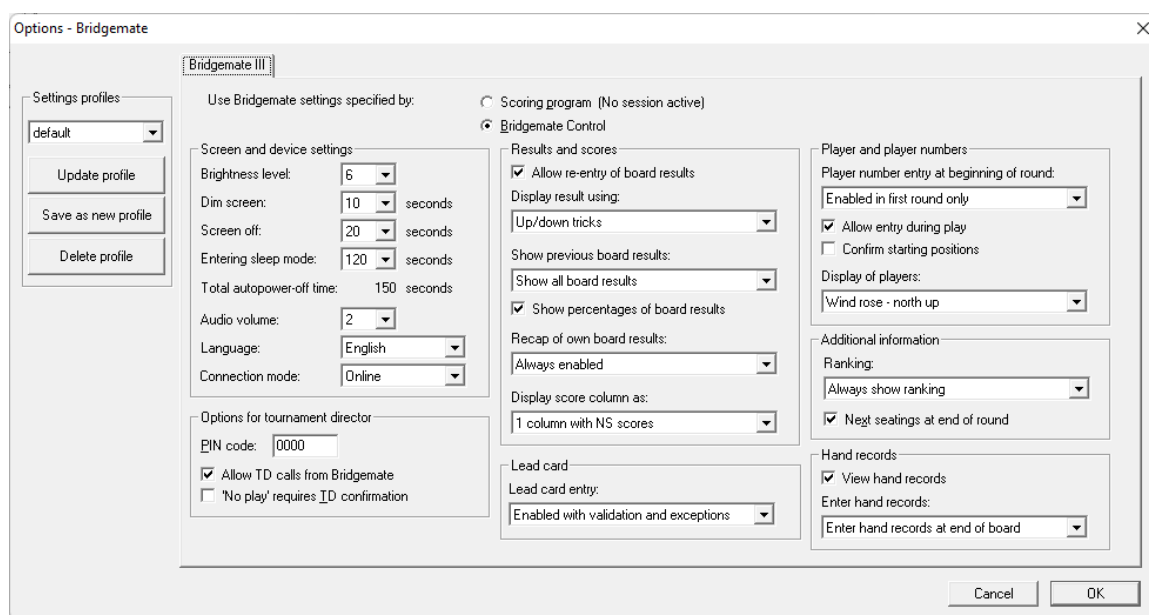


FIGURE 16.1
Window Containing all Bridgемate III Settings

Settings configured by Bridgемate Control Software or Scoring Program

Bridgемate settings can be configured either through the scoring program or via the Bridgемate Control Software (BCS). To have your scoring program manage these settings, select “Use Bridgемate settings specified by Scoring program.” For guidance on configuring Bridgемate settings through your scoring program, refer to its manual. Choose “Use Bridgемate settings specified by Bridgемate Control Software” if you prefer to set the Bridgемate settings manually or if your scoring program does not support Bridgемate III settings.

Screen and Device Settings

Brightness Level

Adjust the display brightness, which can be set from 1 to 7, with 7 being the brightest. This setting is applied only when the display brightness is configured to "managed by server" on the Bridgемate.

Dim Screen

This setting determines the number of seconds of inactivity before the display dims. It can be adjusted from 5 to 75 seconds or turned off entirely.

Screen Off

This setting determines the duration of inactivity, ranging from 5 to 75 seconds, after which the display will turn off while the Bridgemate stays on. It can also be disabled entirely.

Entering Sleep Mode

This setting defines the duration of inactivity, from 5 to 600 seconds, after which the Bridgemate will power down and enter sleep mode.

Refer to [Chapter 14](#) for a detailed explanation of these settings and guidance on using them to conserve battery life.

Audio Volume

This setting controls the speaker volume, adjustable from 1 to 7, with 7 being the loudest. It can also be turned off.

Language

This setting allows you to specify the interface language for the Bridgemate. It is only recognized when the language is set to "managed by server" on the device. For more details, see [Chapter 4](#).

Connection Mode

This setting determines whether the Bridgemate operates in online mode with the Bridgemate III server or functions independently in offline mode. For a detailed explanation of these connection modes, see [Chapter 15](#).

Options for Tournament Director

The tournament director settings are explained in more detail in [Chapter 12](#).

PIN Code

Set a four-digit PIN code to secure the TD-menu from unauthorized access.

Allow TD Calls from Bridgemate

Enable this setting to allow players to call the Tournament Director by pressing the "Call TD" button on the Bridgemate.

'No play' Requires TD Confirmation

Select this setting if players need to call the Tournament Director for approval when they haven't played a board, such as in cases of time constraints.

Result and Scores

Allow Re-Entry of Board Results

Allow players to delete and re-enter their own board results for the games they have played by enabling this setting.

Display Result

The final result can be shown in various formats: as tricks won or lost relative to the contract, the total number of tricks, or in the American style (tricks made or down).

Show Previous Board Results

To configure the Bridgemate to display previous results for a board just played, select "Show all board results." To display only the players' own entered result, choose "Show only own board result." To prevent any board results from being displayed, set it to "Disabled."

Show Percentages of Board Results

When this setting is enabled, the percentage or IMP achieved for each board result is displayed in the overview of previous results.

Recap of Own Board Results

Enable this setting to allow players to independently retrieve a recap of their own board results entered in the current round, without needing assistance from the TD. The recap can be accessed either at any time or only at the end of the round.

Display Score Column

Scores can be presented in either one or two columns. In a single-column format, the score represents the result of the NS side and is marked with a plus or minus sign. In a two-column format, the score is placed in the left column (NS) or the right column (EW), depending on which side achieved a positive score.

[Chapter 7](#) provides a detailed explanation of these settings.

Lead Card

Lead Card Entry

To enable lead card entry on the Bridgemate, adjust the settings accordingly. For accurate lead card entry based on the declarer and hand record, select the "Enabled with validation" option. You can choose between mandatory validation, which requires correction of errors, or optional validation, which permits ignoring errors during the process.

For further details on using the lead card setting, refer to [Chapter 10](#).

Player and Player Numbers

Player Number Entry at Beginning of Round

Activate this setting if you want players to enter their player number or name at the start of a round. Typically, it's best to enable this only for the first round. However, in team games or situations where players need to identify themselves each round, set it to "enabled in all rounds."

Allow Entry During Play

The "Player Number Entry at Beginning of Round" setting only governs the entry of player details at the start of each round. If you want to allow players to update their information during the round, you should enable this option.

Confirm Starting Positions

If you've pre-registered players in your scoring program and the Bridgemate already has their names but not their seating directions, enable this setting to allow players to confirm their starting positions.

Display of Players

The Bridgemate displays the four players in a wind rose format, with options for orientation. You can display it with north at the top (east on the right, south at the bottom, and west on the left) or rotate it 180°, placing north at the bottom. This rotated view might be more intuitive and practical for players.

Refer to [Chapter 9](#) and [Chapter 10](#) for further explanations on these settings.

Additional information

Ranking

To display the provisional ranking, activate this setting. You can choose to show the ranking only at the end of the session, after each round, or continuously. Refer to [Chapter 7](#) for more information.

Next Seatings at End of Round

Activate this setting to enable the Bridgemate to guide pairs to their next table. It will instruct pairs on where to sit, whether to stay at their current table, or if they have a bye. For more details, see [Chapter 6](#).

Hand Records

View Hand Records

Activate this setting to allow players to access hand records of the boards they've already played. This includes both pre-dealt hand records uploaded to the Bridgemate system and those manually entered by the players.

Enter Hand Records

When players manually shuffle the boards, hand records can be entered into the Bridgemate during the session. Choose "Enter hand records at end of board" to allow players to input the records immediately after playing each board. Alternatively, select "Enter hand records at end of round" to enable entry at the conclusion of the round.

[Chapter 11](#) delves deeper into the process of viewing and entering hand records.

Using Butler (IMP) and Cross-IMP Scoring Methods

Bridgemate III supports the following scoring methods:

- Pair games (percentages / match points)
- Butler games (IMP scoring)
- Cross-IMP scoring

The scoring program determines the scoring method for each section, and this cannot be altered in BCS. If the scoring method in Bridgemate is incorrect, please contact your scoring program provider for assistance.

To explore the different options for calculating results in Butler scoring and cross-IMP scoring games, navigate to menu *Tools* → *Options* → *General* → *Scoring Methods* tab.

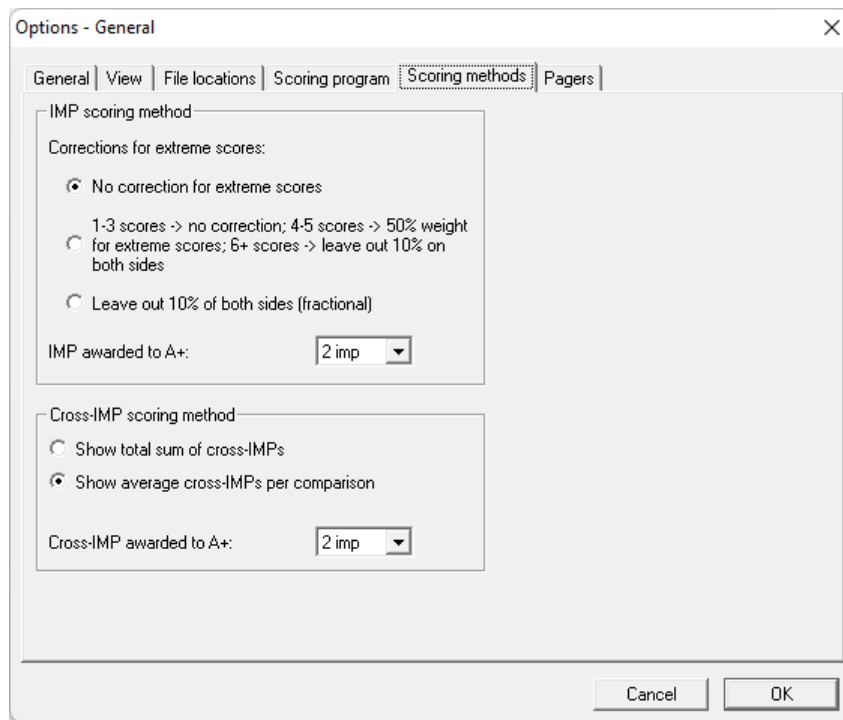
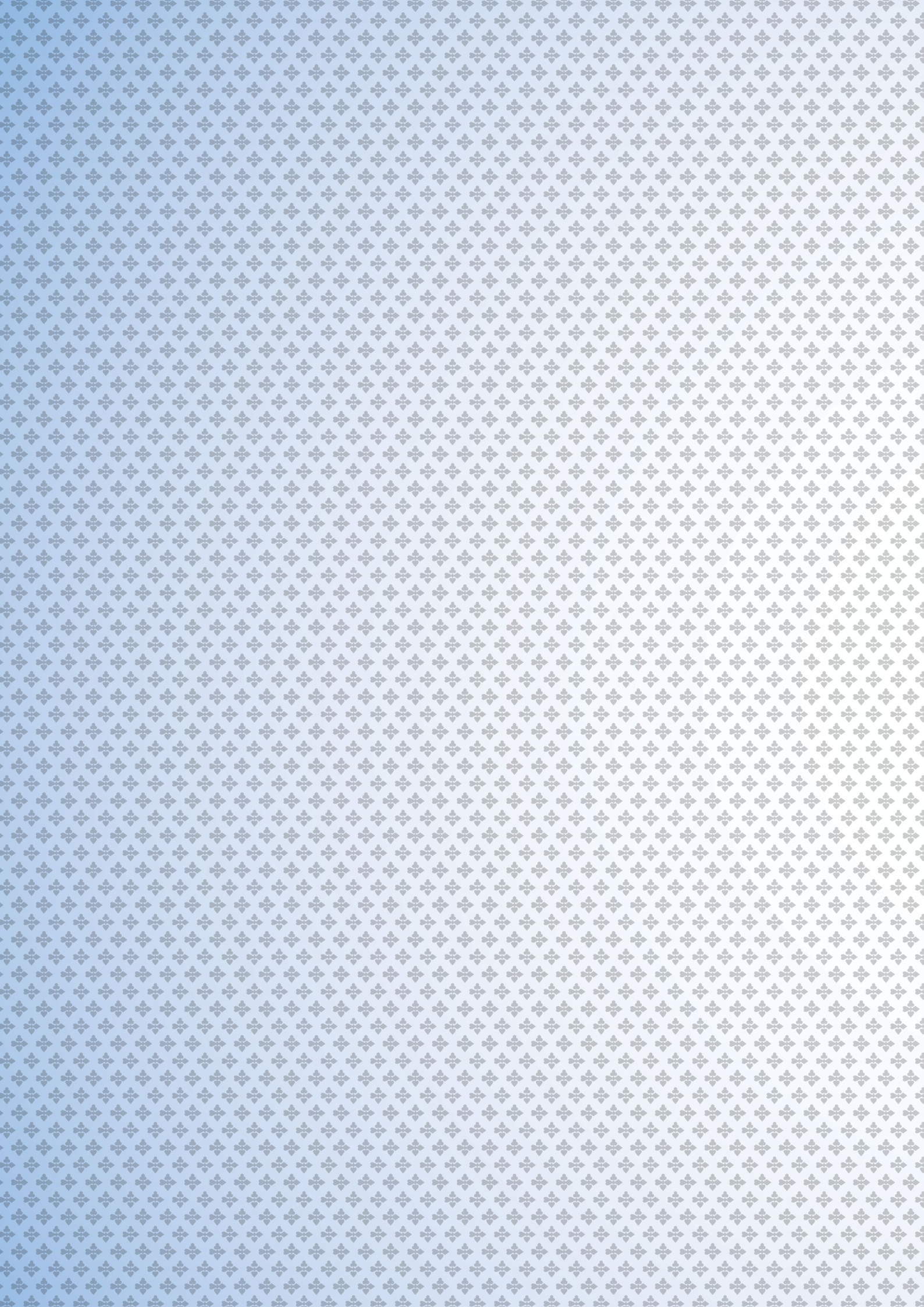


FIGURE 16.2
Scoring Method Settings in Bridgemate Control Software

Configure these options before starting your session, as any changes made during the session will not be recognized by the Bridgemates.



CHAPTER 17

Replacing a Bridgemate During the Session

- Replacing a Malfunctioning Bridgemate

This chapter provides a comprehensive guide on how to effectively replace a Bridgemate during a session, particularly in cases of malfunction.

Replacing a Malfunctioning Bridgemate

If a Bridgemate malfunctions during a session, you can opt to replace it with another device. There are three methods available for replacing a Bridgemate.

Method 1: Replacing a Bridgemate after logging off the original

To replace a Bridgemate, you must first log off the original device before the new one can take over. If the old Bridgemate is still accessible and functioning, attempt to log it off by following these steps:

1. Press and hold the power button to open the power menu.
2. Select "Leave session" to exit.

Once the Bridgemate logs off successfully, its status in the Bridgemate Control Software will change from green to red. You can now activate a new Bridgemate, setting it to the same section and table number as the previous device. The new Bridgemate will resume exactly where the original left off.

Method 2: Replacing Bridgemate after logging off original Bridgemate in Bridgemate Control Software

If you are unable to log off the Bridgemate directly from the device, you can do so using the Bridgemate Control Software (BCS). Follow these steps:

1. Open BCS and navigate to the "Server" menu.
2. Select "Show tables" to display the list of tables on the server.
3. Choose the Bridgemate you wish to replace and click "Log off table(s)".

Once the Bridgemate is successfully logged off, you can proceed with setting up a new Bridgemate.

Method 3: Replacing Bridgemate without logging off original Bridgemate

This method allows you to replace a malfunctioning Bridgemate without logging off the original device. Simply take a new Bridgemate and configure it with the same section and table number as the one you wish to replace. When you start the new Bridgemate, it will notify you that another device is already active for this table and ask if you want to take over. This requires confirmation by the tournament director.

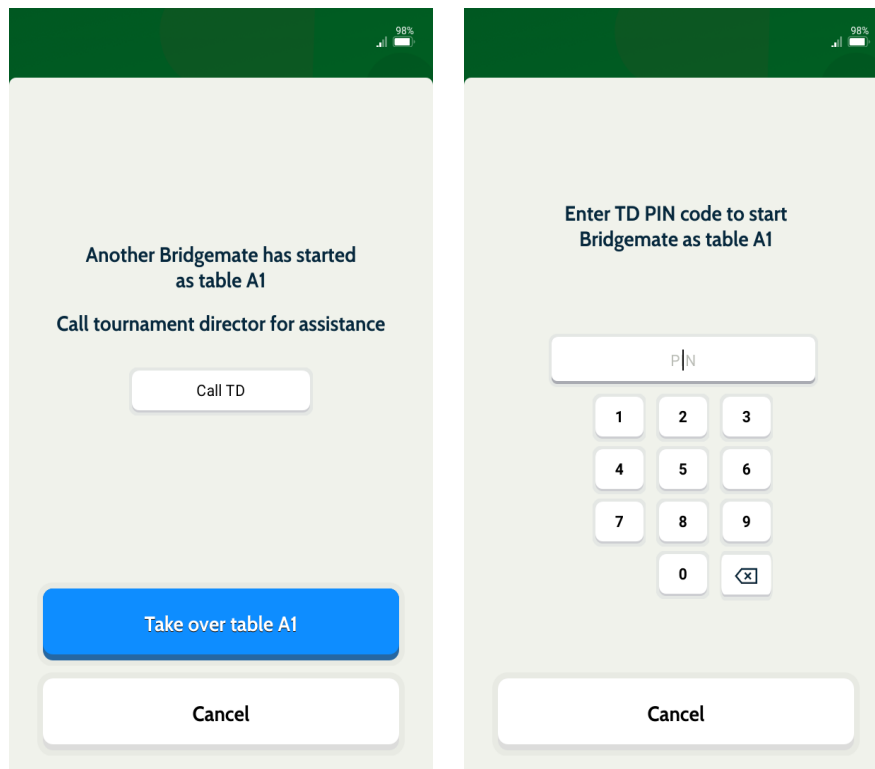


FIGURE 17.1
Take Over Another Bridgemate by TD Confirmation

To notify the tournament director, press "Call TD". This requires the "Call TD" function to be enabled. Select "Take over table A1" to begin the takeover process. The tournament director must then confirm by entering the four-digit TD PIN code. Once the code is entered, the next screen will be displayed.

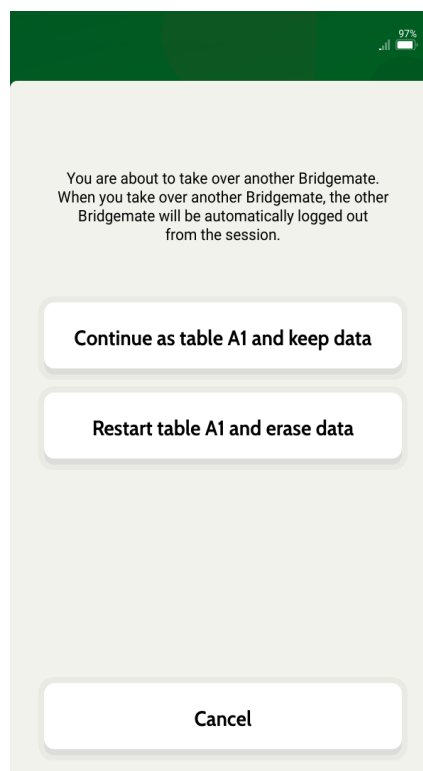
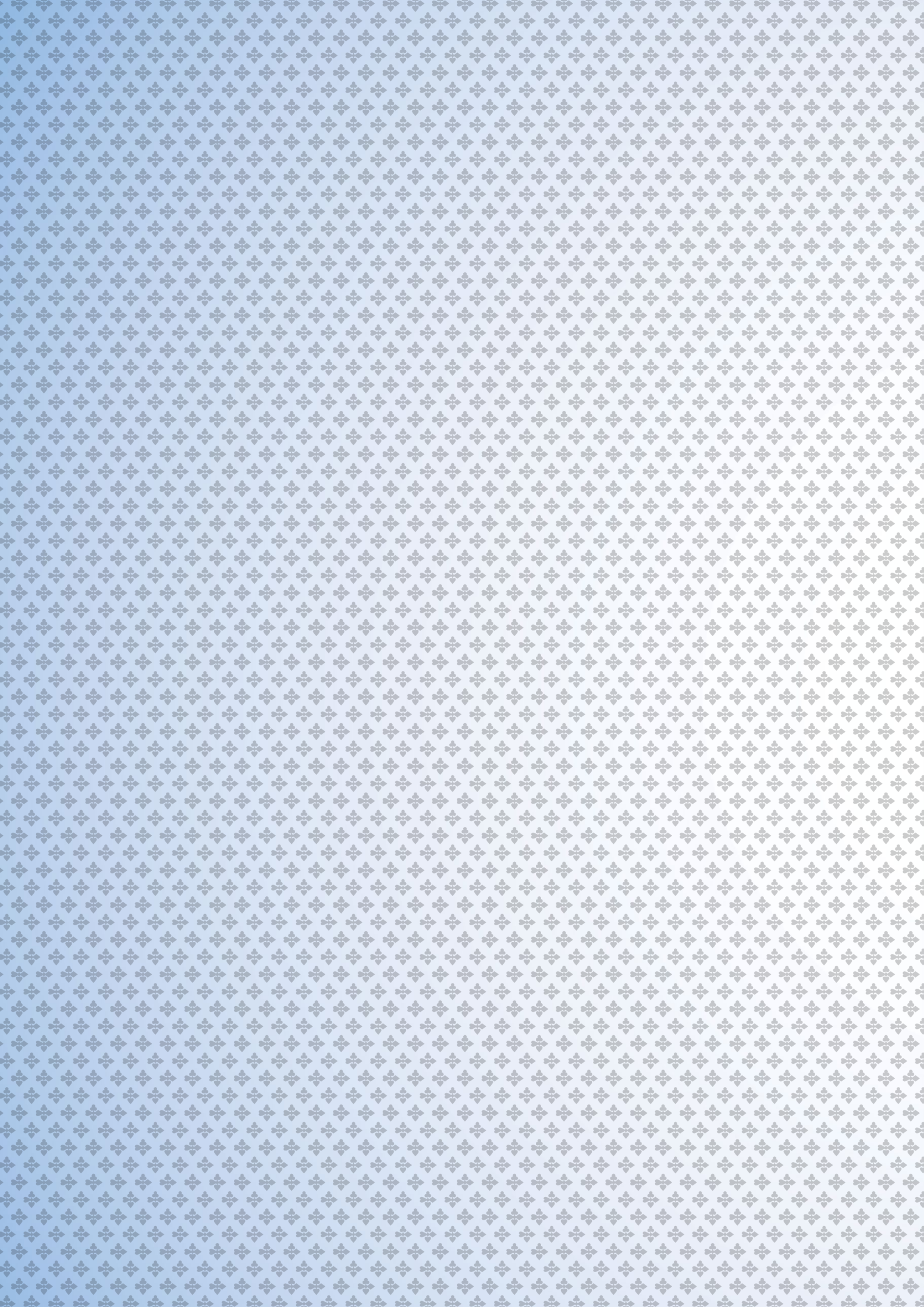


FIGURE 17.2
Continue a Table or Restart Table when Taking Over Bridgemate

The original Bridgemate can be seamlessly taken over, allowing you to either preserve the existing data or erase it to start anew. By pressing the appropriate button, the new Bridgemate will assume control, either continuing from where the original left off or beginning afresh. The original Bridgemate is automatically logged off in the process.



CHAPTER 18

Using Backup Data

- Backup Data in the Bridgemate
- Removing Backup Data
- Resending Data During the Session

During the session, board results and other information entered on the Bridgemate are sent directly to the server for real-time processing in your scoring program. Simultaneously, this data is automatically backed up in the Bridgemate's local storage. This chapter provides guidance on retrieving this data if it is lost on your computer and needs to be processed again.

Backup Data in the Bridgemate

The Bridgemate automatically maintains a local backup of data from the last five sessions. To view available session backups, open Settings from the start screen and select "Backup." A list of available sessions will be displayed.

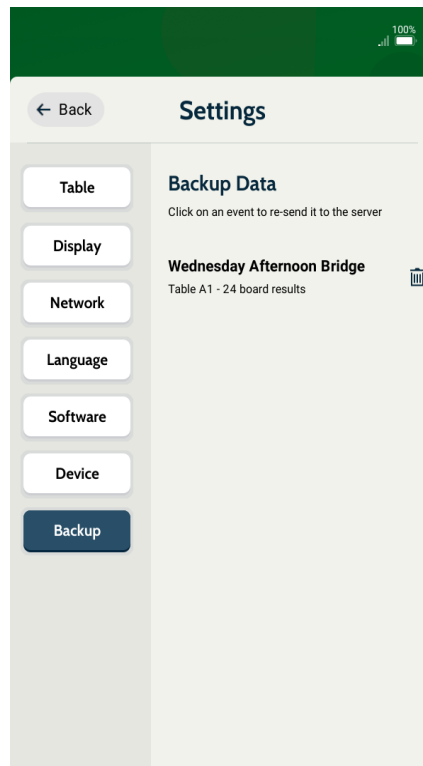


FIGURE 18.1
Stored Sessions with Backup Scores

To resend backup data, follow these steps:

1. Connect the Bridgemate III server to your computer.
2. Launch your scoring program and open the session. If the session is lost, recreate it with the same sections, tables, and movements.
3. Restart the Bridgemate system from your scoring program. If you still have access to the original score file, continue using it.
4. Gather all the Bridgemates used during the session.
5. On each Bridgemate, access the Backup data screen from the Settings menu.
6. Select the session name from the list and confirm by pressing "Yes" when prompted to resend the event.
7. The data is now resent to the server and will be processed by the Bridgemate Control Software and your scoring program.

8. Repeat step 5 to 7 for all other Bridgemates.

Removing Backup Data

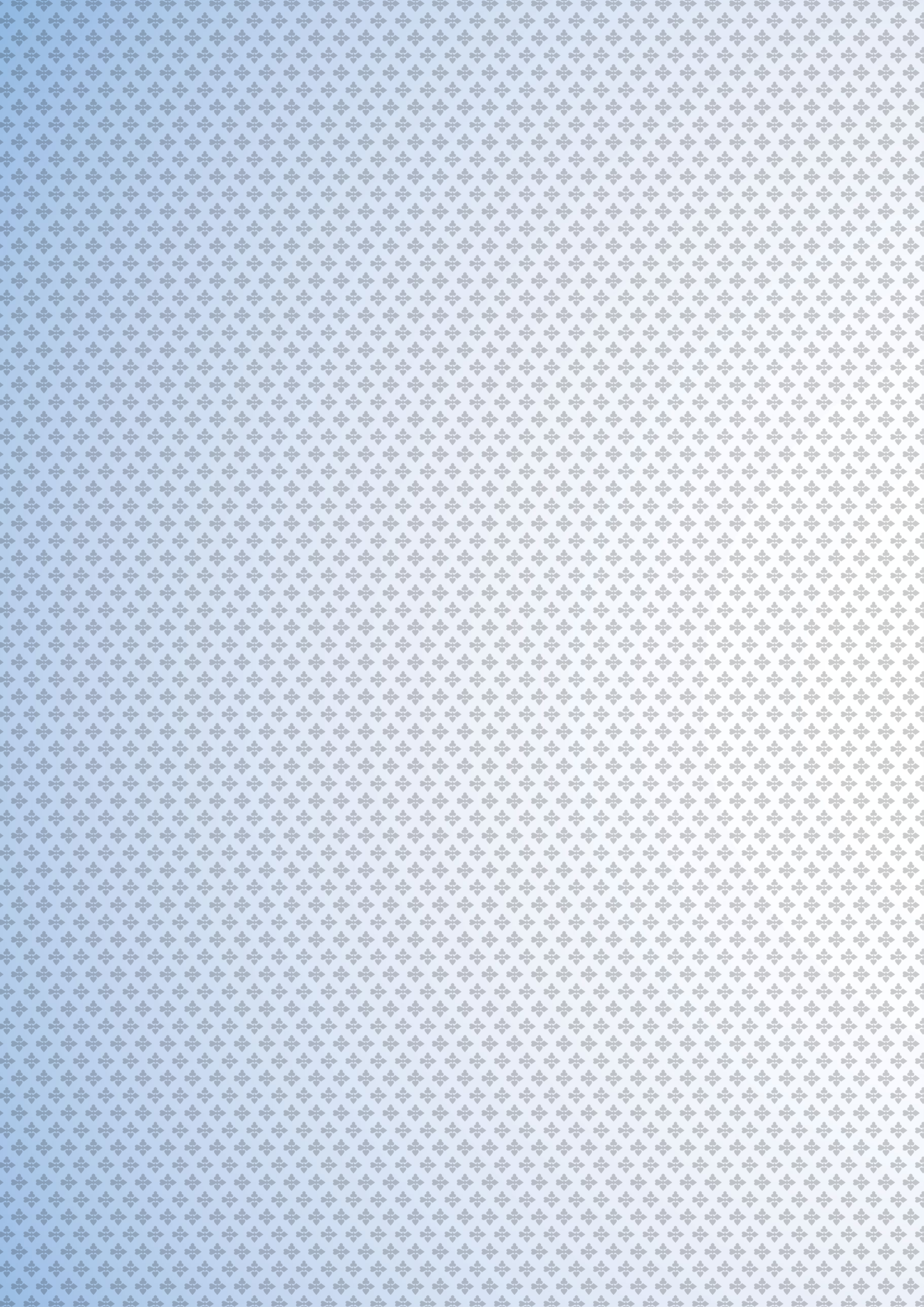
The Bridgemate retains data from the most recent five sessions, automatically deleting older sessions from its internal storage. To manually remove backup data, navigate to the Backup Data screen in the Settings menu. Select the trash bin icon next to the session you wish to delete, and confirm by pressing Yes to remove it from the backup archive.

Resending Data During the Session

You can resend session data for the current event in the Bridgemate while the event is ongoing. This feature is available for Bridgemates connected in both online and offline (standalone) modes. For more details on offline mode, refer to [Chapter 15](#).

To resend backup data during a session, follow these steps:

1. While in a session, press and hold the power button until the power menu appears.
2. Tap on Settings in the upper left corner.
3. Select Backup.
4. Only the current active event can be resent to the server. Click on the current event to resend its data.
5. Click ←Back to exit the Settings menu.



CHAPTER 19

Storing and Clearing Data in the Server

- Data Storage in the Server
- Clearing Data in the Server
- Automatically Erase Data
- Hard Reset Button

This chapter provides a comprehensive guide on how to store session data on the server effectively. It also covers the methods for clearing this data, ensuring efficient server management and optimal performance.

Data Storage in the Server

The Bridgmate III server functions as an intermediary between the Bridgemates and the Bridgmate Control Software or your computer's scoring program. It features internal storage to hold all necessary session information, enabling the Bridgemates to operate effectively. When a new session is initiated from your scoring program, all essential session data is transmitted to the Bridgmate III server and stored internally. This allows the server to function independently from the computer.

Board results and other data entered on the Bridgemates are initially stored in the server's internal storage before being forwarded to the Bridgmate Control Software on your computer. Notably, the internal storage retains its data even when the server is powered off or reset, ensuring that all information remains intact upon restarting the server.

Clearing Data in the Server

Data in the server can be cleared in two ways:

1. Resetting the server in Bridgmate Control Software

Start the Bridgmate Control Software and navigate to the "Server" menu. Select "Reset" and confirm your intention to clear all data from the server. Enter the reset confirmation code displayed on the screen. This process will completely clear all data from the server.

2. Starting the Bridgemates from your scoring program

When you start the Bridgemates from your scoring program, the Bridgmate Control Software will launch, and all existing data on the server will be cleared. The server is then updated with the data from the new session. While this process removes the old data, it is immediately replaced with the new session information.

Automatically Erase Data

If the server remains inactive for a specified duration, it automatically clears the data. By default, this period is set to 48 hours. If there is no interaction with the server within this timeframe, the data is deleted. The duration of this period can be adjusted using the Bridgmate Control Software. Navigate to the "Server" menu, select "Bridgmate III Server Configuration," and click on the "Server Settings" tab.

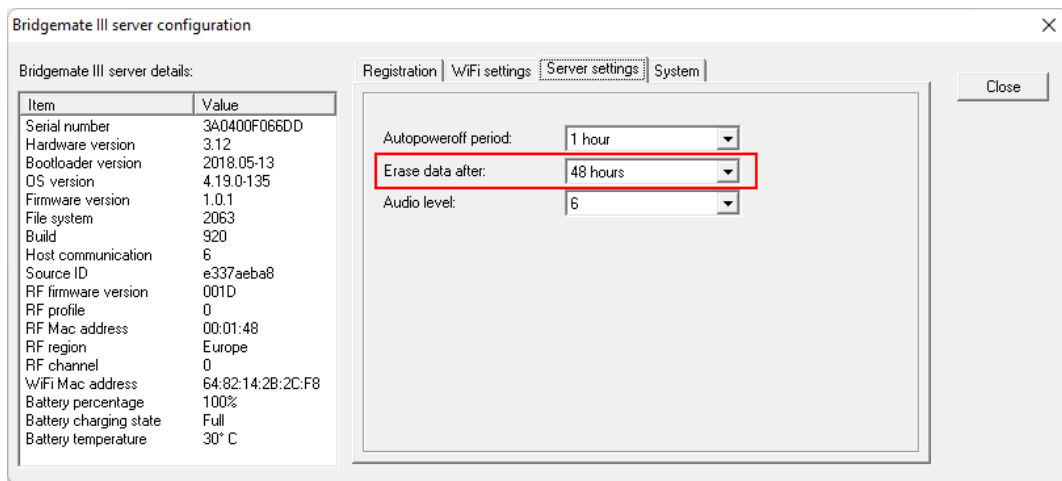


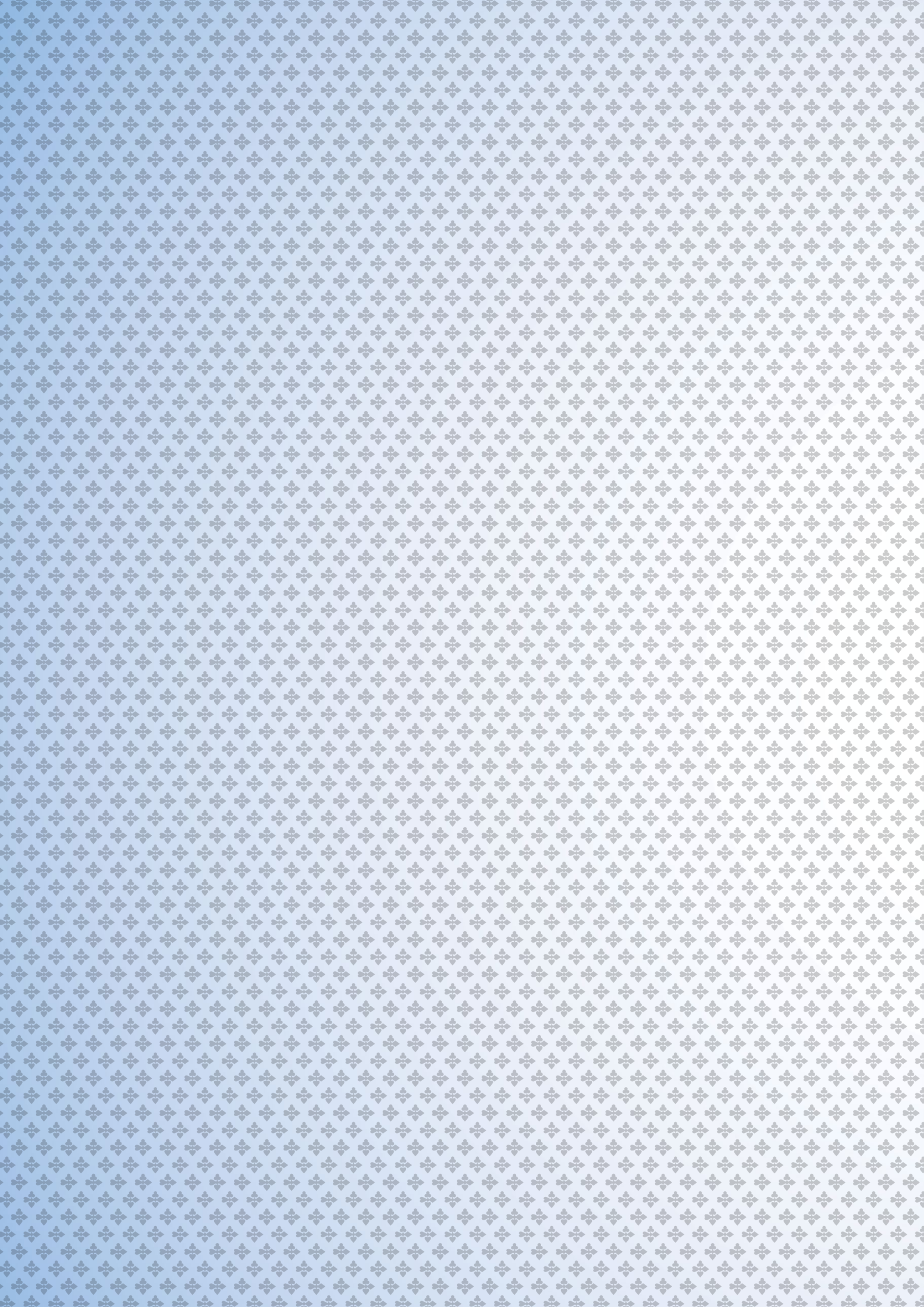
FIGURE 19.1
Setting for Automatic Erasure of Data from the Server

The period can be adjusted by setting the "Erase Data After" option to a value between 1 and 168 hours. To prevent automatic data erasure, set this option to "Disabled."

NOTE: When the server is powered off, it does not keep track of time. Upon powering on, it attempts to connect to any known Wi-Fi networks to synchronize its internal clock and determine if data needs to be removed. It is recommended to configure the local Wi-Fi network on the server, enabling it to connect automatically and remove data if necessary. Refer to [Chapter 20](#) for instructions on setting up Wi-Fi networks on the server.

Hard Reset Button

The server includes a hard reset button, concealed within a small opening next to the USB-C port at the rear. Pressing this button will abruptly reboot the server but its data will be retained.



Configuring Wi-Fi for Bridgemate III Server and Scoring Devices

- Functions of the Wi-Fi Network
- Wi-Fi Configuration for the Bridgemate III Server
- Wi-Fi Configuration in the Bridgemate III scoring device

This section provides a comprehensive guide on setting up the Wi-Fi connection for the Bridgemate III server and scoring devices. Both devices are equipped with an integrated Wi-Fi modem, enabling seamless connectivity to the local network. It is recommended to first configure the Wi-Fi settings on the server before proceeding with the Bridgemate devices.

Functions of the Wi-Fi Network

The Wi-Fi network serves several key functions:

- 1. Registering and deregistering the server and Bridgemate devices.
- 2. Updating the internal firmware for both the server and Bridgemate.
- 3. Synchronising the internal clock on the server.

Wi-Fi Configuration for the Bridgemate III Server

The Wi-Fi network in the server is configured from Bridgemate Control Software in menu *Server* → *Bridgemate III server configuration*. Click on tab “WiFi settings” to open the Wi-Fi configuration page.

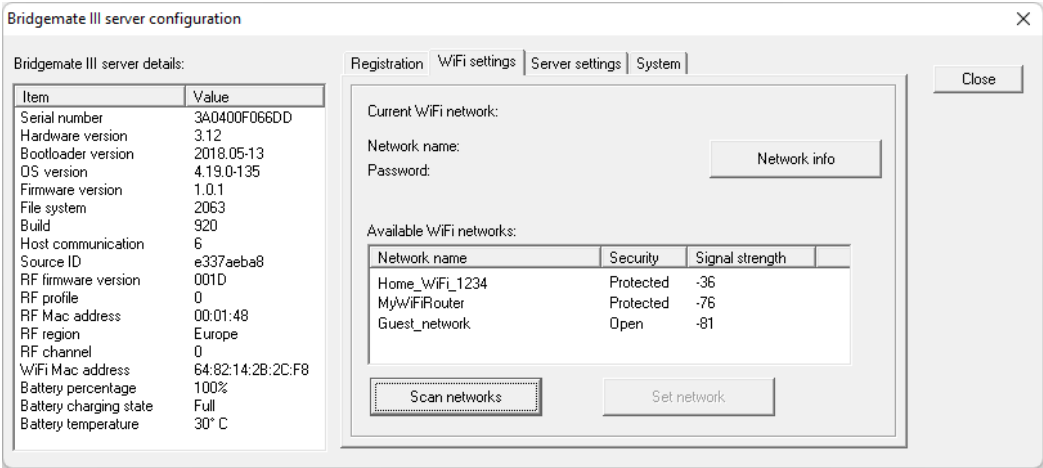


FIGURE 20.1
Scan and Set Wi-Fi Network in the Server

Click "Scan Networks" to view the available Wi-Fi networks within range. The Bridgemate III system detects only 2.4GHz Wi-Fi networks. If your network does not appear, click "Scan Networks" again to search for additional networks.

Once you find the desired network, select it from the list and click "Set Network." If the network is an unprotected open network, the server will connect immediately. For protected networks, you will be prompted to enter the network password.

After setting the network, you can check the connection status by clicking "Network Info."

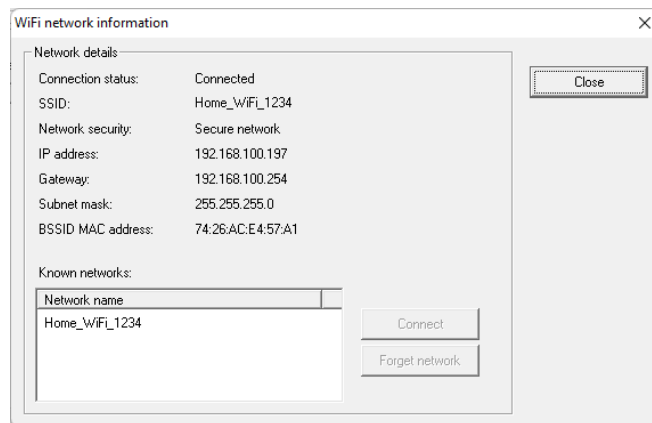


FIGURE 20.2
Wi-Fi Details

Known Networks

The "Known Networks" section displays networks to which the server has previously connected. To switch to a different network, simply click on any listed network and press "Connect." Keep in mind that this action will not alter the Wi-Fi network used by the Bridgemates when they access network information from the server. For more details, refer to the "Current Wi-Fi Network" section.

The server will attempt to connect to any of the networks listed under "Known Networks." If you wish to remove a network from this list, select the desired network and click "Forget Network." This will delete the network from the list and erase its credentials from the server.

Current Wi-Fi Network

The Wi-Fi network currently configured for use by the Bridgemate III scoring devices, when retrieving settings from the server, is displayed under "Current WiFi Network."

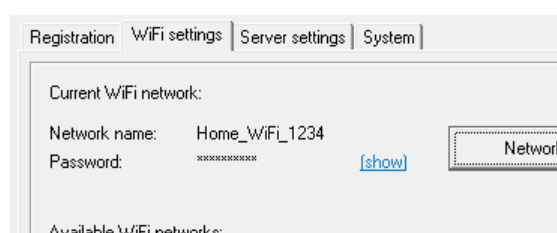


FIGURE 20.3
Current Wi-Fi Network Set in the Server

To change the Wi-Fi network, scan the available networks and press "Set Network" to select the new one.

Wi-Fi Configuration in the Bridgemate III scoring device

You can configure the Wi-Fi settings for the Bridgemate from the Network screen in Settings. The Bridgemate can either have its Wi-Fi settings managed centrally by the server or be configured manually for each device. It is recommended to opt for server-managed Wi-Fi settings, as this eliminates the need for individual configuration on each Bridgemate. You only need to set up the Wi-Fi once on the server. Refer to the section above for more details.

Wi-Fi Managed by Server

To enable server management of Wi-Fi, simply toggle the "Managed by Server" switch to the "On" position. This is also the default setting.

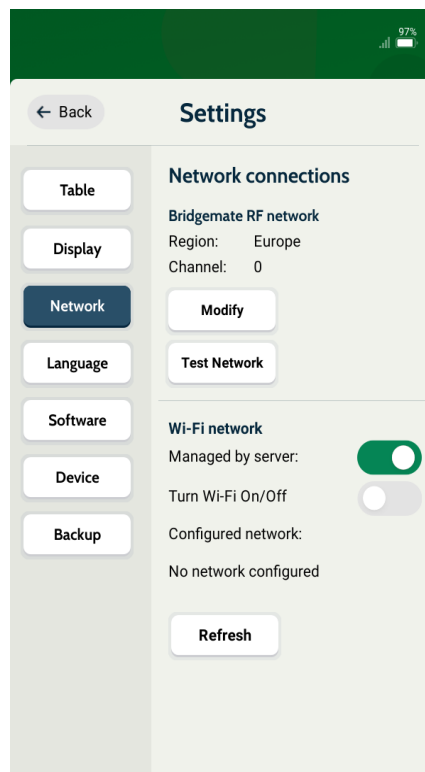


FIGURE 20.4

Wi-Fi Settings Page with Wi-Fi Set to be Managed by Server

If your server's Wi-Fi network is already configured, the network name will appear when you select "Refresh." To test the Wi-Fi connection, enable the "Turn Wi-Fi On / Off" switch. The Bridgemate will attempt to connect to the network and display "Connected" once the connection is successful.

For optimal battery conservation, it is recommended to keep the Wi-Fi turned off during regular operations. The Bridgemate will automatically activate the Wi-Fi when necessary.

Wi-Fi Configured on the Bridgemate

To manually configure the Wi-Fi network on the Bridgemate, first set the "Managed by server" switch to off. Then, enable the Wi-Fi by turning on the "Turn Wi-Fi On / Off" switch and tap on "Available networks" to view the list of available networks.

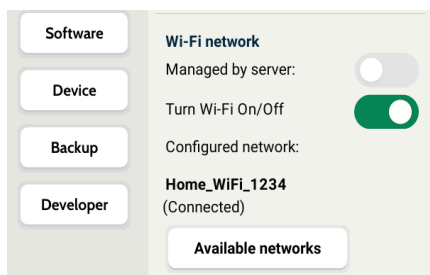


FIGURE 20.5

Enable or Disable Wi-Fi in the Bridgemate

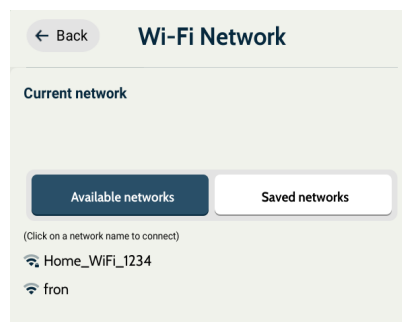


FIGURE 20.6

Available Wi-Fi Networks Found by the Bridgemate

Select a network by clicking on its name. When prompted, enter the password.

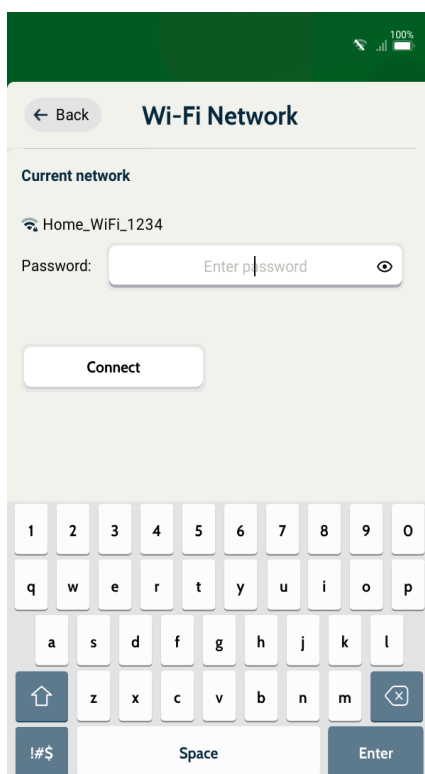


FIGURE 20.7

Enter Password for the Selected Wi-Fi Network

Enter the Wi-Fi network password. To view the password you have entered, tap the ‘eye’ icon. Once finished, press the “Connect” button to join the network. When the Bridgemate successfully connects, the network name will appear under “Current network” and as the connected network on the Network screen in Settings.

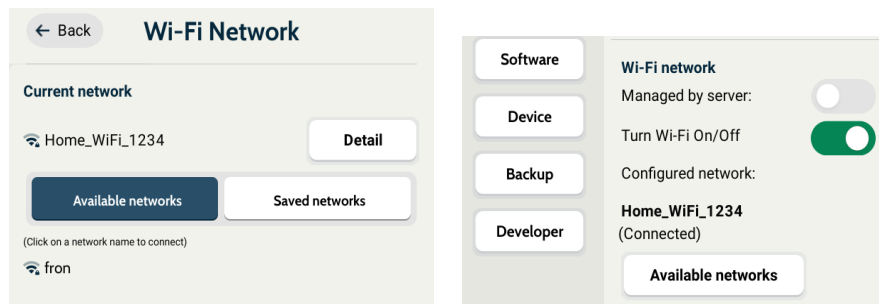


FIGURE 20.8
Current Wi-Fi Network Set in the Bridgemate

The next time you turn on the Wi-Fi network, the Bridgemate will remember the networks it previously connected to and will automatically attempt to connect to one of them.

Network Details

To view the details of the currently connected network, first press “Available Network” and then select “Detail.” This will display the connection details of the selected network.

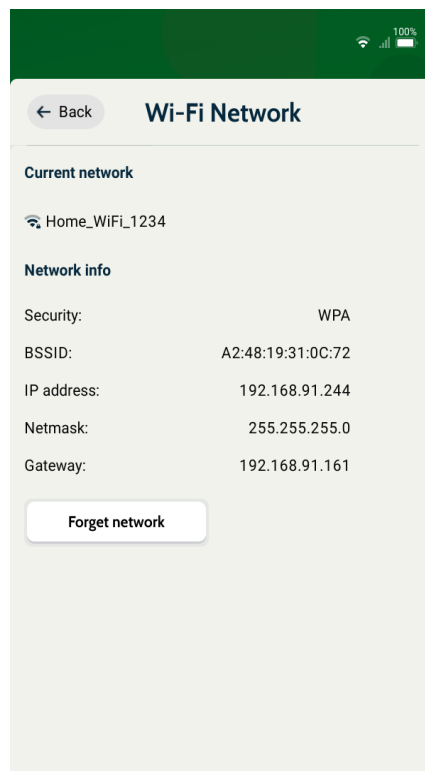
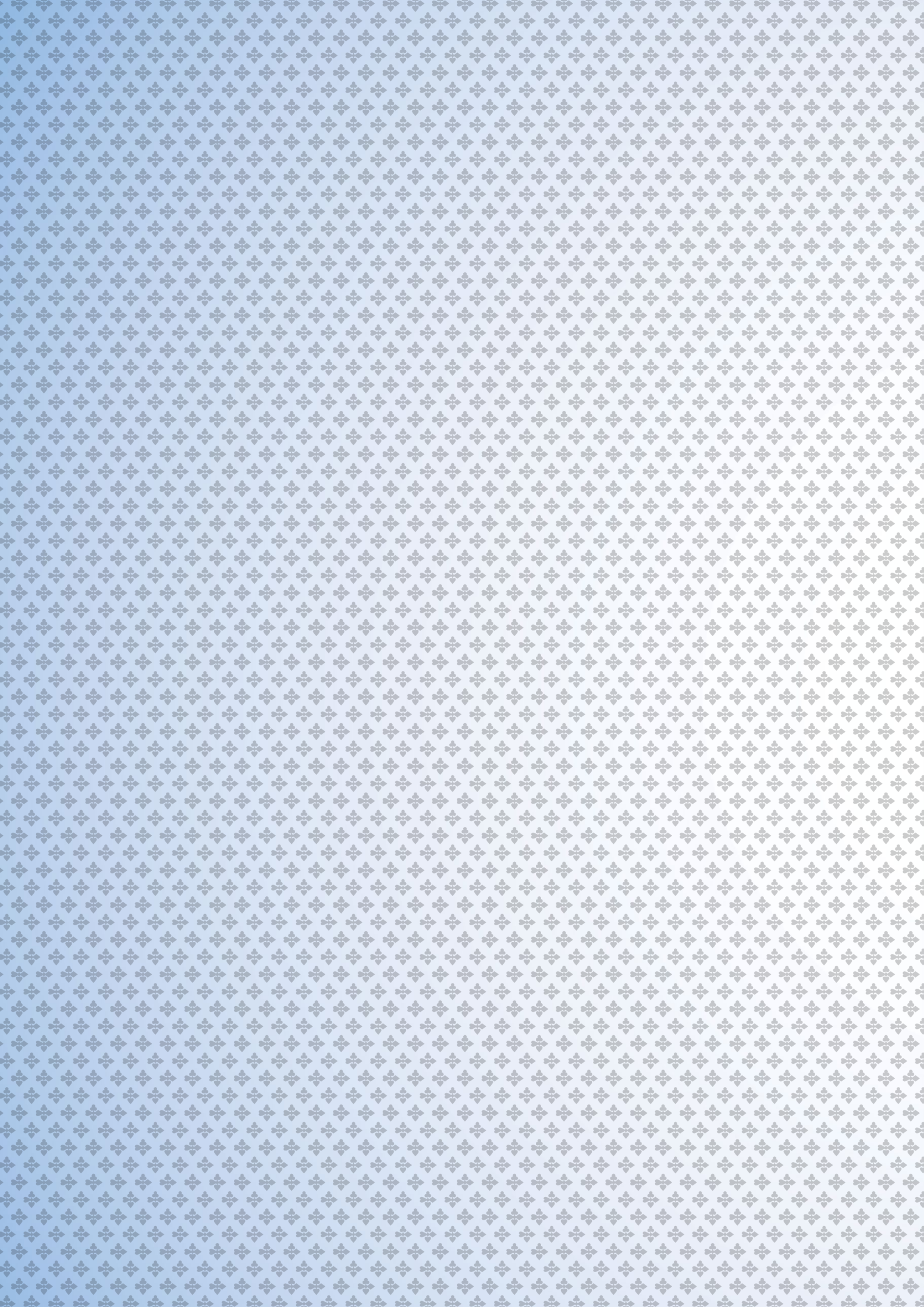


FIGURE 20.9
Current Network Connection Details

To disconnect and forget the network, press “Forget Network.” The Bridgemate will no longer automatically connect to this network.



CHAPTER 21

Registration and Deregistration

- Preparations
- Register the Bridgemate Server
- Register Bridgemate
- Overview of Registered Devices on the Club Account Web Page
- Deregister Server
- Deregister Bridgemate

Registering your Bridgemates and server with your club's name offers several advantages. Firstly, your club's name will appear on the Bridgemate's start screen, making it easy to identify as part of your club. Additionally, through your Bridgemate club account webpage, you can easily view which Bridgemates and servers are associated with your club and identify any devices that require software updates. Registration also enables you to update the software on both the Bridgemates and the server. Furthermore, access control settings become available once your Bridgemate is registered. This chapter provides detailed instructions on how to register and deregister your Bridgemates and Bridgemate server.

Preparations

Before registering your Bridgemates and server, ensure you have completed the following steps:

1. Create a Bridgemate club account and enter the club's credentials into the Bridgemate Control Software.
2. Configure and enable Wi-Fi on the Bridgemate server

Create your Bridgemate Club Account and Configure Bridgemate Control Software

If you do not have a Bridgemate club account yet, you must first create one. Follow these steps to create a Bridgemate club account and retrieve your credentials:

1. Open a web browser and go to <https://www.bridgemate.com/app/club-login/>.
2. Click "Create an account".
3. Enter your club details as accurately as possible. Be sure to record the password you choose. When you're ready, click "Submit." An email containing your assigned club number will be sent to the provided email address. Make sure to note down your assigned club number.
4. Visit <https://www.bridgemate.com/app/club-login/> again and log in using your assigned club number and the password you provided. Your Bridgemate club account page will now be displayed.
5. In the left navigation menu, click on "App configuration". Scroll down to find the "App verification code" and make sure to write it down.
6. Launch Bridgemate Control Software on your computer.
7. Go to menu Tools → Options → App settings.
8. Check the option "Enable Bridgemate app functionality".
9. Enter your assigned Bridgemate club account number and the app verification code obtained in step 5 (note: this is not your password which you use to log in to your Bridgemate club account).
10. Click "Test Connection" to confirm that the credentials have been entered correctly.
11. Click "OK" to save the information in this window.

For more detailed information on how to set up your Bridgemate club account, refer to the following support article: <https://support.bridgemate.com/en/support/solutions/articles/44001826888>.

Configure and Enable Wi-Fi in the Bridgemate Server

To register or deregister the Bridgemate III and its server, a functional Wi-Fi connection is essential. It is recommended to first configure the Wi-Fi on the server, which will then automatically set up the Wi-Fi on the Bridgemate devices. For a detailed guide on this process, refer to [Chapter 20](#).

Register the Bridgemate Server

After completing the preparations, you are ready to register your Bridgemate server. Follow these steps for a quick and easy registration process:

1. Connect the Bridgemate III server to your computer and launch the Bridgemate Control Software.
2. Navigate to menu Server → Bridgemate III server configuration.
3. Click on the “Wi-Fi settings” tab and ensure the correct Wi-Fi network is selected. If not, refer to [Chapter 20](#) to configure the Wi-Fi network.
4. Click on the “Registration” tab and press “Register server”. The server will connect to your Wi-Fi network and register itself with your Bridgemate club account.
5. Once registration is successful, the club name and Bridgemate club number is displayed:



FIGURE 21.1
Registration Club Name and Club Number

Register Bridgemate

Registering your Bridgemates is simple once the server is registered. Refer to the previous section for server registration instructions. Follow the next steps for a quick and easy registration of your Bridgemates:

1. Ensure the server is registered, powered on, and configured to the same region and channel as the Bridgemates. Confirm that a Wi-Fi network is set up on the server and that your Bridgemates are within range of this network.
2. On your Bridgemate, select “Settings” and then select “Network”.
3. Ensure the “Wi-Fi network” is set to “Managed by server” by enabling this option.
4. Navigate to “Device” and select “Register Bridgemate.” The Bridgemate will first connect to the server to retrieve club credentials and Wi-Fi network details, then connect to the specified Wi-Fi network to register with your club account.

After successfully registering the Bridgemate, your club's name will appear on the start screen and under the "Device" tab in the Settings menu.

If the automatic registration of the Bridgemate fails, verify the following:

1. Ensure the Bridgemate server is registered first.
2. Confirm that both the Bridgemate and server are configured to the same region and channel, allowing the Bridgemate to locate the server during the network test.
3. Reconfigure the Wi-Fi network settings on the Bridgemate server if necessary.

If automatic registration continues to fail, you can disable the “Wi-Fi network managed by server” option in the Bridgemate. This will require you to manually configure the Wi-Fi network settings on the Bridgemate.

Overview of Registered Devices on the Club Account Web Page

Your club account page on the Bridgemate website offers a convenient overview of your registered devices. To access this information, follow these steps:

1. Open a web browser and navigate to <https://www.bridgemate.com/app/club-login/>.
2. Log in using your club number and your password.
3. In the left navigation menu, click on “Devices”. You will now see a list of your registered devices.

For each device, its serial number, the date of registration and the current firmware version is shown.

Deregister Server

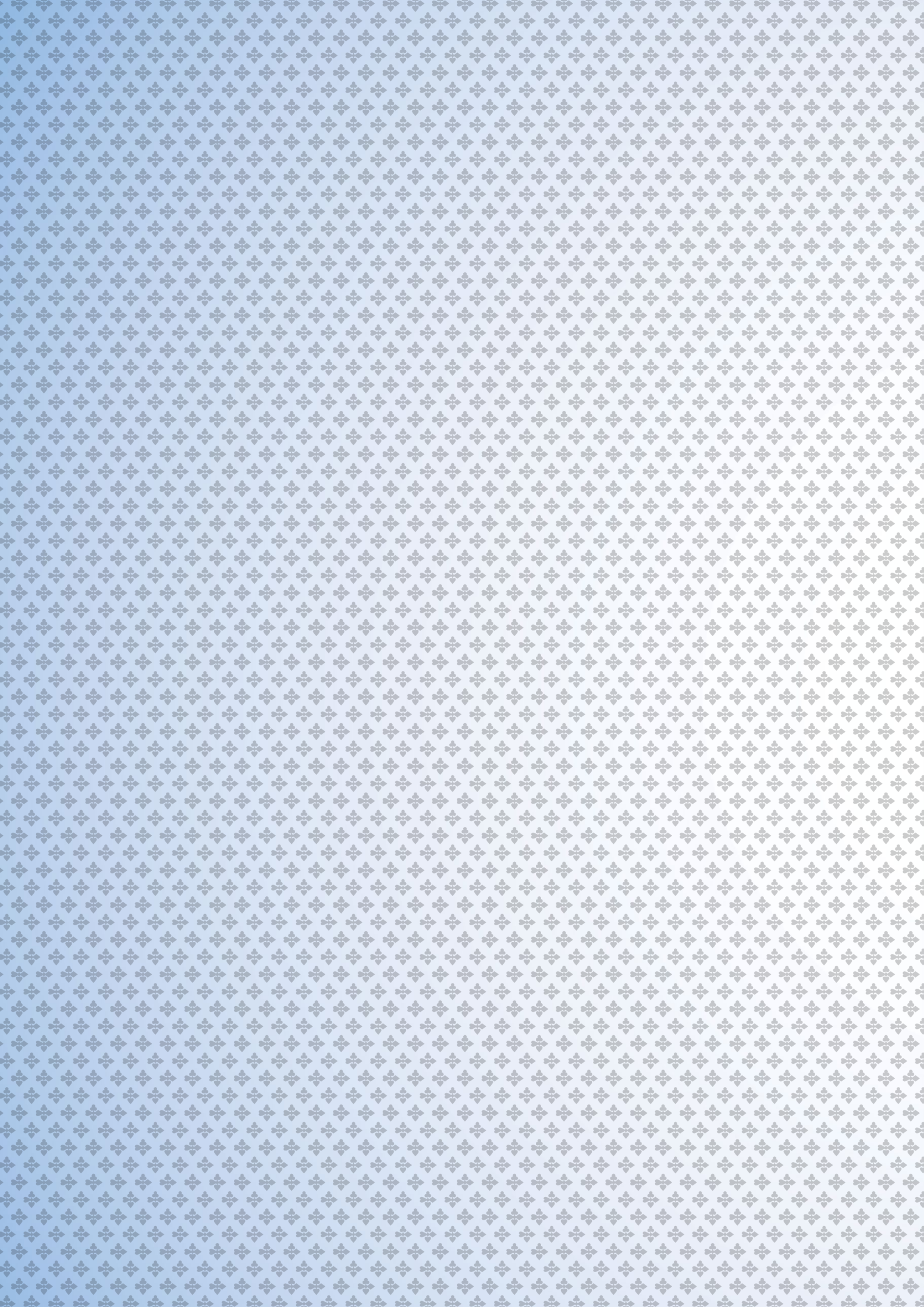
When you register your Bridgemate server, your club name and Bridgemate club number are stored in it. If your server connects to another club's computer, they will see your club's name and number as the registration holder. To change the registration holder to another club, you must first deregister your server. Follow these steps to complete the process:

1. Open a web browser and navigate to <https://www.bridgemate.com/app/club-login/>.
2. Log in to your club account using your club number and password.
3. In the left-hand navigation menu, click on “Devices” to view your registered devices.
4. Locate your Bridgemate server registration and click “Unlock device.” You will have a two-hour window to complete the deregistration process. If you do not deregister within this time, you will need to unlock the device again.
5. Connect the Bridgemate server to your computer and launch the Bridgemate Control Software.
6. Navigate to menu *Server* → *Bridgemate III server configuration* and click on “Registration” tab.
7. Press “Deregister server” to initiate the deregistration process. The server will connect to the known Wi-Fi network and deregister itself from your club account.

Deregister Bridgemate

Registered Bridgemates display the registration holder's name on the start screen. To deregister a Bridgemate, follow these steps, which are similar to server deregistration:

1. Power on the Bridgemate you wish to deregister.
2. Access the Settings menu and select “Device”.
3. Write down the serial number of this Bridgemate.
4. Open a web browser and navigate to <https://www.bridgemate.com/app/club-login/>.
5. Log in to your club account using your club number and password.
6. In the left-hand navigation menu, click on “Devices” to view your registered devices.
7. Find your Bridgemate's registration by using its serial number, then click “Unlock Device.” You will have two hours to complete the deregistration process.
8. Turn on the Bridgemate server to allow the Bridgemate to retrieve Wi-Fi credentials from the server.
9. If the Bridgemate has powered off, turn it on again.
10. Go to the Settings menu and select the “Device” tab.
11. Press “Deregister Bridgemate”. The Bridgemate will connect to your Bridgemate server to retrieve Wi-Fi network details. Once connected, it will deregister itself from your club account.



CHAPTER 22

Settings Access Control

- Enabling Settings Access Control
- Disabling Settings Access Control

The Settings menu in the Bridgemate contains critical configuration options. By default, it is accessible to anyone operating the device. To prevent unauthorized access, you can secure the Settings menu with an access code, ensuring only authorized users can make changes.

Enabling Settings Access Control

How to Find Your Settings Access Code

Each registration holder of a Bridgemate III system receives a unique, non-changeable settings access code. This code is linked to your club and is stored in the Bridgemate during registration. To obtain your code, follow these steps:

1. Open a web browser and navigate to <https://www.bridgemate.com/app/club-login/>.
2. Log in to your club account using your club number and password.
3. In the navigation menu on the left, click on “Devices”.
4. Your settings access code will be displayed on the right side of the screen.

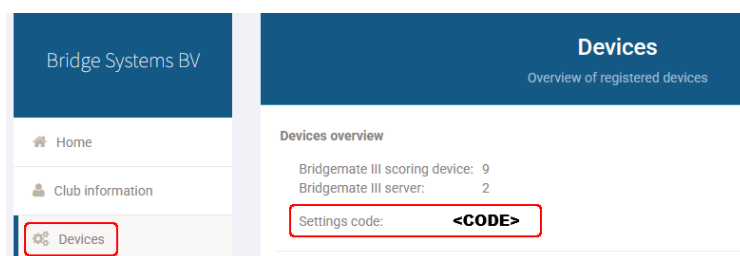


FIGURE 22.1
Devices Section in the Bridgemate Club Account Page

Enable Settings Access Control

To enable settings access control, ensure your Bridgemate is registered. If it is not yet registered, refer to [Chapter 21](#) for registration instructions. Once registered, open the Settings menu and select "Display."

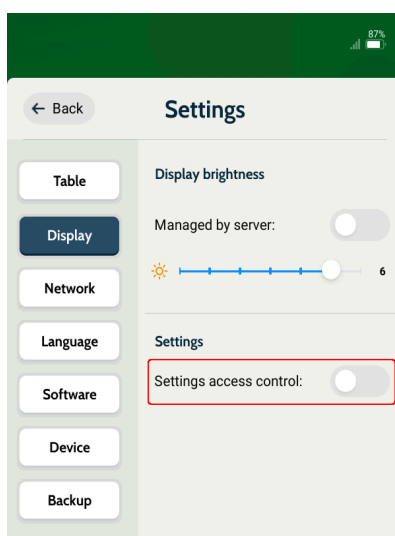


FIGURE 22.2
Settings Access Control

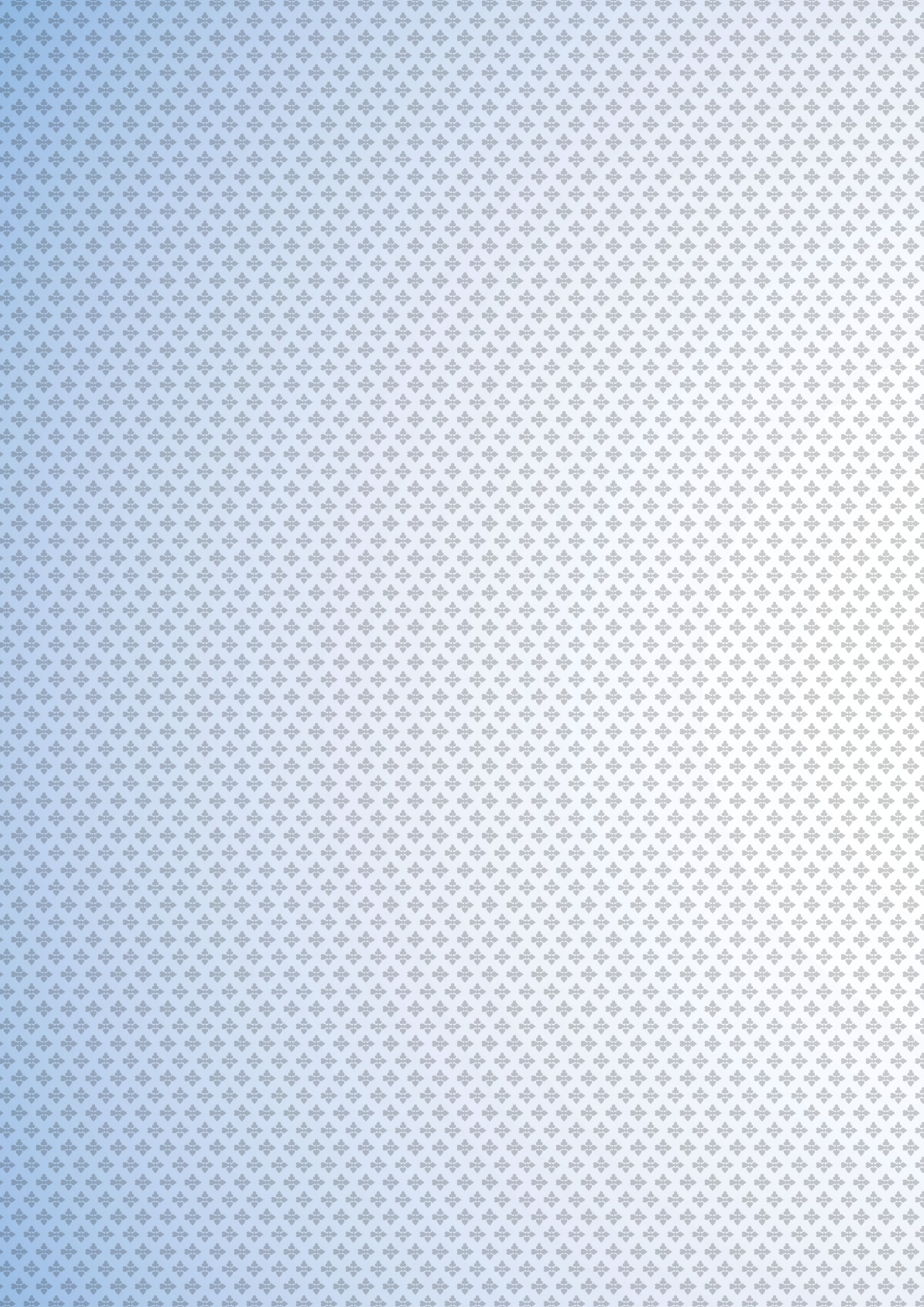
Press the switch next to "Settings Access Control" to enable it. A new screen will appear, prompting you to enter the access control code obtained from your club account page. Once you have successfully entered the code, settings access control will be enabled. From now on, each time you open the Settings menu, the Bridgemate will require you to enter this code.

NOTE:

1. ***The settings access code is unique to each club and cannot be used by another club. Always refer to your Bridgemate club account page to obtain the code specific to your club. This code cannot be changed.***
2. ***Please note that the settings access code is different from your TD PIN code. Do not confuse these two numbers. The TD PIN code is customizable and can be set by you, while the settings access code is a fixed code assigned to your club.***

Disabling Settings Access Control

Settings access control can be easily disabled from the Settings menu. To do this, open the Settings menu using your club-specific access code, select "Display," and turn off the option next to "Settings Access Control." This will immediately disable the settings access control, making the Settings menu accessible to anyone.



CHAPTER 23

Firmware Update

- Preparing for Firmware Updates
- Overview of Updateable Devices
- Updating the Server
- Updating the Bridgemate

Regularly updating the firmware on your server and Bridgemate devices ensures access to the latest features and enhancements. By keeping your system up-to-date, you can take full advantage of new functionalities and improvements.

Preparing for Firmware Updates

Before updating the firmware on your servers and Bridgemate devices, ensure the following prerequisites are met:

1. Ensure Wi-Fi is properly configured on each server and Bridgemate. Refer to [Chapter 20](#) for detailed instructions.
2. Confirm that all servers and Bridgemates are registered. For guidance, see [Chapter 21](#).

Overview of Updateable Devices

Your Bridgemate club page provides a convenient overview of devices eligible for firmware updates:

1. Open a web browser and navigate to <https://www.bridgemate.com/app/club-login/>.
2. Log in to your club account using your club number and password.
3. In the left navigation menu, click on “Devices”. You will see a list of your registered devices, displaying the current application version for each device and indicating whether an update is available.

It is important to update both your Bridgemates and servers to the latest versions to ensure compatibility and access to new features. Make sure all devices in your possession are updated accordingly.

Updating the Server

To update the Bridgemate III server, connect it to your computer and launch the Bridgemate Control Software. Navigate to the “Server” menu, select “Bridgemate III server configuration”, and click on the "System" tab.

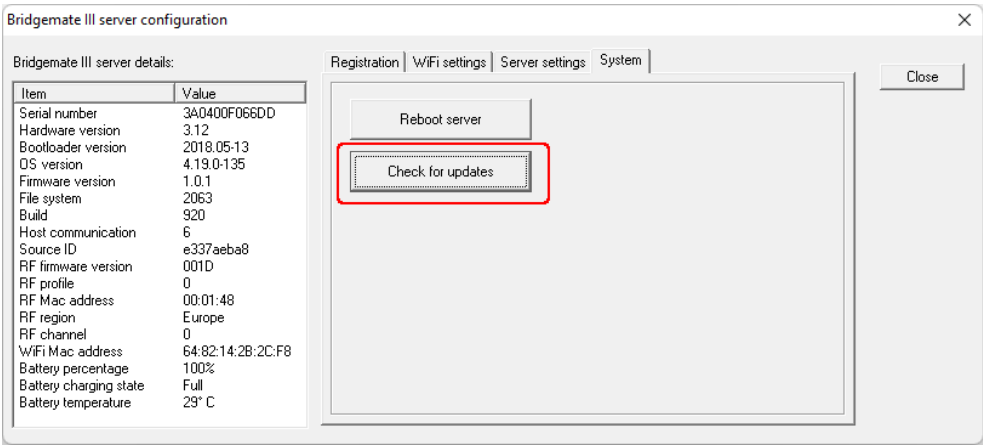


FIGURE 23.1

Check for Updates of the Bridgemate III Server

Click the "Check for updates" button to search for any available updates. If your server is up to date, a message will indicate that no new updates are available. If an update is found, it will display the type of firmware package and the version number. Click "Yes" to install the new version.

IMPORTANT:

1. **Please be patient during updates, as they may take some time to complete. Do NOT interrupt the update process or power off the server while the update is in progress. Once the update is installed, the server will reboot automatically.**
2. **There may be multiple updates available that cannot be installed in a single procedure. After the server reboots, it is recommended to check for updates again until your server is fully up to date.**

Updating the Bridgemate

To check for and install updates on the Bridgemate, navigate to Settings and select "Software." The Software page will display the currently installed versions.

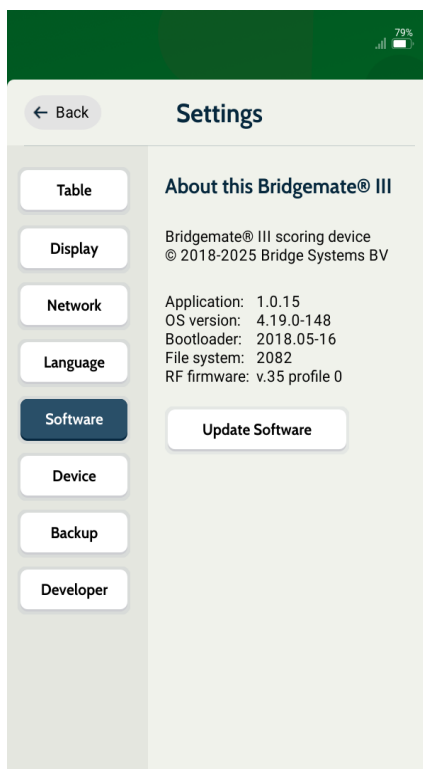


FIGURE 23.2

Update Software from the Software Tab in Settings

Press "Update Software" to check for available updates. If your Bridgemate is up to date, a message will indicate that no new updates are available. If an update is found, the system will display the type of firmware package and the version number. Press "Yes" to install the new version.

After the update is installed, the Bridgemate will reboot and automatically check for additional updates. If further updates are found, the Bridgemate will prompt you to install them. It is recommended to proceed with installing these subsequent updates.

IMPORTANT: Some updates may take a significant amount of time. Do NOT interrupt the update process or power off the Bridgemate while the update is in progress. Once the update is complete, the Bridgemate will reboot automatically.

Regulatory Compliance Information

FCC Compliance Statement

FCC ID: UVIBM31A (Bridgemate) and UVIBS31A (Server)

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.

This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter.

Interference Information

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

1. Reorient or relocate the receiving antenna.
2. Increase the separation between the equipment and receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio / TV technician for help.

RF Exposure Statement

This device complies with FCC radiation exposure limits set forth for an uncontrolled environment. To ensure compliance, maintain a minimum distance of 20cm between the device and the human body. Only the supplied antennas may be used.

Frequency and Power Information

RF Network Operating Frequency:	902-927 MHz
Maximum RF Output Power:	0.1 mW
2.4 GHz Wi-Fi:	2400-2483.5 MHz
Maximum RF Output Power:	14 dBm

Caution

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

ISED Compliance Statement

IC: 6946A-BM31A (Bridgemate) and 6946A-BS31A (Server)

English

This device contains licence-exempt transmitter(s) / receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

1. This device may not cause interference.
2. This device must accept any interference, including interference that may cause undesired operation of the device.

To maintain compliance with FCC's RF Exposure guidelines, this equipment should be installed and operated with minimum distance of 20cm between the radiator and your body. Only the supplied antenna may be used.

French

L'émetteur / récepteur exempt de licence contenu dans le présent appareil est conforme aux CNR d'Innovation, Sciences et Développement économique Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes:

1. L'appareil ne doit pas produire de brouillage.
2. L'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

Pour maintenir la conformité avec les directives de la FCC en matière d'exposition aux RF, cet équipement doit être installé et utilisé à une distance minimale de 20cm entre le radiateur et votre corps : utilisez uniquement l'antenne fournie.

CE and RED Compliance Statement

This product complies with the essential requirements and other relevant provisions of the Radio Equipment Directive (2014 / 53 / EU) and all applicable CE regulations.

Frequency and Power Information

RF Network Operating Frequency:	868-869 MHz
Maximum RF Output Power:	0.1 mW
2.4 Ghz Wi-Fi Operating Frequency:	2400-2483 MHz
Maximum Output Power:	14 dBm

RF Exposure Statement

This equipment complies with European radiation exposure limits set forth for an uncontrolled environment. To ensure compliance, maintain a minimum distance of 20 cm between the device and the human body.

Safety and Use Restrictions

1. Follow national regulations regarding frequency use and power limits in each country.
2. Do not modify the device or use unauthorized accessories.

Manufacturer Information

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