

# Closing & Creating Results in ScoreBridge and Bridgemate Pro Control

All Table lights need to be **RED** before finalising results. You can check **NAMES** and **SCORE SHEETS** any time.

## 1. NAMES CHECK:

Maximise *ScoreBridge* screen if you need to.

SINGLE CLICK **OTHER PAGES** > “Allocation of Names to Tables”.

**Missing name?** Put cursor where name should be. Start typing first name. If full name appears to your right, DOUBLE CLICK it, and it will jump across. Otherwise type name in full. Push **ENTER**. The default may be set to ask “*Member or Visitor?*” Make a logical choice – no big deal if you get it wrong. All done? CLICK **OK/SAVE**. (NOT the message above that – “All done” – not yet.)

Close screen using **X** top right. You **MUST** now CLICK **Retrieving Data** again to collect latest entries sent from the tables to the server.

## 2. SCORE CORRECTION:

When it’s too late at a table, make corrections manually straight into the scoring program. In *ScoreBridge* SINGLE CLICK **OTHER PAGES** > “Score Sheets”.

Change the Board number to the one you need. Type correction/s, being mindful the default may accept 60 for 600 – no final zero. CLICK **End/Save Board** each time. Finished? Close screen using **X** top right. You **MUST** now CLICK **Retrieving Data** again to collect latest entries held in the server.

## 3. PLAY HAS FINISHED:

All **lights** are finally **RED** again? CLICK “Queried Results”. Run quickly though all boards for any calamitous errors that need changing. Highlighted **RED** = Very Bad and **YELLOW** = could be wrong. If at the bottom of the screen the message says only > **3**, results should be fine. Happy? CLICK “**All Done**”.

**RESULTS** will **APPEAR**. Send these to a large screen/projector hook up for all to see.

## 4. PRINT:

**3** (three) “**Results without Matrix**” (1 for Master Point Secretary, 1 to display, 1 for prize bag) and **1** (one) “**All Travellers**”.

5. **WEB PAGE** – make from top task bar.

## 6. CLOSING DOWN:

Maximise *Bridgemate Pro Control*. It’s **VITAL** to close this properly. **Never** use the **X** top right. Use **FILE** (top left) > **CLOSE**> and then **FILE** again> **EXIT**. Now you can close all other files.

7. **DISCONNECT** Mains Power from server but leave server connected to tower if that’s appropriate.

8. **REMOVE** 4<sup>th</sup> battery from server – after Mains Power is **OFF** for safety.

9. **UPLOAD** web page.

10. Curtailed movement/s? All *Bridgemate* units will need resetting using the TD key and the 10 key.

**Go Home. You’ve done well.**

