

Setting up ScoreBridge and Bridgemate Pro Control

1. Check (a) **server** is **connected** to computer tower via USB port and (b) **Computer** is **ON**.
2. Connect **server's adaptor** to **Mains Power**.
3. Put **fourth AA battery** into **Server** – **RED light** comes on.
4. Connect mains **power** cord to **server** – **light** goes **GREEN**.
5. Open *ScoreBridge* – **DOUBLE CLICK Spade Icon** on desktop.
6. **SINGLE CLICK** *New Event* (green) > Put in **details, identifying this section** & tick “**Use BridgeMate**”.
7. Choose **Movement** > Check **number of boards** is correct > change if necessary > *E/W Table numbered as table plus* > **Put 0 (zero)** in, if this has not been set as a default > **OK** when happy.
8. **The movement will appear in detail** > **YES** (or *NO to go back and change*). **OK** again.
Some Extras: (a) With *Howell* – print *Movement Sheets* to cut up because players may move slightly differently from previously and (b) personal record sheets for this very movement can be printed from here too.
9. *Bridgemate Pro Control* window will open **automatically** (turns blue when ready).
If it doesn't, check you ticked “**Use BridgeMate**” at **Step 6**.
10. Use **NEW DATABASE** each time (**NOT** an *existing database*).
(With 2 sections scored independently, you do hook the new section onto an established first section's database.)
11. Message appears “**Movement has been sent to Server**”.
WAIT, WAIT, WAIT now as you see each table in the movement added in turn.
12. Check **TWO VERY IMPORTANT** things on the *Bridgemate Pro Control* Screen:
 - (a) **Connected** (top left hand pane)
 - (b) **Receiving data** (quite small – at bottom of screen).If not correct, bring up *ScoreBridge* screen and set “**Retrieving**” (black dot).
13. Leave *ScoreBridge* window showing most times so contracts are not seen by unwelcome eyes.
14. **DO NOT CLOSE** any screens while *Bridgemate Pro* is operating, but you **can minimise**.

RELAX



Ron Bouwland will do the rest.