



Part

VIII

8 Two (or More) Sections

If running two or more sections that are to be scored independently you must run a separate ASE Scorer 8 event file for each section. If you try to run both sections using only one ASE Scorer 8 event, the program will automatically score these sections across the field. Even where you select "score sections separately" the scorer still treats the event as though it is one field.

Note: To "score the sections separately" simply means the boards are different in each section and the results are NOT to be combined and compared for match point purposes. Even so the session total scores are comparable and the session is scored across the field.

8.1 More than one section in one single event

Follow the procedures outlined above in 3.2 etc. There are no special considerations except in the letter assigned to the sections. For ease of operation and organisation use "A" for section 1, "B" for section 2 and so forth.

Bridgemates must be set up as Section A: tables 1 to n and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.

The letter assigned in the ASE Scorer 8 section is the letter applying to the Bridgemate sections. It is possible to have section 1 in the ASE Scorer using letter "B" and section 2 letter "C" and section 3 letter "A" or similar. The letter can be changed at any time within ASE Scorer 8 by using the Section properties option. It is also possible to use letters that do not start with "A". For example they could be "C", "D" and "E" or similar.

Note if you have accidentally named two sections "A", ASE Scorer 8 will warn you and you will need to go to [section][properties] for section 2 (select the correct one on [9Details]) and change the letter to "B". Press [OK] and try the [load] again.

Scoring, name entry and reporting are all the same as with a one section session in a single event.

8.2 Each section is independent

Treat this as two (or more) separate events with separate results - not scored across the field. This method assumes that the two sections are in one room using one server (or in two separate rooms but still using only one server).

Bridgemates must be set up as Section A: tables 1 to n and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.

To setup these types of events the procedures outlined in **6 *Setting up a session in advance*** is used with some extended requirements. Firstly an event is setup with the first section you require. The Bridgemate database is created for that event. Then the other events are setup to cater for the second and subsequent sections to be played in those separate events. The section letters used in all sections in all the events must be different from each other. These events are added to the Bridemate database created for the first event. See these steps in detail below.

8.2.1 Setup an event for the first section

With no server attached, start ASE Scorer 8 and define a new event in the normal way and as described in [4.1^{\[15\]}](#) and [4.2^{\[16\]}](#) above.

Note: the session in the first event may have two or more sections to be scored across the field and so use the [Section][new] option to add more sections as required. The first section is "A", second "B" etc. In other words the first event (and any of the subsequent events) can be setup as described in 8.1.

Save and name the event as required in the normal way. Then you must define the Bridgemate database for all the events.

Select [event][bridgemate]. Click on [advanced].

Tick "Use single database file for session". You will be asked for the location and name of the file. Choose something unique and meaningful for the session of play. Press [Open]. You are asked "Database file does not exist. Do you wish to create this file?" Click [Yes]. A message shows: "Database file created". Press [OK]. This step has created the database file you have just named, but the file is empty and unusable at this point.

Click on [Load] and the first event's session and all its section details will be loaded into the database. A message is shown 'Session successfully loaded to BM

database'. Press [OK]. This database is now ready to be used by Bridgemate Pro and ASE Scorer 8 programs to score the first of the events you intend to play.

Select [close] for this screen. The Bridgemate database is setup and ready to use for the first event. This event now represents the first section of the sections to be scored independently.

8.2.2 Create the event for section two

Select [File][New] (save the current event if asked) and setup a new event with a section that matches the requirements of your second ("B") section. Make sure the letter for this section is correct ("B" in this case). Save this event with a name that suits the second section.

Select [event][bridgemate]. Click on [advanced]. Make sure the option: "*Use single database file for session*" is still ticked. Click [Load] and the second event's session and all its section details will be loaded into the common database. A message is shown 'Session successfully loaded to BM database'. Press [OK].

8.2.3 Create the events for third and subsequent sections

Follow the same procedures as used in 8.2.2 for all the remaining sections required for the session of play. Make sure you assign the correct letters to the sections. Once all the events/sections have been setup correctly we are ready to start the session of bridge.

Where this has been done well before the event starts we are in a position to close down ASE Scorer 8 if we need. The events are setup and the Bridgemate Pro database has been setup ready to roll anytime.

If need be you can enter the players names for each section in the normal way. Note each time you open these events you will be asked "Do you want to start reading current single Bridgemate database?". Always Click [No] until the session of play commences.

8.2.4 Start the BMPPro program and the bridgemates

Once you have all the events/sections setup you are ready to start the session of bridge. With the bridgemates all in position, and server attached, open ASE Scorer 8 (if not already open) and open the first event.

Note: Where you have closed down the ASE Scorer 8 and start afresh you will need to establish the common database. Select [Event][bridgemate][advanced] and tick the option "Use single database file for session", opening the same database file you were using before.

Select [event][bridgemate] and click [Auto start].

"Do you wish to replace the movement in this file?" Answer [No].

"Do you wish to start Bridgemate Controller?". Answer [Yes].

"Do you wish to initialize the server (first time start)?". Answer [Yes].

The startup will continue in the normal way and start capturing the scores from the server and BMPro program.

Hint: it is possible to startup the BMPro controller using manual procedures:

Select [event][bridgemate] [Advanced]. Make sure the "Bridgemate start options" have the 'open database', 'initialize' and 'start capture' options ticked. Click [Start] in the "Manual startup options". The Bridgemate Pro Controller program will start and show the tables being added to the server.

Now start ASE Scorer 8 reading the scores from the database. Click [start read].

Only the event that is currently open in ASE Scorer 8 will capture scores from the BMPro database. Therefore to get the scores for all the events you need to switch between events. The most efficient way is to use keyboard short cuts. Press and hold the [Alt] key and press "F" (for file) and then "1", "2" or "3" etc to open the event in the list at the bottom of the menu. The "1" will open the event with "1" showing next to it. With BMPro running, each time you switch events ASE Scorer 8 will start reading the results for the open event.

Hint: The easy way to step through all events is to use [Alt]-[f]-[no. of events]. E.g. with 2 events you always open the other event with [Alt]-[f]-[2]. Similarly with three events use [Alt]-[f]-[3] to cycle through the three events.

Note: as each event is opened the previous event will need to be saved otherwise the scores captured will be lost. You will be asked "Do you want to

save the event?" Answer [Yes] or press [enter].

Hint: select [File][Automatic save]. With this option ticked the save will happen every time without any question.

Note: if the BPro program is not running, each time you change events you will get a message "Do you want to start reading current single Bridgemate database?". Click [Yes] or from the keyboard simply press [Enter].

To score the event press [F6] and to see the results press [F7]. This procedure should only be needed at or near the end of each round for each event.

Hint: tick "Auto re-score session on every 3rd read" and the scoring will take place without any intervention. Press [F7] whenever the session results are required.

At the end of each event produce the final results. Have the players in each event finish off the Bridgemate sessions, finishing with an "end of session" message. Only close BPro when all the events are finished. Then follow the procedures outlined in part 5 above.

8.2.5 Re-Starting the BPro program with multi-events

If you close ASE Scorer 8 for some reason the procedure for starting up again is the same as usual. Also see [12.4^{\[47\]}](#) for a similar situation. The only thing that is different is to set (tick) the "Use single database file for session" option in [Event][bridgemate][advanced], opening the same database file you were using before. You need to do this before you [auto start] the Bridgemate session as explained in 12.4.

If the BPro program is still running when you restart ASE Scorer 8 follow the same procedures but instead of using [Auto start] after ticking the "Use single database file for session" option **only click [start read]**. Where the event(s) have not been saved before ASE Scorer 8 was closed it is important to tick "Re-read all scores", and then click [Start read]. The Bridgemate screen will close and normal procedures commence.

Where this has happened for more than one of the events this procedure must be

followed for each event. For each event select [Event][bridgemate][advanced], click [Stop read], tick "Re-read all scores", and then click [Start read].