

The Virtual Bridgemate program is configured for a 9-table Mitchell movement.

The Bridgemate shuts itself off after about 15 seconds of inactivity. This is to conserve the batteries which remain in the unit.

Always key OK to “wake up” the Bridgemate.

To start:

- Click OK – this wakes up the Bridgemate. The firmware version and US will display.
- Click OK again – now the Section and Table number will be displayed.
- Click OK
Note: The symbol in the upper right shows the Bridgemate transmitting to the server.
- The next display is for the players to enter their member numbers.
Click OK after each number is entered. If a player doesn't have a number just click OK.
After all numbers are entered, click OK.
- The next display is BOARD: and CONTR: (e.g., Contract):
 1. Enter board number - click OK.
 2. Enter the contract, e.g., 4♥ (displays as 4H)
 3. Key “x” if contract doubled, or “xx” if redoubled
 3. Indicate declarer: Press N/S once – for N, or twice – for S
-or- press E/W once – for E, or twice – for W
 4. Click OK.
- The next display is RESULT: After the hand has been completed – enter the results:
 1. If the contract was made – enter the number of tricks taken
(Note: the “=” key may be used when contract was made with no overtricks.
 2. If contract was defeated – press the minus key (Q -) followed by number of tricks down
 3. Click OK
- The display now says VERIFICATION BY E/W. The Bridgemate is given to the opposing team (player East or West) who is to verify the entry. The display will show the results (from the Declarer point of view).
 1. If the info is correct, E/W presses OK
 2. If the info is not correct, press CANCEL and re-enter the correct results.
- The display then is ENTRY COMPLETED SHOW RESULT? If the people want to see how they did compared with how other teams – press OK. [When the Board has only been played once - as in the virtual Bridgemate program - it shows 50% because this is the first time the Board has been played.
- Click OK a 2nd time and the display shows the results (always from N/S perspective) of this Board at other tables. In the virtual Bridgemate, this is the first time this board was played – so there is only 1 result to display.
- After all 3 boards have been played by these teams, the END OF ROUND message is displayed. Keying OK again will show the second “round” at this table, e.g., ROUND 2, 4 – 6; NS: 1 and EW: 9.
- Click OK to start entry for Round 2 at Table 1.

TD Key Use

At the top of the screen, is a picture of the TD Key. If you click on the TD key, it shows putting the key into the Bridgemate – for the special Tournament Director functions. For example:

1 = May be used to enter Avg – (40%), Avg (50%) or Avg + (60%)

With Board number entered and cursor on CONTR: – insert TD key and press 1.

Arbitral Score? – press OK

Enter 4, 5 or 6 (for N/S), click OK

Enter 4, 5 or 6 (for E/W), click OK

Remove TD Key and then press OK.

After “Verification by E/W” screen, press OK again to have the arbitral score recorded.

Note: Any other score adjustments must be made in ACBLscore

2 = Show Results? Overview of entered scores – at this table – for specified Board.

If keying OK after entering Board number returns you to the TD Menu screen, the Board has not been recorded by the system [from this table] – and the results must be entered or re-entered.

3 = **DO NOT USE** ACBLscore does not recognize any action attempted using this key.

4 = Status? To confirm the current Round, Table, Pairs and Boards for this Bridgemate.

5 = Missing Boards? This displays “un-entered” Boards for this table and the current Round

0 = Reset Bridgemate.

+ or – = Change screen display contrast

Notes:

1. When the TD Key is inserted, the **TD Menu** screen must display in order for the TD Key functions to work. If the **TD Menu** screen does not display, remove the TD Key and click OK to move to another screen until inserting the TD Key does display **TD Menu**.
2. When Bridgemate Pro is being displayed, the screen contrast may be changed without the TD Key.