

BRIDGEMATE II

Director Operation

These notes are for the Director operating in his traditional role. Separate notes apply for the Bridgemate System Operator (or Scorer). If the Director is also operating as such, or assisting the Scorer when issues arise, he should refer to the relevant Scorer notes.

It is assumed that the Director is familiar with the general 'player' input facilities of the Bridgemates.

Despite the Scorer seeming to have more responsibilities, **the Director is in overall charge of the event.**

General

Just prior to the start of the session, the Director should liaise with the Scorer to indicate the movement being used. He should advise the Scorer of the movement type, any phantom pairs, the number of rounds intended to be played, and confirm the arrow switch (or otherwise) at the end of the movement.

The Director should place the correct Bridgemate on the correct table. The Bridgemate number should be indicated by a stick-on label or by a permanent marking on the rear battery cover (if the Bridgemate number is altered the easily detachable battery cover should also be swapped). If the label becomes detached, by pressing OK the table number is displayed.

When viewing the Bridgemates, be conscious of the Low-Battery indicator, with the intention of replacing low batteries when convenient (the batteries should last for 300+ sessions according to the instructions!!).

Director Options

Most Director operations will require use of the TD key (first key) when visible. In operating this key, a four digit PIN number will normally be required – confer with the Scorer.

Once into the TD MENU, there are nine options available. The options are split over two displays, and the description of each can be found by using the 'up' and 'down' arrows.

Only the options relevant solely to the Director are highlighted below, but he may also undertake some of the Scorer options. Also they become active at either the Board entry level, or Contract entry (i.e. with the latter the player or Director must have already input the Board number) - indicated by 'B' or 'C'.

The Director has the following options (press the relevant option key).

- 1 - (C) '**Arbitral Score**' – i.e. Average +/- situations. Enter '6' for 60%, '5' for 50%, '4' for 40% (no other values allowed). Then press OK to return to the normal display.
- 2 - (B) '**Overview of Results**' already entered on a specific board **at this table**. This may be used prior to possible correction of a score.
- 3 – (B) '**Erase**' (cancel) a score. Used when a player has entered an incorrect score and the score has been inadvertently accepted as correct. A score entered on a previous round can also be cancelled (and re-input). This only applies to scores entered at the specific table.

Following this, the correct score would normally be input.

- 4 – (B) ‘Table Status’ – Scorer function - details of the Bridgemate Status (what table etc.).
- 5 – (B) ‘**Missing Boards**’ – what boards have yet to be played on the current round.
- 6 – (B) ‘**Score Recap**’ – the Director can view all scores on the current round, at that table.
- 7 ‘Hand Records’ - Not applicable.
- 8 ‘Reset’ Bridgemate – Scorer function.

For split scores, or weighted scores, these must be actioned directly through JSS 'Enter Scores', but you still need to enter something into the Bridgemate. I suggest that you enter 50/50 to keep the score approximately correct (for consistency of provisional rankings and scores at the session end).

In addition, the Director can authorise a ‘No Play’ situation (e.g. play of a board deferred until later due to slow play). It must be recorded into the Bridgemate on the scheduled round, otherwise the Bridgemate will not be able to progress to the next round. At CONTR input press ‘10’. This will require confirmation by the Director, after which the display will show ‘NO PLAY’.

The requirement for the Director to confirm this situation can be overridden in the relevant BCS Option setting – but I don’t advise this.

(If you invoke the BCS Option of summarising the scores, this will not be permitted in this situation).