

# Running BridgeTabs with ACBLscore

You can continue to run ACBLscore in the way you are used to. The main difference will be that you will spend less time with ACBLscore when you are using BridgeTabs.

## 0. Install BOS Package

Run the BOS setup when (after) you have installed ACBLscore. See the BOS manual if you need advice on that. Note that a shortcut to the manual will appear on the desktop after installation.

### 1. Start BOS

Double click the yellow BOS icon that you find on the desktop and the dialog shown to the right will be displayed. Select “Create new event”.



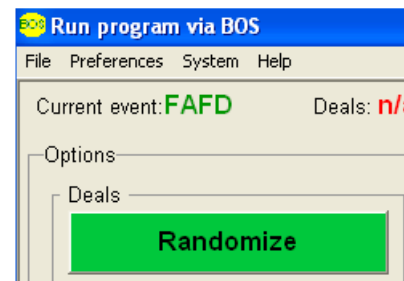
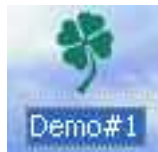
### 2. Run DupSoft

The recommendation is that you let DupSoft generate the deals.

Alternatively you can import the deals with the methods described below. Note that you can click the ?-mark in the dialog that you do not understand for instant advice.

#### .dlm file

Double click on the .dlm file (four leaved clover) that is going to be used BEFORE you start BOS. This action will create a BOS event containing the deals from the .dlm file.



#### .dup, .lin or .pbn file

Start (“Run”) Dupsoft and select “Import deals” in DupSoft’s settings dialog.



#### Deal file in other formats

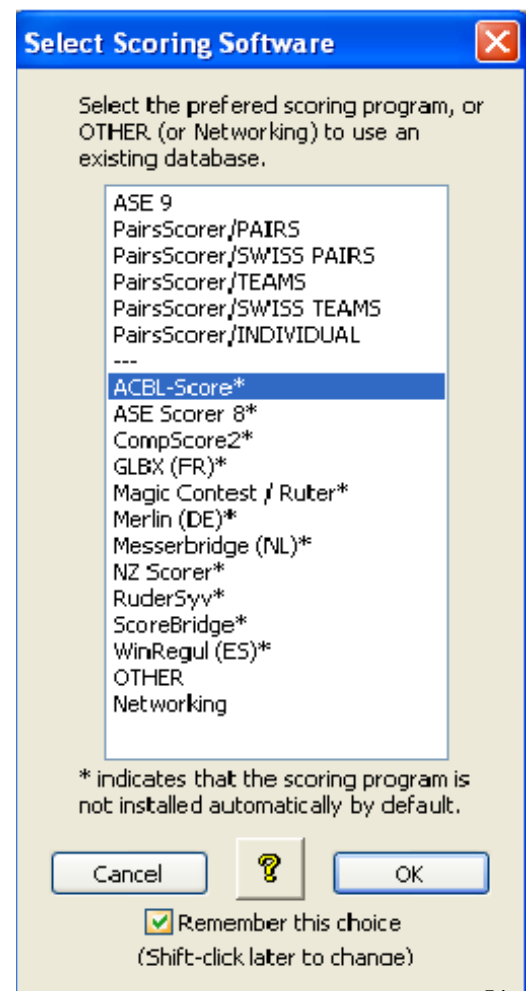
Run *Convert deal file* to convert the source file to .dlm; then proceed as shown above.

## 3. Run ACBLscore

### Start ACBLscore

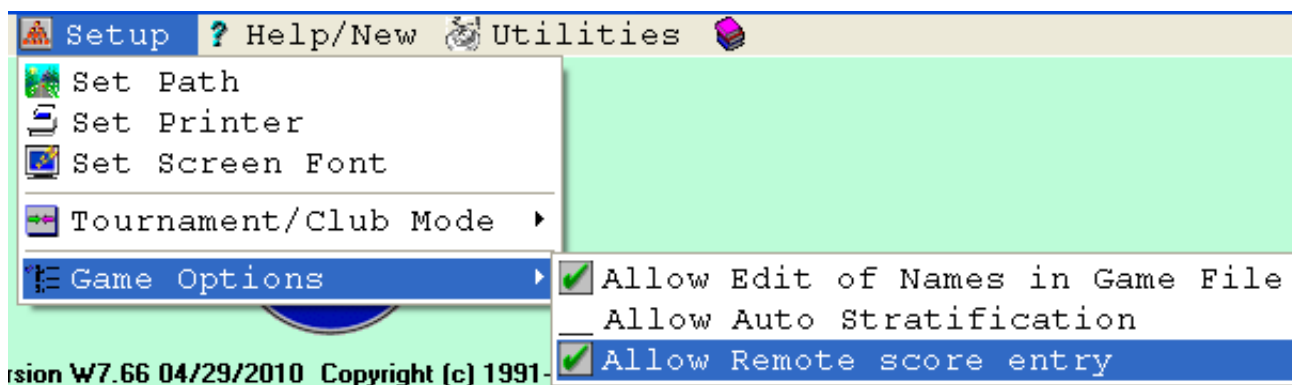
Run *Scoring* and select *ACBLscore* in the list that appears.

Tick the box “Remember this choice” at the bottom of the dialog to make ACBLscore to your default scoring program.



## ACBLscore Setup

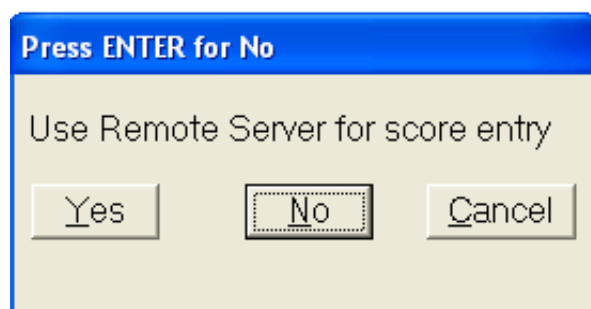
You have to set *Allow Remote score entry* in Setup/Game options the first time you are to run with BridgeTabs.



## 4. Setting up a game file in ACBLscore

### GAME PARAMETERS

You can set up your game in the way you are used to, but you must remember to say “Yes” to the question shown to the right.



### Odd number of pairs

You will avoid several (potential) problems, if you say “No” to *Phantom Pair* when you have an odd number of pairs. c.f. the Appendix *Odd number of Pairs*



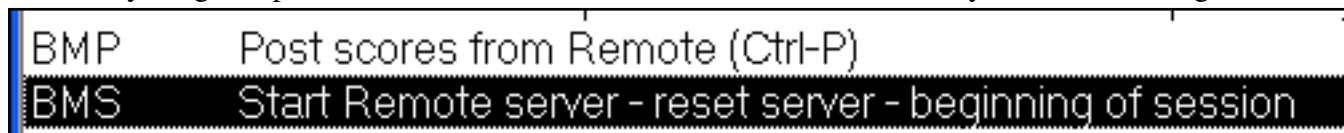
## 5. Start BridgeTabs

You can follow ACBL-score’s instructions when you have set up the game.

Score entry enabled from Remote Server

Start Remote server AFTER all sections are configured (F11, BMS)

That is to say, open the control commands list with F11 and select (or type) “BMS” but, **important**, make sure that your game parameters reflect the situation in the room BEFORE you start the BridgeTabs.



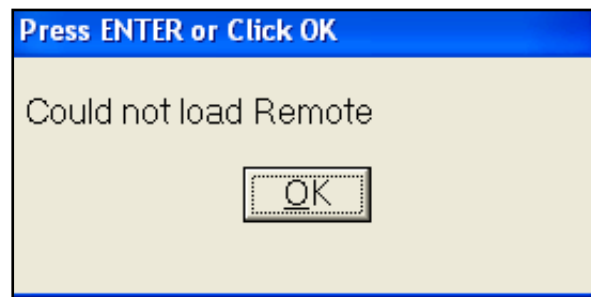
You should be aware of the fact that the BridgeTabs (the tabletops) will act like players. You should, for example, not start the BridgeTabs until you are sure that you got the movement right. This is so because you will be in trouble if some BridgeTabs follow the old movement, while others start using the new.

So, LOOK BEFORE YOU LEAP! That is to say, check that you have chosen the right movement and the desired Game Settings BEFORE you click the Start button. It is better to let the players start playing without the BridgeTabs, than having the trouble to change a started game. Started in the Control Software, that is.

Confirm your choice and the following message will be shown:



This message has no meaning.



Close the message box shown below (with OK) as soon as it appears, or it can otherwise seem as if ACBLscore has blocked.

## 6. Running the game

See the Bridge Scorer Control (BSC) part of the Manual if you need advice on how to manner that program. Note that BSC has an inbuilt help that you can access by a click on the ?-mark in the situation that you have problems with.

## 7. Restart

You can restart the BSC if it has been accidentally closed via F11/BMS in ACBLscore. You need to watch out, however, because ACBLscore might change the suffix (M/A/E). Reset it to what it was and the ongoing game will be retrieved.

## 8. Handrecords

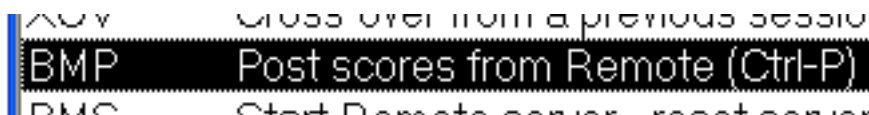
We recommend that you print handrecords during the last round via BSC File/Handrecords to get the actual results included.

## 9. Webpublish

We also recommend that you leave the box *Web publish automatically* ticked if the PC is connected to the Internet.

## 10. Import results

Press **Ctrl-P** (or go to the command menu with F11 and type "BMP") WHEN THE



BRIDGESCORER CONTROL GRID IS ALL GREEN (not before).

Note that ACBLscore does not accept **skipped boards** (not played, or "np"). These will appear as "Late play" and require manual handling directly in the scoring program.

**Rulings** entered at the table, or in the grid, will not be taken into account by ACBLscore automatically. i.e. you have to handle the rulings manually in ACBLscore.

## APPENDIX A. Odd number of pairs

We suggest that you say “No” to *Phantom Pair*? when you enter the game parameters. If another [late] pair arrives you need not do anything, but if you end up with a missing pair you need to:

- i. Make sure that all results are in = the grid is all green
- ii. Change to Phantom Pair “Yes”
- iii. Post (Ctrl-P) the results.

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## APPENDIX B. Change of movement

### CHANGES BEFORE START

You can change the movement in any way you like without any problems so long as you have not clicked the *Start* button in BSC. Just close BSC, amend the movement, and restart BSC with the BMS command.

### RESTART AFTER START

Close BSC and ACBLscore (but not BOS) if you realize that you have got it all wrong. Then restart ACBLscore via BOS/Scoring, but please note that:

- i. You need to add a suffix (one digit, or letter) to the date when you set up the same New Game in ACBLscore. We suggest that you double the suffix, i.e. if you had 120304M you make it 120304MM.
- ii. The BridgeTabs that have already logged in (and got the faulty movement) need to be forced to their Start position via the *New game* button in the BridgeTabs hidden menu.

### CHANGE OF MOVEMENT AFTER START

You can apply our general recommendations for changes of the movement with one addition: You must close BridgeScorer Control and restart it from ACBLscore when you insert a pair as an appendix, or rover. c.f. the document Odd number of pairs.

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## APPENDIX C. Things have gone out of hand

THERE IS NO REASON FOR YOU TO PANIC if, for example, the PC is shut down. The BridgeTabs will continue to guide the players and register their results, but they will not show any names or comparisons. The worst case scenario (if you do not manage to restart the system) is that you will have to access Admin/Results on the BridgeTabs and type in the results on the PC as if you had used pick up slips.

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## APPENDIX D. Names

A complete list of ACBL members will be downloaded automatically at the first start and every three months thereafter, if the PC is connected to the Internet. Tick “Do not ask again” and then click “Yes” when the dialog to the right appears.

You should first of all check the Internet connection if you get the message shown below.

You can download the names on another (connected) PC if the scoring PC is off line. Then use BSC’s *Import* function (in the File menu).

