1. Start BOS and create a new event .

Choose event

Select an existing event in the list below or use the "New event" button to create a new

Event	Date	New event
ny qwerty GTnobele lintest bridge119207	August 02, 2011 12:33 July 20, 2011 12:00 July 13, 2011 12:02 June 30, 2011 22:39 March 08, 2011 01:21	Enter event name: Swisstest
dupimp	November 15, 2010 01:59	Create
	November 03, 2010 21:19	Cancel 👔

2. In the BOS menu, choose Scoring - Swiss Pairs

Current event: Swisstest Pick a program to run: DupSoft - Batch Converter - VuGraph Deep Finesse - Dealmaster - Find a card distribution Statistics - Archiver - DupDia	Score and collect results with wireless table top units (also for individual and teams)
Scoring HandRecords	Select Scoring Software
	ACBL Score Magic Contest and Ruter Other Scoring Software
	Automatically installed
	Pairsscorer Suite Pairs Pairs Swiss Pairs Teams Swiss Teams Individual
	C Networking Cancel Cancel OK

×

3. When SwissPairsScorer has started, change to the "Movement Details" tab and enter the game details. The minimum number of tables for a swiss is 4. The settings below creates a 4 table swiss game with 2 boards/round and 4 rounds in total. Then click OK.

Event 1: BOS User swisstest 2011-08-02	
Club/Event Details Movement Details Masterpoints BridgeWebs	Import Deal
Movement Details Session 1 2 3 4 5 6 Rounds 4 Tables 2 • Section Tables 4 • • A 4 • • • • • • • • • • • • • • • • • • • • • • • • • • • • • <t< th=""><th></th></t<>	
Scoring	
Butter Drops 12.5% (1/8 Highest and 1/8 Lowest scores)	
Matchpoint In Sections	
	Display VP Scale
Cancel	

4. Choose the assignments option

Event 1 BOS User swisstest 2011-08-	02 Session 1 Section A Swiss Pairs in Section	s 📮 🗆 🔀
	Event Details	
	Player Names	
	Assignments	
	Enter Scores	
	Bridge Unit Scorer	
	Adjustments + Categories	
	Display Reports	
	Exit Event	

5. Click the "Do Round 1 Draw" button and then click return.

Event 1 BOS User swisstest 2011-0	8-02 Session 1 Section A Swiss Pairs in Section	ons 📃 🗖 🔀	-
Assignments	Sitters	Missing Pairs	
TABLE NS EW A1 1 2 A2 3 4 A3 5 6 A4 7 8	Current Movement State Round 1 awaiting Assignments	Number Of Pairs Number Of Pairs 8 Number Of Rounds 4 Last Complete Round 0 Last Assigned Round 0	×
	C Within Sections		t collect th wireless units (also for and teams) r actions
	Draw	SwissPairsScorer Round 1 Assignments complete (Over All Sections, Complete (Over All Sectins, Co	Current Round)
Set Manual Assignments	Show All Do Selected Show Ranks at Round Draw	Return	

6. Click the "Bridge Unit Scorer" button.

-02 Session 1 Section A Swiss Pairs in Section	s 💶 🗖 🔀
Event Details	
<u> </u>	
Player Names	
Assignments	
Enter Scores	
Bridge Unit Scorer	
Adjustments + Categories	
Display Reports	
Exit Event	
	Event Details Player Names Assignments Enter Scores Bridge Unit Scorer Adjustments + Categories Display Reports Exit Event

Database BRIDGE UNIT SCORER (BS) Session 1 Section All Its BS Settings Reports Round Data Results Status BS Setup Rd Exp Rx T1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 2 1 8 0
Alswisstest\data\swisstest.bws I I All Its BS Settings Reports Round Data Results Status BS Setup Rd Exp Rx T1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 2 1 8 0
Rtd Exp Rx T1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 2 1 8 0
Rd Exp Rx T1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 2 1 8 0
1 8 0
2 0
3 0
4 0
e From Round 🛛 🗖 Reset Server for Launch BS
Indate 1 - Launch Start Read All
atabase BS Receiving Results Restart Return

7. Click the "Create Database" button and then "Launch BS".

8. Run the game in BSC and wait until the scores are in for all 4 tables

9. Click the "Start Receiving" button in SwissPairsScorer and then the return button.

	Results	Ĩ	BS	Settings		_	Re	port	s	Y	F	Roun	d Da	ta	Υ	Res	sults S	Statu	IS	γ	В	S Se	tup	
С	Section	Rd	Exp	Rx	T1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Ā	A	1	8	8	2	2	2	2												_	_			_
Ą	A	2	0	0	0	0	0	0																
Ą	A	3	0	0	0	0	0	0																
1	A	4	0	0	0	0	0	0																
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11. Click the "Do Round 2 Draw" button. Note that the button will not say round 2 until the results are in from round 1. After the assignment, click return.

🛱 Event 1 BOS User swisstest 2011-08-	02 Session 1 Section A Swiss Pairs in Sections	🔳 🗖 🔀
Assignments	Sitters	Missing Pairs
Round 2 🔽	Current Movement State Round 2 awaiting Assignments over all Se	ctions
TABLE NS EW A 1 1 3 A 2 2 4 A 3 5 7 A 4 6 8	 Current Round Round In Arrears Over All Sections Within Sections 	Number Of Pairs8Number Of Rounds4Last Complete Round1Last Assigned Round1
	SwissPairsScorer Danish Round 2 Assignments complete	(Over All Sections, Current Round)
	Do Round 2 Draw	
Set Manual Print above Assignments Assignments	Show All Do Selected Show Ranks at Round Draw	Return

12. Click "Bridge Scorer Unit" again.



13. Click the Update Database button. Make sure the UFR value has changed to 2. This should happen when you make the assignments for round 2.

L EV	ent 1 BOS	User	swisste	st 2011	1-08-	02 S	essio		Secti	on A	Swis	ss Pa	irs i	n Sec	tion	IS									[- (
Nov	ement Da	tabas	e					BR	DG	E	JNI	T S	CC	DRE	R (BS)		Se	ssio	n S	ectio	on				
Results BS Settings Reports Round Data Results Status BS Setup C Section Rd Exp Rx T1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 A A 1 8 8 2																											
	Results	ľ	BS :	Settings	;		R	eport	s	Υ	F	Roun	d Da	ta	Υ	Res	sults	Stat	us	Υ	В	S Se	etup				
С	Section	Rd	Ехр	Rx	T1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20			
A	A	1	8	8	2	2	2	2					2		1					1			1				
A	A	2	8	0	0	0	0	0																			
A	A	3	0	0	0	0	0	0																			
A	A	4	U	U	U	U	U	U																			
		2 3					2		_																		
	SwissPairs	Scorer																									
								-																			
	Confirm yo	u want t	o Update	Movemen	nt for R	ound	2 onv	ards	?																		
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<	<i>Upd<u>ate</u> F</i> Upd Data	From From From From From From From From	Round	□ Re	eset S	Serv Lau E	er fo inch	r La	uncł	n BS S Re	Start ceivir	ng	Re	ad Al esults					Re	estari	1		Ret	urn			
<	<i>Update F</i> Upd Data	From F ate base	Round 2 💌	□ □ Re	eset S	Serv Lau E	er fo inch 3S	r La	unct	BS S Re	Start ceivir	ng	Re	ad Al esults					Re	estar			Ret	um			

14. Wait for BSC to react to the changes.