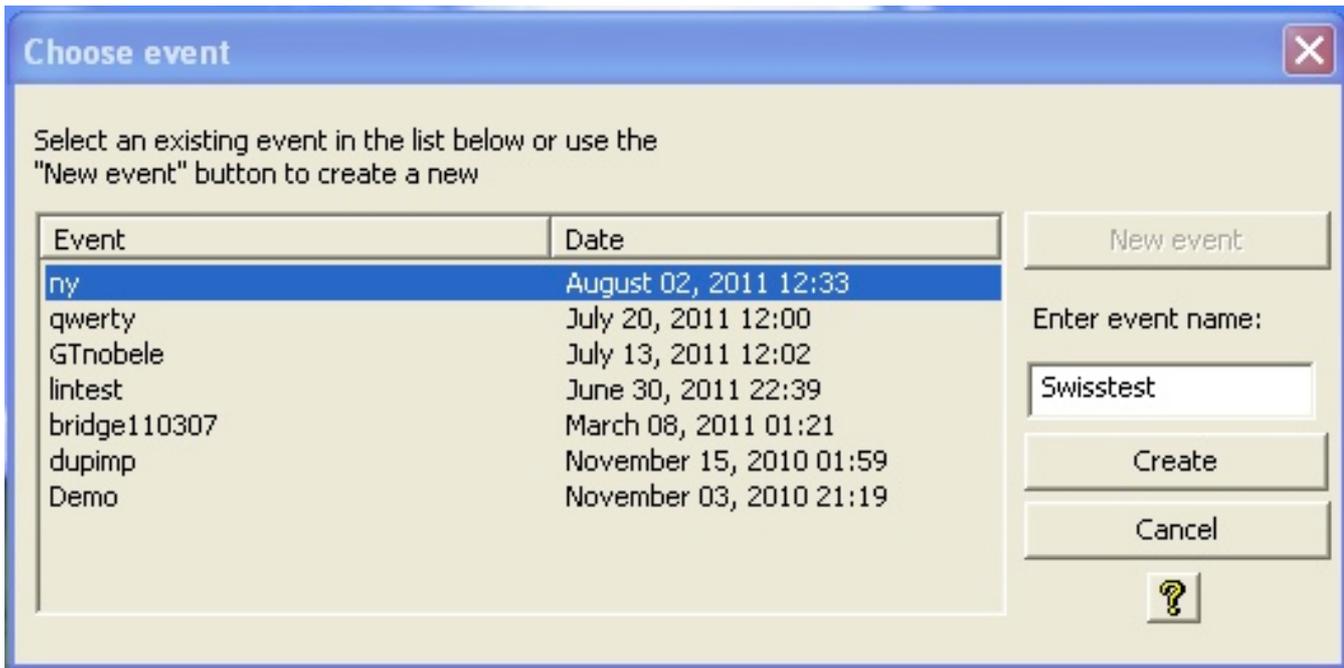
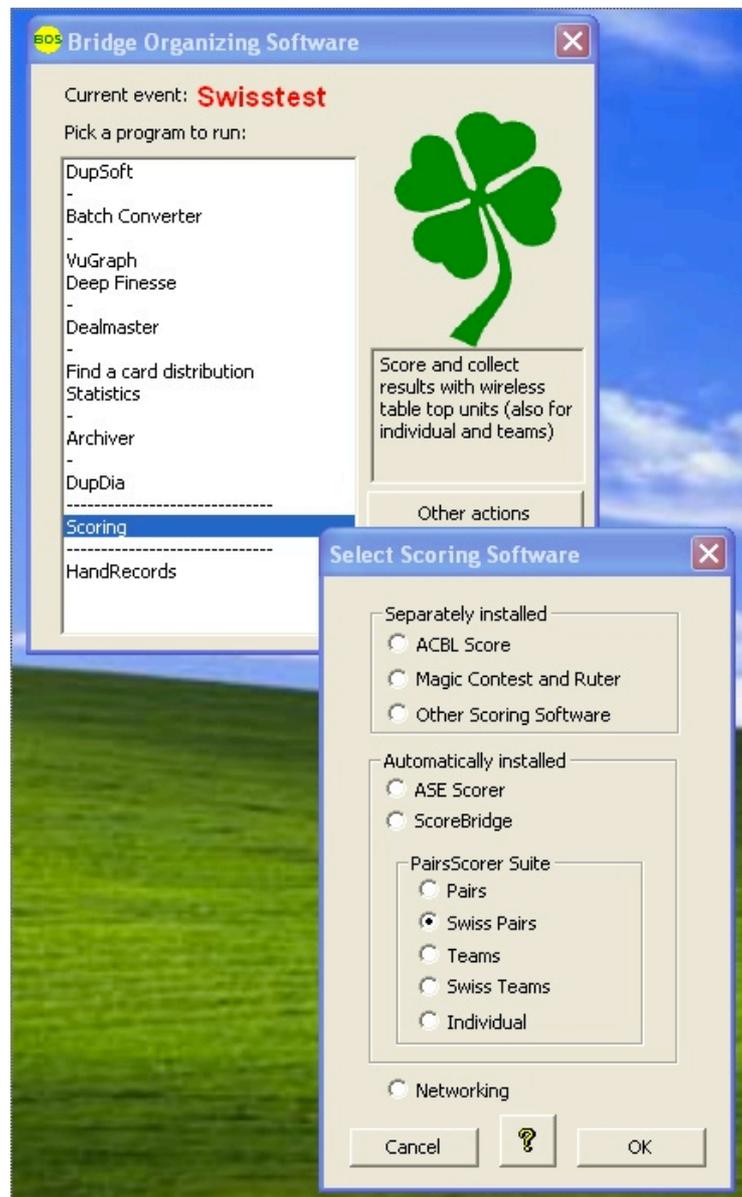


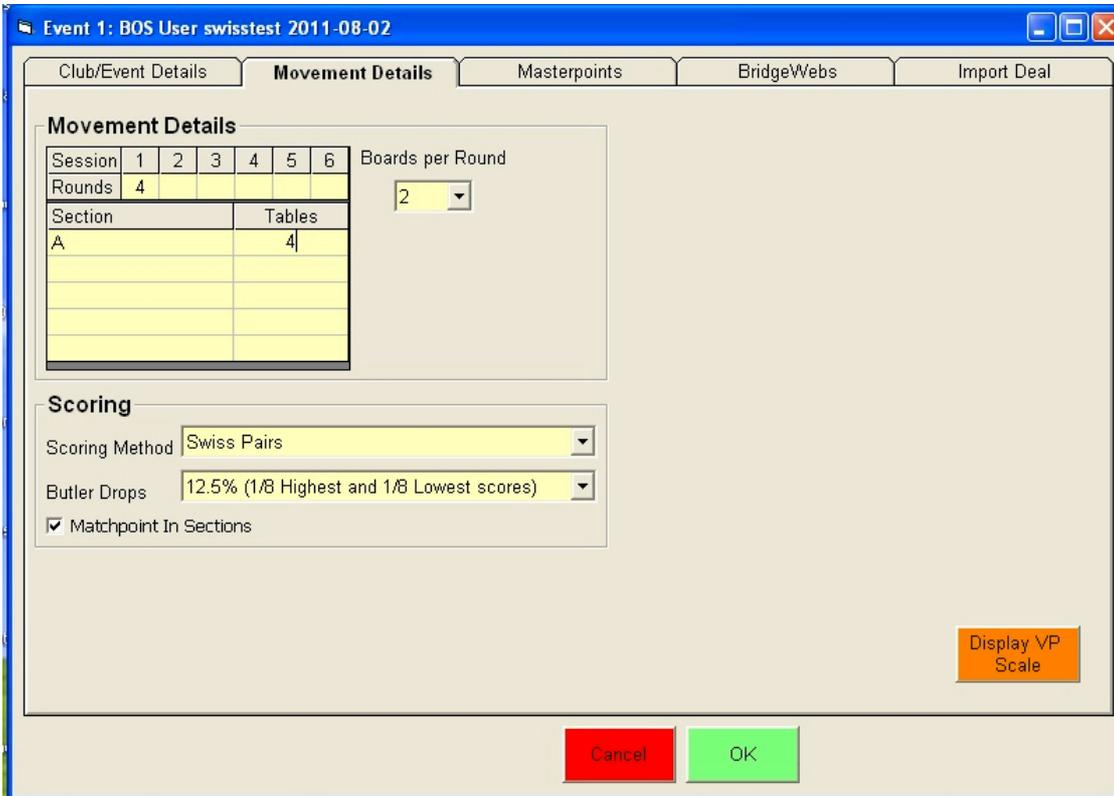
1. Start BOS and create a new event .



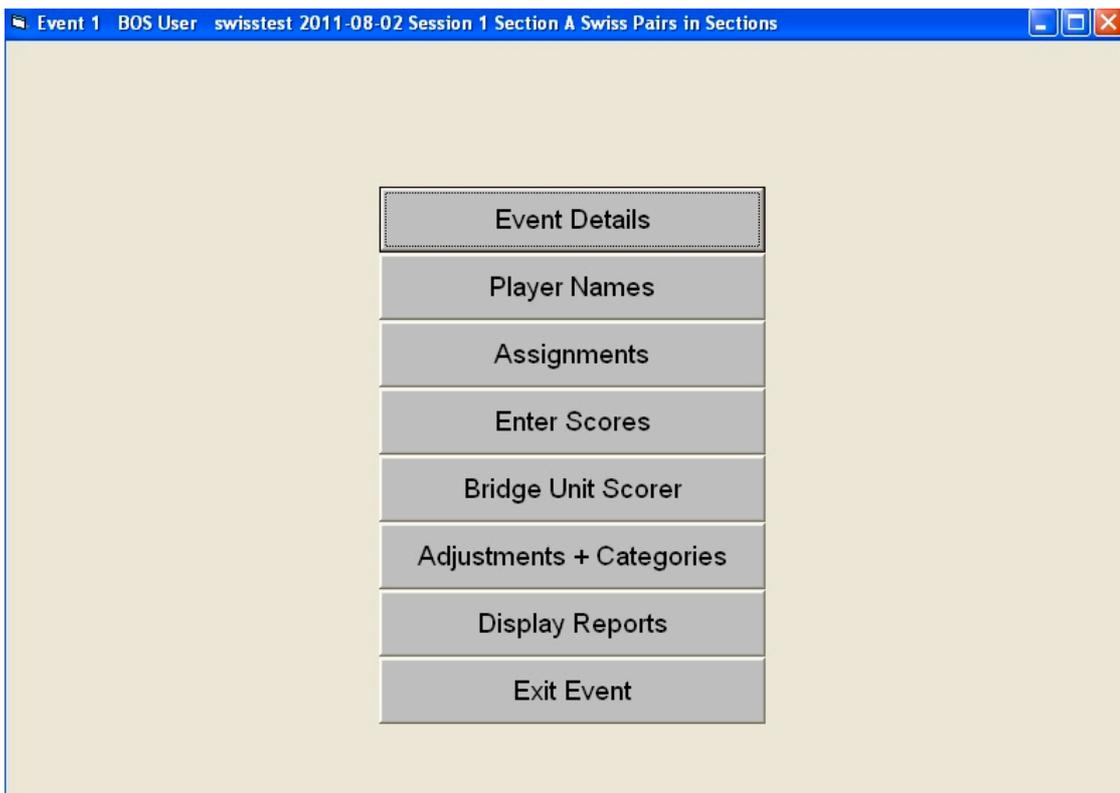
2. In the BOS menu, choose Scoring - Swiss Pairs



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.



4. Choose the assignments option



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

Event 1 BOS User swisstest 2011-08-02 Session 1 Section A Swiss Pairs in Sections

Assignments

Round 1

| TABLE | NS | EW |
|-------|----|----|
| A 1 | 1 | 2 |
| A 2 | 3 | 4 |
| A 3 | 5 | 6 |
| A 4 | 7 | 8 |

Sitters

Current Movement State
Round 1 awaiting Assignments

Current Round
 Round In Arrears

Over All Sections
 Within Sections

Danish

Missing Pairs

Number Of Pairs: 8
Number Of Rounds: 4
Last Complete Round: 0
Last Assigned Round: 0

Do Round 1 Draw

SwissPairsScorer

Round 1 Assignments complete (Over All Sections, Current Round)

OK

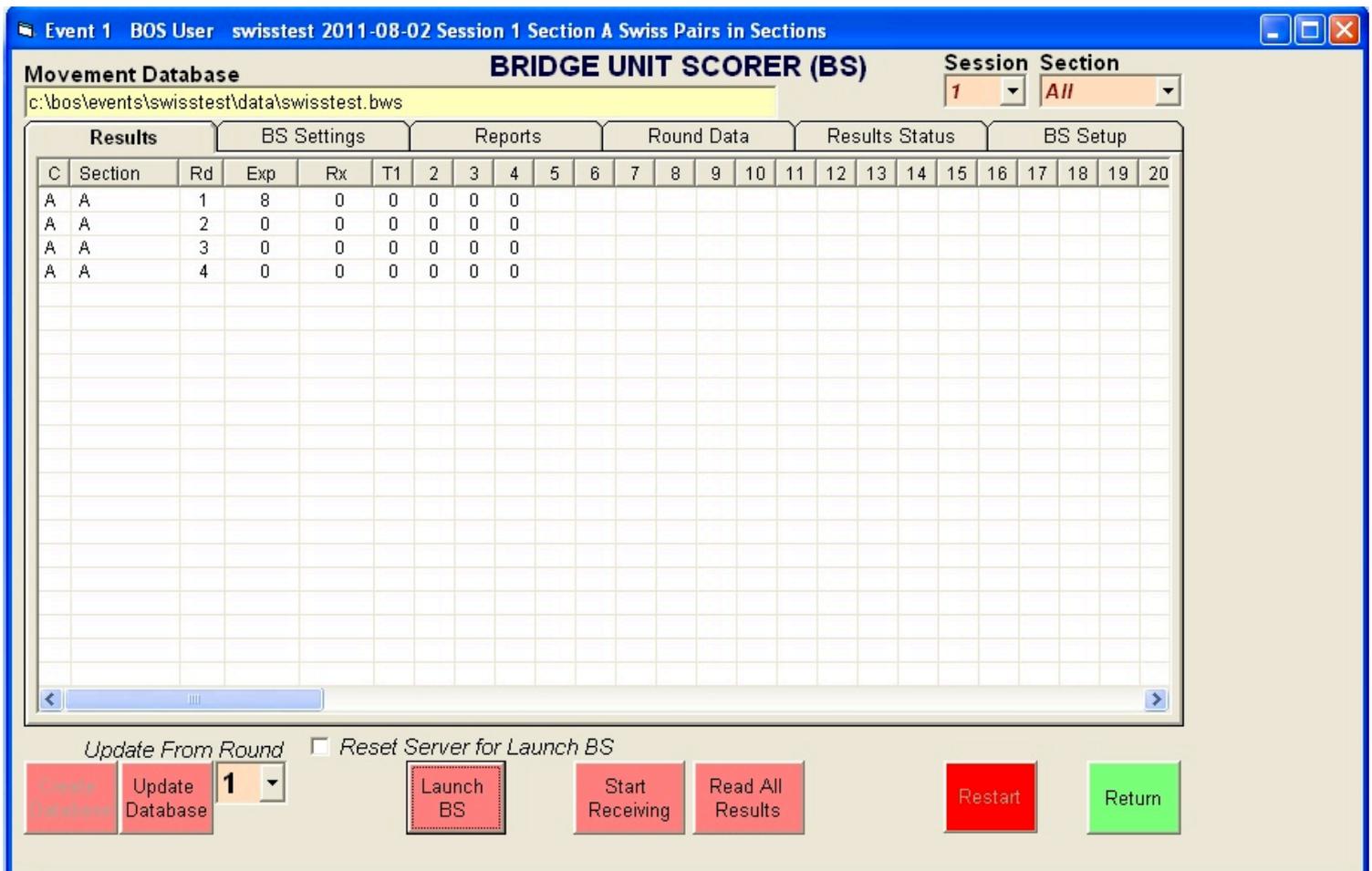
Set Manual Assignments Print above Assignments Show All Assignments Do Selected Round Draw Show Ranks at Selected Round Return

6. Click the “Bridge Unit Scorer” button.

Event 1 BOS User swisstest 2011-08-02 Session 1 Section A Swiss Pairs in Sections

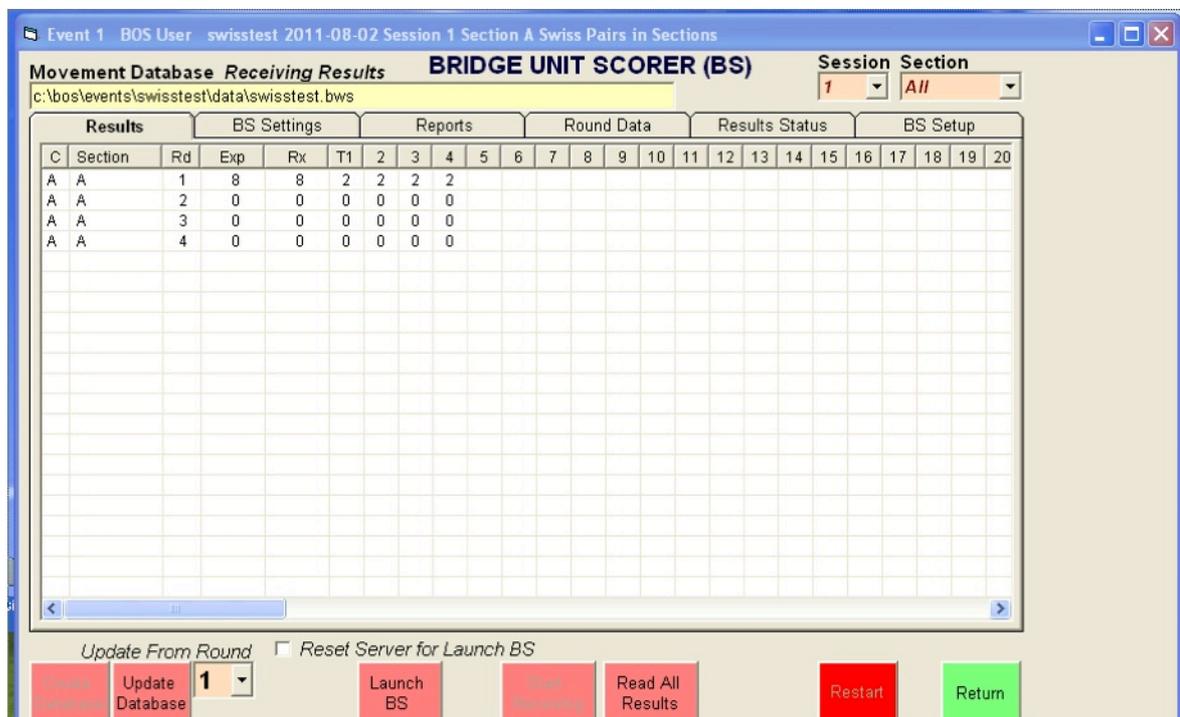
Event Details
Player Names
Assignments
Enter Scores
Bridge Unit Scorer
Adjustments + Categories
Display Reports
Exit Event

7. Click the “Create Database” button and then “Launch BS”.

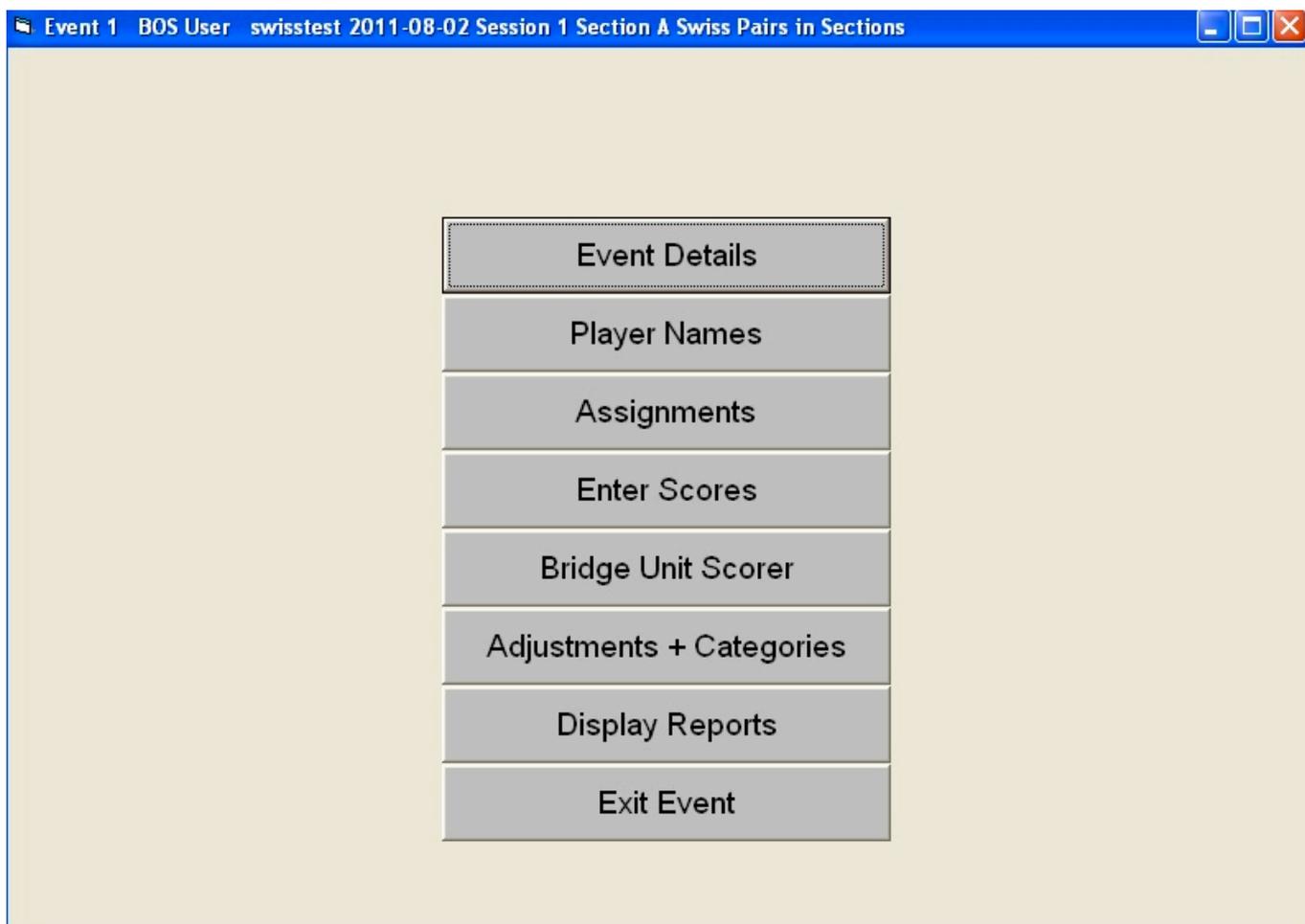


8. Run the game in BSC and wait until the scores are in for all 4 tables

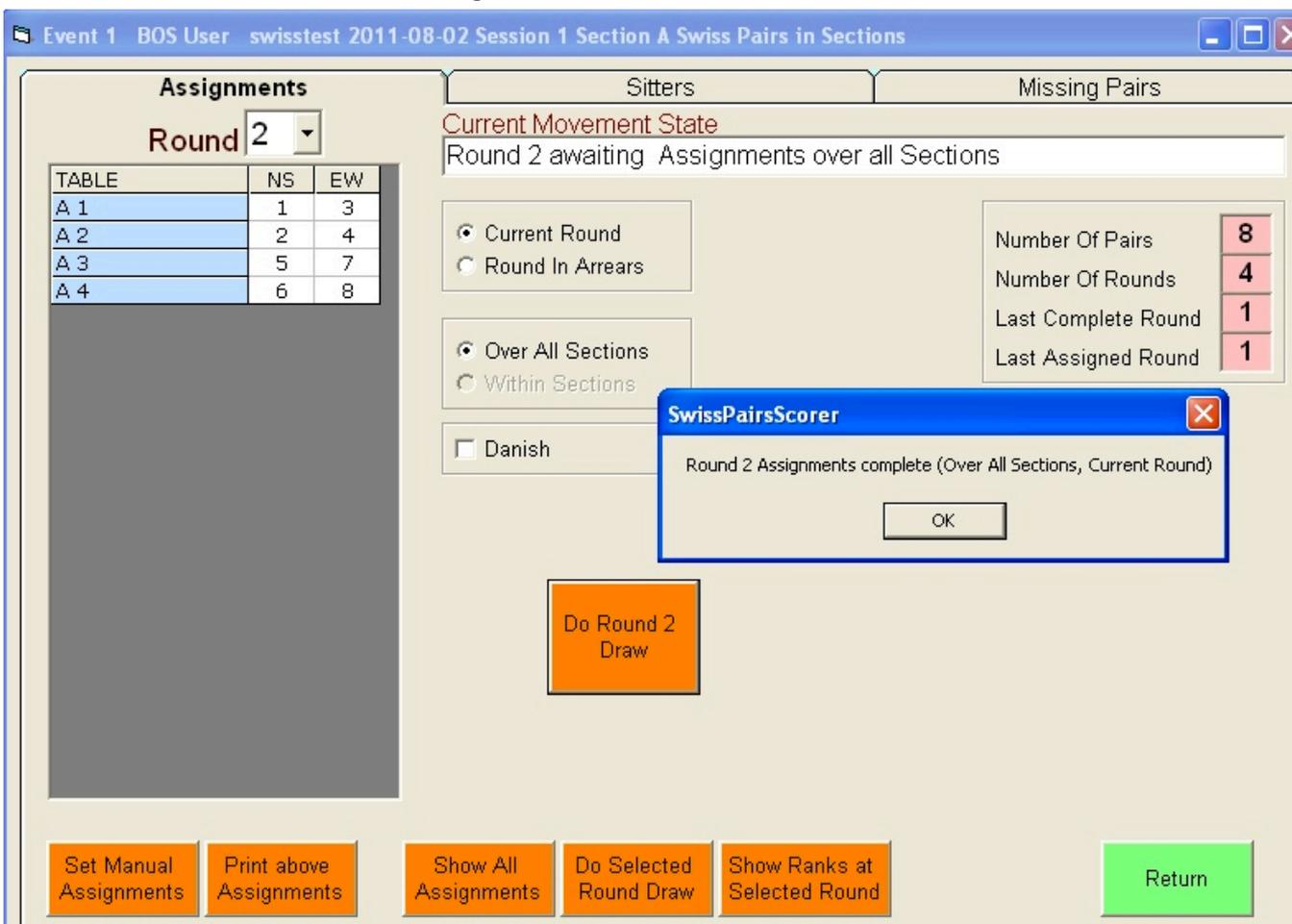
9. Click the “Start Receiving” button in SwissPairsScorer and then the return button.



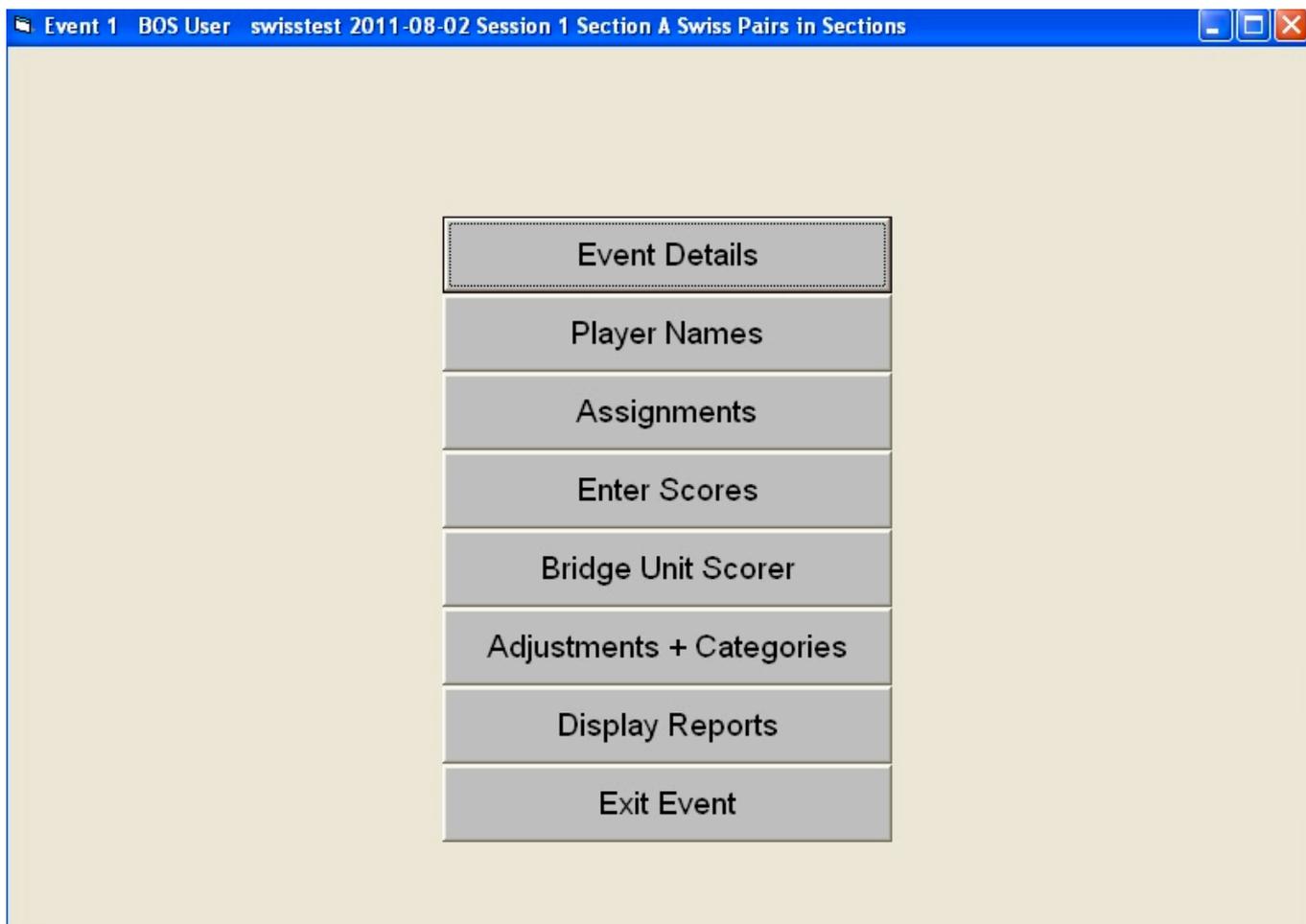
10. Click the "Assignments" button again



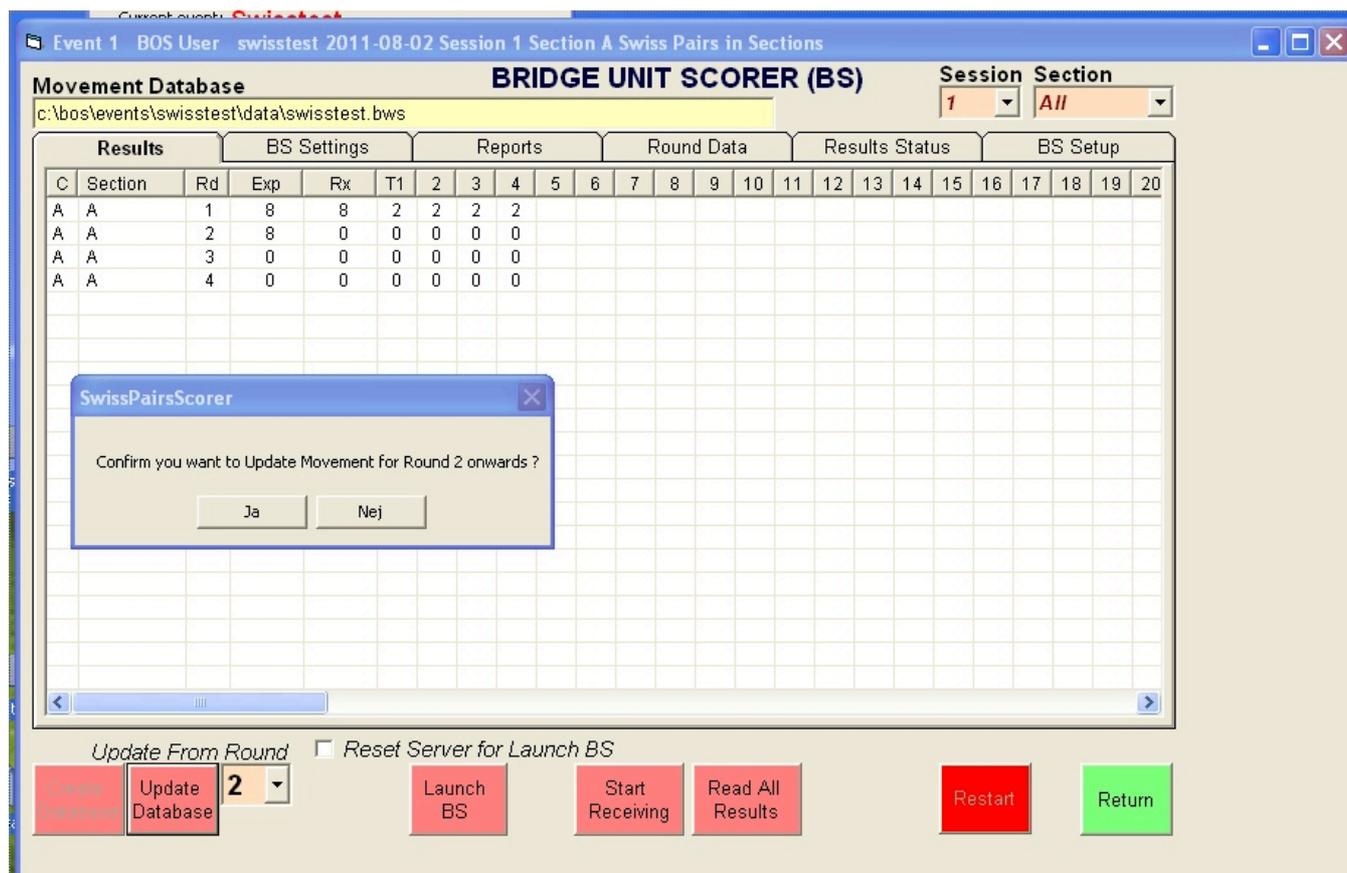
11. Click the "Do Round 2 Draw" button. Note that the button will not say round 2 until the results are in from round 1. After the assignment, click return.



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.



14. Wait for BSC to react to the changes.