# ASE Scorer

for all bridge events

VERSION 8

FOR WINDOWS

# BridgeScorer
# reference manual

# Table of Contents

# Part I

# 1 General overview

*Note: this documentation applies to:*
- *ASE Scorer 8 release 1.0.95.0 or Service pack 95*
- *BridgeScorer control 2.5.0.41*
- *BridgeScorer table unit firmware 1.39*
- *BridgeScorer base station firmware 1.4*

*In many situations those releases or more recent are required for the features to be available.*

The key idea behind BridgeScorers is that the scoring program, ASE Scorer 8, is in charge and all "the work" is done using ASE Scorer 8.

To use BridgeScorers with the ASE Scorer 8 you must tick the option "Use BridgeScorers for score entry". This is found on the main screen [Club F3] [4Options] at the bottom of the screen. This option is set once and will remain in force until un-ticked. Two new options will appear once this option is ticked. They are [EventF2][2Names][Get names] and [EventF2][3Scores][Remote scores].

Before you can score any event you need to know the details of the session. Of course, you may not know all the details until everyone has sat down and you are just about to start the session. However, you can get them started and then put in the information about the session, as they will not need to score for another 6 or 7 minutes. This even applies when the players are required to enter their player numbers. This can be done as the first results are entered. It is suggested that you do not enter the movement until play has started.
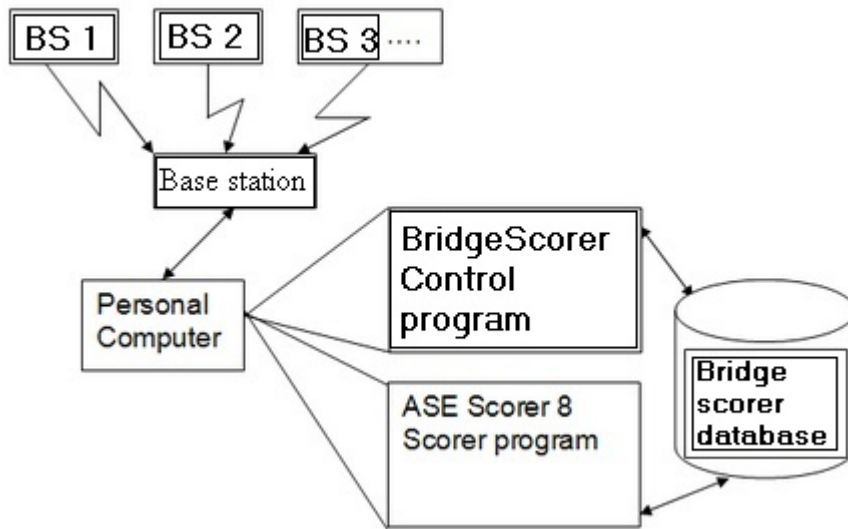
The BridgeScorer relationships between the various components.

The diagram above shows the BridgeScorer devices on the tables (BS1, BS2 etc.). These communicate with the server using wireless communications. The base station gathers all the scores etc. independently of the personal computer that houses the two programs, ASE Scorer and BSControl. The personal computer and the base station are connected using a cable that is attached to the computer's serial or USB port.

The two programs, BSControl and ASE Scorer 8, uses a common database to save and communicate information such as scores and player numbers. The BSControl program gathers the information from the server and places it in the Database. The ASE Scorer 8 gathers the information from the database and uses it within the scorer to produce the results.

All the information relating to an event is stored in the BridgeScorers and the database. The two programs, BSControl and ASE Scorer 8, can be closed down and restarted at any time and the process of scoring is not interrupted. The base station continues to operate independently of the programs.

All control of the programs is through the ASE Scorer 8 scorer. ASE Scorer 8 will start BSControl, setup and define the database, retrieve the scores and produce the results.

Part
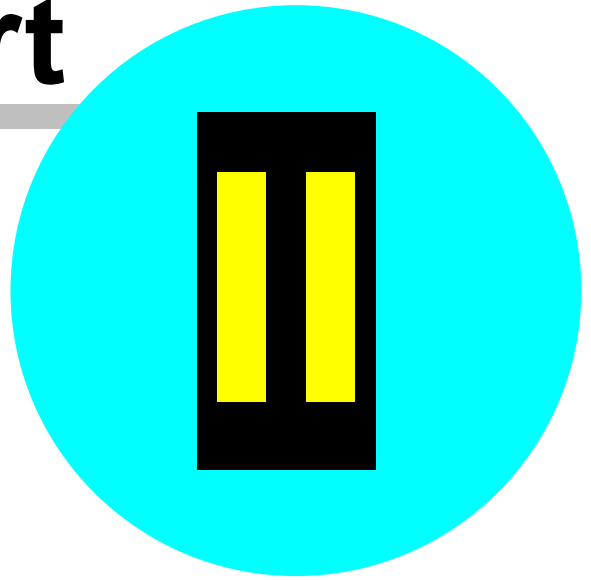
# 2    Pre-Session Preparation

## 2.1    Setup

Before using the BridgeScorers you must install the Bridge Scorer software supplied with the terminals or downloaded from the Internet.

The download is the BOSPackage.zip file. Unzip and the run the setup.exe.
If using a CD insert the CD in your drive and it should start automatically. If not run the setup.exe program.

Follow the instruction for that installation.

See the BOS manual for more details.

# Part III
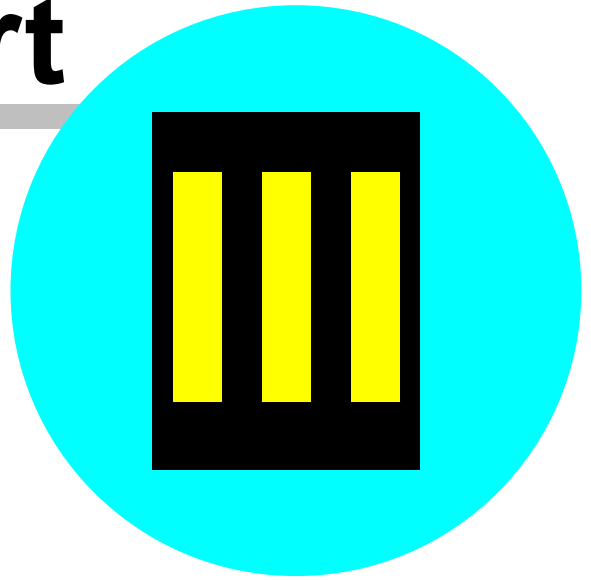
# 3 Initial session settings

## 3.1 Setting Preferences

The BridgeScorer settings and options are only available when you have an event open. Once the settings are established it is unlikely they will need changing again. Therefore whenever the BridgeScorer [Remote scores] option is selected the screen that appear is simple.
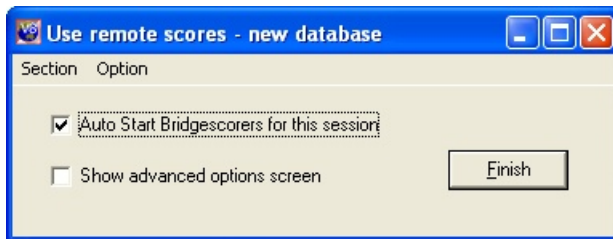
The first time you do this you will need an event open. Maybe the best way is to create a dummy pairs event and the screen above will appear as the last screen. Tick the "show advanced options screen" and click [Finish] so that you may finish the installation.

Sometimes when using an event that has been previously set up the following screen will appear. [Auto start] will perform the required steps needed for most events and situations and is equivalent to the [Finish] button on the "Remote scores" screen above.
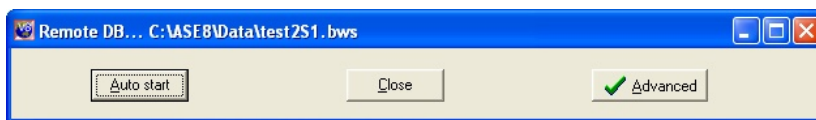
The "advanced" screen appears like this below. Select [Advanced] to see the available options (and then [simple] to hide the options). They appear as: -
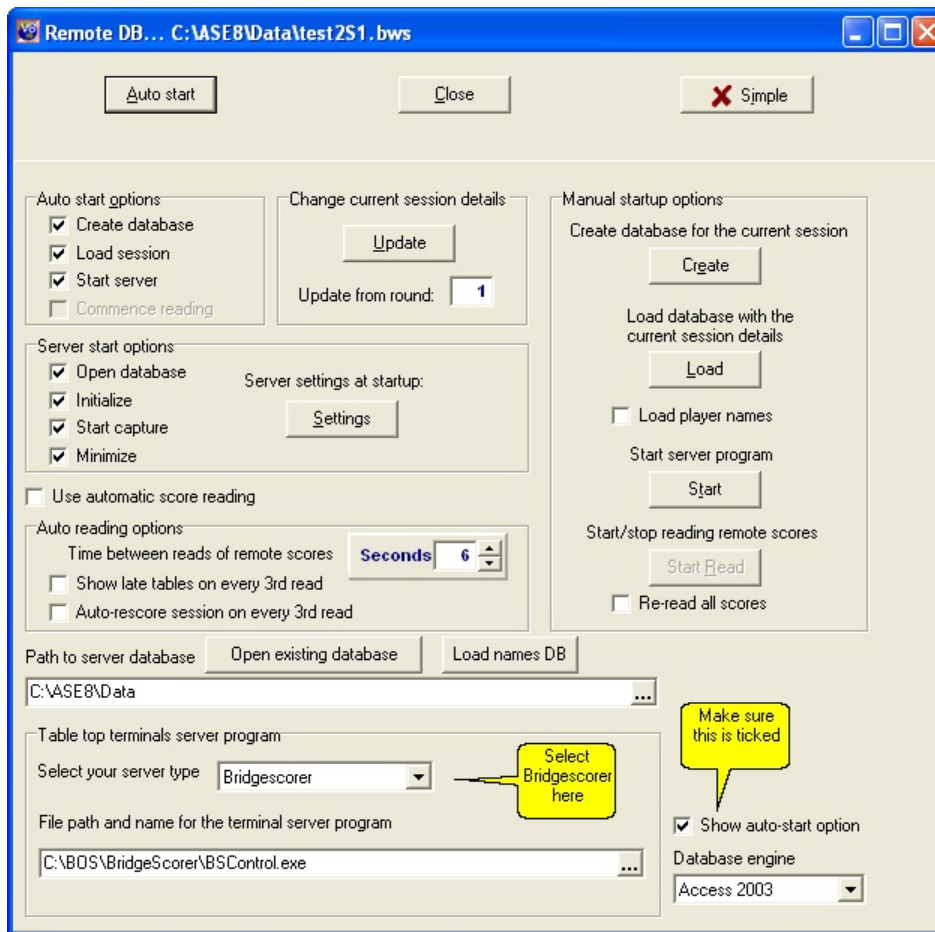
Set up preferences as required. The setting shown above are the default and should generally appear this way. The most essential item is the bottom left box labelled "Table top terminal server program". Select "BridgeScorer" as your server type. This will change the item "File path and name for the terminal server program". The default value should be correct if the BSControl controller was installed using the standard procedures. To change this value click on the button to the right […] to browse for the BridgeScorer program on your computer. The path shown above is typically the location where you would find the program BSControl.exe.

The other path required is "Path to server database". This may change as your needs change but typically would be something like that shown above. In addition make sure the "Show auto-start option" is ticked. This means the first screen  "Use remote scores" shown above will appear at the end of setting up a new session of bridge.

The manual startup options on the right should only be used by persons who

understand the procedure completely. See "manual startup options 12". They are further explained where you might need to use them. The [Finish] on the first screen or the [Auto start] option is the normal button used to start BridgeScorer for an event. The "Auto start options" on the left should all be ticked and apply when the [Finish] or [auto start] button is pressed. The "Server start options" only apply to the BridgeScorer program when started by ASE Scorer 8 and are all normally ticked.

In the center of the "Server start options" is an option to set server settings at startup with the [Settings] button. Click this and set the options to suit your needs. These will apply each time BSControl is started but can be changed any time on the first screen "Game settings".

One option that some users prefer is the "Use automatic score reading". The auto reading options may be changed as needed and during the running of an event. The seconds between reads should be set to a number that satisfies your needs. Do not use a number less than 20 seconds. If you want to see the results frequently and while play takes place then tick the "auto rescore session on every third read" option.

It is not recommended that you use the automatic score reading for technical reasons but the feature is available. The alternative is to use the option [Event][read remote scores] (F8) from the main screen whenever you want to update the scores to the latest in ASE. At the end of the session it is recommended you use the option [Event][re-read remote scores] (Ctrl-F8) so that any amended scores are also retrieved. Using F8 at the end of each round is typically enough "reads".

Lastly on this setup screen we need to consider the way we handle player's names. There are two methods of delivering the player numbers and names to the BridgeScorers.

- On the right under the [Load] button there is an option "load player names". Once ticked each time a new database is setup for a session the names of your members are placed in the database. For small clubs this is an ideal method as this process is quick and effective.
- The second method is to use the button [Load names DB] in the middle lower part of the screen. This option places all the numbers and names in a file (called names.txt) available to BridgeScorer and is used by BridgeScorer in preference to the first method. For clubs with a large membership this option

is preferable as it only needs to be done occasionally when the membership file has been updated.

## 3.2 Manual startup options

The [remote scores] [advanced 9] screen shows four buttons under "manual startup options".

1. Create
2. Load
3. Start
4. Start read

**Create**
Click this to create a bws file to be used later. This file is unusable by BridgeScorer as there is not event details included.

**Load**
This places all the details of the current session in the bws database file that is currently open. It overwrites any existing details.

**Start**
The BridgeScorer Control program is started using the options showing in the "server start options". The initialize option should be used the first time BSControl is started. Otherwise do not initialize.

**Start Read**
This option is only available when "use automatic score reading" is ticked. Tick "reread all scores" before [start read] if you need to read all the scores on the database otherwise only the scores that have not previously been read will be retrieved.

**Part**

IV

# 4    Event Details

Start ASE Scorer 8 and click on the [New event] option on the main screen. The event wizard steps you through the process of creating the new event. In this part we will deal with setting up a single session, one section pairs event.

The first screen is the event details. Click "pairs" event, and [next]. The session details appear. Change the details as needed, make sure the number of winners is correct (1 or 2) and press [next].

## 4.1    Section Movement Details

Complete the movement screen and click "Next".

Note the section identifiers include a letter, which by default will show "A". This corresponds to the letter in the BridgeScorers, each identified by a letter and table number. Within BSControl this letter corresponds to the section numbers so that A is section 1, B is section 2 etc.

*Note: These section numbers within BSControl do not match directly to the section numbers within ASE Scorer 8.*

> *The letter used in the section properties within ASE Scorer 8 allows the director to control which sections in ASE Scorer 8 correspond to which sections within the playing room. Normally the director chooses section 1 in ASE Scorer 8 to be section "A" and section 2 "B" etc. for convenience and ease of memory but they can (as an example) be the other way around. More importantly, when there are several events being run in the one room using one BridgeScorer server it is not possible for the section numbers in all events to correspond to the letters in sequence (see chapter 8 and particularly 8.2 "Each section is independent 27 ").*

Click [Finish] in the last screen of the section definition.

You will be asked to save and name the event. This is required when using the BridgeScorers because ASE Scorer 8 needs to know the name of the event to name the common database file used by ASE Scorer 8 and BSControl. Once saved the "Use remote scores" screen appears (unless this option is disabled).
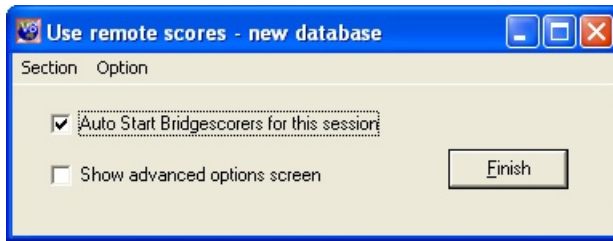
Note the caption on this screen shows "New database".
If it shows "Use remote scores - share database: ..." this indicates that the remote scores database is/was being used for other sections. For this example use the [Option][Use new database] to force the use of a new database. With this option ticked you are using a new database, unticked you are sharing.

Before you click [Finish] make sure the BridgeScorer base station is connected to your USB port of the computer.
Click [Finish] and the BridgeScorer screen will appear and the event is under way.

If you need to define more than one section in this session of play use the normal ASE Scorer 8 options. Select [Section][New] to define a second and any subsequent section in the session of play. See <u>Two or more sections</u> [25] for more details.

## 4.2    Player Name entry

At any time you can enter the players names. ASE Scorer 8 stops retrieving scores while you enter the names but will recommence scores capture when you exit from the names entry.

Where you have the players entering their numbers on the BridgeScorers you can capture those player numbers at any time. Click the option [2Names][Get names] and you will be asked "Do you want replace all the session names from remote?". Click [Yes] to proceed. This can be repeated at any time, particularly where it was first done before all the names have been entered by the players.

## 4.3    Viewing the results

The results of the event may be viewed at anytime. Where you have specified automatic reading and asked for the session to be "rescored every three reads"

scoring takes place automatically. If not, you will not need to rescore manually by pressing F6.

When not using automatic reading press F8 and the latest scores are retrieved and the session scored. The first time ASE Scorer 8 scores the session you will be notified that there are scores missing. Click [ignore] so that dialogue will not appear again.

The session report of results can be viewed any time by selecting [6Report][session] with the report destination set to "screen" and the report selected set to "automatic". Leave that report showing on the screen at all times and the ASE Scorer 8 will refresh the display each time a rescore occurs.

The report showing can be varied by using the "manual" report selection. Choose a report that suits your needs. Perhaps where the number of players involved is large a multi-column report may be a better choice so that all names appear on the one page.

Part V

# 5    The Final Results

**At the start of the last round it is worthwhile reminding the players that after the last board has been entered and verified they should then press OK until the start new event screen appears.**

Once the last result on the last round has been received, you should go to the board scores screen (F5) and press "missing". There should be no missing scores except where the board has not been played. When using the F8 option to retrieve scores the caption will show "completed" when all scores are in.

Produce any reports you may require such as session and outright results, board scores, web pages etc. If the event is complete in every way then [File] [Finalize] the event.

If the event is not complete (e.g. a next session is expected) then shutdown ASE Scorer 8 leaving the event open so the event will be opened automatically the next time you start.

Close the BSControl program.

**Part** VI

# 6    Using auto-start screen

The "Use remote scores" screen appears whenever a new session or section is added to an event.
Note: that is unless this option is disabled in the advanced options where the "use auto-start option" is ticked or not.
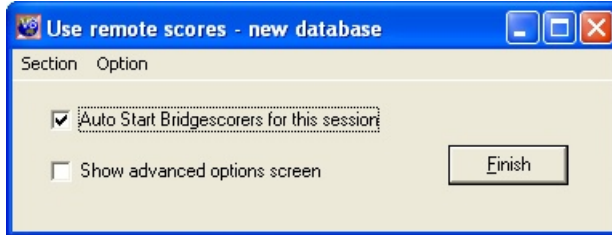


Note the caption on this screen shows "New database".
If it shows "Use remote scores - share database: ..." this indicates that the remote scores database is being used for other sections. In this case to click [finish] will add the current section to the shared database.

Before you click [Finish] you need to decide what you want to do.

If you want to start the BridgeScorers then leave "Auto Start BridgeScorers for this session" ticked and click [Finish].

If you want to go to the advanced options screen then tick "Show advanced options screen" and click [Finish].

If you DO NOT want to start the BridgeScorers then untick  "Auto Start BridgeScorers for this session" and click [Finish].

Before clicking [Finish] there are other possibilities.
The [section] menu item has three options:

- [replace]
- [board numbers]
- [Properties]

[Replace] allows you to change the section you have just completed with another one. Maybe you realize you have made a mistake in the previous setup.
[Board numbers] allows you to <span style="color:green">change the board numbers</span> [51] in the section

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before proceeding.
[Properties] allows you to change the properties of the current section.

Before you click [Finish] make sure the BridgeScorer base station is connected to your USB port of the computer.
Click [Finish] and the BridgeScorer screen will appear and the event is under way.

# 7      Setting up a Session in Advance

With no server attached, start ASE Scorer 8 and define a new event in the normal way. The BridgeScorers will not be used until you [Auto start] the BSControl program and BridgeScorer server.

Where the session has two or more sections use the [Section][new] option to add more sections.

## 7.1      Setting up a BridgScorer database in advance.

Sometimes it is desirable to setup the BridgeScorer database in advance. After setting up the event as described above, the final screen "use remote scores" will appear. Tick "show advanced options screen ". (If not using the auto-start option, select [event][remote scores] and click on [advanced].)

On the manual startup options on the right of the screen click [Create]. A message is shown "Database file created", press [OK]. This step will create the database file but the file is empty and unusable at this point.

Click on [Load] and the session and all its section details will be loaded into the database. A message is shown "Session successfully loaded to remote database", Press [OK]. This database is now ready to be used by BridgeScorer and ASE Scorer 8 programs.

You can [close] this screen and close the ASE Scorer 8 if you require, saving the event on exit. The event and BridgeScorer database is setup and ready to use later.

## 7.2      Starting the Event

With the BridgeScorers all in position, and server attached, open ASE Scorer 8 (if not already open) and open the previously created event.

An alternate approach is to use the [Advanced] screen and click "Start server program" [Start] and you will be asked if you want to initialize and the answer is [Yes].

**Part VIII**

# 8     Two (or More) Sections

**If running two or more sections that are to be scored independently you must run a separate ASE Scorer 8 event file for each section.  If you try to run both sections using only one ASE Scorer 8 event, the program will automatically score these sections across the field.  Even where you select "score sections separately" the scorer still treats the event as though it is one field.**

*Note: To "score the sections separately" simply means the boards are different in each section and the results are NOT to be combined and compared for* <u>match point purposes</u>. *Even so the session total scores are comparable and the session is scored across the field.*

## 8.1     More than one section in one single event

Follow the procedures outlined above for one section. There are no special considerations except in the letter assigned to the sections. For ease of operation and organisation use "A" for section 1, "B" for section 2 and so forth.

**BridgeScorers must be set up as Section A: tables 1 to n  and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.**

The letter assigned in the ASE Scorer 8 section is the letter applying to the BridgeScorer sections. It is possible to have section 1 in the ASE Scorer using letter "B" and section 2 letter "C" and section 3 letter "A" or similar. The letter can be changed at any time within ASE Scorer 8 by using the Section properties option. It is also possible to use letters that do not start with "A". For example they could be "C", "D" and "E" or similar.

Generally it is not easy to have two sections of the same letter as ASE knows what the last section letter was and uses the next available.

*Note if you have accidentally named two sections "A", ASE Scorer 8 will warn you and you will need to go to [section][properties] for section 2* (**select the correct one on [9Details]**) *and change the letter to "B". Press [OK] and try the [advanced][load] again. [Start] BSControl with initialize set on.*

For example you have a 3 section event, sections 1 (A), 2 (B) and 3 (C).

Setup a new event and define the first section (A). Save the event and then the "Use remote scores" screen appears. Untick "Auto Start BridgeScorers for this session" and click [Finish].

Use [section][new] and define the second (B) section.
When "Use remote scores" screen appears untick "Auto Start BridgeScorers for this session" and click [Finish].

Use [section][new] and define the third (C) section.
When "Use remote scores" screen appears leave "Auto Start BridgeScorers for this session" ticked and click [Finish].
Note make sure the caption on the "Use remote scores" screen reads "new database". If not click [option][new database].

BSControl will commence and the session is underway.

Scoring, name entry and reporting are all the same as with a one section session in a single event.

## 8.2    Staggered start multi-section

Sometimes when you have more than one section in an event it is not possible to define each section before the session starts. The director sets up one section and start play. Then a second section is added and so forth.

For example you have a 3 section event, sections 1 (A), 2 (B) and 3 (C).

Setup a new event and define the first section (A). Save the event and then the "Use remote scores" screen appears. With the "Auto Start BridgeScorers for this session" ticked, click [Finish].
Note make sure the caption on the "Use remote scores" screen reads "new database". If not click [option][new database].

The database is created and BSControl will commence and the session is underway.

For the second section use [section][new] and define the second (B) section.
When "Use remote scores" screen appears leave "Auto Start BridgeScorers for this session" ticked and click [Finish].
Note the caption shows "Use remote scores - share database: ..." this indicates

that the remote scores database is being used for other section. This new section is added to the existing database and the message "section B added to the database" is issued.

In due course section "B" will appear in BSControl.

For section C and each subsequent section use the same procedure as that used for section B.

Scoring, name entry and reporting are all the same as with a one section session in a single event.

## 8.3     Each section is independent

Treat this as two (or more) separate events with separate results - not scored across the field.  This method assumes that the two sections are in one room using one server (or in two separate rooms but still using only one server). **BridgeScorers must be set up as Section A: tables 1 to n  and Section B: tables 1- m etc. to match the choices made in ASE Scorer 8.**

To setup these types of events the procedures outlined in Staggered start multi-section 26 apply.

### 8.3.1     Setup an event for the first section

Setup a new event and define the first section (A). Save the event and then the "Use remote scores" screen appears. With the "Auto Start BridgeScorers for this session" ticked, click [Finish].
Note make sure the caption on the "Use remote scores" screen reads "new database". If not click [option][new database].

The database is created and BSControl will commence and the session is underway.

Note if there are more than one section in this event use the procedures in **More than one section in one single event** 25 or if the sections start at different times use Staggered start multi-section 26 .

### 8.3.2 Create the event for section two

Select [File][New] (save the current event if asked) and setup a new event with a section that matches the requirements of your second ("B") section. Make sure the letter for this section is correct ("B" in this case). Save this event with a name that suits the second section.

When "Use remote scores" screen appears leave "Auto Start BridgeScorers for this session" ticked and click [Finish].

*Note* the caption should show "Use remote scores - share database: ..." this indicates that the remote scores database is being used for other section. If not untick the [option][Use new database].

This new section is added to the existing database and the message "section B added to the database" is issued.

In due course section "B" will appear in the list of sections in BSControl.

### 8.3.3 Create the events for third and subsequent sections

Follow the same procedures that are used in **Create the event for section two** for each subsequent event.

Note if there are more than one section in any event use the procedures in **More than one section in one single event** or if the sections start at different times use Staggered start multi-section .

### 8.3.4 Re-Starting the  BSControl program with multi-events

If you close ASE Scorer 8 for some reason the procedure for starting up again is simple.

If the BSControl program is still running when you restart ASE Scorer 8 then you need to re-establish contact with the remote database.

Where you are using continuous read it should start automatically. Where the event(s) have not been saved before ASE Scorer 8 was closed it is important to go to [remote scores][advanced] and tick "Re-read all scores", and then click [Start read].

Where you are not using continuous reading use the [F8] to retrieve scores as

usual. Where the event(s) have not been saved before ASE Scorer 8 was closed it is important to use [ctrl-F8] to re-read all scores.

Where this has happened for more than one of the events this procedure must be followed for each event. Close/save the event, open the next, retrieve scores etc.

Where the BSControl program is not running you will be asked if you want to start the remote server? Click [yes].

## 8.4 Alternate approach

This method is an alternate approach to adding sections from many events to the one BSControl database.

Create the first event and section (A) and when the "Use remote scores" screen appears select "show advanced options screen" and click [finish]. In the auto-start options untick "start server" and click [close].

Then click [remote scores] and with the "auto-start BridgeScorers for this session" ticked click [finish].
This will define and save the database but not launch BSControl.

Create the second event and section (B) and when the "Use remote scores" screen appears it will show "new database" on the caption. Click [option][use new database] to untick this option and it will use the previous database with "share database..." showing on the caption. With "auto-start BridgeScorers for this session" ticked click [finish].

Continue this with additional sections in this event or additional events.

Once all sections have been added to the database click [event][remote scores][advanced] and In the auto-start options tick "start server" for future use. Then click [start] to start the server program BSControl. The initialize option is set so you will be asked if you want to continue. Click [Yes]. BSControl will start and all sections will be under way.

# Part IX

# 9 Multi-Section Situations

When using BridgeScorers with ASE Scorer 8 an event is regarded either as: -
1. A single section
2. Two or more sections (whether pairs, individuals or teams) where the results are scored across the field to create a single set of results.

More than one event can be scored at the same time using one server by opening a ASE Scorer 8 file for each event.  See  above.

It is extremely unlikely that you would wish to have a set-up like the one described below.  It is simply an illustrative example: -

For example, if you wished to run the following using one server: -
Pairs Qualifying     3 sections to be scored across the field
Open Pairs             2 sections to be scored independently
Swiss teams           1 section

You would need to set up 4 events: -

| Event | Description BridgeScorer | Section |
|---|---|---|
| 1 | Pairs Qualifying Section 1 | Section A |
| 1 | Pairs Qualifying Section 1 | Section B |
| 1 | Pairs Qualifying Section 1 | Section C |
| 2 | Open Pairs Section 1 | Section D |
| 3 | Open Pairs Section 2 | Section E |
| 4 | Swiss teams | Section F |

Each section within an event must have letter designations that are consecutive

The letter designation in Event 2 must follow on from the last letter used in Event 1, etc.

X
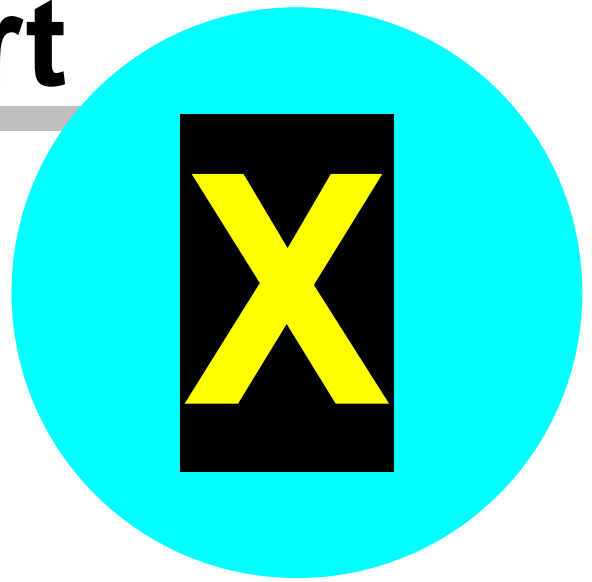
# 10    Swiss pairs

Swiss pairs events are handled routinely by ASE Scorer 8 and are no different when using the BridgeScorer devices. Create the event in the normal way for a pairs event as described above. The main difference is the choice of and event type "Swiss pairs".

The only complication occurs when the number of tables exceeds 45. The ASE Scorer 8 has a section limit of 45 tables. Therefore when setting up an event with more than 45 tables you will need to setup two or more sections. The pair numbers must be unique across the field. By default section 1 has a letter "A", section 2 "B" and so forth and will be used by the BridgeScorer devices as the section identifier.

When ASE Scorer 8 generates the draw for round 2 and higher it automatically generates the first section with (up to) 43 tables and any tables higher than that are placed in section 2 etc. (*Note it is 43 because the minimum size section is 3 tables, so if you have exactly 45 tables there will be only one section of 45 tables but if more than 45 it will be 43 + 3 or more*). Again section 1 is "A", 2 "B" etc. Therefore for convenience to the organisers you should setup the first section with 43 tables too. That means the table-top devices will be initially set to A 1 through 43 and B 1 through n etc. The BridgeScorers will not change for the whole event.

After setting up the first round (***note "round" is the same as "session" in ASE Scorer 8 terminology***) start the BridgeScorer session in the usual way.

Where you wish to setup the next round while a round is in play or use round-robin draws see Swiss teams <span style="color:green">Set-up in advance</span> 41 and <span style="color:green">round robin draw</span> 41.

## 10.1    Round 1

Instruct players to press [OK] on their BridgeScorers until the table number and pair numbers at that table are displayed so they can check they are all seated correctly; if data on the screen is correct, then press [OK] again.

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the start of new event appears. When all scores for round 1 are in, score-up in the usual way.

*Close the BSControl program.*
*Produce your session results using the [report][session] option (F7).*

## 10.2 Draw For Round 2

Produce the 2<sup>nd</sup> round draw using the [session][new] option and select [Yes] when asked "Do you wish to produce and automatic Swiss draw?".  This will produce the second session section. *Where there are more than 43 tables*, the first section has 43 tables, the second with next set of tables etc. Section 1 will be "A", 2 "B" etc.

Produce the draw report for the players. ***Where there are more than 43 tables***, showing the first section's 43 tables as 1-43, then the second section as 1-n etc.

Hint: it is possible to use letters other than "A" and "B" etc for the sections. Select the [section][properties] for the respective sections and change the letter before the event is "loaded" to the BridgeScorer database for each of the sessions.

## 10.3 Round 2 and other Subsequent Rounds

Proceed in the same way as round 1. The report at the end of each subsequent round is the [Report][Outright] report. The draw for each subsequent round is the same at the end of round 1.

## 10.4 End of Event

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the new event screen appears. When all scores for the last round are in score-up in the usual way.
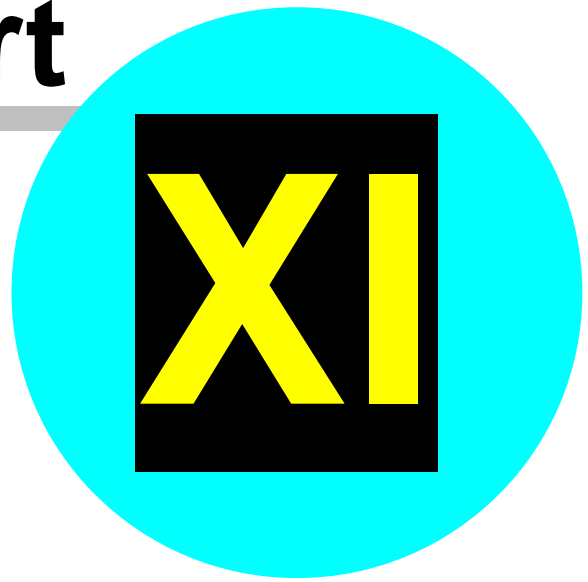
Produce the Outright report to post the results. Close BSControl controller as usual.

## 10.5 Advance Set-up

ASE Scorer 8 could be set up in advance of the tournament, but only if you are certain that the number of tables is correct. Without a server attached, set-up the event in ASE Scorer 8 as described above in <u>setting up a session in advance</u>[23].

Part **XI**

# 11 Swiss teams

Swiss teams events are handled routinely by ASE Scorer 8 and are no different when using the BridgeScorer devices. Create the event in the normal way as described above. The main difference is the choice of an event type "Swiss teams".

The only complication occurs in the organisation of the BridgeScorer devices and the letter or sections used. In the last screen of the session create use the [Teams draw] button to view the draw and the table numbers assigned. On this list of options the last two are "Tables = teams" and "tables = matches". The default is Tables = teams.

If you click "tables = matches" and then [apply re-number] you will have two table 1 for the first match, two table 2 for the second etc. When the draw is published it shows both teams at table 1. When assigning the BridgeScorer devices to the tables of play you would choose to use "A" 1 playing "B" 1 etc.

With the default tables=teams the tables are numbered A1, A2,...

*Note: when the number of teams is <u>odd</u> ⬛36 the last three teams can be involved in a three way match.*

After setting up the first round (*note "round" is the same as "session" in ASE Scorer 8 terminology*) start the BridgeScorer session in the usual way. Note this will use the default table number and section letter assignments mentioned above.

*Note to change the default letter and table numbers select [Advanced].* This option is found in the bottom right hand corner titled [Table tops]. Change the section and table numbers to reflect the layout you are using in your BridgeScorers. This list can be quite arbitrary but some logical order would assist in the organisation. Press [OK]. Then click [Auto start] and BSControl will startup in the normal way.

## 11.1 Handling odd numbers of teams

Handling odd numbers of teams in Swiss teams is a real nuisance for organisers even using three-way matches.

3-way means you take three teams out of the draw for two rounds, and they play a "Mitchell" for those two rounds and so completing two matches in two rounds.

e.g. round 1: 11v12 (1), 12v13 (2), 13v11(3) with the board set in brackets.
round 2: 11v13(3), 12v11(1), 13v12(2).

This called "playing a 3-way over two rounds".
NOTES:
1.  The scoring can only take place after playing two rounds.
2.   There are three board sets used whereas other teams in the event play only two sets in the same time. A board duplication issue.
3.   Usually the teams in the 3-way are at the bottom of the draw and are seen as disadvantaged or even punished.
4.   If the first round of the 2 is before "lunch" no discussion can take place.
5.  Where the total number of rounds is odd the last round match cannot be completed except by halving the boards in each match.

A 3-way can be played over one round by halving the number of boards in each match. This is inherently a disadvantage to the players and also with a low number of teams these three teams have played each other for the purpose of future draws and so may run out of new opponents.

Both these situations are handled by ASE Scorer, entering the results of each match (and possibly half match) where the results are calculated by the players.

There are two scoring methods available in Swiss teams in the ASE Scorer.
(1) Teams
(2) IMPs from boards.

"Teams" means the players calculate the scores and the results entered by the director as mentioned above.
"IMPs from boards" the board scores at all tables are entered by the director (as in pairs events) or captured using table top devices. Scoring compares the results at the two tables and converts this to IMPS and ultimately VPs.

Where the number of teams are even this method is routine. An odd number of tables changes this situation.

When setting up the event you will be asked if you want to "use board scores to

calculate IMPs" in 3-way matches.

If you tick this option then all 3-way matches will share the boards on each round. The 3-way matches will play the same board set as all other teams in the event. The teams in the 3-way will complete the match in one round even though they are playing different teams at each table.

If you do not tick "use board scores to calculate IMPs" in 3-way matches then it is assumed you are entering the scores manually FOR 3-WAY MATCHES and session one scores are added to session two and so catering for your playing two half matches in each session. You still have the option of entering board scores for all the other head-to-head matches and score using "IMPs from boards".

NOTE: If you tick this option then all 3 way matches will share the boards on each round.
Also you will notice the draw shows, for example, in the first round of the two:

Table
11   - 11 v 12
12   - 12 v 13
13   - 13 v 11


and it will appear the same for the second round.

The "home" team is the result for that team and 11 is playing both 12 and 13 etc. in each round, once as NS and once as EW.

Organise the pairs to play different people in the second round, just have the two pairs in each team swap places.

You tell all three teams to swap the NS and EW pairs (not the normal move) Then the numbers are correct and both the pairs in each team meet the other pair.

11(1) v 12(2)
12(1) v 13(2)
13(1) v 11(2)

Then next round
11(2) v 12(1)

12(2) v 13(1)
13(2) v 11(1)

This procedure was put forward to the administrators by Matthew McManus and was accepted; and for very good reasons:

(1) It means there are no "extra" boards in play.
(2) All teams play the same boards in a session.
(3) There can be an odd number of rounds.
(4) You can break at lunch with no boards "hanging", so discussion is possible over lunch.
(5) Teams can score up after each round.

The only disadvantage is the teams involved do not play the same team at the other table but as the three teams involved are typically at the bottom of a long list (it is a Swiss event after all) their result is less likely to effect the outright result. The scores are still valid and meaningful even if this is not the case.

This innovation also makes the collection of board scores in ASE when using table top devices very simple.

Therefore: when there is a 3-way match in the event you can only score "IMPs from boards" in the 3-way matches where the boards are shared. Otherwise the scores will need to calculated manually (for the 3-way only) and entered as an IMPs result for the session.

Where the number of teams is not originally an odd number and you add teams to the draw so there becomes an odd number, then you have the option of choosing to "use board scores to calculate IMPs" in 3-way matches when doing the draw.

Care is needed where the numbers of teams is originally odd and becomes even in the next round when a team is added or removed. Where you have specified the 3-way is over two rounds those teams are already committed to a second session as opponents, therefore there will be one team left out of the draw as they have no opponents. If you are aware of this then conduct the 3-way over one round, not two. To avoid a bye when you were not aware of this situation (a team drops out) then you will need to delete the session and redo the draw using one round for the 3-way and re-load the scores from the BridgeScorers. A bye for one round is handled correctly and is an acceptable solution.

## 11.2   Round 1

Instruct players to press [OK] on their BridgeScorers until the table number and pair numbers at that table are displayed so they can check they are all seated correctly; if data on the screen is correct, then press [OK] again.

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the start of new event appears. When all scores for round 1 are in, score-up in the usual way.

*Close the BSControl program.*
*Produce your session results using the [report][session] option (F7).*

## 11.3   Draw For Round 2

Produce the 2$^{nd}$ round draw using the [session][new] option and select [Yes] when asked "Do you wish to produce and automatic Swiss draw?".  This will produce the second session (round).

Produce the draw report for the teams with the [reports][seating/draw].

## 11.4   Round 2 and other Subsequent Rounds

Proceed in the same way as round 1. The report at the end of each subsequent round is the [Report][Outright] report. The draw for each subsequent round is the same at the end of round 1.

*Close the BSControl program, produce your session results and next round draw.*

## 11.5   End of Event

Towards the end of the round, instruct players to keep pressing [OK] after the last board has been entered until the new event screen appears. When all scores for the last round are in score-up in the usual way.

Produce the Outright report to post the results. Close BSControl controller as usual.

## 11.6     Set-up in advance

ASE Scorer 8 could be set up in advance of the tournament, but only if you are certain that the number of tables is correct. Without a server attached, set-up the event in ASE Scorer 8 as described above in <u>setting up a session in advance</u> [23].

## 11.7     Draw in advance

Sometimes the organisers may wish to compute the draw for the next round before play has completed in the current round.  Produce the next round draw using the [session][new] option and select [Yes] when asked "Do you wish to produce and automatic Swiss draw?".  This will produce the next session (round) in ASE8. The draw can be published.

For sessions prior to the last make sure you score the event up to and including the round the draw is to based upon.

You DO NOT want to start the BridgeScorers so untick  "Auto Start BridgeScorers for this session" and click [Finish] on the "use auto-start" screen. Then go back to the previous session in ASE (which is still running in BSControl) and finish scoring. Once the scoring is complete and reports produced, select the next (new) session in [9details] and use [event][remote scores] to start the next session using a "new database".

## 11.8     Round robin draws

Using a Swiss teams type of event in ASE Scorer you can conduct a round robin event. In the session definition click the [Teams draw] button (alt-T) and define your own draw. On subsequent rounds using [session][new], choose [no] to "automatic draw" and the same draw option is available on each round.

Care is needed with an odd number of teams where you want to play a 3-way match. The 3-way is over two rounds/sessions and so in the second round of the two, the teams in the 3-way should not be included in the number of teams and the draw for that round. If you have an odd number of teams (after eliminating those in the 3-way,e.g. a team drops out) then a bye must be played for that round only.

When doing a manual draw for 3-way matches over two rounds you must

specify a different number of teams in the draw on each round.

For example with 7 teams to start, the draw is:
7 - 4
6 - 5
1-2-3 (over two rounds)

Because it is over two rounds the next round for 1,2,3 is already defined. Then for the next round add a session but with 4 teams not 7 and use draw
4 - 6
5 - 7

and next (7 teams)
2 - 6
3 - 7
1-4-5 (over two rounds)

and next (4 teams)
7 - 2
6 - 3

and next (7 teams)
2 - 4
3 - 5
1-6-7 (over two rounds)

and last (4 teams)
5 - 2
4 - 3

# Part XII

# 12 Dealing with problems

## 12.1 Changing the Movement

Whenever you change the movement in any section the first step is to change the section details in the ASE Scorer.

Select [9Details] and click on the section 1, then click on the section you want to change. Check the details of that section are correct. Then use the option [Section][replace] to re-enter the section details as required.

Alternatively use the [7Advanced] tab and select [section] on the left side. Change the section number showing in the center to that required. The click [Replace]

You are asked if you want to replace the current section, say [Yes]. Make sure you enter the correct letter for the section. [Finish]. Then the details of the current section should show the number of tables just entered.

### 12.1.1 BSControl started but BridgScorers not logged on.

Close BSControl.

<u>Change the section</u> [44] movement in ASE.

Select [Event][remote scores] and select the [Advanced] option.
The update from round should be showing 1.
Click [Update].
A message is displayed:
"Do you wish to proceed"
click [Yes]

Select [Event][remote scores] and click [Auto start].
You will be asked "Do you wish to ONLY start remote server?"
Answer [Yes] and BSControl will start as usual.

### 12.1.2 BSControl started and BridgeScorers logged on, no results in.

In this case one or more tables will be showing in BSControl with green background and no boards have been played.

It is possible to handle this the same way as in the revious paragraph:

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'**BSControl started but BridgeScorers not logged on**⁴⁴'.

Alternatively you may <u>Change the section</u>⁴⁴ movement in ASE.

Select [Event][remote scores] and select the [Advanced] option.
Change the update from round to 1.
Click [Update].
A message is displayed:
"Do you wish to proceed" click [Yes]

In due course BSControl will notice the change and the new movement will
appear.
If you wish to hurry the recognition in BSContol click [stop] (F4).
Click [Start] (F2).

If you see [Start with updated movement]. Click this button.

### 12.1.3  BSControl started, BridgeScorers logged on, some results in.

There are basically two situations that you can encounter. The first is where the
movement has changed *including round 1* (or the current round in play). The
second is where the change occurs in a round later than the current round.

Normally the need for changes will occur in round 1 or 2.

#### 12.1.3.1  The movement change includes the current round

This case can include simple or complex situations. An example of  a simple
situation is where a movement has started with a half-table and new arrivals
take the place of the phantom pair and start play immediately. A more complex
situation might be where the director sets up the movement in ASE Scorer 8
with 3 board rounds but physically distributes 4 boards per table. Both of these
need to be corrected in round 1.

12.1.3.1.1 Filling a half table

Here a half table has been set up and play started. A pair walks in and is placed
at the vacant spot and start play.

<u>Change the section</u>⁴⁴ movement in ASE.

Once the movement is correct, select [Event][Remote scores] and click
[Advanced]. Note the panel in the middle headed "Change current session

details".  The field "Update from round" will show 2 if scores have been read in ASE, otherwise it shows round 1. Change this to 1 if necessary. Click [Update] and a screen message then shows "This will update from round 1. Do you wish to proceed?". Click [Yes]. Where you have a session where there are more than one section you will asked, for each section, "Do you want to update from round 1 in section 1" etc. Click [Yes] for the section(s) effected, [No] for the others.

The table where there is a half table should click [OK] until the start screen appears. On the start screen they press [start] and proceed normally as if session was starting a fresh. All other tables proceed without interruption.

If the screen showing the question 'Are you sure you want to bypass the start with new movement procedure?' appears in BSControl, choose [Yes].

12.1.3.1.2  Change the direction of sit-out pair

A table with a corrected sit out needs special mention.
For example you set up a section with NS missing and the correct movement is EW missing.
You update from round 1 with the corrected movement, as above.
The table where the NS sit out is showing will notice the problem but it will be unable to correct it. Use the director's menu "replace unit" for that table. The pair will then be able to enter their player numbers if required. After this the correct missing pair will be shown for round 2 onwards.

12.1.3.1.3  Adding a table

Two pairs walks in and are placed at the next vacant spot and start play.

Change the section [44] movement in ASE.

> **NOTE:** *Care is needed with board numbers.* For example a 6 table share and relay Mitchell that is modified to a 6 ½ Table standard Mitchell. Table 7 is placed in the movement with a sit out. The boards on the relay are placed on table 7. Use [Section][board numbers] to change the sequence [51] of board numbers before updating the movement in BridgeScorer.

Once the movement is correct, select [Event][Remote scores] and click [Advanced]. Note the panel in the middle headed "Change current session details". The field "Update from round" will show 2 if scores have been read in ASE, otherwise it shows round 1. Change this to 1 if necessary. Click [Update] and a screen message then shows "This will update from round 1. Do you wish to proceed?". Click [Yes]. Where you have a session where there are more than one section you will asked, for each section, "Do you want to update from round 1 in section 1" etc. Click [Yes] for the section(s) effected, [No] for the others.

In due course the changed section will appear in BSControl.
Also if a table enters a score the change is noticed.

Where the number of boards per round changes see
"**Changing the number of boards per round** ⌐48⌐ "

### 12.1.3.2 The movement change commences with the next round

This procedure assumes that play is under way in round 1 and some scores have been entered. It is important to complete round one (or the current round) and collect all the scores.

*Make sure you make the changes to the section before the current round has finished.*

Examples of where this might occur include movements that have started with all tables full and a pair is added that will not be playing in round 1:
- With an even number of tables playing a skip Mitchell, the new arrivals are installed EW at a new highest-numbered table and an extra set of boards placed on that table. Movement is turned into an odd-table Mitchell with no skip.
- In other Mitchells the new pair become a "rover" sitting out the 1st round
- In Howell type movement, the new pair sits out the 1st round and are then installed as a stationary NS pair at a table that had 2 moving pairs.

Change the section ⌐44⌐ movement in ASE.

> **NOTE:** *Care is needed with board numbers.* For example a 6 table share and relay Mitchell that is modified to a 6 ½ Table standard Mitchell. Table 7 is placed in the movement with a sit out. The boards

on the relay are placed on table 7. Use [Section][board numbers] to
change the sequence ⌐51⌐of board numbers before updating the
movement in BridgeScorer.

Once the movement is correct, select [Event][Remote scores] and click
[Advanced]. Note the panel in the middle headed "Change current session
details".  The field "Update from round" will show 2 if scores have been read in
ASE, otherwise it shows round 1. Change this to 2 if necessary but it is
important to have read all scores from round 1. Click [Update] and a screen
message then shows "This will update from round 2. Do you wish to proceed?".
Click [Yes]. Where you have a session where there are more than one section
you will asked, for each section, "Do you want to update from round 2 in
section 1" etc. Click [Yes] for the section(s) effected, [No] for the others.

In due course this will appear in BSControl or press [F4] then [F2] to speed up
the process:
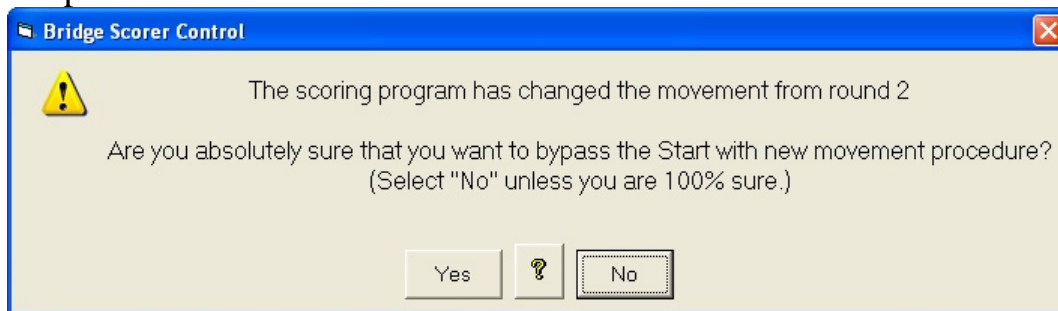


Click [No].

The players are then playing round 2. Any tables that are showing boards not
played they should enter NP until the start screen appears. Players then can
[start] afresh with the new movement. Alternatively use the "replace unit"
option in the director's menu on the unit.

### 12.1.4  Changing the number of boards per round

Where you have changed the number of boards being played at each table care
is needed. See "changing board numbers⌐51⌐" for one restriction.

Where the section has not commenced play changing the number of boards per
round will not be any different from other changes to the movement. Close
BSControl and start it again with the correct movement.

If some boards have been played BSControl handles the change if the same boards and pairs are in play on the round. The scores are retained and no special action is required.

Where some players have played some boards and entered their results and after the change they are no longer playing that board(s) the movement has essentially changed completely.

## 12.2    A BridgeScorer needs to be replaced during an Event

A table unit may be replaced at any time. Use the director's admin functions in the new terminal unit.

"Replace unit" and enter the section and table identifier.

Note it is possible to let a table unit replace itself automatically if it is not in phase with the movement in the BSControl program.

## 12.3    Computer closes down during an Event

Restart the computer then restart ASE Scorer 8.  If message appears about ASE Scorer 8 failing to close properly last time, ignore that with [No]. The event you had open before the problem should be automatically open. If not, open the event in the normal way.

If you are using the continuous reading option that should start as usual and you will be asked "do you wish to restart server?" click [Yes]. If continuous reading does not start use [Event][Remote scores][advanced] and Click [start read].

If you are using the manual read option click [F8].
You will be asked "do you wish to restart server?" click [Yes].

Alternatively use the [remote][scores]. Select [Event][remote scores] and click [Auto start].
You will be asked "Do you wish to ONLY start remote server?"
Answer [Yes] and BSControl will start as usual.

When the BSControl program starts click [start] (F2).

The system is back and operating as before. During the failure the players may have seen "comparisons not available" or similar no-communication type

messages. The players should disregard such messages and continue to use their terminals in the usual way. The next time they send in results BSControl will retrieve all unsent results and operate normally from that point.

## 12.4 ASE Scorer 8 is closed inadvertently

The ASE Scorer 8 has been closed in the middle of a session and the BSControl program is still running and the base station is still operating normally.

Start ASE Scorer 8 in the normal way. The last event you had open should still be open, but if not open the event in the normal way. Use ASE8 as though no problems had occurred.

## 12.5 BridgeScorer controller program is closed inadvertently

The BSControl program has been closed in the middle of a session. ASE Scorer 8 is still running and operating in the normal way.

If you are using the continuous reading option you will be asked "do you wish to restart server?" click [Yes].

If use the manual read option click [F8].
You will be asked "do you wish to restart server?" click [Yes].

Alternatively select [Event][remote scores] and click [Auto start].
You will be asked "Do you wish to ONLY start remote server?"
Answer [Yes] and BSControl will start as usual.

When the BSControl program has started click [start] (F2).

The system is back and operating as before. During the failure the players may have seen "comparisons not available" or similar no communication type messages. The players should disregard such messages and continue to use their terminals in the usual way. The next time they send in results BSControl will retrieve all unsent results and operate normally from that point.

## 12.6 Attaching a database to an event

Sometimes things go wrong after the event has finished. For example you lose the event file, say it is deleted. You have the database of scores (the bws file) and you have created a new event or the two are simply not connected.

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Another case may be you have the BSControl program open capturing the scores but when you go to [remote scores] you notice the file being read by ASE8 is not the same (see the caption).

To attach the database use [event] [remote scores] and choose [advanced]. Click [Open existing database] and select the bws file you wish to use with the event. If using automatic score reading click "re-read all scores" and click [start read]. If not click [close] and the [Ctrl-F8] to re-read all the scores.

When asked if you want to start the server program it is your choice [yes] or [no] depending on whether the session is in process. If asked this question and the server is already running click [ignore].

Save the event.

## 12.7  Changing board numbers

Changing board numbers from the default values is a standard option in ASE Scorer. See [section][board numbers] on the main menu for the applicable option.

Also sometimes you need to change the board numbers before clicking the final [finish] on the "use remote scores[20]" screen. The option [section][board numbers] on that screen also supplies the same option.

Care must be used when you change board numbers while using the BidgeScorers. Do not change the board numbers so they are out of sequence.

For example the board numbers in a section are numbered by default in sequence. Say you are playing three board rounds then the following changes to the sequence is valid:

Internal board numbers   External board numbers

| Internal board numbers | External board numbers |
|:---:|:---:|
| 1 | 4 |
| 2 | 5 |
| 3 | 6 |
| 4 | 1 |
| 5 | 2 |
| 6 | 3 |
| 7 | 10 |
| 8 | 11 |
| 9 | 12 |
| 10 | 7 |
| ... | ... |

The following changes to the sequence is  NOT valid because the new external boards are not in sequence within the sets of three boards played each round:

Internal board numbers   External board numbers

| Internal board numbers | External board numbers |
|:---:|:---:|
| 1 | 4 |
| 2 | 5 |
| 3 | 7 |
| 4 | 1 |
| 5 | 2 |
| 6 | 6 |
| 7 | 10 |
| 8 | 11 |
| 9 | 15 |
| 10 | 3 |
| ... | ... |

## 12.8 Changing scores

Sometimes players inadvertently enter an incorrect score. Maybe the EW pair accept the score as correct when it is not. Changing these scores after they have been entered by the players can be done in BSControl or in the ASE Scorer.

It is recommended you change the scores in BSControl. Once the score is changed there you are able to read scores in ASE8 using F8 as usual and the changes are received into the ASE Scorer even if they have been read previously. The corrected score is also used in ASE8.

Changing the score in ASE8 should be done only if the session is complete and BSControl has been closed. Any changes made in ASE8 will be overwritten if you re-read all scores from the database at any time after the change.

# Part XIII

# 13    Using BOS with ASE8

## 13.1    Starting a new event with BOS

First close ASE8 if it happens to be running.

Using Bridge Organizing Software (BOS) define a new event and setup the deals etc.

Select [Scoring] [run] and click the ASE Scorer bullet and click [OK]

ASE8 is started and you are asked for details of the first session's movement in the normal way.
The only difference is the placement and saving of the event file and the BridgeScorer database. These are  placed in the BOS\events directory where the BridgeScorer control program can find all the deal information and the various other files.

The procedures for additional sections etc are the same as that described above in **More than one section in one single event** 25

## 13.2    Starting an existing event with BOS

First close ASE8 if it happens to be running.
Also it is assumed the BSControl program is not running.

Using Bridge Organizing Software (BOS) select the required event.

Select [Scoring] [run] and click the ASE Scorer bullet and click [OK]

ASE8 is started and the main menu of ASE8 shows with the selected event's name showing on the caption.

What happens next depends on whether you have previously created the BSControl database. Click on  [Event][Remote scores].

Where "show auto start option" is ticked in the advanced settings 9 and the database does **not** exist the "use remote scores" screen will appear and you click [finish] - noting that "new database" is on the caption.

Where the database exists **or** the "show auto start option" is **not** ticked in the

advanced settings [9] the "remote DB" screen appears like:
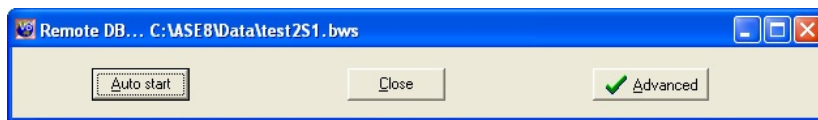


Click [Auto start].
Where the database does ***not*** exist you will proceed to create it and start BSControl.
Where the database does exist you will be asked "Do you wish to ONLY start remote server?"
Answer [Yes] and BSControl will start as usual.

Alternatively if you know the database exists and you wish to restart the BSControl program you may use one of the following procedures.

If you are using the continuous reading option that should start as usual, but if not use the [Event][Remote scores][advanced][start read] option. You will be asked "do you wish to restart server?" click [Yes].

If you are using the manual read option click [F8].

Either way you will be asked "do you wish to restart server?" click [Yes].

When the BSControl program starts, click [start] (F2).

## 13.3   Adding a new session to an existing event with BOS

Where you are to define an additional session for the same event close ASE8. Using Bridge Organizing Software (BOS) select the required event.

Select [Scoring] [run] and click the ASE Scorer bullet and click [OK]

ASE8 is started and the main menu of ASE8 shows with the selected event's name showing on the caption.

> ***NOTE***: If ASE is running when started from BOS you will simply get focus on the current ASE session and nothing else changes.

Define a new session with [Session][New]. At the end of that dialogue the "Use remote scores [20]" screen appears. The caption on this screen should show

"New database", if not click [option][new database].

> *NOTE*: if the first session of the event is still running (BSControl is still collecting scores) then you cannot start the next session until BSControl is closed. In this case when the "Use remote scores" screen appears, untick "auto-start BridgeScorers for this session" and click [finish]. Once the first session is completed and scored, select session 2 in [9Details] and click [session] [remote scores] and when "Use remote scores" screen appears, tick "auto-start BridgeScorers for this session" and click [finish]. Make sure the caption reads "new database".

If you run two different events from BOS and use one BridgeScorer database (see each section is independent 27 above) in the one session of play then the deal information for the second and subsequent events will not be available to BSControl.

Even so it is possible to have two events in the one session.
Start the first event from BOS as described above. Section letter will be A.
Close ASE8 and save the first event.
Start the second event from BOS and start ASE8 from BOS.
Setup the new event making sure the section letter is B.
When "Use remote scores" screen appears select "show advanced options screen" and click [finish]
Click [Open existing database] and locate the BWS file for the first event and click [open]
Click [Load] and you will be asked if you want to add this event? Click [yes] and then [Close].

Close down BSControl and start again as described in
Create the event for section two 28 above.

# Index