

# BridgePad™ Terminal User's Guide

## BridgePad™ Wireless Bridge Scoring System

### Introduction

The BridgePad™ terminal is a small, tabletop device, which is part of the BridgePad™ Wireless Bridge Scoring System, designed to simplify scoring of bridge tournaments. The BridgePad™ system comprises a computer server, a set of BridgePad™ terminals located at each playing table, a wireless network, and BridgePad™™ operating software that integrates with standard Bridge scoring software, ACBLscore, from the American Contract Bridge League (ACBL). The BridgePad™ system allows scores to be entered into ACBLscore faster than before, and, since results are entered directly by the players at the tables and scores are automatically calculated, errors are minimized.

The BridgePad™ system also provides difficult to obtain information to players on the BridgePad™ terminals, such as intermediate results during the game being played, movement data, and automatic point scoring. The BridgePad™ terminal may also be used to record a hand layout for printing and analysis after the game.

### Preparing the BridgePad™ for Use

Each BridgePad™ terminal is supplied with 2 AA batteries which must be inserted into the battery compartment at the bottom of the unit. To open the cover of the battery compartment, press on the ridged area on the compartment cover and slide the cover 1/4 " down; then lift the lower edge of the cover. The pictures inside the compartment show how the batteries should be inserted. Insert the two batteries, close the lid, and the BridgePad™ is ready for use.

Press the **PWR** key to turn the unit on.

### The Keyboard

The BridgePad™ keyboard has 25 clearly marked keys. Some keys have a dual function.

#### **1 to 9, 0**

These keys are used to enter numbers into the BridgePad™ terminal such as board numbers, pair numbers, contract, and result. The 0 buttons is used to enter 0 (when entering member numbers, board numbers etc) and to indicate 10 as the lead card in a dealt hand .

**♠A, ♥K, ♦Q, ♣J, NT.**

These keys have dual function depending upon the function of the BridgePad™ that is being used. When a contract is being entered, the suit symbol keys ♠, ♣, ♥, ♦, and the NT key indicate the suit of the contract and NO TRUMP. When a hand layout is being entered, the A, K, Q, and J keys indicate the ACE, KING, QUEEN, and JACK cards.

**XX** Double or redouble key

When entering a contract, press the XX key once to indicate a - DOUBLE contract; press the XX twice to indicate REDOUBLE.

**N/S, E/W**

When entering a contract use one of these keys to specify the declarer's direction of play. Pressed once, the N/S key selects **NORTH**; pressed twice the N/S key selects SOUTH. Pressed once, the E/W key selects **EAST**; pressed twice the E/W key selects **WEST**

**PASS**

The PASS key is used to indicate a pass-out hand when entering a contract.

- (Minus sign key)

The MINUS key is used to enter negative results.

**ENTER**

The ENTER key is used to enter data into terminal and move it to the next field.

**BACK**

The BACK key is used to correct an entry by moving the cursor to the previous field.

**NP/LP**

This key is used for NO PLAY and LATE PLAY situations. If this key is pressed once, it indicates that the board has not been played (NO PLAY) or that the Director will have to make an adjustment to the score manually. When the player entering the contract presses this key twice after the bid, it indicates LATE PLAY. This board can be played at the end of the game you will be able to play this board and enter the scores at that time.

## **ERROR**

The ERROR key should be used if you notice an error in one of the boards. You will be asked to correct the contract and the score.

## **PWR**

The PWR key has two functions. It is used to turn the BridgePad™ terminal on. The screen is automatically turned off after 30 seconds of inactivity to conserve power. (This timeout value can be adjusted to a longer period.) To turn the screen back on, press the PWR key again. No data is lost when the BridgePad™ switches itself off. Simply pressing the PWR key allows you to continue from where you were.

## **BridgePad™ Terminal Initialization**

It is necessary to provide some information through the BridgePad™ terminal at the start of the game. This allows the BridgePad™ system to know at which table the BridgePad™ is located and which NORTH-SOUTH pair is seated at that table. This information is entered only once, at the start of the game. The terminal will remain at the table as the pairs and boards move from table to table. Throughout the game, the BridgePad™ system uses the initial information it received from the BridgePad™ terminals at each table and the movement information it receives from ACBLscore to keep track of which tables have which boards and player pairs, ensuring that results are always credited to the proper pair.

Once the BridgePad™ terminal has been powered on, it will display a message indicating that it is ready for operation and instructing a player to press the NEXT key when they are ready to begin. The BridgePad™ terminal then attempts to communicate through the wireless network with the BridgePad™ base unit connected to the scoring computer. If the base unit is not connected to the computer or the server software is not running, the BridgePad™ terminal will display the message "Could not communicate with the server". After the problem has been investigated and corrected (probably with the Director's help), the NEXT key should be pressed again to tell the BridgePad™ terminal to try again to connect to the wireless network.

Once the BridgePad™ terminal verifies that it is on the network, it will display a request for the section number and table number to be entered. The section number may be any combination of letters from A to ZZ. The section assigned by the Director should be entered. If an unassigned section number is entered then the BridgePad™ terminal will display an error message and re-request the section number.

At this point the BridgePad™ terminal will request the table number. If an erroneous table number (or one already entered at another BridgePad™

terminal) or if the number is not specified in the movement information, the BridgePad™ terminal will display an error message. If necessary, simply press the BACK key and reenter the table number.

If the Director has enabled the “score verification” option, the EAST-WEST pair will be asked to enter a 2-digit verification approval code of their choice. EAST-WEST can choose any two digits as their code. After entering the code, the NEXT key should be pressed to continue the initializing process.

The score verification approval code is stored on the scoring computer in association with this EAST-WEST pair number for use during the game. After each board is played, the results will be entered by the NORTH-SOUTH team. The EAST-WEST team will be asked to verify the results by entering this approval code. Once the BridgePad™ system confirms the code, the results will be accepted as verified and transmitted. If the approval code is not correct, the results will be rejected and must be re-entered.

### **ACBL Membership Number**

The BridgePad™ system can collect players’ American Contract Bridge League membership IDs and enter them into ACBLscore. If the director enables this option, each player will be asked for his or her ACBL membership number. Since Life Masters have the first character of their membership number a letter, each player at the table is asked to enter one of the letters displayed on the screen followed by 6-digit number. Players who are not life masters should enter a 7-digit number. Players who are not ACBL members should simply enter 0.

At this point, the BridgePad™ terminal is completely initialized and ready for the game to start.

### **Playing the First Board**

If the system has been set up by the Director to supply movement information, then the BridgePad™ terminal will display the table number, round number, the numbers of the NORTH-SOUTH and EAST-WEST pairs that should be playing this round at this table, and the numbers of the boards to be played in this round. The BridgePad™ terminal will display this information as in this example:

**Table: 1    Round : 1**  
**Pairs: NS: 01   EW: 02**  
**Boards to play**  
**10 11 12**

There are circumstances in which the Director may not be sure of the total number of tables in the game or is too busy to initiate the ACBL scoring software. If the movement information is not yet available from the system, information about

board numbers, rounds, and pairs for the table will not be displayed on the BridgePad™ terminal until the Director has completed the configuration of ACBLscore for the game and enabled the movement information option. The BridgePad™ terminal prior to the playing of each board will therefore, request the pair and board information.

If the pair numbers and board numbers are displayed, then players should verify that they are at the correct table and that they have the correct boards available for play. If not, the Director should be contacted.

The number of the first board to be played should be entered. Following the usual convention, all information should be entered into the terminal by NORTH except as explicitly noted.

A board may be played out of order, in which case a warning message that the board number that was entered is out of order will be displayed along with a confirmation request.

At this point the display will look something like this:

**Board: 10**  
**Contract:   By:**  
**Made:     For:**  
**EW Approval code:**

The board should be played at this point. When the board is played NORTH should return to the BridgePad™ terminal and press the PWR key to turn it back on.

The display will look the same as it was. The contract, declarer, and board result need to be entered into the terminal by NORTH.

The value of the contract is entered by pressing a number key (from 1 to 7) followed by the trump suit key (♠, ♣, ♥, ♦) or NT.

- If the contract is Doubled, the XX key should be pressed **once**
- If the contract is Redoubled, the XX key should be pressed **twice**.

### ***Special Circumstances***

In some circumstances, no game is actually played. In these cases, in place of the number and trump suit, these alternate keys should be pressed:

- If the contract is Passed Out, the PASS key should be pressed.
- If the Director decides to enter the score manually into the scoring computer (NO PLAY), the NP/LP key should be pressed **once**.
- If the Director declares a Late Play, the NP/LP key should be pressed **twice**. The board can be played at the end of the game.

To enter the declarer for the contract, press the N/S key once for NORTH or twice for SOUTH, OR press the E/W key once for EAST or twice for WEST.

The BridgePad™ system follows common conventions for describing the results of a board. The result (“Made”), may be entered either as the result over or under the declared contract. However, if the contract is made exactly, then the contract value must be entered as the result.

Alternatively, the result may be entered as the number of tricks taken **over** book (but NOT under book). For example, if the declared contract was 4NT, and 7 tricks were taken, either 1 (1 above book), or -3 (3 below contract) may be entered. Either value will be accepted and properly interpreted to mean that a total of 7 tricks were taken. If 10 tricks were taken 4 (4 over book or the same value as the contract) would have to be entered. In the unfortunate case of a player who bid and played miserably taking only 3 tricks for this same 4NT contract, -7 (7 below contract) would have to be entered. Any negative value is understood as meaning below the contract.

The BridgePad™ terminal calculates and displays the score considering the vulnerability. If the Director has enabled the score verification feature, the EAST-WEST pair should enter its 2-digit approval code in the next field. If the approval code has been forgotten, the Director should be called to check for the code with the BridgePad™ software on the scoring computer.

**Board: 2**  
**Contract: 2HX By: S**  
**Made: 4 For: 670**  
**EW Approval code: 23**

If the EAST-WEST pair sees an error, the BACK key should be pressed instead of the verification code so NORTH can make the correction.

After the approval code is entered, the NEXT key should be pressed to transmit the board results to the BridgePad™ server software. The BridgePad™ server software will respond to the BridgePad™ terminal with all the results from the boards played in the current round at this table for display.

If the “intermediate results” option has been enabled by the Director, the BridgePad™ terminal will show a comparison of the results of the board just played with the results of the same board played on other tables. This is similar to looking at the traveler card. The results are displayed as “Top”, “Above Average”, “Average”, “Below Average”, or “Bottom”. Of course, these results are only meaningful after the first few rounds have been played.

This is an example of the intermediate results display:

<b>Board</b>	<b>NS</b>	<b>EW</b>	<b>Result</b>
<b>5</b>	<b>120</b>		<b>Top</b>
<b>6</b>		<b>300</b>	<b>Bottom</b>
<b>7</b>			

At this table, boards 5, 6, and 7 are to be played in this round. Boards 5 and 6 have already been played and board 7 remains to be played next. The display says that NORTH-SOUTH achieved the best results (“Top”) compared with all the other NORTH-SOUTH pairs that have already played the board. NORTH-SOUTH results for board 6 were the lowest (“Bottom”) of any of the NORTH\_SOUTH pairs that have already played the board.

At this point, if any player notices an error in the scores, the contract and results for any board in this round can be corrected by pressing the ERROR key. Once the results of the round have been sent, they cannot be corrected. Only the Director can correct the results through the BridgePad™ software on the scoring computer.

### **Continue Playing the Round**

Pressing the NEXT key will bring up the same display of information as was shown at the start of the round, except the list of boards to be played will not include the board that has been completed.

**Table: 1 Round : 1**  
**Pairs: NS: 01 EW: 02**  
**Boards to play**  
**11 12**

The number of the next board to be played should be entered by NORTH and then the board should be played. After the board is played, the results should be entered just as for the first board.

Once all the boards in the round have been played, the display will show the new round number, the new pairs who should be at the table, and the new boards to be played at the table.

### **Hand Records**

If the Director has enabled the HAND RECORD option, at the end of the first round (ONLY), the BridgePad™ terminal will request that the values of the cards in each of the hands to be entered. With this information entered into the BridgePad™, players will be able to receive a printout of the hands and double dummy analysis at the end of the game.

Thirteen (13) card values should be entered for each hand in each board. The NORTH hand for the first board at the table should be entered first. The display for this operation looks something like this example:

**Board 5, North**

**S**  
**H**  
**D**  
**C**

The player may enter their cards values in any order for each of the suits in turn. First values for the spades (S) followed by the NEXT key, then the card values for the hearts (H), followed by the NEXT key, continuing with the values for the diamonds (D) and clubs (C) . After all 13 values have been entered the display will appear something like this example:

**S: AJ63**  
**H: 894**  
**D: T32**  
**C: Q86**

**Note that “T” indicates a 10 card. The player may use either the 1 key or 0 key to signify the 10 card.**

If the player has entered an incorrect card value then repeatedly pressing the BACK key until the point where the incorrect value was, allows the correct value to be entered, followed by the rest of the hand's values. Pressing the ERROR key will allow the whole hand to be reentered.

### **End of the Game**

Once all the boards in the game have been played, the BridgePad™ terminal will display the message “The game is over”. If there is an outstanding Late Play for this table, the pairs involved can play the missed board at this point and enter the results of the game as any other board.