BridgePad™
Swiss Team
Instruction Manual

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Version 2a
BridgePad Swiss Team Manual2d-3c.doc

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INTRODUCTION AND FEATURES

The Swiss Team (ST) game option of Bridgepad ™ is a stand-alone software package that offers the advantage of not having to run a scoring program. In the near future, the posting of final results to bridge scoring programs will be easily done electronically. However, in this current version, final results still must be posted by hand. To post the final scores to ACBLscore, use option 3 for pairing and posting options, Final results only (Old method).

The package supports one game at a time. Multiple versions of ST games (Like A/X and B/C/D strata games) need to be run in different computers, using a different channel for each game. The NS players enter the information for each board on the BP units and give them to EW for their approval. The program sends the scores and boards to be played, performs all score comparisons and IMP calculations for each match, and provides the final results and team standing for each match.

Players can correct scores at the tables, either by using the Back key (while in the screen for a board to be played in the same round) or the Error key while in the summary screen, which shows all boards and their scores for that match. To help minimize entry errors at the tables, this summary screen is shown after each board result is sent to the computer. Hitting "Next" moves the units to the "End Swiss Team Round" screen, which provides another opportunity to correct errors right at the table, simply by using the Error key again. All table unit score corrections during a game are stored and accessible in the "View" section of the menu. (Individual board corrections cannot be made at the computer.) No Play (NP) boards get a score of 0.

If the other half of the match has not been finished, the next screen at the table unit displays the message: "Game Data Not Ready. Please Wait." This screen offers the last chance to make board corrections at the table and requires using the Error key again.

The next screen is called "Match Comparison" and shows the total score and the IMPs achieved for each board in the following format:

BRD	NS-XX	EW-YY	IMP
01	300	0	7
02	-100	50	-2

Where NS is the result by the NS team at that table, XX is their team number; their partners at the other table achieve the result of EW against team # YY. Hitting "Next" shows the total IMPs for each team, positive values for the winner, negative for the loser of the match. If all the matches have not been finished, the next screen displays "Standing Not Ready, Next To Continue."

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At the end of each round, the director will see the NEXT ROUND icon highlighted in Red color. At this time, the program is at the "Block" mode, which allows the director to make any changes to scores, pairing, or adding or deleting teams. After the changes are made, the director presses the "NEXT ROUND" tag so that the teams can proceed to the next round. Please see section on Pairing Options.

At this point, each team's BP will receive their score in VPs, standing, and top score up to that round. Hitting "Next" tells each team which Table and Section to go to for the next round.

For Round Robin matches, the end of the first round will not show the "Match comparison" screen (there are no scores to compare with). RR teams can move to their second round if they finish before the other teams complete their matches, and if the director has not blocked the release to the next round.

The director has the option to edit or change match results in the game matrix, which shows all teams, their individual round results, standing and final results after each round. He/She can edit these matrix results at any time, even going back to the first round, if need be. Director's edits are incorporated in the next round for pairing purposes. To do this on a timely basis, the system uses the Block mode at the end of each round. The director can look at the pairing for the next round and change them before releasing the "Block." Alternatively, the director can make matrix score changes (to penalize a team or to correct an error that was not reported timely, for example), as well as to Add or Delete a team for the next round. If there is an odd number of teams, (RR matches) adding or deleting teams is allowed only at the end of even rounds. This action is taken to prevent having two RR matches if done during an odd round, or other similar problems.

During the Block time, which starts as soon as the last score for that round is sent to the computer, or Fast Pairing/ Next Round options have been used, the Table units can receive their match results but not the pairing or their standing for the next round, until the director releases the Block, by hitting "Next Round" at the menu screen.

The program supports six methods of scoring:

1) Standard IMPs,
2) 20 VP scale,
3) 30 VP scale,
4) WBF scale,
5) Board A Match (or BAM) and
6) Win/Loss (or KO).

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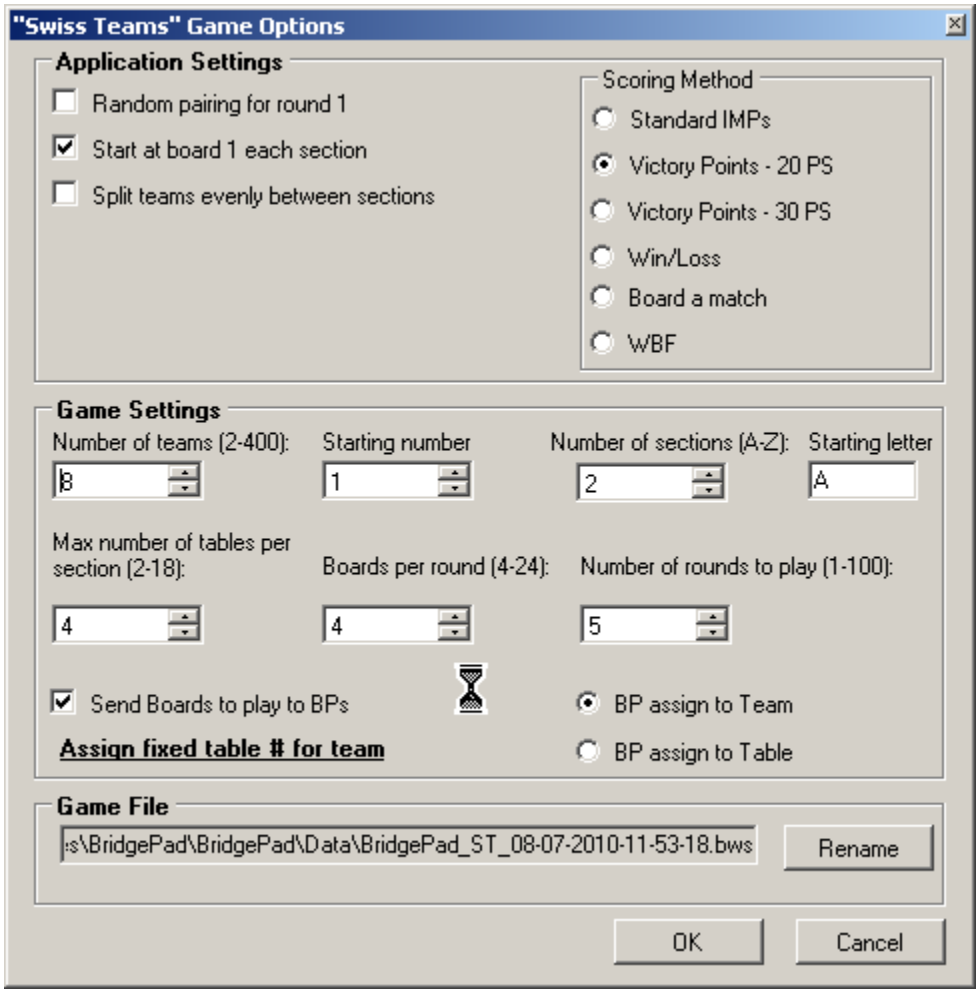
The first four methods can be changed at any time during the game by going to Game Options and selecting the new one. All scores in the matrix will be converted to the new scale automatically.

START UP AND GAME SET UP

Before starting, make sure the RF server is connected to the computer. Then, simply click and open the BP icon on your computer. It will show a screen with two options: Standard and Swiss team. Select Swiss team and hit "Next."

You'll see two options: Start New Event and Load Existing Event. Select the appropriate option. If an old game is desired (like recovering from a failure during a game) "Load an existing game" will send users to the Data file where all Bridgepad games played are stored. ST games are stored as Bridgepad_STxxxxxx where xxxxxx is the date of the event. Otherwise select Start New Event.

This will bring up the "default" Game Options screen:



GAME OPTIONS

Select all desired options, which includes # of teams, # of Sections, Starting Letter (A will result in two sections, A and B, followed by C and D if 4 sections. E will result in E and F sections, etc), Max # of Tables per Section (maximum 17 tables), Boards per round (Maximum 24), Number of rounds (from 1 to 100). Select (recommended) or Deselect "Send Boards to play to BPs". If this option is deselected, the players will have to enter the board numbers and the system will not be able to double check that they are playing the right boards. Next, choose between BP assigned to Team, recommended, and BP assigned to Table. **The last two options are strongly recommended since they are easier for players, game directors, and the system to handle.**

Next, choose the Scoring Method between the six available options.

The Random pairing option applies to the first round only. If left un-selected, the first round pairing will be team 1vs team 2, team 3 vs. team 4, etc.

If there are more than 2 sections, the director may choose the option to use boards starting at board # 1 for each new pair of sections, rather than sequential boards which will start with the next board number after the first 2 sections were distributed. Example: 4 sections, 7 boards/round, 8 tables in each section. The last 2 tables in the first two sections are using boards 15 to 21. If this option is deselected, table 1 in the next section will use board #s 22 to 28, otherwise it will use board #s 1 to 7.

For an odd number of teams, the three highest team numbers (last 3 teams registered) are chosen automatically to play the first two rounds in a Round Robin format. For subsequent rounds, the three teams with the lowest scores go to RR matches, but pairing is such that two teams never face each other twice.

The software allows to set at least two stationary teams per section. Enter the table number, the team number, and section (either A or B, etc) once this option is selected. Select the table number to match the first round table for that team, e.g. for team 1 select table 1, for team 3 select table 2, for team 8 select table 4 and so on. It is designed to prevent a stationary team from playing in a RR match at any round and against another stationary team. However, the Director may pair two stationary teams, in later rounds, if needed, by going to Game Options during the Block time, selecting the feature for stationary teams and deleting one of them from this list, and then editing the pairing (select Modify Pairing) for that round to achieve the desired pairing.

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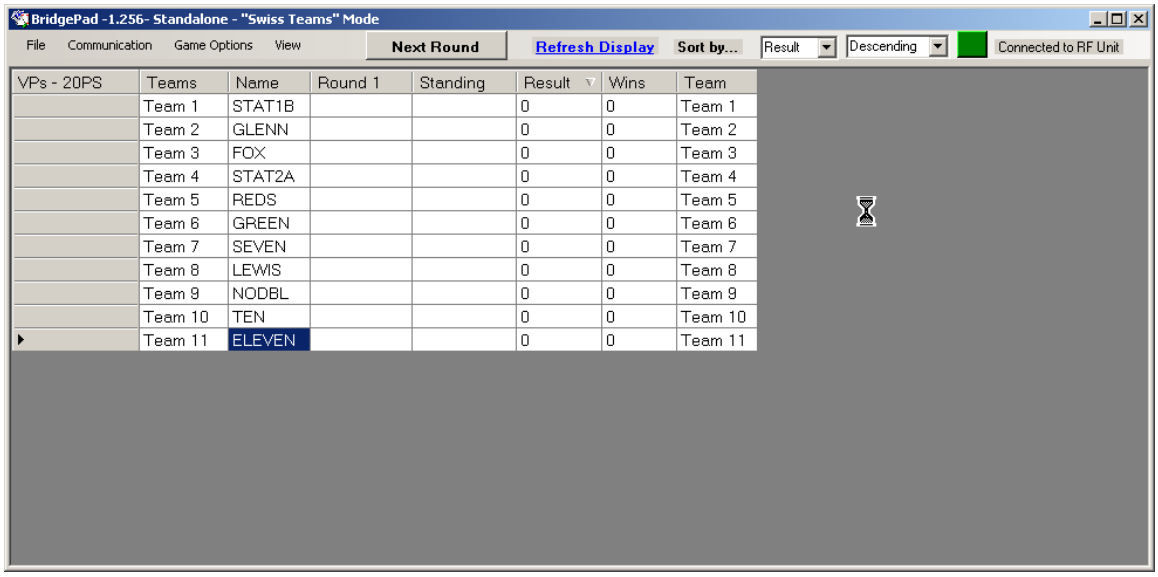
Game options can be changed during the first round. A team can be added or deleted, but only the highest team number(s) can be deleted during the first round. The number of rounds can also be changed, as well as the number of boards. However, if this change affects teams that have already been initialized and have sent scores for one or more boards, the director needs to close these BP units (hit XX and PWR) so that they can get the new movement created by this action, after re-initializing them. But do not close units in the middle of a round, and re-initialize them without making a movement change before hand. Wait until the end of the round to close and re-initialize units, after resetting this unit in the Files section. A failed unit can be replaced at any point during the game, using a replacement unit and the RFU ("Replace Failed Unit" option. Press the "Directors" key in the new unit (Next, Q of Diamonds, K of Hearts), select option 4 and then Next, to do invoke the RFU function. If any of the units is accidentally closed during a round, you may also use RFU to restore it to the state it was in when the unit was closed.

The game file can be saved with a unique name selected by the director, if so desired.

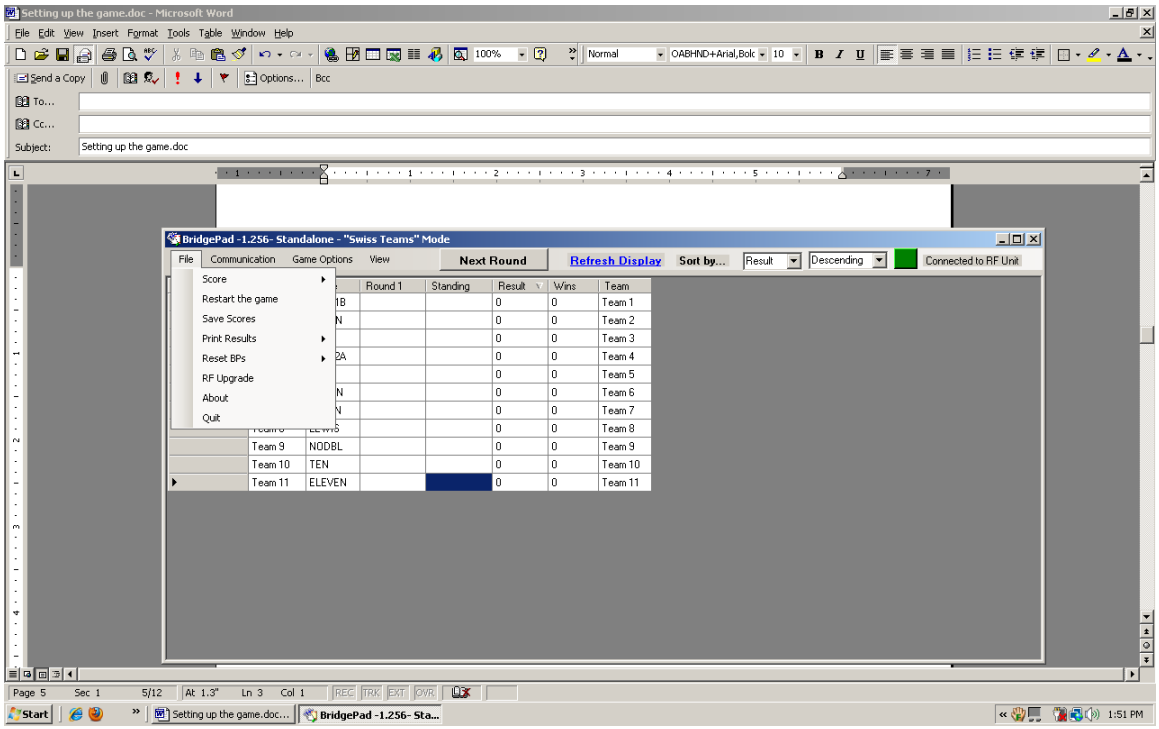
Hit "OK" and the next screen shows the matrix and the menu of options available, with the team numbers, names column and round 1. Menu options include: File, Communication, Game Options, View, Next Round, Sort By (Results or Team, Ascending or Descending), as well as the square that shows connected to RF unit when Green, Red otherwise:



VPs - 20PS	Teams	Name	Round 1	Standing	Result	Wins	Team
	Team 1	STAT1B			0	0	Team 1
	Team 2	GLENN			0	0	Team 2
	Team 3	FOX			0	0	Team 3
	Team 4	STAT2A			0	0	Team 4
	Team 5	REDS			0	0	Team 5
	Team 6	GREEN			0	0	Team 6
	Team 7	SEVEN			0	0	Team 7
	Team 8	LEWIS			0	0	Team 8
	Team 9	NODBL			0	0	Team 9
	Team 10	TEN			0	0	Team 10
▸	Team 11	ELEVEN			0	0	Team 11

To enter team names simply go to their column site, type the name, and hit Next.

FILE OPTIONS



Here you will find the following key options:

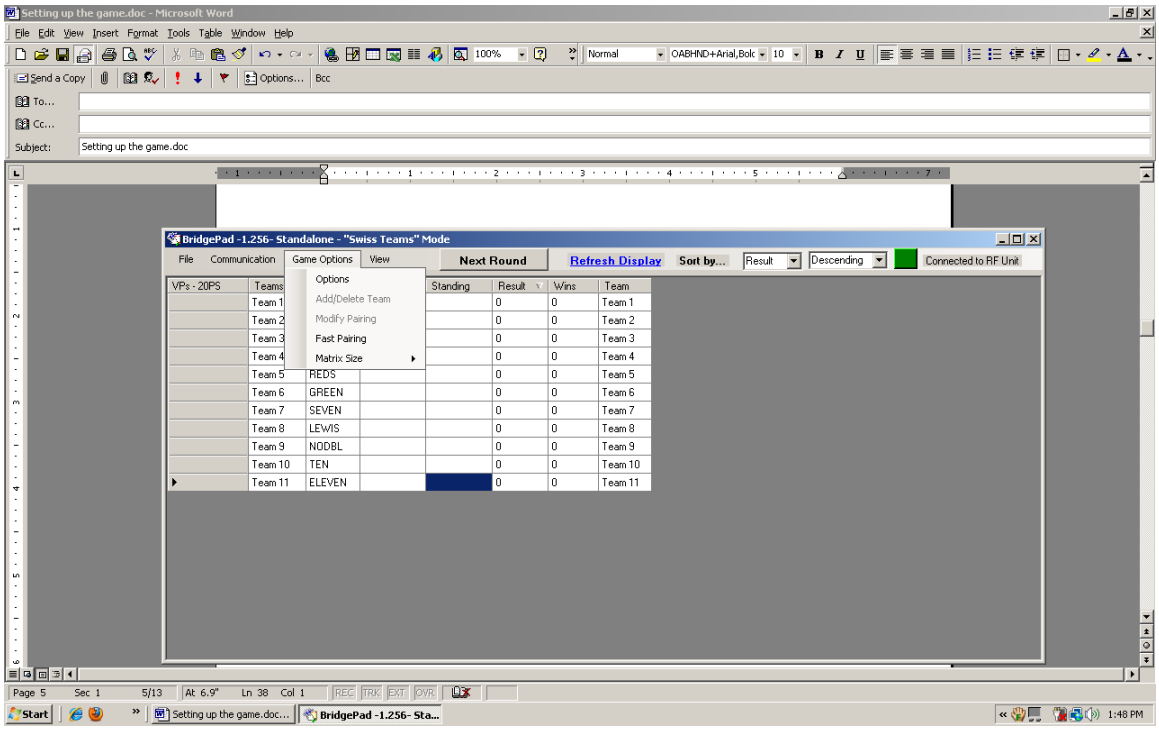
1) Score: allows directors to upload an old game file, or to delete all old game files;
2) Restart game: Not functional yet. If the director wants to restart the game for any reason, close the BP software and re-open it downloading the game file. The game will recover to the previous status.
3) Save Scores: when saved, it shows a Grid with the status of the match at that point. It is an HTML file that can be used to post result to other programs, like scoring programs, or a club web site;
4) Print Results: with Print Preview and Print as secondary options; as well as an option to change Font size.
5) RF Upgrade: when a new hardware version is released by BridgePad, this option allows the RF upgrade of the BP units. Upgrades should not be made during a game;
6) Reset BP Units: This feature is intended to help directors manage the situation when there are many teams in the game and there is a 2 Session break, and option “BPs assigned to team” is being used. After they finish the first session, all the units need to be “closed” (XX and PWR) and then use this feature to “reset” them, either individual units or all units can be reset. This allows the players to pick any of these units for the 2nd session, and initialize them entering their team

number. The unit will tell them where to go to for the next round. With BPs assigned to table the director simply ask players to leave the units at their tables. This feature can also be used when an individual unit needs to be closed at the end of a given round and use another unit to replace it. After resetting the unit, the new one can be initialized and the game data will be correctly send to the new unit.

COMMUNICATION OPTIONS

Communication Options allow users to change the Computer Port to be used in case there is a conflict with another USB device. The channel number (from #s 10 to 20) is used when multiple computers running BP are in the vicinity of each other (500 feet or less). All the Tabletop units in the same game must be configured to use the same channel.

GAME OPTIONS DURING THE GAME



After the game has been started, this allows directors to check the options being used, as well as to modify some of them during the game. The options that cannot be modified are “grayed-out” or unavailable.

Please see below for explanation of some of these options. The Matrix size can be enlarged or decreased at any time. This is a useful feature when using a projector to show the leaders board in a wall during the game.

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CHANGING THE NUMBER OF TEAMS DURING THE GAME

The director can increase or reduce the number of teams in the game with some restrictions.

During the first round, even when the game has already started and some scores were sent to the computer, the director can add or delete only the highest team numbers by increasing or decreasing the number of teams in the Game Option menu. Therefore, it is strongly recommended that the director wait until he/she knows how many teams are playing before setting up the Game Options.

If the change affects some teams that were already playing one or more boards, they have to stop, their BPs have to be reset (XX and PWR) and they have to log in again to receive the new movement/set up. For example, if the game started with 20 teams and one team was added, teams 19 and 20 will now be part of a Round Robin (RR) and their BPs have to be re-started. If they already sent some scores, they will be reset automatically and will start with the new boards/opponent.

After the first round is completed, changes to the number of teams are made by selecting the Add/ Delete team function, during the Block period. Please see below for details on this.

If there is a RR situation, the changes on the number of teams can be made only after the RR game is finished.

VIEW OPTIONS

View Options provides four choices for the director to monitor the game and can be used anytime during the course of the game.

1) Result Corrections made at the tables by the players.
2) Detailed Results: Check any match scores in detail
3) Pairing: Shows pairings for all previous rounds. While in the Block mode, the screen will show the potential pairings for the next round. Changes to Pairings can be done only during the Block period (See Block section). Please see below for examples of each screen.
4) Here the director can also find the unique ID for each BP unit, or MAC#. This ID can be found for each unit using the director's key, RF settings.

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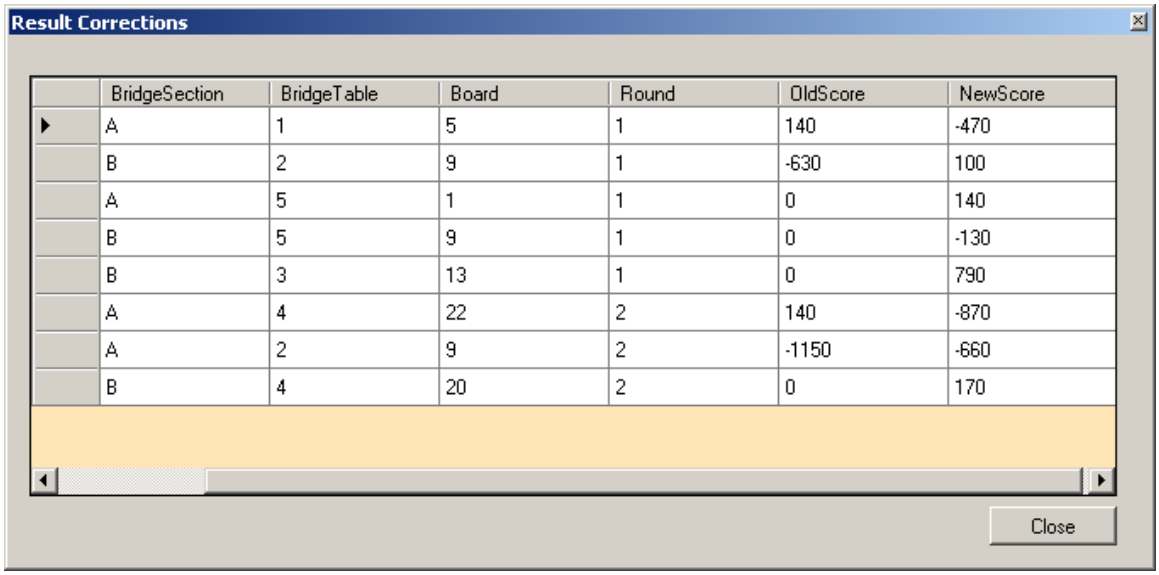
RESULT CORRECTIONS

Result Corrections are displayed below at the end of the second round showing several corrected scores. Pass Out and NP boards are shown as 0. All scores are given in relation to NS. Score corrections can be made at the tables by using the ERROR key while at the summary screen for that round.



	BridgeSection	BridgeTable	Board	Round	OldScore	NewScore
▶	A	1	5	1	140	-470
	B	2	9	1	-630	100
	A	5	1	1	0	140
	B	5	9	1	0	-130
	B	3	13	1	0	790
	A	4	22	2	140	-870
	A	2	9	2	-1150	-660
	B	4	20	2	0	170

DETAILED RESULTS

This feature allows the game director to monitor the status of the game and previous round results. The “Filter” allows selection of team # and round #. He/She can use this information to decide to close slow teams, or settle disputes between teams, among other possible uses.

Two screens are shown below: The first one shows the status of an incomplete match between team 1 vs. team 5 at round 2, showing at which table and sections they are located.

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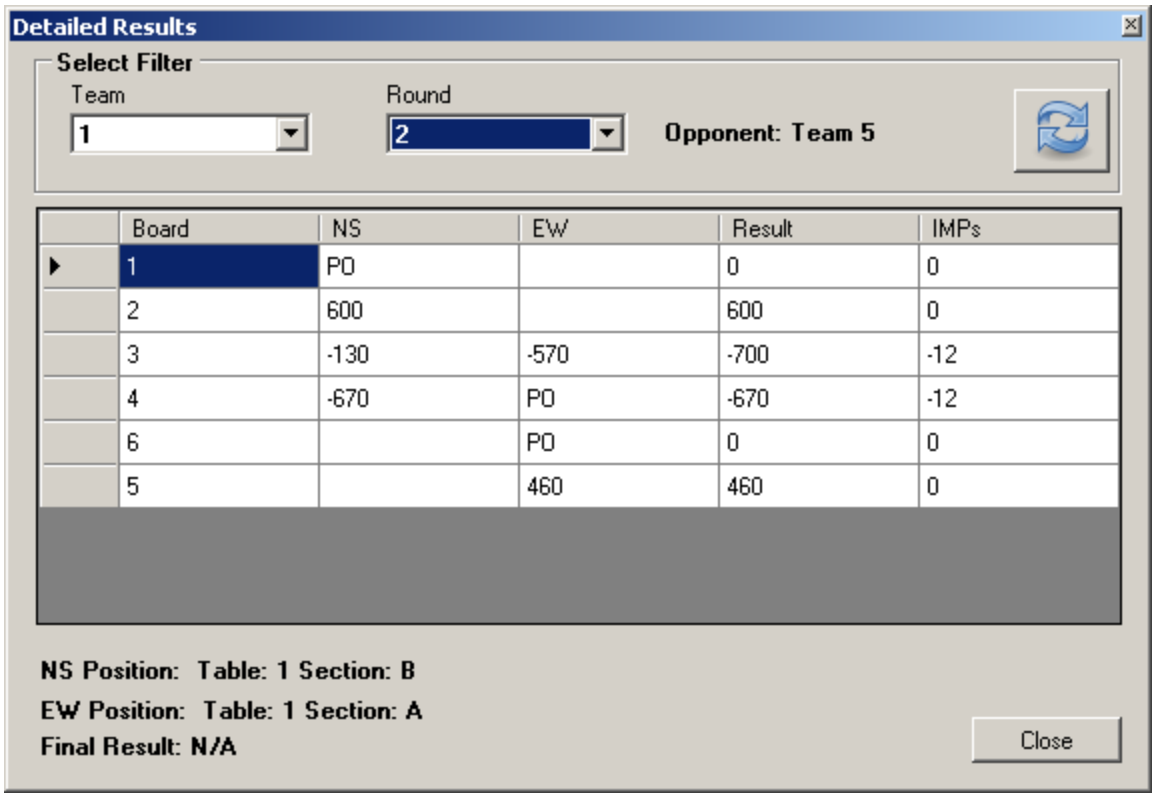
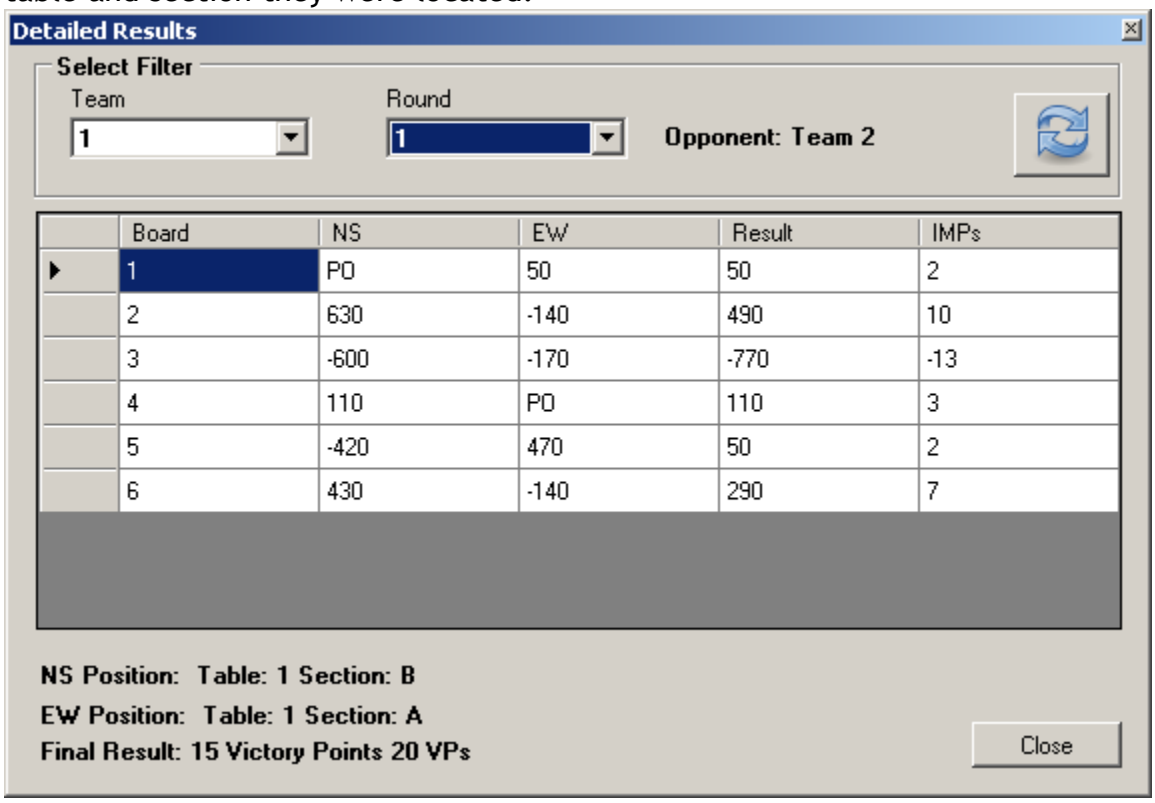


The second screen below shows the result of a complete match between team 1 vs. team 2 at round 1, showing final result and VPs achieved, as well as the table and section they were located.



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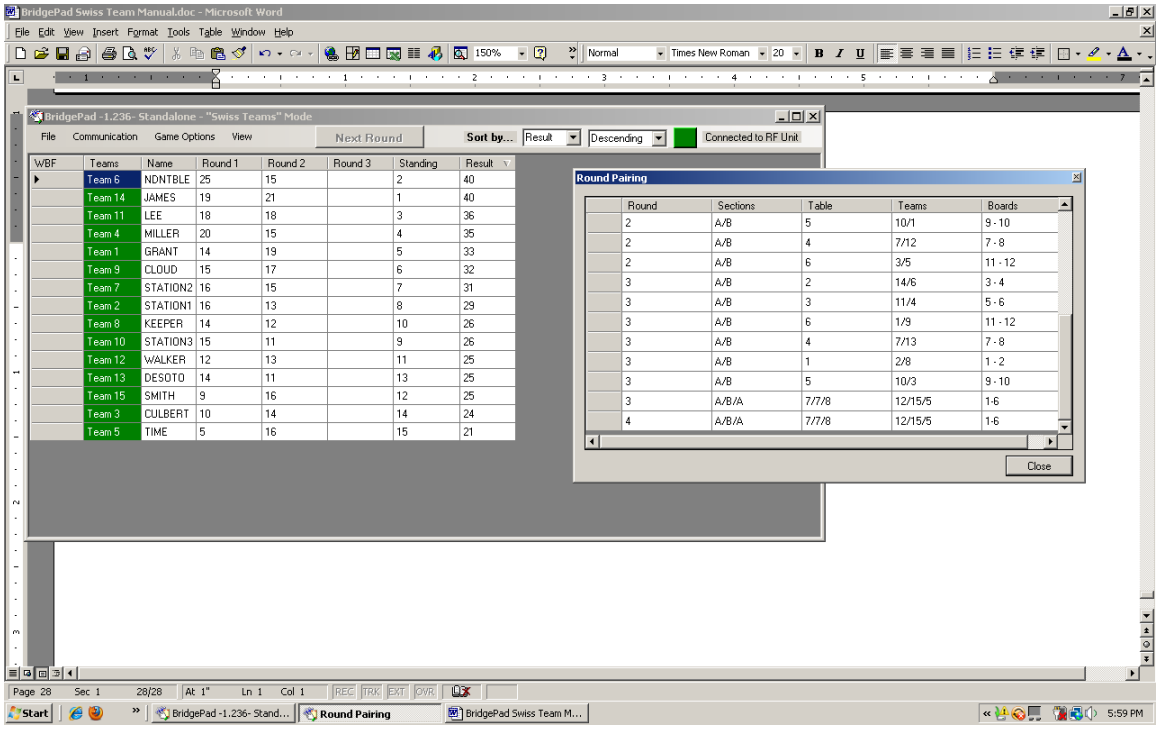
PAIRING OPTIONS

The system allows checking and modifying the pairing options for the next round, during the block period. There are 3 ways to arrive to the block period: 1) the normal way, after all scores for a given round has been sent to the computer, the NEXT ROUND icon becomes Red. 2) Using Fast Pairing (FP) selected in the Game options to close a round when there are slow matches delaying the progress of the game. After hitting OK to the proposed pairing the NEXT ROUND icon becomes Red. 3) Or using the NEXT ROUND icon directly. After hitting it to close all slow matches, the NEXT ROUND icon becomes Red also. Please see further down for more details on the FP and Next Round options to close slow rounds.

The screen below shows the potential pairing for round 3 of a 15 teams match, using WBF scale, taken after the Block period at the end of round 2. There are 3 stationary teams in this game. Pairing is done using an algorithm similar to the one used by ACBLscore, precluding two teams from facing each other twice. Notice the next RR pairing. They always play boards starting with board 1 to X, where X depends on the number of boards per round, 2 in this example.

During the Block, the director can use the Game Options to change the pairings for the 3rd round, before releasing the Block, or edit the matrix results to change any team(s) VP scores, which will affect the pairings for next round.



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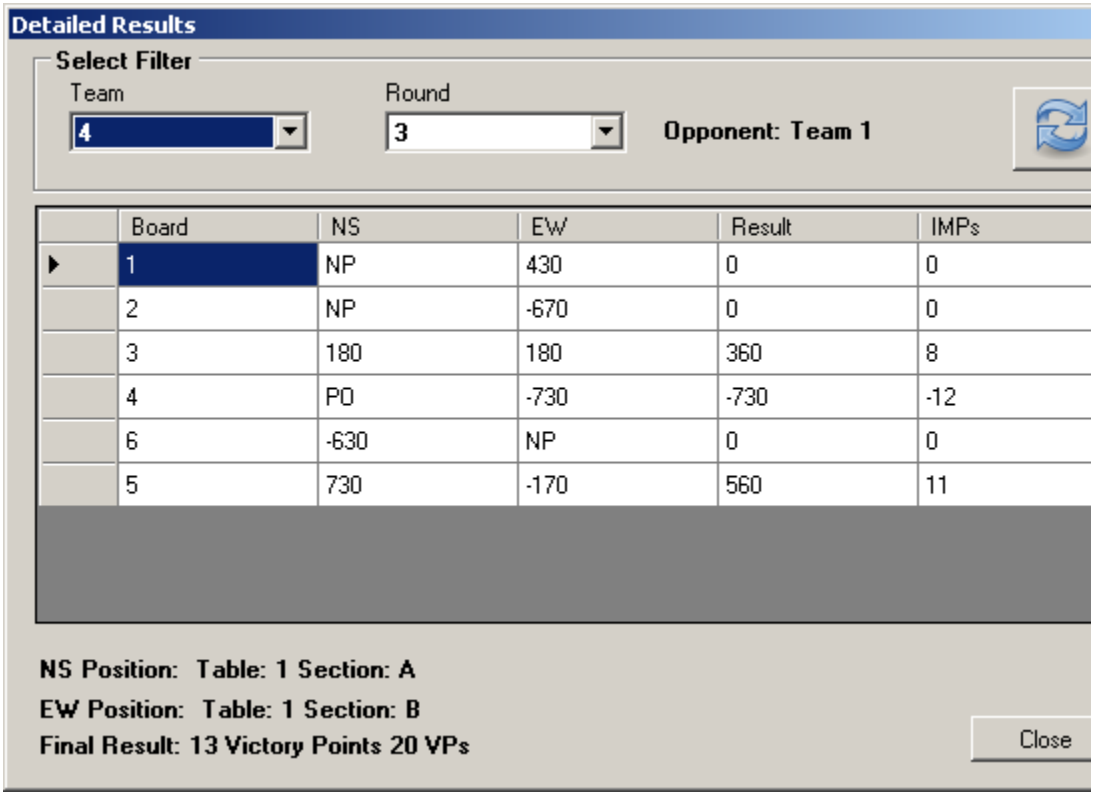
To edit the matrix scores the director simply selects the team and round score to be changed, enters the new VP score and hits Enter. The score of the opposing team in that round **DOES NOT** get corrected automatically. This must be done manually, to allow for individual team penalties.

FAST PAIRING OPTION

This option can be used when the option of boards sent to units has been selected. It allows the closing of all slow matches by assigning NP scores to the missing boards for all those matches. It is not recommended when boards are not sent to units. Use NEXT ROUND approach for those cases.

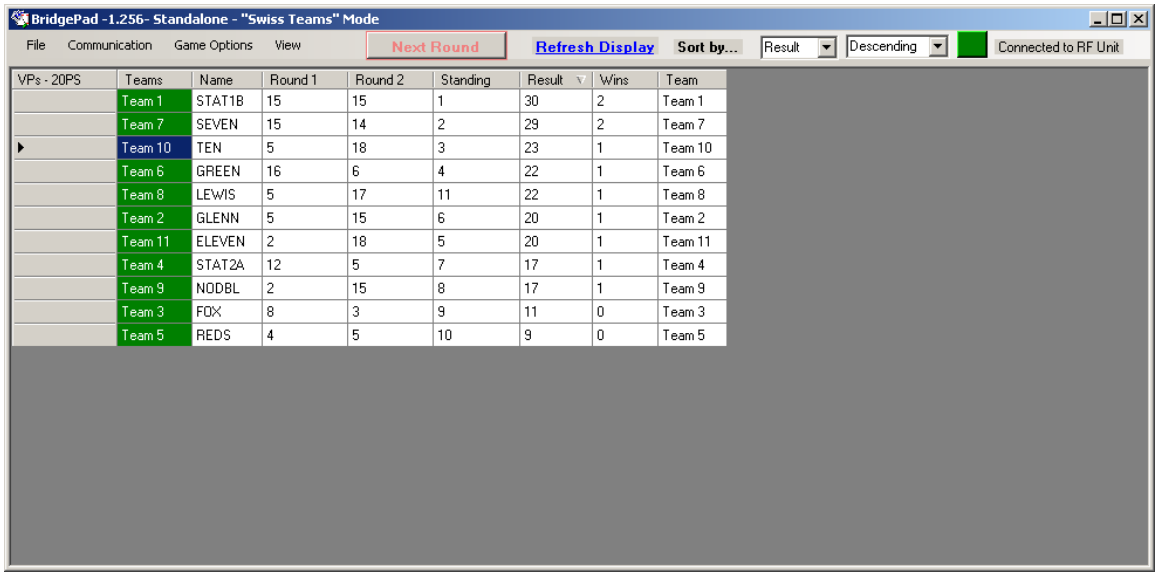
The screen below shows Detailed Results for a match artificially closed at the end of round 3, showing NP scores for 3 missing boards, team 4 vs. team 1. Team 4 "won" the match based on the result of boards actually played by both teams at the time of the Fast Pairing. However, once the results of those boards are sent to the computer, the NP scores are overwritten with the actual results and the teams get the correct VP for that round, but pairing is done based on the artificial results.



NEXT ROUND OPTION

Intended also to speed up the game by closing slow matches, this option can be used to assign NP scores to all missing boards. The option can be used to deal with the cases of boards which were NOT sent to units and of a board number which has been entered out of sequence, erroneously. It will close the matches similarly to the FP option, but the director will need to edit the matrix result for those teams involved in an out of sequence board situation to insure they get the correct final result for those matches in that round.

To exercise this option the director simply clicks the NEXT ROUND icon (black) and all slow matches are artificially closed. The icon color changes to Red (entering Block mode), allowing the director to make changes to pairing, add/delete teams, etc. After all changes have been made the director can then hit the Red icon to release the game to the next round. The screen below shows the matrix with the NEXT ROUND icon Red after using NEXT ROUND to close the slow matches at end of round 2.



VPs - 20PS	Teams	Name	Round 1	Round 2	Standing	Result	Wins	Team
	Team 1	STAT1B	15	15	1	30	2	Team 1
	Team 7	SEVEN	15	14	2	29	2	Team 7
▶	Team 10	TEN	5	18	3	23	1	Team 10
	Team 6	GREEN	16	6	4	22	1	Team 6
	Team 8	LEWIS	5	17	11	22	1	Team 8
	Team 2	GLENN	5	15	6	20	1	Team 2
	Team 11	ELEVEN	2	18	5	20	1	Team 11
	Team 4	STAT2A	12	5	7	17	1	Team 4
	Team 9	NODBL	2	15	8	17	1	Team 9
	Team 3	FOX	8	3	9	11	0	Team 3
	Team 5	REDS	4	5	10	9	0	Team 5

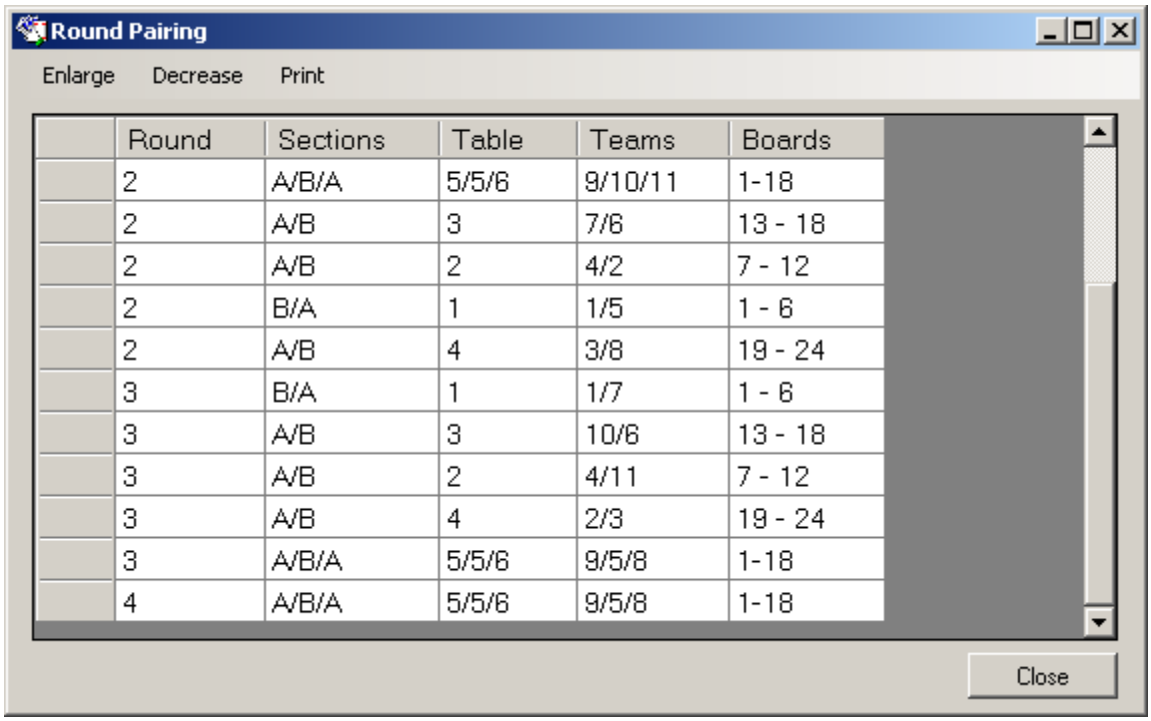
BLOCK MODE

As previously stated, this option occurs every time the last board score of a round is sent to the computer, or if the FP/NEXT ROUND option has been used to close slow matches. The NEXT ROUND icon becomes Red. If there is a RR match this will happen after the "even" team matches have been finished during the odd rounds. It allows the director to review the status of the game and make corrections, add or delete teams, etc, before releasing the Block, by hitting the Red icon, to allow the next round to proceed.

During the Block time, the BP units will not be able to move to the next round, but could receive their match results.

To make changes besides matrix score corrections, which can be done at any time during the game, the director clicks the "Game Options" to choose between Add/Delete team and Modify Pairing.

Screen showing proposed pairing for round 3, after closing slow matches using Next Round approach. Notice stationary team 1 and 4 are sitting at their stationary tables.



Round	Sections	Table	Teams	Boards
2	A/B/A	5/5/6	9/10/11	1-18
2	A/B	3	7/6	13 - 18
2	A/B	2	4/2	7 - 12
2	B/A	1	1/5	1 - 6
2	A/B	4	3/8	19 - 24
3	B/A	1	1/7	1 - 6
3	A/B	3	10/6	13 - 18
3	A/B	2	4/11	7 - 12
3	A/B	4	2/3	19 - 24
3	A/B/A	5/5/6	9/5/8	1-18
4	A/B/A	5/5/6	9/5/8	1-18

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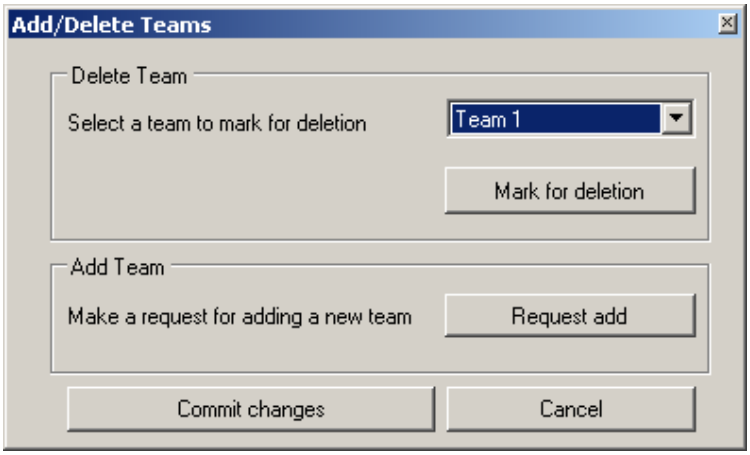
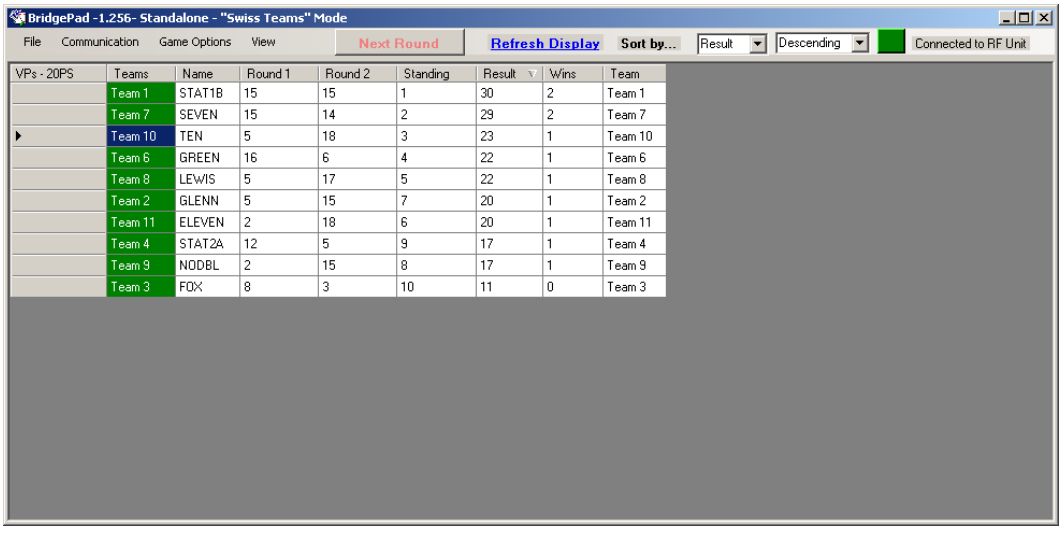
ADD/DELETE TEAM

Once this option is chosen and the team(s) to be deleted has been selected from all the teams in play, click “Mark for deletion” for all teams to be deleted, and then “Commit changes”. Deleting a team does not affect the scores achieved against it by other teams.



To add a team click “Request add” once for each team to be added, and then click “Commit changes.” New team(s) with higher team number(s) than the highest in the list will appear in the matrix, with an average score for each round not played (i.e. 10 for 20 VP scale, 15 for 30 VP scale, etc). The director can change these scores in the matrix, if needed.

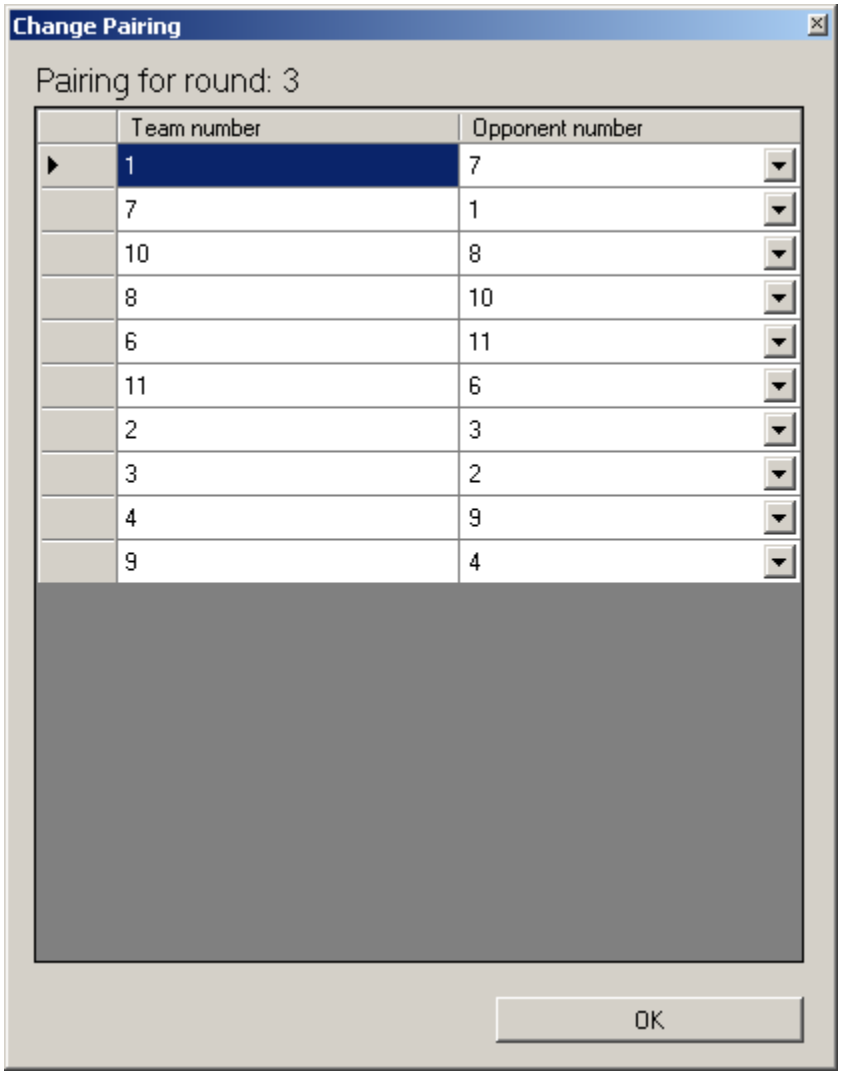
The director can now double check the pairings and standing for the next round before releasing the Block, at which point the game will continue with the changes requested.



MODIFY PAIRING

To modify pairing, simply select the pairing to be changed and click “Commit changes.” Notice that doing this affects 4 teams. These changes will occur automatically once a combination/pairing has been altered. If an illegal new pairing is requested, the software will send a message explaining why this change cannot be implemented.

At this point the director can also change the pairing to force a stationary team to play against another stationary team. First, use Game Options to go to the stationary team screen, select the one to be removed as stationary and delete



it from this list.

Proposed pairing for Round 3 after deleting team 5 and before modifying it to force team 1 to play against team 4 in round 3: Click the arrow next to the

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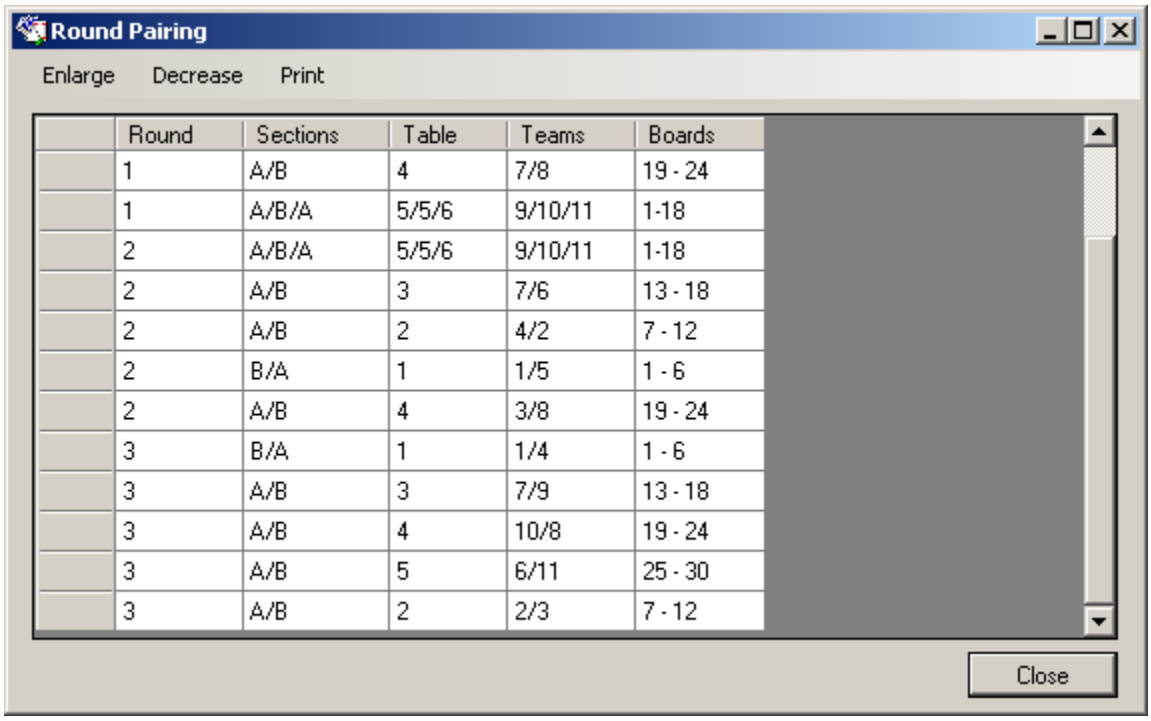
proposed Opponent and choose the desired team number to be paired against for next round. Then hit OK.

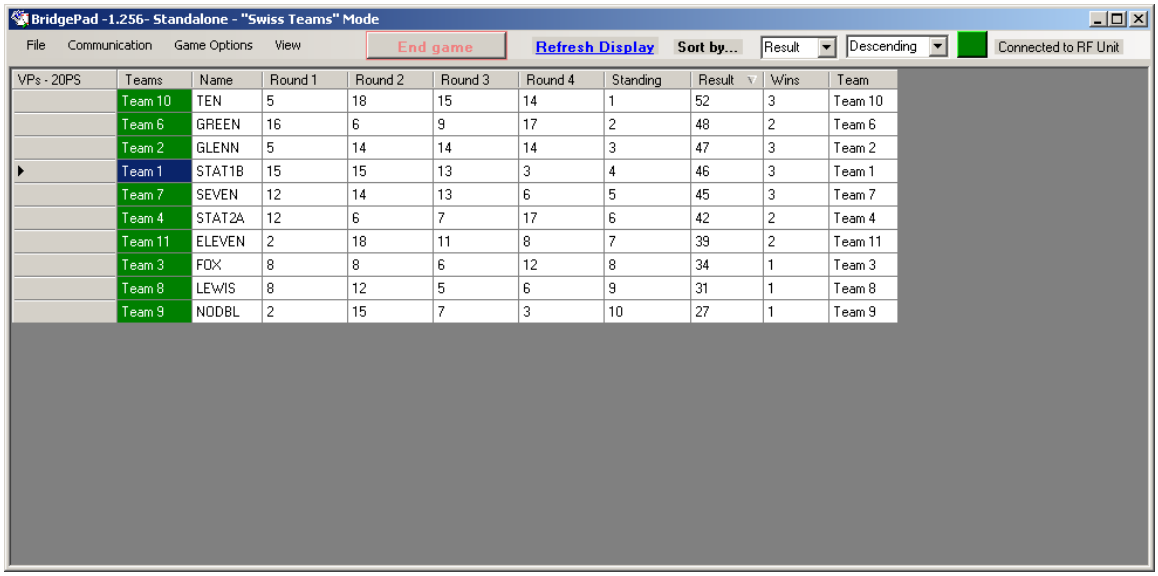
Pairing for round 3 after forcing team 1 to play against team 4 in round 3.



	Round	Sections	Table	Teams	Boards
	1	A/B	4	7/8	19 - 24
	1	A/B/A	5/5/6	9/10/11	1-18
	2	A/B/A	5/5/6	9/10/11	1-18
	2	A/B	3	7/6	13 - 18
	2	A/B	2	4/2	7 - 12
	2	B/A	1	1/5	1 - 6
	2	A/B	4	3/8	19 - 24
	3	B/A	1	1/4	1 - 6
	3	A/B	3	7/9	13 - 18
	3	A/B	4	10/8	19 - 24
	3	A/B	5	6/11	25 - 30
	3	A/B	2	2/3	7 - 12

END OF GAME SCREEN

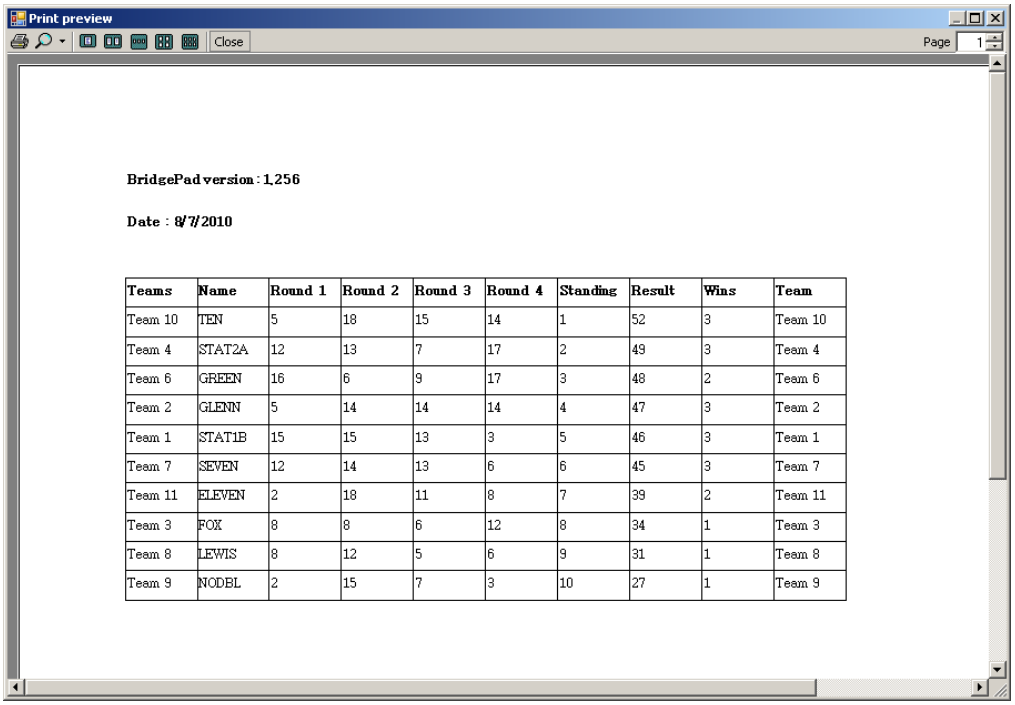
Screen showing the Matrix with the “End game” icon red, after all results have been received or the last round was closed using either FP or NEXT ROUND option. Hitting it allows all units to receive their final results.



VPs - 20PS	Teams	Name	Round 1	Round 2	Round 3	Round 4	Standing	Result	Wins	Team
	Team 10	TEN	5	18	15	14	1	52	3	Team 10
	Team 6	GREEN	16	6	9	17	2	48	2	Team 6
	Team 2	GLENN	5	14	14	14	3	47	3	Team 2
▶	Team 1	STAT1B	15	15	13	3	4	46	3	Team 1
	Team 7	SEVEN	12	14	13	6	5	45	3	Team 7
	Team 4	STAT2A	12	6	7	17	6	42	2	Team 4
	Team 11	ELEVEN	2	18	11	8	7	39	2	Team 11
	Team 3	FOX	8	8	6	12	8	34	1	Team 3
	Team 8	LEWIS	8	12	5	6	9	31	1	Team 8
	Team 9	NODBL	2	15	7	3	10	27	1	Team 9

PRINT PREVIEW EXAMPLE

Example of a file printed using this option.



BridgePad version : 1.256

Date : 8/7/2010

Teams	Name	Round 1	Round 2	Round 3	Round 4	Standing	Result	Wins	Team
Team 10	TEN	5	18	15	14	1	52	3	Team 10
Team 4	STAT2A	12	13	7	17	2	49	3	Team 4
Team 6	GREEN	16	6	9	17	3	48	2	Team 6
Team 2	GLENN	5	14	14	14	4	47	3	Team 2
Team 1	STAT1B	15	15	13	3	5	46	3	Team 1
Team 7	SEVEN	12	14	13	6	6	45	3	Team 7
Team 11	ELEVEN	2	18	11	8	7	39	2	Team 11
Team 3	FOX	8	8	6	12	8	34	1	Team 3
Team 8	LEWIS	8	12	5	6	9	31	1	Team 8
Team 9	NODBL	2	15	7	3	10	27	1	Team 9

SAVE SCORE EXAMPLE

Below is an example of a file saved using the "Save Scores Option". This is in HTML format.

Swiss Team Game - 2010-08-07

Scoring Method - VPs - 20PS

Team	Name	Round 1	Round 2	Round 3	Round 4	Totals	Wins
Team 1	STAT1B	vs 2, 15	vs 5, 15	vs 4, 13	vs 6, 3	46	3
Team 2	GLENN	vs 1, 5	vs 4, 14	vs 3, 14	vs 8, 14	47	3
Team 3	FOX	vs 4, 8	vs 8, 8	vs 2, 6	vs 11, 12	34	1
Team 4	STAT2A	vs 3, 12	vs 2, 13	vs 1, 7	vs 9, 17	49	3
Team 6	GREEN	vs 5, 16	vs 7, 6	vs 11, 9	vs 1, 17	48	2
Team 7	SEVEN	vs 8, 12	vs 6, 14	vs 9, 13	vs 10, 6	45	3
Team 8	LEWIS	vs 7, 8	vs 3, 12	vs 10, 5	vs 2, 6	31	1
Team 9	NODBL	vs 10, 2	vs 10, 15	vs 7, 7	vs 4, 3	27	1
Team 10	TEN	vs 11, 5	vs 11, 18	vs 8, 15	vs 7, 14	52	3
Team 11	ELEVEN	vs 9, 2	vs 9, 18	vs 6, 11	vs 3, 8	39	2

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