

# **BridgePad™ Wireless Bridge Scoring System**

## **Directors Guide**

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## Software Installation and Configuration

Before the *BridgePad*<sup>™</sup> system can be used, *BridgePad*<sup>™</sup> software must be installed on the scoring computer. This software controls the wireless network used to communicate with the *BridgePad*<sup>™</sup> tabletop terminals and to communicate with the ACBLscore scoring program. Begin by inserting the *BridgePad*<sup>™</sup> Installation CD into the computer's CDROM reader and clicking on the "Setup.exe" icon to start the installation program.

The installation program first determines whether or not the Microsoft .NET 2.0 library has already been installed on the system. Under Windows XP and Windows VISTA, this library will usually already be installed and a popup window will appear to tell you that the .NET library V2.0 has been found already installed.

The installation program will automatically install the library if it has not already been installed. The .NET library is very large and installing it takes approximately 15 minutes.

After installation of the .NET library is completed, the installation program will install a driver to allow communication with the *BridgePad*<sup>™</sup> base station through one of the computers USB ports. On most computers this should happen automatically, but on some systems problems may be encountered. If so, please see the section "**Manual Driver Installation**" (on page 15).

At this point the "*BridgePad*" icon should appear on your desktop. Before you start any game using the *BridgePad*<sup>™</sup> system, you should start the *BridgePad* program from ACBLscore. During the game, all the results from the *BridgePad*<sup>™</sup> tabletop units will be displayed in real time by this program so you will be able to see the progress of the game at each table. If you do not want to view this display, you may *minimize* the program but **DO NOT CLOSE IT**. If the *BridgePad* program is closed, there will be no communication with the tabletop *BridgePad*<sup>™</sup> units.

## ACBLscore Configuration

The latest version of ACBLscore for Window (version 7.50 or later) is required for the *BridgePad*<sup>™</sup> system to work. (*BridgePad*<sup>™</sup> will not work with the DOS version of ACBLscore. ACBLscore for Windows uses the same Control keys as the DOS version (F1 to F12) and many of the screens look the same.) If you do not have the latest version, you can find it on the ACBL website at <http://www.ACBL.org> or from the CD you received

Once ACBLscore for Windows has been installed, its electronic scoring feature must be enabled.

If you are in the Club mode in ACBLscore, you must enable Remote Score Entry. You will find in ACBLscore on the initial screen under Setup/Game Option

### Game Setup

- a) During the initial setup of each game, ACBLscore will ask if you are using Remote Data Entry – answer YES.
- b) Once the whole section is configured, you can enter the next section. If the second section is also using the *BridgePad*<sup>™</sup> scoring system, repeat the same responses.
- c) Once all sections have been entered, ACBLscore must be configured with the location of the *BridgePad*<sup>™</sup> software. Set up your first test game. Press **F11** and go to the last entry on the list of commands - Locate Server (BML). You should enter the following path:  
**C:\Program Files\BridgePad\BridgePad.exe**  
then select *Bridgepad.exe* by highlighting it and clicking on the Open button. This process does not have to be repeated for each game.
- d)
- e) At the bottom of the list of commands (on the second screen) there are a few commands related to remote data entry. Select the Option Menu (BMO) command and select all of the options you see. The *BridgePad*<sup>™</sup> system will use only those options that have been enabled in the *BridgePad*<sup>™</sup> scoring software. Once these options have been selected, they will remain selected until they are changed.
- f) Finally issue the **“BMS Start Remote server”** command – this will start BridgePad server, connect ACBLscore with the *BridgePad*<sup>™</sup> program and tell it that this is the beginning of a new game.
- g) After about 30 seconds the names **“RF BridgePad”** will be visible in the active program area of the taskbar at the bottom of the screen. This indicates that the *BridgePad*<sup>™</sup> program, which provides communication between ACBLscore and the *BridgePad*<sup>™</sup> terminals, are running. **DO NOT terminate these programs or close the windows they are running in. They can be minimized, but they must stay running throughout the game to collect scores from tabletop units.**

# Running The BridgePad™ Software

Before starting a game, several options must be selected from the main screen. Once these options have been selected, they will be stored and, unless you change them, used as the default for the next game.

## Main Menu Commands

### FILE

#### Score

The *BridgePad*™ scoring program saves all of the results of a game in a small (approximately **200Kbytes**) file, which is automatically assigned a name based upon the date and time of the game. A saved game may be reloaded so it can be studied by using the *Load Old Game* option.

#### Display Security Codes

This command is used to display the EAST-WEST authorization codes that have been entered by the EAST-WEST pairs at the start of the game if the use of these security codes has been enabled (see ***EW Security Code*** on Page 8).

#### Print Tables

This command allows you to print the game tables from the screen on the printer

#### Reset Table

If two different BridgePad™ terminals have identified themselves at the start of the game as being at the same table in the same section, this command allows the Director to clear the information for these terminals. Once the information has been cleared from the system, the correct information should be entered at the terminals.

#### RF Upgrade

You may occasionally be directed by BridgePad Company technical support to upgrade the firmware running the BridgePad tabletop terminals to a new version. The “firmware” is the software that runs on processor in the terminal. A firmware upgrade might be required in order to fix some problem that has been identified or to add a new capability to the system. Usually, the firmware upgrade is performed from the BridgePad software on your computer using wireless communication with the BridgePad™

terminals. A BridgePad™ terminal can also get the firmware from another BridgePad™ terminal that has the latest version of the firmware.

### **Firmware Upgrade from server computer (typical)**

You should download the latest version of the firmware to your computer from the BridgePad website (<http://www.bridgepadrf.com/page4.php#firmwareUpgrade>) using your web browser (Internet Explorer, FireFox, etc). Make a note of the path to the downloaded firmware file (which will be called something like `BPAD_244.BPU`).

In the *BridgePad* software, select the RF Upgrade option. You will be asked to supply the path to the saved upgrade file. Enter the path to prepare the upgrade process.

Select a set of BridgePad™ terminals to upgrade at one time. For each BridgePad™ terminal:

1. Press the **PWR** key to turn the terminal on
2. Press the **BACK** key and a menu will appear on the screen.
3. At the password prompt – press **Q** followed by **K** and **NEXT**
4. Select Option 6 from the menu, “**RF upgrade**”
5. Select Option 2 – “**Receive upgrade**”.
6. The terminal is now prepared to have its firmware upgraded, but the upgrade process **must be started from the server within 2 minutes** or the terminal will revert to its normal mode.

Once you have completed the process of readying all the terminals in the set for the upgrade process, go back to the *BridgePad* program on the computer and select “**Start upgrade**”. The upgrade process should take about 30 seconds. When a terminal has been successfully upgraded, it will return to the main (Power On) screen. If an error occurs during the upgrade process, then an error message will be displayed and you will have to reattempt the upgrade for that terminal.

**If you have more terminals to upgrade, select another set of terminals and repeat the process (starting at step #1 above) until all of your terminals have been upgraded.**

## BridgePad™ terminal to BridgePad™ terminal firmware Upgrade

If you have one BridgePad™ terminal that has the upgraded firmware, you can use it load another BridgePad™ terminal with the upgraded firmware.

At the receiving (to be upgraded) BridgePad™ terminal:

1. Press the **PWR** key to turn the terminal on
2. Press the **BACK** key and a menu will appear on the screen.
3. At the password prompt – press **Q** followed by **K** and **NEXT**
4. Select Option 6 from the menu, “**RF upgrade**”
5. Select Option 2 – “**Receive upgrade**”.
6. The terminal is now prepared to have its firmware upgraded, but the upgrade process **must be started from other BP within 2 minutes** or the terminal will revert to its normal mode.

At the transmitting (already upgraded) BridgePad™ terminal:

1. Press the **PWR** key to turn the terminal on
2. Press the **BACK** key and a menu will appear on the screen.
3. At the password prompt – press **Q** followed by **K** and **NEXT**
4. Select Option 6 from the menu, “**RF upgrade**”
5. Select Option 1 – “**Send Upgrade**”.

**DO NOT attempt to perform a firmware upgrade during the game – *It will interfere with the collecting of the scores***

## TD Password

**This command allows you to change the password for the Directors many. The factory default is Q,K. You can change it to any numeric password.**

## **About**

Display an information window with information about this program.

## **Quit**

Exit the program. This should only be selected after the end of the game.

## **COMMUNICATION**

Under “Communications” in the main menu, you will find a list of wireless communication parameters that are used to communicate through the USB port and the *BridgePad*<sup>™</sup> base station with the *BridgePad*<sup>™</sup> tabletop terminals. These parameters should normally be left with their default values.

If for some reason the “Connected to RF” status indicator stays red after the program starts, make sure that RF receiver is connected to USB port. If you connect it at this point or for some other reasons the server did not connect to RF receiver, select Connect RF receiver. The server will attempt to reconnect with the RF receiver.

If you are running more than one server in the proximity of each other (300 feet), each RF receiver has to operate on a different channel. You can change the channel on this menu. You will then have to change the channel on each *BridgePad* that communicates with this server. The default is channel 16 but you can use any channel from 10 to 20. (See on Page 19 for details.)

## **GAME OPTIONS**

Once the first *BridgePad* tabletop unit is connected to the *BridgePad*<sup>™</sup> software, some of these options cannot be changed.

### **SEND DATA**

This set of options selects a number of features of *BridgePad*<sup>™</sup> that can be enabled or disabled. These options will affect the display of information on the *BridgePad*<sup>™</sup> tabletop units as well as how the players view and enter information.

### **ACBL Member #**

This allows players to enter their ACBL 7 digit membership number (or up to 12 digits in some other countries) directly into the *BridgePad*<sup>™</sup> terminals from the tables instead of having this done by the Director using ACBLscore. The data is transmitted to the ACBLscore program on the computer. Nonmembers should use the member number 0. If this option is disabled players will not be asked to enter their member numbers.

**This option must rst be enabled in the Remote Option menu under F11 in the ACBLScore program or ACBLscore will not be able to collect the member numbers.**

### **Lead Card**

If enabled, players will be asked to enter a lead card for each hand. The information will be displayed on the computer screen for game analysis.

### **Send score in European Format**

If set, the BridgePad terminals will collect scores in the “Overtricks and Undertricks” or Tricks taken mode. **Otherwise players enter scores in US standard form.**

### **Intermediate results display**

- a) This option allows the players to see a display on the BridgePad<sup>™</sup> terminal during the game showing how good their results are up to that point. If enabled, the BridgePad<sup>™</sup> terminal will display each board's score after each round along with a comparison of their results with results obtained by other teams' previously played hands on the same boards at other tables (from the NORTH-SOUTH point of view). If no option is selected, no intermediate results will be shown.

Intermediate results may be displayed in one of three formats:

1. **COMPARISON FORMAT** – Current score on this board is displayed as Top, Above Average, Average, Below Average, or Bottom score.
2. **PERCENTAGE FORMAT** – Current score on this board is displayed in terms of the percentage of other pairs who have better scores on this board.
3. **TRAVELER FORMAT** - All the previous scores obtained on this board for other NS pairs are displayed.

The **N-S** pair may disable the display of traveler information **at the beginning of the game.**

These options can be changed during the game **by the Director.**

## Traveler option

In multisection game the traveler can show comparison with only one section or with all sections in the tournament

You also have an option to show the results of other tables with a display of each result at each table or to show how many times each result was made.

## EW Security Code

When enabled, the EAST-WEST pair will be asked to enter a private approval code into their terminal before the start of the first round. EAST-WEST can select any 2-digit number as their code. In the Howell movement both EW and NS pairs will be asked to enter their code. That code is transmitted and stored on the computer. After each board, before the scores are sent from the *BridgePad*<sup>™</sup> terminal to the *BridgePad*<sup>™</sup> base station, the EAST-WEST pair must enter their approval code after verifying the contracts and results. The score will be transmitted only if the approval code matches the saved code value for the specific EAST-WEST pair.

If an EAST-WEST pair forgets their code, the Director can check it for them using the Display Security Codes command under the FILE menu where all the codes are stored. The Director also has an overriding password (99) that will be always be accepted by the base station. If this option is disabled, the EAST-WEST pair approves the results shown on the *BridgePad*<sup>™</sup> terminal by simply pressing the **NEXT** key.

## Display Options

- **Display Contract** - Normally the results displayed in the tables show the round number and the score – (“2/110” – for round two, score 110 for NS pair). If you choose “Display Contract” then the results will be displayed showing the contract, declarer, and the result (2H,E, 2 for two hearts, by East, made 2)
- **Display Pair #** - If this option is chosen, then the pair numbers will also be displayed for each board (2 vs. 4 – NS pair 2 against EW pair 4)
- **Lead Card** – when this option is enable, the lead card will be displayed for each hand ( Lead card –AH – ace of harts)

## Game Mode

This option used if “Swiss Pairs” (not “Swiss Team”) movement is being used.

## Game Details

This option disables automatic incrementing of boards to be played in a round. If selected, players will have to enter a board number for each hand. This is very useful when two tables share the same set of boards - some boards will always be out of sequence.

## SECTION DISPLAYED

In a multiple section game this option controls which section's results matrix is displayed on the *BridgePad*<sup>™</sup> program screen. You can switch between sections being displayed by pressing space bar

## STATUS BOXES

Two status boxes are also displayed in the menu bar.

- **CONNECTED TO RF UNIT** – If this box is green, the scoring computer is communicating with the *BridgePad*<sup>™</sup> base station unit. If the box is red, there is a communication problem. Among the reasons for the box to be red are:
  1. The *BridgePad*<sup>™</sup> base station unit is not connected to one of the computer's USB ports. Check the cable.
  2. Try Connect RF receiver command under Communication
  3. The *BridgePad*<sup>™</sup> base station unit has been set to a different communications rate from the server software. Unplug *BridgePad*<sup>™</sup> base station unit from the USB port, set the baud rate in the COMMUNICATION options to 19200, re-connect the *BridgePad*<sup>™</sup> base station unit to the computer's USB port, and restart the program.
  4. The WINDOWS driver for the port is not installed correctly. Please check with the Windows Device Manager, under PORTS to confirm that there is a Port named *CP210x USB to UART Bridge Controller (COMx)* (where x is a port number). If you do not see the controller listed, then there was a problem installing the driver. Please see the section "**Manual Driver Installation**" (on page 15) for instructions.
  5. In some instances it may also help unplugging RF transmitter, plugging it back to USB port and restarting *BridgePad* program.
- **CONNECTED TO ACBLscore** – If this box is green, then ACBLscore is started and connected to the *BridgePad*<sup>™</sup> scoring program. If the box is red, the *BridgePad*<sup>™</sup> scoring program will still work. It can collect scores from *BridgePad*<sup>™</sup> terminals but since the system does not have any information about movement, the players will have to enter their pair numbers and boards they have played at the end of each board. If at any point in the game (typically during the

first round) ACBLscore software starts and connects to *BridgePad*<sup>™</sup>, the movement info will be sent to the *BridgePad*<sup>™</sup> terminals. From that point on it movement data from ACBLscore will be used to check for correct pair and boards at each table.

## RUNNING THE GAME

As each *BridgePad*<sup>™</sup> terminal unit sends its section number and table number the *BridgePad*<sup>™</sup> program will display the word “Initialized” in the display matrix in the column corresponding to the table number. All the table columns should display “Initialized” as the first round starts.

If two units try to register as the same table or the same unit tries to register twice as two different tables or tries to register as an invalid table number, a popup alert box with an error message will appear on the screen. The table or tables involved will have to be reset (using the Reset Table command under File in the main menu). The *BridgePad*<sup>™</sup> terminal(s) should be restarted (see “Setting Up The *BridgePad*<sup>™</sup> Terminal”, **RESET**, page 13 ) and the correct table number and section number entered.

As each table sends its results, the scores are displayed in the appropriate cell showing round number and the score (from the NORTH-SOUTH point of view). If the appropriate option is selected it can also display contract and the results and the pair numbers. Scores may be posted to ACBLscore at any point in the game. Scores are posted simply by pressing **CTL-P** in the ACBLscore window.

### Posting Scores before the end of the game

If the Director chooses to post scores to ACBLscore prior to the end of the game, the scores that have been accumulated up to that point will be posted to ACBLscore.

Using the *BridgePad*<sup>™</sup> Wireless Bridge Scoring System there is no delay while scores are entered into ACBLscore. Final scores are ready to be printed within seconds of the completion of the last game. If, however, there are late plays, the Director may still wish to post the scores to ACBLscore for printing so players don't have to wait to see their results until after the completion of the late playing boards.

### Posting Scores at the end of the game

If the Director decides to wait to post the scores until the end of the final round, **CTL-P** must be pressed TWO TIMES in order for ACBLscore to receive the results of the entire game. The first time, it will accept only those scores from boards in rounds up to but not including the last round. The second time, it will accept the scores from the final round.

**If during the game one of the tables entered NP (NO PLAY) at the Bridgepad, or one of the scores is missing, the Director must enter the missing score manually into ACBLscore, or the last round will not be**

posted. If any of the scores from *BridgePad*<sup>™</sup> terminals are missing, The final round will also not be posted.

If during the game director post some scores but the player at one of the tables correct the score within the same round after director already transfer the score to ACBLscore, that correction will not be posted in ACBLscore. The correction will be posted in the special table that can be access by director under Result Correction tab.

It is suggested that director post all the scores at the end of the game to avoid this problem. If not at the end of the game director should always check Result Correction to make sure that no correction was missed.

## Setting Up The BridgePad™ Terminal

The *BridgePad*™ terminal has a number of features available only to the Director.

### RESET

The first and most important command resets the terminal. Hold down the **XX** key and press **PWR** key to reset the terminal. The main screen will display three numbers – channel number (ch=16) and the software revision (rev= 0.85)

### Contrast adjustment

When the unit leaves the factory, the contrast is set to the optimal value. Due to weak batteries or some other reasons, you may need to adjust the contrast. To do so, after the unit is powered on, press the **PASS** key to increase contrast and press the **ERROR** key to decrease contrast. Once set, the unit will maintain this setting.

### Control menu

The Control menu displays a list of options that the Director can set.

To access the Control Menu press the **BACK** key when you are at the initial screen. You will be asked for a password. Press the **Q** key followed by the **K** key. The option menu will be displayed.

1. **Set Section/table** - Some clubs may want to permanently assign section and table number to each BridgePad. This command allows Director to set this up so that when the game starts, the player will not have to enter this information. It can also be disabled so that Bridgepad will work in normal mode.
2. **Set Channel Number** – This is the communication channel used by the server. The default value is 16. When multiple servers are being used, the director must change the channel number for each BP in that group so it matches the channel in the. If many terminal units need to be reprogrammed, a shortcut can be used to quickly change the channel used by the terminal. At the initial screen, press **8** twice and then change channel number to the desired value.
3. **Screen Timeout** – This determines the elapsed time without a key being pressed that causes the terminal screen to go blank (to save power) – the default value is 1 minute
4. **Replace Failed Unit** - If a unit fails during a game this option will allow this terminal to be used in place of the failed unit. All the scores transmitted up this point will be resend to the new terminal so that new terminal can continue the game where the defective terminal failed
5. **Show RF Settings** (for factory use)
6. **RF Upgrade** – this function allows upgrading the BridgePad firmware.

7. **Resend game data** – this function restores the scores from the game in an emergency. During the game all the scores are saved in the BridgePad™ terminal. If the computer crashes for any reason and all the scores on the server are lost, the scores can be resent to the server from each of the terminals. The Director must restart ACBLscore, re-start the BridgePad™ software with the same movement , and when the empty game matrix shows on the screen, use this function at each terminal to upload all the scores from the played boards to the server.

### **Score review**

The Director may look back at all the scores previously played at any table. At any time during the game the Director can press the **PWR** key 4 times and the information will be displayed on the tabletop unit.

## APPENDIX A – Driver Installation

### Manual Driver Installation

If automatic driver installation has failed, follow these steps to isolate and fix the problem:

First you must determine whether the driver has been installed on your computer

- Go to Control Panel
- If you are using Classic view select *SYSTEM*
- If you are using Category View select *Printer and Other Hardware* and in the left window select *SYSTEM*
- In the *SYSTEM* window, select *Hardware*, and then select *Device Manager*.
- On the list of the Hardware devices you should see *PORTS (COM & LPT)*
- If you do not find *PORTS* listed, you will have to install this device type manually Continue at **No Port Showing Under Windows Device Manager**). Otherwise, you have a port but the driver did not install. Continue at **No Driver Installed** below.

#### 1. No Port Displayed Under Windows Device Manager

If no port is installed on your computer, you must install one manually.

- On the *SYSTEM* screen, go to *ADD NEW HARDWARE* and then start the *ADD HARDWARE WIZARD*
- The wizard will ask you if your hardware is already connected to the computer.
- Answer *YES* (even if it is not connected).
- The wizard will display a long list of device types. Go all the way to the bottom of the list.
- The last entry is “*Add a new hardware device*” – please select this entry.
- On the next screen the wizard will ask you if you want to install hardware automatically or manually.
- Select *Manually*
- The wizard will again display a long list of hardware devices – select *PORTS*.
- The wizard displays a list of different types of ports
- Select Manufacturer “*Standard port types*”, Model “*Communication Port*” and click *Next* and *Next* again on the following screen.
- You have completed the installation of a serial port.  
(Microsoft does not make this easy.)

## 2. No Driver Installed

If the driver is installed under *Unknown Devices* (look under *Device Manager*, hardware devices list) with a question mark next to it, the driver must be reinstalled, using the Hardware Update Wizard.

- Double click the question mark in the device manager and the Hardware Update Wizard will start
- Select manual installation and point to the location of the driver:  
C:\SiLabs\MCU\CP210x\Windows\_2K\_XP\_S2K3\_Vista

If you are still unable to get the driver installed properly, or if you are unable to communicate with the *BridgePad*<sup>™</sup> terminals, contact BridgePad Company Technical Support at (650)961.9114



## APPENDIX B– Replacing Batteries In *BridgePad*™ Terminals

If the batteries in a *BridgePad*™ terminal die during the game, they can be replaced without loss of information. After replacing the failed batteries with new ones, press the **PWR** key and then the **3** key. The game will restart at the board and state it was in before the battery failure.

## APPENDIX C – Changing Movement Data After The Game Starts

In some situations, it may be desirable to change the movement data after the game has started, some of the tabletop terminals have already been initialized, and some results have already been sent to the scoring computer.

To change the number of tables, the number of rounds or the number of boards per round, you must first change these parameters in the ACBLscore program. In ACBLscore, press **F11**, select the SET command, and then select **option 5 – “Change Movement”**. **If you are changing the round number please use option 5 –do not use Option 2.** After all the changes have been made in ACBLscore, the new movement information is ready to be sent to all the tabletop units. The information will be updated in each *BridgePad*<sup>™</sup> terminal after the next results are sent to the server. There will be a message at each *BridgePad*<sup>™</sup> terminal informing the player that the movement was changed.

## APPENDIX D – Recovering From A Failure During A Game

Communication between the *BridgePad*<sup>™</sup> program and the *BridgePad*<sup>™</sup> Tabletop terminals and/or ACBLscore may be interrupted due to one of these conditions:

1. The scoring computer crashes or loses power or gets shutdown.
2. *ACBLscore* has terminated for any reason;
3. The *BridgePad*<sup>™</sup> program has terminated for any reason;

Follow the procedures outlined below to reestablish communications and recover the scoring system processing from the point where it was interrupted.

1. If the scoring computer crashed or gets shutdown or loses power temporarily (somebody trips over the power cord), then you must:
  - a) Restart the computer (restore power if necessary).
  - b) Start ACBLscore for Windows
  - c) Click on “**Game**” in the main menu. A window will appear (“Game file name”) that will allow you to choose the name of the file you were using for the interrupted game. If you are not sure of the file name, press **F3** and then the **OK** button to select the most recent game file.
  - d) Press the **F11** key on the computer keypad. A list of commands will be displayed in a pop-up window.
  - e) Use the vertical slider bar to go to the end of the list and click on the “**(BMR) Restart Remote Server**” command to start the *BridgePad*<sup>™</sup> program and reestablish communications between it and ACBLscore without starting a new game. **NOTE: DO NOT** issue the “**(BMS) Start Remote server**” command as you did to start the game or all the results will be lost.
2. If ACBLscore has been terminated and the *BridgePad*<sup>™</sup> program is still running, then you can just restart the same game on ACBLscore:
3. If the *BridgePad*<sup>™</sup> program ONLY was terminated (and ACBLscore has not been terminated), then you must:
  - a) Go to the ACBLscore window.
  - b) Continue from step 1d above.
  - c) During the time that the server is down, all the tabletop units are continuously attempting to transmit scores to the server. Since the server does not respond while the *BridgePad*<sup>™</sup> program is not running, all the scores are saved in the memory of each *BridgePad*<sup>™</sup> terminal. (A message is displayed on the *BridgePad*<sup>™</sup> terminal saying that it is working offline). Once the server program is running again and re-connects to the RF receiver, all the scores that had been saved in the terminals during the outage are automatically uploaded to the server and the game can continue normally.