

## Jared's BridgePad Tips - For Players



Photo: Bridge New Zealand

BridgePad at the 'Welcome Screen'

**Channel** – should be the same at all tables and sections in an event. If not, call Director.

Buttons and functions that we will mainly talk about:

**Pass** – entered in contract field when auction thrown in

**NP/LP** – Not Played/Late Played – *not* thrown in

**Minus** – enter this before the number of undertricks

**Power** – turns it on. Terminal turns itself off after ~50 sec

Depending on the preferences of the Duty Director, the BridgePads may or may not be on the table when you arrive. Some like to put them out during the first round. If they are already out, players won't be able to enter any input until the channel is changed on the computer by the director, once the details of the movement have been entered. A message will display saying "Unable to communicate with server" or "Server offline". No information can flow.

The Director will advise players during round one when they may **log in**. This will happen after the movement has been entered and the channel on the receiver set to the same as what the BridgePads are. Press "PWR" to turn the BridgePad on (bottom right corner) – the Welcome Screen will display. Press "Next" – bottom left corner.

If the BridgePad has not been reset from the last session it was used for, the travelling score sheet may display. Keep pressing "Next" to scroll through. Two options will display:

1 – Check score [or words to this effect]

2 – Start new game – choose this, to reset it. The Welcome Screen will now come up.

Enter your **table number** then press "Next". **Confirm** your table number by pressing "Next" again. If it is incorrect, press "Back". The "Next" function is used to scroll between fields and screens, you will use this function a lot. "Back" is used to delete input and return to previous screens. Use this to correct mistakes.

If only one section is in play, the screen will display "Section: xx Table: x". A two letter code is assigned to each section. If **more than one section** is in play, choose the appropriate one by pressing the corresponding number and pressing "Next".

You will be prompted to enter your **computer number** ("Member ID"). North first, then South, East and West. Press "Next" once you've entered it. If you have a **zero** as the first

number, omit the leading zero – i.e. if your computer number is 06459 then enter 6459. If there is a **bye starting at your table**, enter **zero** for both ‘players’ in the right direction. Once everyone has entered their number, the names will be displayed for each compass point. If any are incorrect, press “Back” then press the corresponding number for the wrong player. Re-enter computer number as above.

The “Round Screen” shows the round number, **what boards you are playing** at that table and against which pair numbers. Press “Next” to proceed to enter input on each board. If playing a Mitchell movement, the N/S pair number won’t change (this is your table number), the E/W one will each round. For Howell movements, this will change each round unless you are stationary. If you are playing two or more boards per round, you can only enter them in ascending order. It doesn’t matter if you play them in the ‘wrong’ order, you will just have to play the others and wait until the end of the round to enter them in the right order.

Then press “Next” to move the cursor (flashing bar) between fields. To save time, dummy may enter the contract, declarer (“By” – press N/S twice to get South, E/W twice to get West) and lead pressing “Next” to move and “Back” if input is incorrect. For **doubled contracts**, in the contract field press “XX” once, for **redoubled contracts** press it twice. For **lead**, enter the **rank first** then the suit (top row) of the card. If the lead card was a Ten, just enter ‘1’ then the suit.

At the conclusion of the hand, enter the **result** in “**Made**” field. If a contract went **light**, press the **minus** button then the number of undertricks. Once “Next” is pressed after “Made” input has been entered, the correct score is displayed under “For:”. The score expressed is for the *declaring side*. Thus, it will be minus if the contract was taken light. At this point, show this to an opponent who will check the input is correct and the score matches. If it doesn’t match, either the input is wrong (use back to correct it) or the score is right and the player doesn’t know it. If they agree, they can press “Next”. Data is now sent to the computer and stored in the BridgePad’s memory until it is reset. It is really important that your **opponents are shown** to agree. This is the equivalent of signing a paper travelling score sheet.

A rough percentage is displayed for the result, in terms of N/S. At Otago, we usually use the percentage format for comparison. Other clubs may use different formats. Press “Next” to proceed past this to view the travelling score sheet. Results from other tables are shown, your result has an asterisk beside it. Press next to scroll through the results until “Finished” is displayed – then press “Next” again and the new board will be displayed.

The “Error” button can be used to go back and correct a result **once it has been sent** to the server, but only **before** you go to the next board or round.

The **Pass** and **NP/LP** buttons:

If a contract was **thrown in**, enter “Pass” in the “Contract” field and press next.

Sometimes, the Director may instruct players to enter “NP/LP” in the contract field. Press once for NP and twice for LP. “NP” stands for “Not Played”. An alert pops up on the BridgePad at the end of the session, as well as on the computer to remind the Director.

“LP” means “Late Played”. Enter this if asked to. You will be alerted at the end of the session that a board(s) is to be played late – this is your chance to play them now. Which board(s) and against what pair is shown. This only happens if a pair has been delayed arriving. Only upon the Director making this decision can this function be used, never at the discretion of players.

Things to ponder:

- Player co-operation and **thorough checking** of results is strongly urged when using BridgePad, to minimise errors and get results out quickly – part of the reason we have invested in them. This also saves hassle for the Director. Recidivist offenders will be noted and less sympathy given if requesting an alteration. We don’t want to establish a culture of carelessness with scores.
- **Anyone at the table can enter input.** Dummy doing the first few pieces hastens the process. Don’t forget to have the input **approved** by your opponents – be courteous.
- At the **end of the session**, the Director will allow a few moments to **check scores**, and then sever the connection between BridgePads and the computer, for calculation.
- Once you’ve checked your (rough) score, press option 2 - “Start new game” to **reset the BridgePads** ready for the next session.
- At the end of the session, **leave the BridgePads on your table** – don’t put them in the bin or on the floor, nor take them home, to the pub, bowls, casino etc.
- If **batteries** die during the session, your data is not lost.
- **Howell movements:** at the end of round one, pay special attention to your pair number and where you go next. Don’t press “Next” willy-nilly near the end and bypass this highly informative step.
- **Mitchell movements:** when the **switch** is due, the BridgePad will instruct E/W what table to go to – helpful if the Director forgets!

The Otago Bridge Club is one of the first clubs in the South Island to move to electronic scoring using BridgePad. Thus, we have pioneers among our members. It is special to be part of a large club that is leading the way with technological advancements. A BridgePad section exists on the website forum for members to ask questions.