

Instructions for BridgeMates - Patcham

Steps 1 to 5 are required for the start of the event

1. **Do NOT press any key** on the BridgeMates until told to do so.
2. **When instructed to do so, press OK** to wake up the BridgeMate – At the start of the round you will see the 'Bridgemate II' etc.
3. **Press OK** you will then see the Section you are in A or (choose A=1, B=2) then enter your table number.
4. Enter your EBU number (ignoring preceding 0's) alongside the relevant N, S, E or W and press OK. Leave this blank if any number is not known, and write your name on a name slip/sheet or inform Director. If all is correct your names will appear on the screen.
5. **Press OK** and you will now see the round number, the boards you are playing and the NS and EW pair numbers (**Please call the TD if any of this is incorrect**).



Steps 6 – 11 are required for each board played/scored

6. **Press OK** and you will be prompted for the board number you are playing/have played, this will default to the expected board number. If this is not the right board press CAN (cancel).
7. **Enter Board Number** and press OK.
8. **Enter Contract (CONTR)** by pressing a number (eg 3) and then the denomination (eg ♣, ♦, ♥, ♠ or NT) if Doubled press X or if ReDoubled press XX and then
9. **Enter the Declarer** by pressing either ^N/_s or ^E/_w (NB Press ^N/_s once for N and twice for S and then press OK).

You can do steps 6 – 9 as soon as the bidding is finished, or do all the steps 6-11 after the board has been played.

10. **Enter the Result** Either = (making) or + # for overtricks or - # for undertricks (eg +2 for 2 overtricks) and press OK.
11. **Pass to East or West to verify** – East or West presses the **ACCEPT** button (top right function button below screen) or **CAN** if incorrect.

Once East or West has verified the result you can either say OK to show the results on the board so far and press the middle function keys to scroll through – Press cancel to move to next board .

CAN (CANCEL) – This will allow you to go back to a previous step – keep pressing it until you reach the point you need to correct and then proceed from the relevant step above.

If you only partially enter a result and the BridgeMate screen switches off you can wake it up by pressing **OK**.

If you play your boards out of the expected order, make sure you enter the right board number (step 7 above).