

How to Use the Bridgmate – Wireless Scoring

Open room table no: 1 - 9

Close room table no: 11 – 19
i.e. +10 to the corresponding table in open room

Button: **OK** = Yes / Continue
Cancel = No / Clear



- 1 Press **OK** to power on.
Check the section and table no. If correct, press **OK**.

```
SECTION: Y
TABLE: 1 3
```

- 2 Check team no.
Press **OK** to continue.

```
ROUND 1
NS: 11 EW: 4
BOARDS 1-14
```

- 3 Check board no.
Press **OK** to continue or press **CANCEL** to edit.

```
ROUND 1 NS:11 EW:4 1-14
BOARD : 1
CONTR :
RESULT:
TOMENU
```

- 4 Enter contract.

```
ROUND 1 NS:11 EW:4 1-14
BOARD : 1
CONTR : 3NTxx -
RESULT:
TOMENU
```

- 5 Enter declarer.
Press **once** for N or **twice** for S. (same for E/W)

```
ROUND 1 NS:11 EW:4 1-14
BOARD : 1
CONTR : 3NTxx N_
RESULT:
TOMENU
```

- 6 Enter result, +/- for overtrick, just made or undertrick respectively.

```
ROUND 1 NS:11 EW:4 1-14
BOARD : 1
CONTR : 3NTxx N
RESULT: =_
TOMENU
```

- 7 Ask EW to check the result carefully **before** confirmation.

```
ROUND 1 NS:11 EW:4 1-14
3NTxx N = +800
VERIFICATION BY
EAST OR WEST
```

- 8 Let EW **ACCEPT** or press **CANCEL** to correct. Once accepted, it can no longer be changed.

```
ROUND 1 NS:11 EW:4 1-14
BOARD 1, 3NTxx =
by North, +800
Press ACCEPT to
confirm ACCEPT
```

- 9 Press **CANCEL** for next board or **OK** to view the previous board.

```
ROUND 1 NS:11 EW:4 1-14
ENTRY COMPLETE
BOARDS TO GO: 13
VIEW RESULTS?
```

- 10 Start the next board.

```
ROUND 1 NS:11 EW:4 1-14
BOARD : 2
CONTR :
RESULT:
TOMENU
```