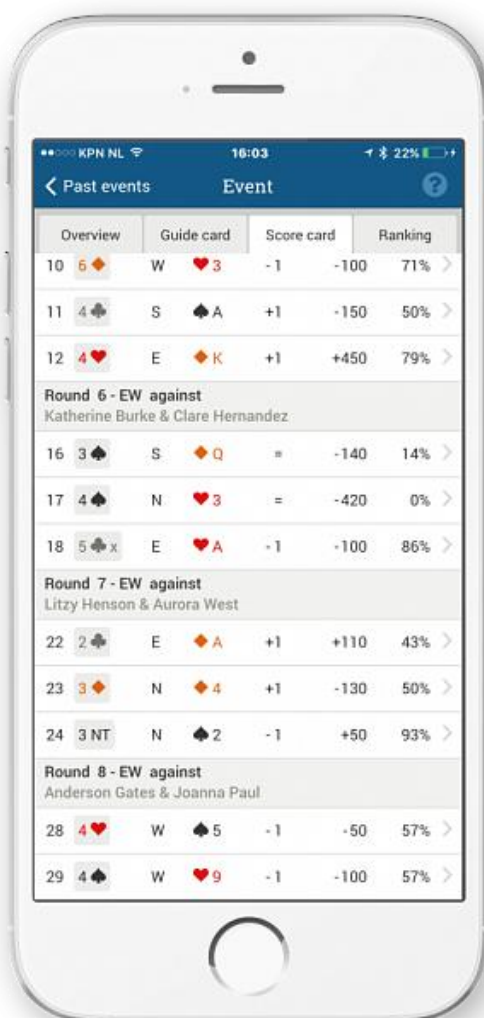


Bridgемate® App



Information for bridge clubs and
tournament directors

Version 2

© Bridge Systems BV

Contents

Introduction.....	3
Basic principles of the Bridgemate App	3
Chapter 1: Preparation	4
Setting up the Bridgemate App	4
Chapter 2: Downloading and installing the app	10
Validation of player registrations	10
Chapter 3: Configuring the app	12
(Temporarily) stop using the Bridgemate app	13
Chapter 4: Tournament directors.....	14
Mark users as tournament directors.....	14
Playing and non-playing tournament directors	14
Tournament director functions	15
Chapter 5: More information	19
Good to know	19
Functionality not yet available in the Bridgemate App.....	19
More information	19

Introduction

Welcome to the Bridgemate App, the latest addition to the Bridgemate scoring system. By using the app, during or directly after the game, players are able to review their scores, consult their guide card for next round seatings, view current rankings, or view competitors' scores and hand records for the boards that they have just played. It also offers an interactive analysis tool to provide informative feedback on the optimal strategy for playing the board. From version 2.0, extended features for tournament directors have also been added.

It only takes a few minutes for a club to launch the Bridgemate App, and this manual is designed to help you quickly configure your club computer to communicate with the app. It also explains in brief how players can download and install the app on their smartphone, and start receiving results and information about the club event in which they are playing.

Basic principles of the Bridgemate App

The Bridgemate App is an add-on for the Bridgemate Pro and Bridgemate II scoring systems. If your club does not use any of these systems, the Bridgemate App cannot be used.

In order to use the Bridgemate App in your club, you must create a Bridgemate club account on the Bridgemate website and activate the Bridgemate App. After creating the account, the Bridgemate App must be enabled from the Bridgemate Control Software (BCS). All game details are automatically sent by BCS to the Bridgemate App server via the club's internet connection. During the game, scores entered on the Bridgemate are automatically uploaded to the Bridgemate App, and board percentages and rankings are continuously updated. Players using the Bridgemate App register themselves with your club and they receive real-time game data in the app on their smartphone (Android or iOS).

The Bridgemate App is meant to be used during or directly after the game. The club may decide to display certain information only after the game has ended.

Chapter 1: Preparation

There are a few things you should know before introducing the Bridgemate App to your club:

- **A good-quality, stable high-speed internet connection is required.** The club computer (the computer running the Bridgemate Control Software) continuously uploads information to the Bridgemate App server system, and a poor internet connection dramatically impairs your Bridgemate App experience. Dial-up connections are not recommended. Using 3G/4G internet dongles is usually not a problem, but make sure your data plan is sufficient to cover the upload.
- **Bridgemate Control Software version 3.2.1 or later is required.** This version is available from <http://www.bridgemate.com>. It is advisable to always use the latest available version.
- **Players must use a member number to register with the club.** A unique member number is needed to identify a player within the club. Without member numbers being assigned, the Bridgemate App cannot link the relevant game data to a specific player. Usually, the member numbers assigned by your national bridge organisation are used to identify the players. However, if players don't have such a number, you can arbitrarily give them any number, as long as that number is unique within your club.

Setting up the Bridgemate App

Follow these steps in order to run the Bridgemate App in your club.

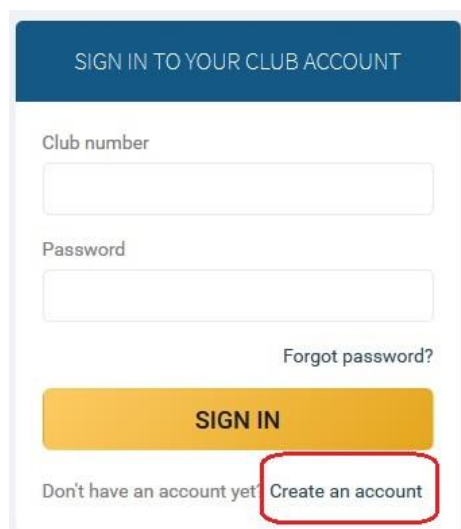
Step 1 – Install Bridgemate Control Software version 3.3.1 or later

Bridgemate Control Software (BCS) 3.3.1 or newer is required to upload your event data to the Bridgemate App. You can easily download and install this version on top of your existing BCS installation. The latest version can be found at <http://support.bridgemate.com>. Go to the 'Downloads' section and click on **Download latest Bridgemate Control Software**. Follow the online instructions to download and install BCS.

Step 2 – Create a Bridgemate club account for the Bridgemate App

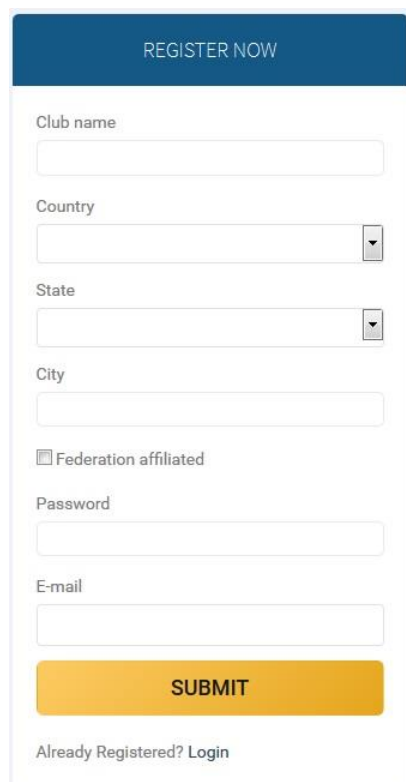
Once you have installed the latest version of BCS, you are ready to create a Bridgemate club account for the Bridgemate App. This is essential for uploading data to the Bridgemate App. The club account allows you to upload data as well as control the behaviour of the app in your club. You can also validate any players who have registered to use the app in your club, and verify that they have registered correctly.

In order to create an account, go to www.bridgemate.com, click on **App** in the top navigation bar, then click on **Club login**.



A sign-in form titled "SIGN IN TO YOUR CLUB ACCOUNT". It features two input fields: "Club number" and "Password". Below the password field is a link "Forgot password?". A large orange "SIGN IN" button is centered. At the bottom, the text "Don't have an account yet?" is followed by a link "Create an account", which is highlighted with a red rectangular box.

Click on **Create an account** to create a new club account.



A registration form titled "REGISTER NOW". It contains several input fields: "Club name", "Country" (a dropdown menu), "State" (a dropdown menu), "City", "Password", and "E-mail". There is a checkbox labeled "Federation affiliated". Below the form is a large orange "SUBMIT" button. At the bottom, the text "Already Registered? Login" is displayed.

Enter the name of your club, then select the country and state in which your club is located, and enter the city. This information is used by players to identify their club in the app. If your country is not listed, this means the app is not yet available in your country.

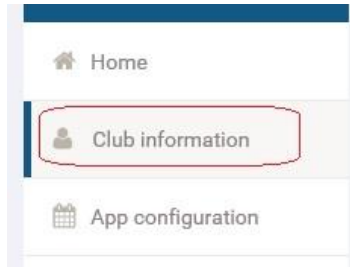
If your club is affiliated to a national bridge federation (for example, the ACBL in the USA, or the EBU in England), select **Federation affiliated** and enter the federation club number in the box that appears (with a maximum of six digits).

Provide a password and email address, which will be used for logging in and retrieving the login details. You must agree with the terms of use and the privacy policy. Click on **Submit** to complete the registration process. A new club account is now created and you should receive an email containing your club account number. You need this account number and your password to log in to your club

account. If you do not receive this email, please check your spam folder. If you still haven't received anything, you probably mistyped your email address and are encouraged to register again.

Step 3 – Complete club details

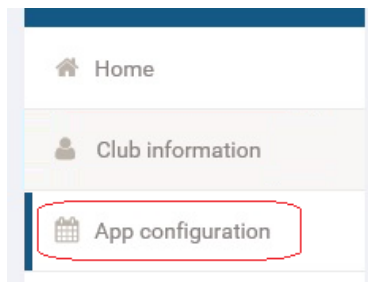
Once your account is created, log in to the club administration page on www.bridgemate.com with your account number and password. Click on **Club information** on the left to retrieve the club details.



Complete the remaining address details (where the club holds its events) and the website address, if applicable. Click on **Save** to store these details.

Step 4 – Retrieve your club account number and verification code

While logged in, click on **App configuration**.



App configuration
Configure your Bridgemate App settings here

Use the Bridgemate App ☒

Show guide cards ☒

Show rankings during game ☒

Show percentages in ranking during game ☒

Show personal score sheet during game ☒

Display results immediately after entered on the Bridgemate ☒

Display results only after player has completed the round ☐

Display results only after all players have completed the round ☐

Validate new player registrations ☒

Send email when player registers ☒

Save

App verification code (for Bridgemate Control Software)

On the next screen, select **Use the Bridgemate App**. Press **Save**. The other settings are discussed in Chapter 3 of this manual.

You now see the app verification code and the club number. Write these two codes down, because you need them to identify your club in the Bridgemate Control Software.

App verification code (for Bridgemate Control Software)

Club number **Your club number**

App verification code (for Bridgemate Control Software) **Your verification code**

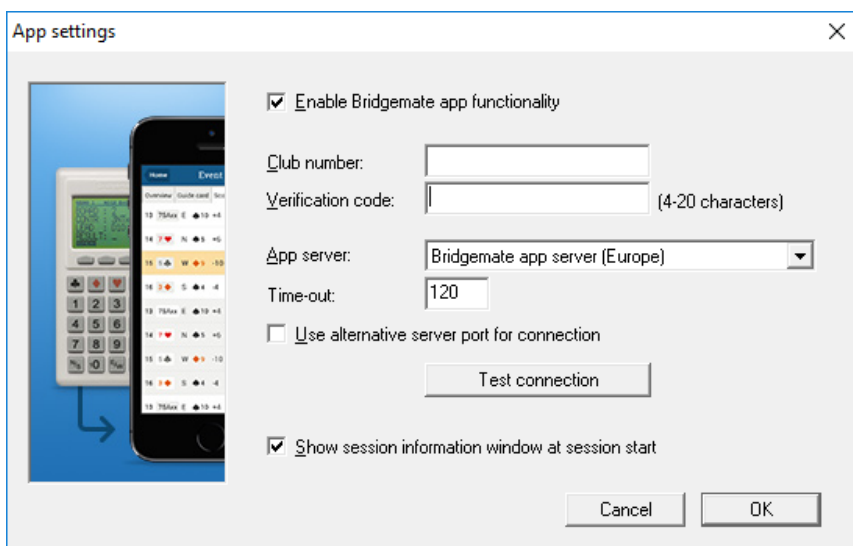
Regenerate

Please note that the app verification code is not the same as the password you provided when creating the account. The password is used to log in to the club administration page, while the verification code is used within the Bridgemate Control Software when uploading data to the Bridgemate App server.

You cannot manually change the verification code. Should you want to change this code, click on **Regenerate**, which creates a new verification code for you. Doing this requires you to update the new code in BCS as well (see below).

Step 5 – Configure app settings in Bridgemate Control Software

The next step is to configure the Bridgemate Control Software (BCS) with the correct club account information. Start BCS from the Windows Start menu (or from your scoring program), and go to **Tools** → **Options** → **App settings**. You now see the following window:



The screenshot shows the 'App settings' dialog box. On the left is a graphic of a bridge calculator and a smartphone. The settings are as follows:

- ☒ **E**nable Bridgemate app functionality
- C**lub number: [text box]
- V**erification code: [text box] (4-20 characters)
- A**pp server: [dropdown menu showing 'Bridgemate app server (Europe)']
- T**ime-out: [text box with '120']
- ☐ **U**se alternative server port for connection
- T**est connection [button]
- ☒ **S**how session information window at session start
- [Cancel] [OK] buttons at the bottom right.

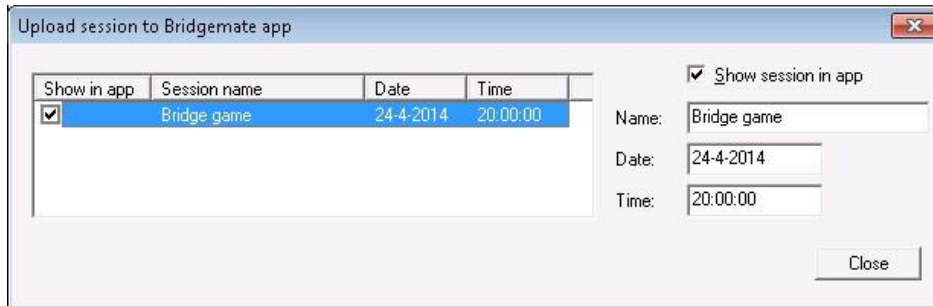
Select **Enable Bridgemate app functionality** to enable the use of the Bridgemate App in BCS and to upload your event data and results to the Bridgemate App. Enter your club number and the app verification code in the boxes below. Press **Test connection** to verify you have entered the correct details.

If your scoring program does not provide all the necessary information to BCS that is needed for the Bridgemate App, you should select **Show session information window at session start**. This enables you to easily change the event name when starting a new bridge event.

Step 6 – Uploading event data to the Bridgemate App

Your setup is complete and BCS now automatically uploads all event information and results to the Bridgemate App.

If your scoring program supports the specifications of Bridgemate Control Software 3.0 or later, the name of your event is automatically shown in the Bridgemate App. If this is not the case, you can specify the name of your event in the session information window, which appears when you launch the Bridgemate system from your scoring program for the first time for this specific event. This window looks like this:



The screenshot shows a dialog box titled "Upload session to Bridgemate app". It contains a table with columns "Show in app", "Session name", "Date", and "Time". The first row is selected and shows "Bridge game", "24-4-2014", and "20:00:00". To the right of the table, there is a checkbox labeled "Show session in app" which is checked. Below this checkbox are three text input fields: "Name:" with "Bridge game", "Date:" with "24-4-2014", and "Time:" with "20:00:00". A "Close" button is located at the bottom right of the dialog.

Show in app	Session name	Date	Time
☒	Bridge game	24-4-2014	20:00:00

☒ Show session in app

Name: Bridge game

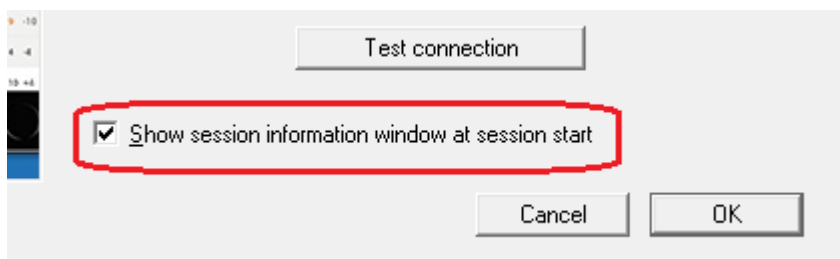
Date: 24-4-2014

Time: 20:00:00

Close

The default name of your event is 'Bridge game' (if not specified by your scoring program). You can change the name by typing in the text field. The date and time fields are for the date of the event and the starting time. After you close this window, the event is automatically uploaded, and you can no longer change its name.

If this window does not appear when launching the Bridgemate system from your scoring program, you need to change the app settings in the Bridgemate Control Software. Go to **Tools → Options → App settings** and select the **Show session information window at session start** option.



The screenshot shows a dialog box titled "Test connection". It contains a checkbox labeled "Show session information window at session start" which is checked. The checkbox is highlighted with a red rectangle. Below the checkbox are two buttons: "Cancel" and "OK".

Test connection

☒ Show session information window at session start

Cancel OK

Chapter 2: Downloading and installing the app

Players must do the following to install and activate the Bridgemate App on their smartphone:

1. To download the app, the player must open the App Store on their iOS device, or Google Play on their Android device, and search for 'Bridgemate'. Then they need to locate the Bridgemate App published by Bridge Systems BV – it can be recognised by this logo:



2. The player must start the app and create a player account within it. A name, email address and password are required. An email with a verification link is sent to the email address. The player needs to click on the link in the confirmation email to activate the account. Now they can log in to the app with the email address and password.
3. When logged in, the player can register him or herself with the club at which they are playing. They need to select the country and state/province, then select their club and enter the member number they are identified with at the club. It is possible to register with multiple clubs.

When these steps have been successfully completed, the player will automatically receive their game results and rankings in the Bridgemate App.

For more detailed information, see the 'Bridgemate App – Information for players' guide.

Validation of player registrations

The Bridgemate App enables players to register quickly and easily with a club, by selecting the club and providing their membership number. However, there is nothing to stop a player from entering someone else's membership number. While such a player wouldn't be able to receive their own personal information in the app, they could access information belonging to somebody else playing in the same event, who isn't using the Bridgemate App. This could reveal unauthorised information about boards the player might still have to play, which is obviously undesirable. In smaller clubs and events, there is less chance of this happening, but in bigger events, it could become a problem, so to prevent this, clubs can enable the validation of player registrations.

Enabling/disabling validation

To enable or disable validation, log in to your club account on www.bridgemate.com, then go to **App** → **Club Login** and click on **App configuration**.

Blue River Bridge Club

- Home
- Club information
- App configuration
- Player registrations
- Events
- Change password
- Log out

App configuration

Configure your Bridgemate App settings here

Use the Bridgemate App
☒

Show guide cards
☒

Show running scores during game
☒

Show personal score sheet during game
☒

Validate new player registrations
☒

Send email when player registers
☒

Save

Select **Validate new player registrations** and click **Save** to enable validation. Conversely, clear this option and click **Save** to disable validation.

Select **Send email when player registers** to receive an email when a new player registers with your club. This email is sent to the email address entered in **Club information**.

Validate new player registrations

With validation enabled, each [new player registration](#) with your club in the Bridgemate App needs to be validated. To validate the entries, click on **Player registrations** in your club account.

Blue River Bridge Club	Player registrations			
	Overview of registered players			
- Home - Club information - App configuration - Player registrations	Full name	E-mail address	Player number	Validated
	Harley Britton	harley.britton@email.com	5783244	Yes
	Wilfrid David	wilfrid.david@email.com	1003429	Yes
	Abigail King	abigail.king@email.com	912	No
	John Baldwin	john.baldwin@email.com	430844	No

Players who are not yet validated are marked as 'No'. Click on to validate the registration. Make sure you have verified that the combination of name, email address and player number are correct. After validation, the player can now receive event information and personal results via the Bridgemate App.

Chapter 3: Configuring the app

Various functions of the app can be enabled or disabled during play. Clubs can configure the app on an individual basis, and when a player uses the app within the club, the app behaves according to the club's configuration. To configure the Bridgemate App, log in to your club account on www.bridgemate.com, then go to **App → Club Login**, and click on **App configuration**.

App configuration	
Configure your Bridgemate App settings here	
Use the Bridgemate App	☒
Show guide cards	☒
Show rankings during game	☒
Show percentages in ranking during game	☒
Show personal score sheet during game	☒
Display results immediately after entered on the Bridgemate	☒
Display results only after player has completed the round	☐
Display results only after all players have completed the round	☐
Validate new player registrations	☒
Send email when player registers	☒
Save	
App verification code (for Bridgemate Control Software)	

To enable the Bridgemate App for your club, select Use the Bridgemate App. This activates the app for your club and players can then register themselves with your club. The following settings are used to configure the behaviour of the Bridgemate App in your club. After making changes to the settings, click on Save to store them.

Show guide cards

The Bridgemate App shows personal guide cards to tell players about the opponents in each round, which boards to play and at which table. For a standard Mitchell, this information may not be needed, but it does become useful when less straightforward movements, such as Howells, complex variants of Mitchell movements, or other less predictable movements are in use. Also, for Swiss pairs games, the guide card is handy for telling players about their seatings in the next round. By default, the guide card is enabled in the app. If you want to disable the guide card, clear this option. (Clearing

this option does not disable the guide cards in completed events.)

Show rankings during game

After every new score is entered on the Bridgemate, the current rankings are recalculated and uploaded to the Bridgemate App server system. When this option is selected, the current rankings are continuously displayed on the Bridgemate App. If this option is cleared, the rankings are only shown after the event has finished. If you enable **Show percentages in ranking during game**, the players can see their running score during a game; if you turn this off, they can only see their rank.

Show personal score sheet during game

The personal score sheet contains all the scores, contracts and results for the player. Board percentages are continuously updated. Furthermore, for each board played, the player can view the frequency list, hand record and makeable contracts, and analyse their own game using double dummy analysis (this requires the existence of hand records). To disable the personal score sheet during the active event, clear this option. (Clearing this option does not disable the personal score sheet in completed events.) There are three sub-settings that affect when players can see the played boards within the app.

Display results immediately after entered on the Bridgemate: With this setting, the board results are visible straight away.

Display results only after player has completed the round: With this setting, players don't see the board results in the app before they finish the current round. This is to prevent people looking at their smartphone during the round.

Display results only after all players have completed the round: The score sheet is displayed after all players have finished the round. This setting is particularly useful when all tables are playing the same boards at the same time.

(Temporarily) stop using the Bridgemate app

To configure the Bridgemate App, log in to your club account on www.bridgemate.com, then go to **App → Club Login**, and click on **App configuration**.

Use the Bridgemate App

This is a general configuration switch to enable or disable the app for your club. When cleared, the Bridgemate App is disabled and does not show any of your club's events. To re-enable the app in your club, simply select this setting again.

Using this setting is only recommended if you wish to disable the app for a relatively long period and want to block access to past events as well. If you only want to disable the app for a specific event, you should disable the data upload in the Bridgemate Control Software for that event.

Chapter 4: Tournament directors

As a club, you have one or more tournament directors. Whenever they use the Bridgemate App, they have access to extra functionality.

Mark users as tournament directors

Clubs can set which members of their club are tournament directors. Tournament directors have the ability to closely monitor a session. To mark a member as a tournament director, they need the Bridgemate App to be up and running. They also need to be registered at your club.

Add or remove tournament directors:

Go to www.bridgemate.com, then go to **App → Club Login** and click on **player registrations**

Player registrations				
Overview of registered players				
Full name	E-mail address	Player number	Manager / TD	Validated
Robert Moore		10299	☒ Accept TD-calls: Yes, of all sections	Yes 
Alice Taylor		12345	☐	Yes 

In the above example, Robert Moore is marked as TD (this is also apparent from the menu that appears). Alice Taylor is not marked as TD.

As soon as a person is marked as TD, they are TD for every session until the settings are changed. You don't have to set anything in the Bridgemate Control Software.

Playing and non-playing tournament directors

A tournament director can be playing or non-playing, and this determines the functions that are available to them in the Bridgemate App. A non-playing tournament director automatically has access to all of the entered board results. A playing director doesn't have access to the results of any boards they haven't yet played. The app automatically recognises whether a director is playing or not by their membership number.

Tournament director functions

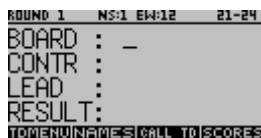
The tournament director has access to four extra functions within the Bridgemate App:

- Receive TD calls
- Session monitor
- Overview of players
- Overview of board results

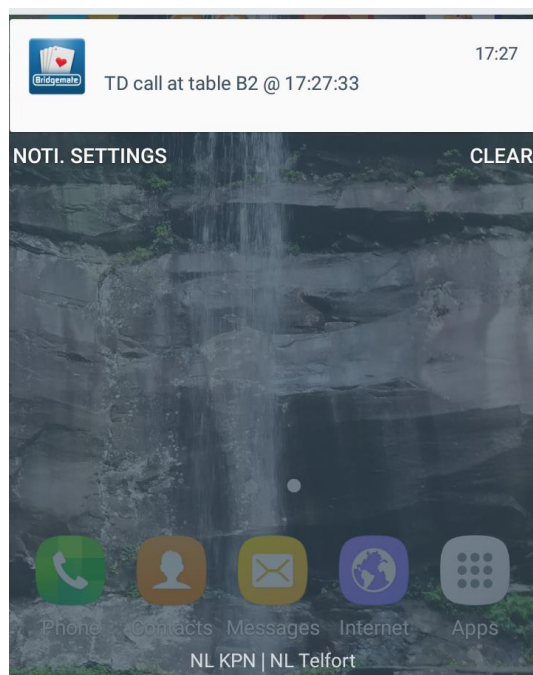
To receive TD calls from the Bridgemate on the Bridgemate app, you must have the Bridgemate II with firmware version 2.3.1 or newer. For all the other functions, you can use any version of the Bridgemate Pro or Bridgemate II.

TD calls

From firmware version 2.3.1 onwards on the Bridgemate II, it is possible to call the tournament director using a button on the Bridgemate. You can turn this function on in the Bridgemate Control Software. Go to **Tools → Options → Bridgemate**, then go to the **Bridgemate II** tab and select **Allow TD calls from Bridgemate**. Once done, the Bridgemate II looks like this:

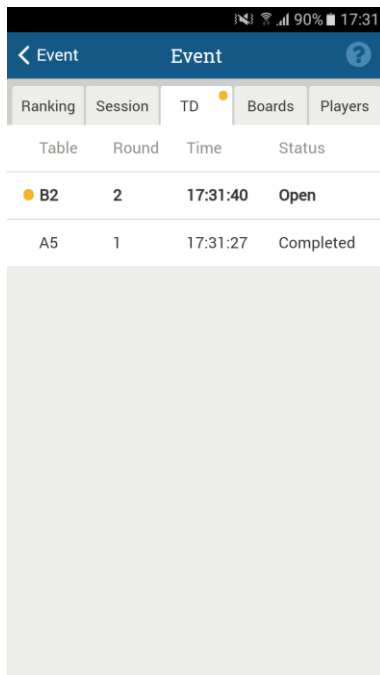


When players press the **Call TD** button, then the **Call** button, a message is sent to the tournament director's phone instantly, and looks like this:



Note: there will be no audible alerts nor banner notifications when the Bridgemate App is visible.

If the tournament director clicks on the call, their phone opens the Bridgemate App on the **TD** tab:



The tournament director can see any incoming calls on this tab. By clicking on an open call, the director can mark it as 'Completed'. This is updated on the phones of all other tournament directors.

To receive tournament director calls on a phone, the Bridgemate App must be allowed to send notifications. You can change this in your smartphone settings. The 'Accept TD calls' function must also be enabled in the app configuration section of your Bridgemate club account.

Session monitor

The event's progress is displayed on this tab. It's the same as in the Bridgemate Control Software. The tables are displayed in rows, with the rounds in columns. A TD can see at a glance which tables are slow or forget to enter their scores in the Bridgemate.

Ranking	Session	TD Calls	Boards	Players
	1	2	3	4
A1	4	2		
A2	4	3		
A3	4	2		
A4	4	2		
A5	4	3		
A6	4	2		
B1	4	3		
B2	4	2		
B3	4	2		
B4	4	3		
B5	4	2		

In this screenshot, round 2 is currently being played.

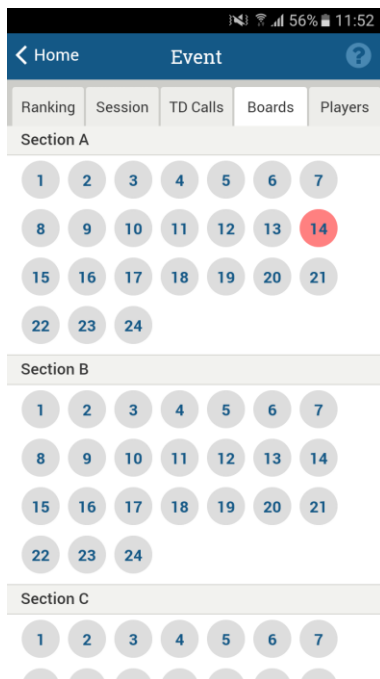
Overview of players

On this tab, the tournament director can see which player is where in each round. The director can also see the players' membership numbers.

Table	Pair	Player	Number
A 1-NS	1	Dawson Rowland	1234
		Earlene Warren	8901
A 1-EW	1	Cecilia Cole	4567
		Desiree Wilkerson	2345
A 2-NS	2	Dylan Sidney	6789
		Antonia Gabriels	5678
A 2-EW	2	Jerome Lamar	0123
		Cade Hilton	0021
A 3-NS	3	Elwin Heath	2314
		Lorena Kimberly	45378
A 3-EW	3	Charis Williams	5641
		Jerold Causer	13634
A 4-NS	4	Roderick Scrivenor	12437
		Sullivan Bancroft	2234
A 4-EW	4	Luther Jacobs	234654
		Tamara Fuller	0056
A 5-NS	5	Tod Patterson	3232
		Kelly Townsend	23424

Overview of board results

On this tab, the tournament director can see the scores of every board. By clicking on a board number, the app displays all of the scores on that board. In the screenshot below, board 14 in Section A is coloured red. This means that there is a suspicious contract on the board.



Note: If you are a playing tournament director, you can only see the scores in your section after you have played them.

Ranking

On this tab, the director can see the running score of every section, while players can only see the running score of their own section.

Chapter 5: More information

In this chapter, you will find tips to help you get the most out of the app.

Good to know

- The computer upon which BCS is installed doesn't connect directly to your players' smartphones. The data is first sent to the Bridgemate App server on the internet, which then sends it to their smartphones.
- Using the app is at the discretion of each player. Players who don't use the app can't prevent others from using it.
- Although use of the app is at a player's discretion, the club decides which data is visible during an event. After the event, all data is visible.
- The (running) scores and rankings displayed in the app are an indication only. The scoring program on the computer always sets the final score.
- The use of hand records adds considerable value to the Bridgemate App. Players can view hand records and analyse their own play using the app. If you use duplicated boards, import them to BCS before you upload the session to the server. If you play manually shuffled games and use Bridgemate II, you can choose to enter the hand records manually in the Bridgemate.
- There will be no audible alerts nor banner notifications when the Bridgemate App is visible.
- If your club plays frequently, you get TD call notifications when you are having a day off. The club can change tournament directors every day via the website, and you can change your smartphone settings to disable notifications from the Bridgemate App.
If you want to enable or disable notifications on your phone [click here for Apple](#) or [click here for Android](#).

Functionality not yet available in the Bridgemate App

The following functionality is not yet available in the current release of the Bridgemate App:

- Team game scoring.
- Disabling notifications (this can be done in smartphone settings instead).
- Switching between active sessions when you are tournament director of several events at one location.

More information

For more information on the Bridgemate App, tips on how to use it, FAQs and troubleshooting advice, please visit the Bridgemate support site at <http://support.bridgemate.com>.