

# Instructions for BridgeMates

## ***Steps 1 to 4 are required for the start of the event***

1. **Press OK** to wake up the BridgeMate – At the start of the round you will see the 'BridgeMate II' etc.
2. **Press OK** you will then see the Section you are in (A, B etc) and your table number (***Please call the TD if this is incorrect***).
3. Enter your EBU numbers alongside the relevant N, S, E or W and press OK.
4. **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 this is incorrect***).



## ***Steps 5 – 11 are required for each board played/scored***

5. **Press OK** and you will be prompted for the board number you are playing/have played.
6. **Enter Board Number** and press OK.
7. **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.
8. **Enter the Declarer** by pressing either <sup>N</sup>/<sub>S</sub> or <sup>E</sup>/<sub>W</sub> (NB Press <sup>N</sup>/<sub>S</sub> once for N and twice for S).
9. **Enter the Lead** and press OK.
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 **OK** then the **ACCEPT** button (not the OK button but the button top right).

Once East or West has verified the result you can either say OK to show the results on the board so far and press OK to scroll through – Press cancel to move to next board (if you leave the BridgeMate at this point it will default back to 4).

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**.

You may play your boards in any order.

If you experience any problems please call the TD.