

TD menu

Tournament directors have far-reaching powers to verify the entered scores. A special TD menu is available for this purpose. To access this menu, please use the TD-key supplied with the package.

Activating the menu

To activate the TD menu, insert the TD-key in the communication port of the Bridgemate. This requires the Bridgemate to be switched on and waiting for data to be entered (board, contr, lead, result input screen). It is for instance not possible to activate the menu if the device is in the verification screen or is displaying an overview of previous results. To exit the menu, simply remove the TD-key.

Menu options

Once you have inserted the TD-key, the following screen will appear:

TD-MENU

You now have seven options:

1. To enter an arbitral score, press '1'.
2. For an overview of the entered scores, press '2'.
3. To delete an entry, press '3'.
4. If you would like to view the corresponding table and section of the Bridgemate and/or the corresponding round and pairs, press '4' (retrieve status).
5. To retrieve an overview of the board numbers not yet entered, press '5'.
6. To reset the Bridgemate, press '0'.
7. To set the contrast of the screen, press + or -.

Entering an arbitral score

It is possible to specify in the Bridgemate that an arbitral score must be entered for a certain board. Proceed as follows: enter the board number and confirm with OK. The cursor is positioned at CONTR. Insert the TD-key in the Bridgemate to activate the TD menu. Press '1' and confirm (OK button) "Arbitral score?" Next, enter the arbitral score for both pairs:

NS: _

EW:

You can choose between 40% (average-minus), 50% (average) and 60% (average-plus). Press 4 or – to enter 40%, 5 or = to enter 50%, 6 or + to enter 60%. It is not possible to enter a value other than these percentages. Press OK after you have entered the percentage. Do this for both pairs. The screen will now return to the TD MENU. Remove the TD key. The assigned arbitral score is now displayed at CONTR. Press OK to confirm this, and confirm the verification screen. The Bridgemate has now saved an arbitral score for this board and will feed this to the scoring program during readout.

Retrieving overview

To obtain a board overview without reading the data or completing a board input, it is possible to use the special overview function of the TD menu. To access this overview, insert the TD-key and press '2'. You will be asked to enter the corresponding board number. The overview displays the pair number, direction of play, contract and result. The number of score points is not displayed in this overview. If the screen returns to the TD menu after the board number has been entered, no scores have been registered for this board at this table.

Erasing entry

Tournament directors have the option of erasing entries. This can either be a board result from the current round or the previous round. If the board results have not yet been entered in the current round, the board result of the previous round will be erased. This method enables you to erase all results from the Bridgemate. To erase a board input, press '3' and press OK when prompted to confirm "Erase result?". You will be asked to enter a board number. Enter a board number and confirm with OK. If that particular board can be erased, the message "Board erased" will be displayed to indicate that the entered result has been erased. If the board has not yet been played, or not played on this table in the current or previous round, the TD menu will be displayed again after you have pressed OK.

Retrieving current status

If you no longer know to which table and section the Bridgemate relates, you can retrieve this information in the status part of the TD menu. To do so, insert the TD-key in the Bridgemate and press '4'. Press OK when prompted to confirm 'Status?' The expected table and section of the Bridgemate will be displayed first. Press OK again to view the current round of the Bridgemate and the corresponding pairs at the table. You will also see the boards to be played in this round.

Overview of missing scores

From the TD menu, it is easy to establish which boards of the round have not yet been entered. Press '5' and OK when prompted to confirm 'Missing boards?' The Bridgemate will now display the numbers of the boards not yet entered in this round at this table.

Resetting the Bridgemate

The Bridgemate can be reset from the TD menu. Press '10' and OK when prompted to confirm 'Reset?'. It will now return to the main screen.

Setting contrast

It is possible to set the contrast of the screen from the TD menu. Press + to make the screen darker, – to make the screen lighter. Press the button several times to adjust the contrast. It is also possible to adjust the contrast if the Bridgemate is in the Bridgemate Pro main screen without using the TD-key.