

Correcting Bridgemates Errors

by MATTHEW MCMANUS



Matthew McManus has been the Chief Director of the NSWBA since 1995. He officiates at a number of events around the country and in New Zealand in his capacity as a National Director, and is a very occasional bridge player.

I have noticed that the most common director call at Congresses in recent times is in order to correct errors made while entering the scores on the Bridgemate. This article is therefore very much a practical one, detailing the procedure whereby players can make changes themselves without needing the director. Unless the Bridgemates have been set up to prevent player alteration (which would be most uncommon), there is a method available to anyone to correct an error.

If the button to accept a score has not yet been pressed, alterations can be made by simply pressing "CANCEL" until the field in error is deleted. If "ACCEPT" has already been pressed, there is a little more to it.



When there is still a board to be scored (Picture 1) or all boards for the round have been entered (Picture 2), the players can review all the results entered by pressing the button just under "SCORES" (this is the same button as "ACCEPT").

This can be activated at any time and should be used at least at the end of each round to ensure that all the information entered is correct. On pressing "SCORES", a screen will appear as in Picture 3. What you see here is a typical mistake: Board 11 has just been played but the result has been entered against Board 12. Clearly you need to delete the result for Board 12. You do this by pressing what is now the "CORREC" button - the same one which was previously "ACCEPT" and then "SCORES". The unit will now ask which board you want to correct. (Picture 4). Enter "12" (the board number you wish to change) and press OK. The screen in Picture 5 will appear momentarily.

The unit is now ready to accept the result for Board 12 (Picture 6). However, you want to enter the score for Board 11. Click "CANCEL" as needed to delete the board number and re-enter the correct information.

If the board number you have entered is right but some information is incorrect (eg. wrong declarer, wrong number of tricks, forgot to include a double, etc.), you would follow the same procedure. Delete the result entered via the "CORREC" button and then re-enter the correct information. ♥

There is a method available to anyone to correct an error on Bridgemates.

