

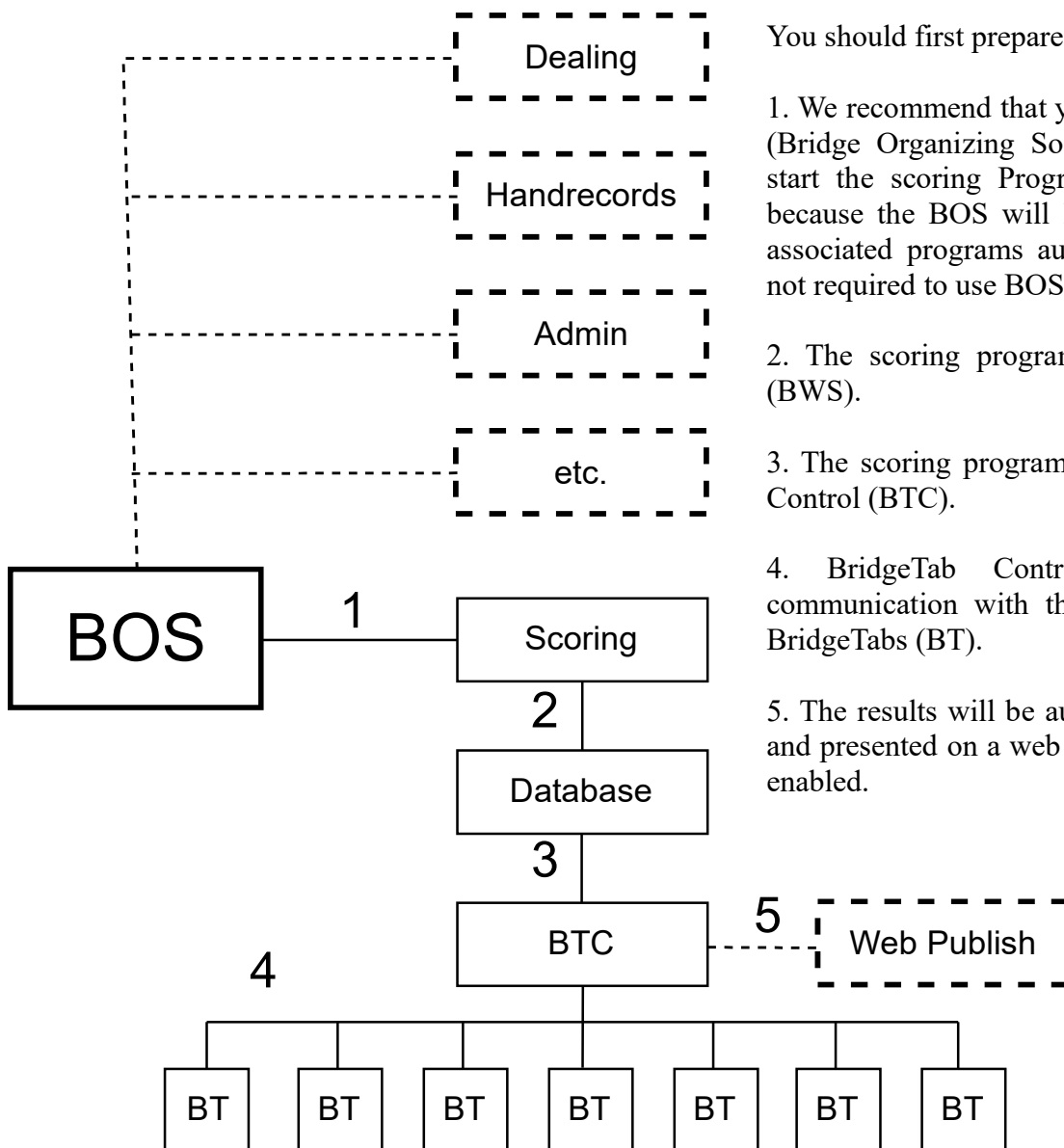


# Manual

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## Overview



You should first prepare the boards.

1. We recommend that you first start the BOS (Bridge Organizing Software) and let BOS start the scoring Program (SP). This is so because the BOS will link data between all associated programs automatically. But it is not required to use BOS.

2. The scoring program creates a database (BWS).

3. The scoring program starts the BridgeTab Control (BTC).

4. BridgeTab Control sets up WiFi communication with the tabletop units, the BridgeTabs (BT).

5. The results will be automatically uploaded and presented on a web site if Web Publish is enabled.

### Technical note

The following links are established when you run the BridgeTabs.

Scoring program <--> database

Database <--> BTC

BTC <--> BridgeTab (hardware no. and table no.)

Bridgetabs <--> Players (player ID)

**Note** that the BridgeTabs are smart devices that complete their tasks independently of the other components. This is an advantage as they will carry on even if the network and/or computer goes down. But you have to watch out in situations when you do not want the tables to be self-propelling. c.f. the headline [Avoiding Problems](#).

### Help



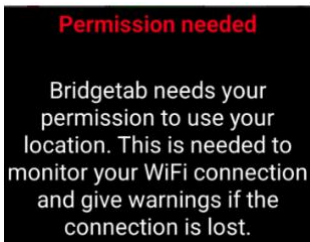
You will find ? buttons in all programs that are part of the BOS system (except third party scoring programs). By clicking the ? button you get instant advice of the situation that you are in. There is also a search function at the bottom of all help pages that might be useful

# Getting started

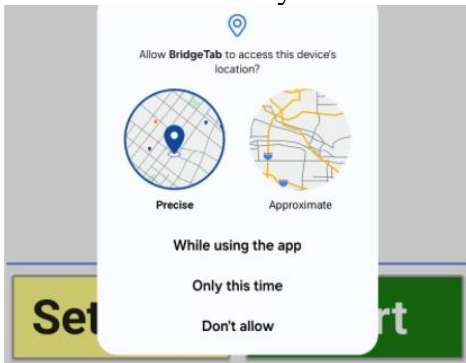
*Festina lente* is a good principle when it comes to scoring with BridgeTab (BT).

## The tabletops

When you launch the BT app for the first time you will be asked if you permit BT to use your location. You should accept that; otherwise the network info shown by the BT will not be complete. You can change your choice after start, see [BT's Help](#) for details.



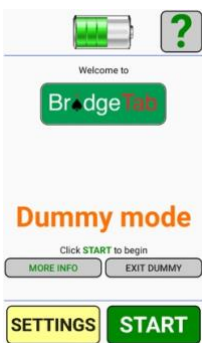
An OK to this message will lead to a screen (that look different depending on the tablet's brand) asking when the location may be used.



You should select *Precise* and *While using the app*.

## Dummy mode

We recommend that you first try the tablet application in [Dummy mode](#) (unless you are an experienced BridgeTab user).



When you exit Dummy mode you will come to the app's [Home screen](#) but no further, unless you [install](#) and [start the Control Software](#) (BTC). Without BTC you will not get passed:



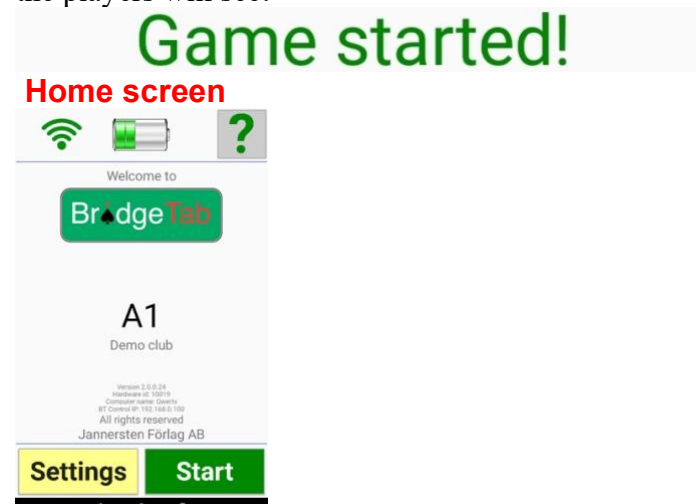
When BTC is up and running, but BTC's START button not yet clicked, the Home screen will show:

Registration possible!

BT Control IP: 192.168.0.60  
Hardware id: 10093, Version 3.0.0.13  
Computer name: HPI7  
All rights reserved. Jannersten Förlag AB

The players can pre-register by clicking the START button. Any change of seatings can be corrected when the game has been started by the TD in BTC.

Once you have clicked the START button in BTC the players will see:



In the header you find [WiFi icon](#), battery indicator and a ? button leading to [inbuilt Help](#). Note that holding the ? button pressed will (after a while) lead to the [hidden TD menu](#).

In the middle section of the screen you find the table no. (if preset) and network info.

## Settings

The [Settings screen](#) contains some basic settings. It might for example be necessary to adjust the font size on some brands of tablets. You will also find a shortcut to the TD-menu here.

## BOS and deals

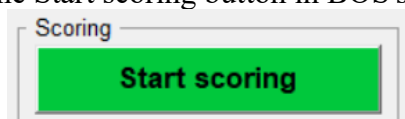
We recommend that you use BOS to avoid that files belonging to different events are mixed up. The deals will be automatically available in the scoring system if deals are present in BOS. You should import the deals into BTC if they do not exist in BOS.

You can ask the players to enter the deals (in [Game Settings](#)) if the deals have not been pre-dealt.

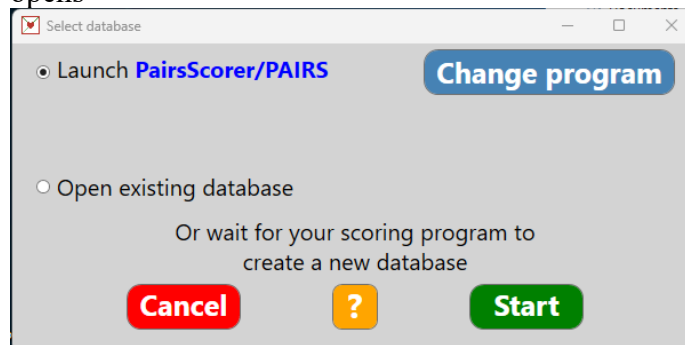
In any event you should see that the deals are present in BTC during the session as it prevents errors and makes rulings easier.

## Starting scoring program

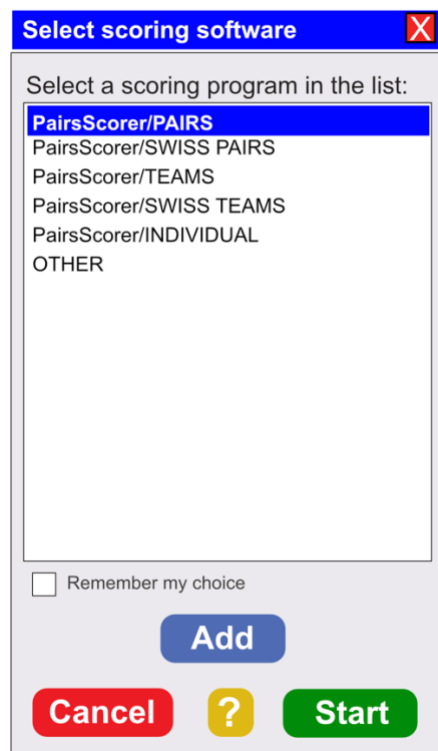
Clicking the Start scoring button in BOS's main u.i.



opens



Click [the ? button for explanation](#). Clicking the *Change program* button opens the dialog shown below.



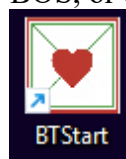
Click this dialog's [? button to get instruction](#) on how to add your favourite scoring program.

## Starting BridgeTabs

The scoring programs (SP) that appear in the list will send a start command to BTS.exe. Programs that do not appear in the list can create a scoring database (a .bws file) that BridgeTab will detect automatically. And it is also possible to browse for the database to be used. The movement data (i.e. the boards, pair numbers, tables etc) is passed on to BTC, which in turn forwards the data to the BridgeTabs (BT), c.f. the [Overview](#).

## Restarting BridgeTabs

You can let BOS restart the event if you started via BOS, or click the BTStart icon on the Desktop.



# BridgeTab Control (BTC)

BTC is a straightforward program with an intuitive interface but there are a few things that might not be obvious that we highlight below.

## Player names

The recommended procedure is to make all possible (also guests') names available for the BridgeTabs before start, that will make it possible for the players to register at the tables with instant validation of the entered ID (by presenting the corresponding name).

You might have your national name list installed automatically at the BOS setup. You can also use Import Player Names (in the FILE menu) to import as many players you like, regardless of if your scoring program handles player names or not.

The BTs can present names with other characters than Latin (e.g. Arabic, Chinese Japanese).

Note that names that SP writes to the database before start of BTC will supersede those that you imported via BTC/FILE/Import Player Names if IDs overlap.

Also note that names (and ID nos.) that are imported into BTC will be kept on file until replaced (or removed). See the [appendix Names](#) and the [inbuilt Help](#) for more detailed advice on player names.

## Open/Close BTC

Some SP are very easy to handle while it is equally easy to go wrong with others. We therefore recommend that you keep BTC running during the entire session. And we suggest that you start scoring anew from BOS (opening the same event) in case you have accidentally closed the SP.

## Communication with BTs

The BTs must get the new movement when there is a change of movement (or they will continue to use the superseded movement).

The easiest way to ensure that the BTs get critical information is to use the COM required setting that you find in the Additional Settings dialog. The default setting is COM required through round 2, which means that all BTs must communicate until they have moved on to round 3.

## Game settings

The first you will see when BTC is started is the *Game Settings* dialog. Note that more settings are found in the *Additional Settings* dialog. The various options are explained in detail in the [inbuilt help](#). You

should take the time it takes to change the default settings to make it fit your standard.

You should also check the [Preferences](#) that you find in the [Settings menu](#).

## WiFi icon

The WiFi icon should be green. Striked green icon indicates that the computer has connected to a network that cannot be used.

Red with ?-mark means that the network has been changed since start. That need not be a problem if the BTs are connected to the same network as BTC, i.e. they show a green icon. c.f. the headline [Communication](#).





## Running a session

The recommended procedure is to:

- i. Start BTC, check and confirm the settings but do NOT click BTC's START button.
- ii. Tell the players to sit down and enter their player IDs on the BTs.
- iii. When it is time to start play you should select a suitable movement in the SP and distribute the boards.
- iv. Click BTC's START button when (not before) you are sure that you have everything under control. This is so because it is easy to change the movement (and or rearrange the boards and/or the players) before you have clicked START button in BTC.

## Start-Stop-Continue

Clicking the START button  permits the BTs to communicate with BTC. It does not mean that play will start or that the BTs will communicate. You will have to tell the players to start, and check that all BTs log on. c.f. the headline [Colours in the grid](#).

From the aforementioned follows that clicking the STOP  button will only stop the communication with the BTs. That is to say, a BT that has lost communication with BTC will not get the news that the game has been halted unless you tell the players at that table.

The CONTINUE button is a variant of START that is explained in the [Swiss section](#).



## Colours in the grid

The colours in the grid reflects if the BTs have communicated and what they have submitted. You should check that all BTs communicate when you are about to change the movement of the ongoing game and at the end, before closing BTC.

### Table column

Table	Round 1
1	1
2	2
3	3

**Red** = BT not logged on (as above)

Table	Round 1
1	1

**Green** = BT logged on and up to date

**Orange** = BT logged on but slow to report result (as shown below).

**Blue** = BT logged on but has not yet got a [pending] movement change.

### Round columns

**Yellow** = Current round

**Orange** = Result missing from previous round(s)

Round 2	Round 3
2	3
3	1
1	2

Here the result on board 3 from table 2 in round 2 is missing, while tables 1 and 3 have reported all boards in round 3.

**Green** When a cell in the grid becomes green it indicates that results on all boards in the current round are received.

**White** = BT has reported all boards and left the round. In the example below rounds 1-3 are done.

Table	Round 1	Round 2	Round 3
1	1	2	3
2	2	3	1
3	3	1	2

**Blue** = A movement change is pending.

## Rulings & changed results

The players can, if you have enabled *Permit changes* in Game Settings, correct incorrect entries themselves on the BT so long as they have not finished the round.

The TD can anytime change results via the tooltip box in the grid, or in **VIEW & EDIT/Results per board**, or via the concerned **BT's TD menu**.

**Table A1; Round 1**

bd	contr	decl	tricks	lead	pts
1	PASS				
2	1NT		7		
3	3NT	N	9		+400

A/All Q6543  
Opt: K3  
420 6  
AJ865

AKJT9 7  
854 J72  
974 AKJT82  
43 T97

82  
AQ796  
Q53  
KQ2

Makeable in C/D/H/S/NT

N	S	E	W
8	8	5	5
5	5	7	7
10	10	3	3
10	10	2	2
9	9	3	3

**Results per board**

Board 123

Show all deals on file

NS	EW	Table	Decl.	Contr.	Made	Lead	NS Pts
A3	A19	A3	E	3Sx	+1		-930
C13	C26	C13	S	3NT	-2		-200
A10	A20	A10	E	3S	+1		-170
B9	B18	B9	E	2S	+2		-170
C7	C14	C7	E	2S	+2		-170
B10	B20	B10	E	2S	+1		-140
C17	C2	C2	E	3S	=		-140
C6	C25	C6	E	3S	=		-140
C11	C22	C11	E	2S	+1		-140
B13	B26	B13	W	2NT	=		-120
C3	C19	C3	W	1NT	+1		-120
C10	C20	C10	E	1NT	+1		-120
A5	A23	A5	E	2S	=		-110
B4	B21	B4	E	2S	=		-110
A8	A16	A8	E	1NT	=		-90
A9	A18	A9	E	1NT	=		-90
B5	B23	B5	W	1NT	=		-90
C12	C24	C12	W	1NT	=		-90
A4	A21	A4	E	1S	=		-90
A15	A1	A1					
B15	B1	B1					
C15	C1	C1					
A11	A22	A11	E	2S	-1		+100

E/A11 5  
Opt: KJT7  
130 9854  
KJ92

Q83 AJ942  
864 A93  
QT763 AK2  
Q8 65

KT76  
Q52  
J  
AT743

Makeable in C/D/H/S/NT

N	S	E	W
10	10	3	3
5	5	8	8
8	8	4	4
3	3	7	7
6	6	7	7

N E S W  
x 1C P 1D  
xx P 1S x  
P P 2H x  
P 2NT P P

The deal and the actual bidding are shown (if available) when a result is highlighted. See the [inbuilt Help](#) for a detailed explanation.

# Avoiding & solving problems

You will need to study your scoring program's manual as well because the SP is involved in, or concerned by, most problems.

## Table numbers

You can preset the BTs with table nos. via the [tablet's TD menu](#) in which case you should put a sticker with the number on the back of the tablet. Then distribute the tablets with the number prominently visible in the hope that the players will get it right.

## Issues at start

### No BT can START

- Check that the STOP button shows in BTC.
- Check that both BTC and BTs are connected to the same network
- Restart the router and the PC if necessary.

### One BT cannot START

Bring it close(r) to the WiFi router

### Table taken

If the players at a table, e.g. #3, complains that they cannot log on because table 3 cannot be selected (table #3 is marked in red), it indicates that someone has mistakenly logged in as table no. 3.

The easiest way to put things right is to swap BTs so that table no. 3 gets the BT that has (mistakenly) been logged in as table #3.

You can alternatively use the Replace unit option in the TD menu (on the BT), which will have the effect that the players that incorrectly logged on as table 3 will be logged off and need to log on anew with the correct table no.

When all tables have got their right BTs, it might be necessary for you to adjust the IDs in VIEW & EDIT/Player names.

## Restart

You will need to reset all logged on BTs via the tablets' TD menu if you want to abort a started event and start another from scratch.

## Issues during the session

### Poor communication

The BTs will work offline if they cannot communicate with BTC. The recommendation is that you ask the scorer to bring the tablet closer to the router at the end of rounds to get feedback and seatings in the next round.

### Windows or BTC crashes

You should not panic if the system goes down but take your time to make sure that you resume the event, i.e. avoid restarting a new game from scratch.

If the grid would become blue when you restart BTC, you should be quick to close BTC and rescue the results from the BTs.

### PC crashes

We recommend that you resume the ongoing game by letting BTStart open the last used database.

You should rescue the results that are in the BTs if the BWS file is lost. (There are backup copies of the BWSs belonging to the event in BOS's DATA folder.) We suggest that you open the [TD menu](#) on each and all BTs and take photos of the [results records](#).

Once the results are rescued, you either start with the backup BWS or create a new BOS event and start from scratch. In the latter case you can let the players re-enter the results on boards played in previous rounds, or tell them to Skip those boards (in which case you will need to enter skipped results on the computer.)o

### BT crashes

A BT will (automatically) resume from its last saved position if it would crash. So, no harm done, but please accept the offer to send a crash report.

### New game in TD menu

You could rescue the situation by using REPLACE if you mistakenly clicked NEW GAME instead of RESUME [in the BT's TD menu]. Note that the last entry (before you entered the TD menu) might be lost in which case you have to ask the players to enter the last result anew.

## Intermissions

Some types of multi round events have intermissions between certain rounds for rest and food even though they are (technically) only one long session.

If you can keep everything intact during the intermission there is no problem. But you have to watch out if you for some reason cannot keep things intact.

So long as the SP does not erase the database you can rescue most situations by REPLACE (TD menu).

## Backup

You will find a copy of the BWS in the BOS/Events/eventname/DATA folder.

## Movement changes

There are no restrictions on what you can do before you click the START button in BTC's main interface. You can change from a Howell to Mitchell, if you so wish. But you have to be careful once you have clicked START.

### Changes after START

Changes [only] affecting future rounds are relatively easy so long as it is an amendment and not a replacement of the movement in use. There are no dangers assuming that you followed our advice to [require communication](#) through the first round(s).

#### Update of a future round

BTC's grid will indicate that there is a pending movement change with blue colour. In the example shown below tables 1-3 have a pending change of movement for round 2, while the ongoing (yellow) round is not affected.

Table	Round 1	Round 2
1	1	2
2	2	3
3	3	1

The colours will revert to normal (green table column and white round 2) when the BTs have received the new movement. The BTs will get the news before they leave the first round if COM required  $\geq 1$ .

#### Update of the current round

The same principle applies when the movement change affects the current round.

Table	Round 1
1	1
2	2
3	3

In the example shown above the SP has changed the movement for table 3 for the ongoing (first) round. This will be the scenario if table 3 is changed from a half table to a full; or when one more table is added to an ongoing game.

Some SP changes the movement for all tables and require restart of all tables even though only one table is affected by the change. The effect will be that all tables will become blue even if it is a trivial modification like the one described at the bottom of the column to the left.

Table	Round 1
1	1
2	2
3	3

The players have to (re)enter the results from scratch if you happen to have a SP that has made BTC's grid all blue.

You can avoid the unwanted scenario if you instead let the SP update the movement from a future round (rd 2 in the example) and ask the players to take notes during the first round (for you to enter manually in BTC). There are better ways, however, see further below.

### Started with odd number of pairs

You can avoid the undesired scenario described above by running an event for an odd number of pairs as if there were an even number of pairs. The pair meeting the phantom pair will SKIP the boards that are not played and then follow the move to information.

It can happen that an increased number of tables leads to an awkward number of boards. In such cases it is better to select a movement intended for the actual (odd) number of pairs.

You should update the movement from the next round onwards if you have started with an odd number of pairs and get one more [late] pair; unless you know that your SP will handle an update from the current round without problems.

### Start with even number of pairs

Appendix and Rover are examples of relatively easy methods to augment an ongoing game. There are many other ways to increase the number of pairs, however, making the book *Movements – a fair approach* by Hallén, Hanner & Jannersten worth studying.

# Swiss games

## Swiss and Stanza

Swiss games are subdivided tournaments. Play typically starts and runs with a normal movement for a while before play is halted, pairs (teams) are assigned new start positions for the second stanza based on the ranking, play continues until halted, scores are calculated, seats are assigned, etc.

Each string of rounds using an unaltered movement is called a *stanza*.

## Change of stanza

When the first stanza is finished, i.e. when BTC has received all results belonging to the first stanza, the grid will change appearance:

Table	Round 1
1	1
2	2
3	3

All rounds' headers will be green and the cells white in the same way as when a standard game is finished, but the Table column will become blue, and the STOP button will change to "CONTINUE" (dimmed and disabled).

At this point the SP should calculate the scores and write movement data for the second stanza to the database.

The grid will change appearance when BTC detects that the SP has made new movement data available.

Table	Round 1	Round 2
1	1	2
2	2	3
3	3	1

You permit the BTs to continue with the 2<sup>nd</sup> stanza by clicking the now enabled CONTINUE button.

Table	Round 1	Round 2
1	1	2
2	2	3
3	3	1

The table column will become green when the tables communicate with BTC. When all results belonging to the 2<sup>nd</sup> stanza has been received, the table column will again become blue, etc.

## End of stanza

Once you have clicked the CONTINUE button to commence the last stanza the BTC will act as at the end of any normal game.

# Names

BridgeTabs can handle all sorts of Unicode characters and the recommendation is to keep all possible player names on file. You will at installation of BOS get 12 names (IDs 1-12) that you can use for tests.

## Export names

We recommend that you, directly after installation of BOS and BTC, go to FILE/Export names. The exported .utf8 file can be used as template for imports.

## Import names

Import names is an option in the FILE menu. The source file need not be a utf8 file but it must contain three comma separated fields: ID,first name,last name.

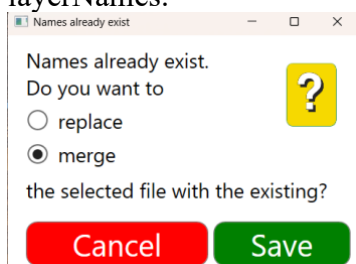
For example:  
1,Walt,Disney

11, 毛泽东,

111, Eric Marie, O'Connor J:r,  
9999,TD,

Note that there must always be two commas on each line. ID is required but the other two fields can be blank (miss data). BTC will at import tell if there is something wrong with the source file.

The import names routine will start automatically when BTC is started by a SP. BTC will display the dialog shown below if the SP has written names to the BWS table PlayerNames.



## Merge names

You should merge the imported names with the existing as it is better to have too many names on file than too few. The replace alternative should be used [only] if the names on file have been messed up.

## Overview

**At start of BTC:** BWS/PlayerNames

**After start of BTC:** FILE/Import names

**During session:** VIEW & EDIT/Player Names

## Names during the session

There are three cases:

- 1) Seatings assigned by the SP
- 2) Players register at the tables
- 3) Names not used

## Seatings assigned

The SP can assign seats by writing the players' IDs to the database before game start.

**Tech note:** The contestants IDs must be written to the Number field in BWS's table Player**Numbers**.

## Players register at the table

Each player can, if seats are not assigned, take any seat and register the start position on the BT by entering the player ID. Note that the players can register their IDs before game start, that is to say before you have clicked the START button in BTC.

The BTs will display the names corresponding to the entered IDs — assuming that the name is on file (= has been imported).

## Disable names

We recommend that you let the players register their IDs at start and untick *Show names* in [Additional Settings](#) if you for some reason do not want to show the names.

You can leave the [Game Setting](#) *Ask players for ID* unticked if you for some reason do not want BTC to handle IDs and names.

## Name preferences

The [Name preferences dialog](#) gives you the possibility to select if the ID should be written before or after the name, first or last name have priority, etc.

## Corrections & amendments


You can add and change names during the session via VIEW/Player Names. Note that you should tick the box *Update names on file* if it is a permanent change that you want to save.

See further the [inbuilt help](#) for detailed advice on the *Player Names* dialog and its functions.


# Communication


In summary the communication chain has two links: BT (tablet) - WiFi network - BTC (PC). The BTs must communicate at the start and at the end of the game; and when there is a change of movement or settings. The BTs must receive the IP that BTC broadcasts to set up communication.


## BTC's WiFi icon

BTC will use the PC's network connection and all is well if BTC's WiFi icon is green without  red stroke.


It can happen that BTC's WiFi icon refuses to become green if you play in public premises. We suggest that you source a simple router if the owner of the premises is not willing to change the router settings.

Stroked green icon indicates that the network cannot be used and needs to be changed. In the example the number should not be 127.0.0.1 but start 192.168... 


Crossed red icon indicates that WiFi is off. 

Red with ?-mark indicates that the network has been changed since the start of BTC. That need not be a problem. It can for example happen if you started BTC with another network than the tablets are connected to and then changed to the BT's network. 

## BT's WiFi icon

The same traffic light logic applies for the BT. i.e. green WiFi icon signals that all is well and red icon that something is wrong. The network details are displayed on the BTs Start screen and by tapping the WiFi icon. 

Blue is a variation of green indicating that the BT is set to only connect to a hardcoded IP.

Yellow indicates that the BT has network connection but no contact with BTC. 

GREY indicates that the game has been stopped or not yet started.

## COM issues




You should suspect that there is a security setting (firewall) preventing communication when BT and BTC are connected to the same network. First check if you have antivirus and/or firewall software like *McAfee*, *Norton security*, etc blocking BTC.exe and/or BCom.exe. You will need to either stop/uninstall the antivirus program, or set up a rule








that allows BTC.exe and BCom.exe free communication.






You can hardcode the BTC's IP on the BridgeTabs ([see BT's Help](#)) if the BTs do not get the broadcast that BTC sends.




## Network changes




We suggest that you "Disconnect" and "Forget" if the BTs by themselves change to another network than the one used by BTC. The tablets should also be set to Flight mode while you are at it.

BTC related problems at start		
Icon	Description	Remedy
	WiFi is OFF	Connect to a WiFi network
	BTC has an out of ordinary IP address	None if BTs can log on; otherwise: Check that PC has connected to the WiFi network without remarks.
	BTC is connected to a network	None if BTs can log on; otherwise: Make sure that BTC has connected to the same network as the BTs.

BridgeTab (BT) at start		
Icon	Description	Remedy
 	?-mark indicates weak signal.	Bring tablet closer to the router if it is necessary to log on.
	BT is set to connect to a hard-coded IP	None if the BT can log on; otherwise remove the hard-coded IP. i.e. start and then exit Dummy mode.
	BT has connected to BTC automatically	None
	The Bridgetab cannot find BTC on the network.	Call TD! TD note: Make sure that BT is connected to the same network as BTC
	Crossed icon indicates that WiFi is OFF	Call TD! TD note: Switch ON WIFI and connect the tablet to the same network as BTC is using.
	WiFi is ON but the tablet is not connected to any network	Call TD! TD note: Connect the tablet to the same network as BTC is using.

BTC related problems after game start		
Icon	Description	Remedy
	WiFi is OFF	Connect to the WiFi network
	BTC has an out of ordinary IP address	None if BTs transmit results; otherwise: Make sure that BTC is connected to the same network as the BTs.
	BTC is connected to a network	None if BTs transmit results; otherwise: Make sure that BTs are connected to the same network as BTC,
	BTC has not received any communication from any Bridgetab the last 7 minutes	If no result has been received by BTC you should switch off 3rd party virus program(s) and Check Windows security settings.. If results cease to come from BTs, it might be necessary to reset the router.
	Network changed since start	Revert to the network used at the start. "Forget" the network(s) that shall not be used.

BridgeTab (BT) issues after start		
Icon	Description	Remedy
	WiFi signal strength is <b>VERY</b> poor.	Move the tablet closer to the WiFi router to transmit results.
	COM with BTC is lost	Call TD! TD note: Check that BTC's WiFi icon is green.
	Game [and COM] stopped by BTC	Stop playing.

BridgeTab (BT) issues after start (that should not occur)		
Icon	Description	Remedy
	WiFi has been switched OFF	Turn ON WiFi in the tablet's settings
	The Bridgetab is not connected to any WiFi network.	Enter the tablet's settings and connect to the same network as BTC is connected to.
	Network has been changed since start.	None if results are transmitted w/o problems Otherwise revert to the nw used at the start.

## Tabletop's TD menu

You can access the TD menu by holding the ? button pressed. (A shorter click leads to Help.) The alternatives are explained in detail in [BT's Help](#). We highlight a few things below.

### TD PIN

The TD PIN code is set in the [Game Settings](#). Zero PIN (or 0000) means that the TD menu can be accessed without PIN.

It can happen that the PIN that you set in BTC does not give you access to the TD menu because a previous user of the tablet has locked it with another TD PIN. If you come across this problem, you should leave the PIN field blank (or enter 0000). This will give access to a limited version of the TD screen. Select NEW GAME or REPLACE UNIT (depending on the situation) to reset the tablet's TD PIN.

### BT as home

The players cannot leave the BridgeTab mode when [BT as home](#) is set.



### Preset table

See the [Table numbers](#) headline above and the [Help](#).

### Replace

Replace [BT] is, as everything else, explained in the [inbuilt Help](#). Note that you should check that all results from the table have been received by BTC before you click Replace. If the BT that needs to be replaced contains unsent results and is functional, you should try to *Resend Results* before clicking Replace.

### BT Control's IP

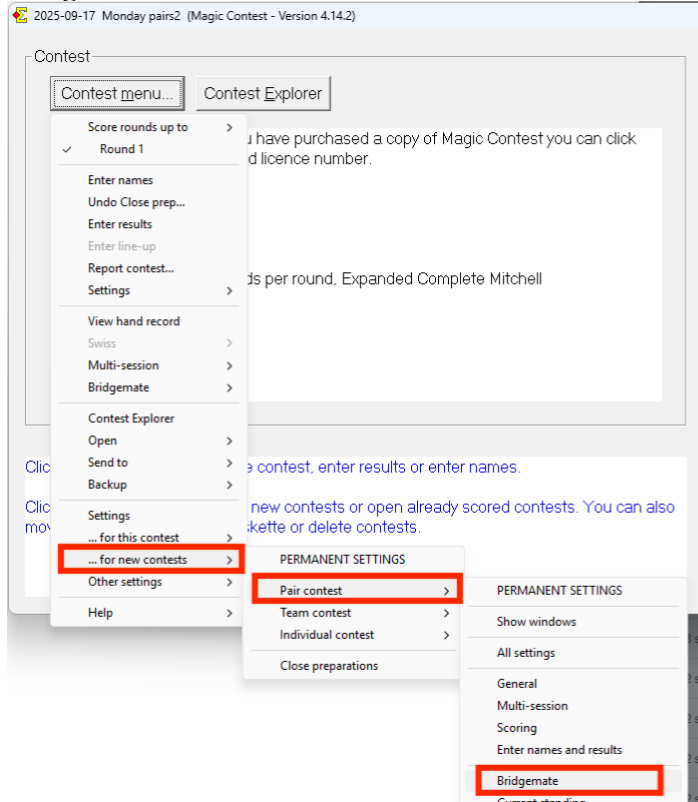
If you use a public network that you have no control over it can happen that the BTs do not connect automatically. In such cases it can be necessary to [manually set the IP](#). (The easy way out is to set up a simple router of your own.)

### New game

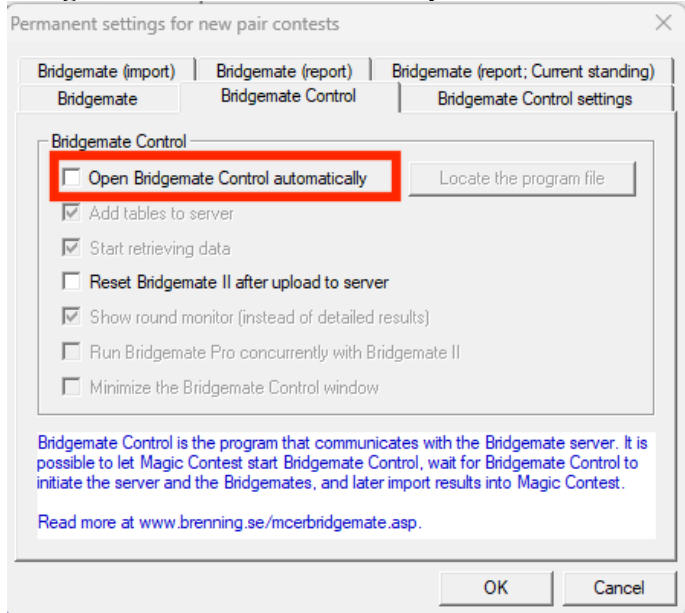
You should NOT use the New game button unless the BT has been left in an unfinished status and you are about to start a new game.

# Magic Contest

Open the *Contest menu* and select PERMANENT SETTINGS ...for new contest – Pair contest – Bridgemate



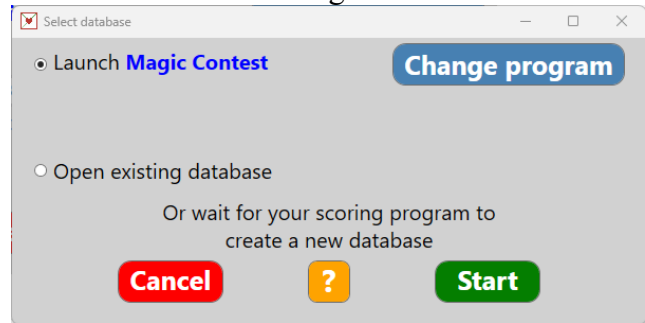
to open the Bridgemate Control tab where *Open Bridgemate Control automatically* shall be **unticked**.



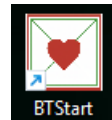
Confirm the choice with OK and repeat the process for Team and Individual contests while you are at it.

## STARTING A GAME

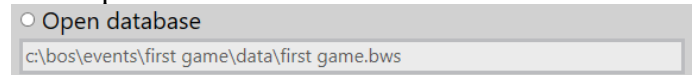
A start from BOS/Scoring leads to:



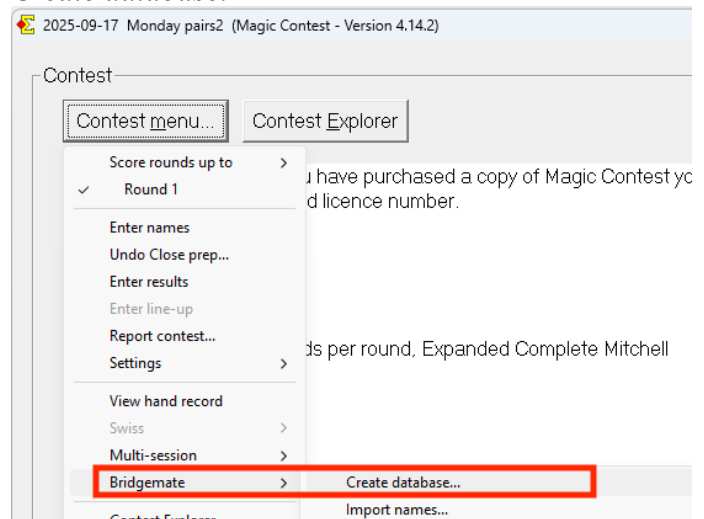
You can, alternatively, start via BTStart



leading to the same dialog as shown above with one more option:



With the Select database dialog open you will need to go to MC's Contest menu and select *Bridgemate–Create database*.



BridgeTab's *Game Settings* dialog will appear once the new database has been created.

## Restarting

In most cases the link to the desired database will show in the *Select Database* dialog (i.e. you can opt to *Open database*. And you can always use the *Open other* and select the desired event manually.



Note that restart from BOS only applies to BridgeTabs. MC has to be (re)started separately. It is therefore recommended to use BTStart at restarts.