

CHEAT-SHEET FOR NEWCOMERS AT THE FALL 2022 SECTIONAL

1. Keeping score on the **Bridgemate**. North ordinarily keeps score. Don't do anything with the Bridgemate until the director announces that the systems are ready.
 - (a) The two most commonly used keys are OK---which is like Enter, tab, or Submit depending on the context---and Cancel, which is like Backspace. They are in the lower right corner.
 - (b) Press OK until the screen appears with section letters and numbers: something like A=1 K=2. Find the letter on your mat and key in the number associated with it. Then press OK.
 - (c) Enter the table number and press OK.
 - (d) Entering ACBL numbers: All four players must then enter their ACBL numbers. The order is North then South then East then West. Press OK after each seven-digit number. After the last one is entered a new list appears with the players' names. Press OK if they are all correct or Cancel to return to the entry screen. If you have problems, call the director.
 - (e) Entering the contracts and results: At the end of each hand North (or South---it really does not matter) must enter the board number, the contract, and the result.
 - i. The correct board number will usually appear. If the wrong board number appears, press Cancel to get back to the board number field. Then enter the correct number and press OK. If there is a problem that you can't fix, call the director.
 - ii. If the hand was passed out, just press the green Pass (K) key and press OK.
 - iii. The contract consists of a number, a strain (one of the suit keys or the NT key on the top line of the keypad) and a direction of the declarer. There are two direction keys, one for N/S and one for E/W. Press the appropriate one. If the declarer was South or West, you must press the appropriate direction key twice. Then press OK.
 - iv. Enter the result:
 - A. If the contract was made, enter the number of tricks taken minus six. If, for example, ten tricks were taken by the declarer, enter 4 and press OK.
 - B. If the contract was not made, press the minus key (red – or Q) and then enter the number of tricks the declarer missed by. If he/she went down 2, enter -2 and then press OK.
 - (f) When the contract has been entered, the approval screen appears with the result and the number of points won or lost. Hand the Bridgemate to East or West for verification. There are four horizontal buttons above the keypad. If the result appears correct, E-W should press the far right button, which is just below the word “Approve”. If not, Cancel returns to the contract/result screen.
 - (g) Checking. If the word “Scores” appears above one of the horizontal buttons, you can press that button to see the scores for each hand in the round. Press OK when you are done.
 - (h) Mistakes. If you make a mistake that you cannot correct, call the director.
2. Both players in each pair must have a **convention card** that has been fully completed. If an opponent asks to see it, you must show it. Exceptions might be made for last-minute pairings. Call the director if there is a problem.
3. **Calling the director.**
 - (a) The director should be called whenever an irregularity occurs by raising one hand and announcing loudly “Director, please!”
 - (b) Answer questions, but do not argue with the director or opponents.
 - (c) The dummy has no standing until the last card of the hand has been played.
 - (d) Regardless of the outcome, thank the director when the situation is resolved.
4. **Bidding boxes:**
 - (a) Make every effort to bid in tempo.

- (b) Once your hand touches the box select a card. If you are making a bid, pull out the card you want and all of the cards behind it and place the stack so that it faces your partner and does not cover up any previous calls. All four players should be able to see the entire auction.
- (c) When the auction is over all cards are returned to the bidding box.
- 5. **Movement:** Unless the director specifies otherwise, the boards are passed by North-South to the next lower table, and the East-West pairs move to the next higher table in the section.
- 6. **Alerts and announcements:**
 - (a) Players alert and announce their partners' bids, not their own.
 - (b) Alerts are marked in red on the convention card. Announcements are in blue.
 - (c) To alert a bid tap the table visibly with the Alert card from the bidding box and speak the word "alert" loudly enough to be heard.
 - (d) To announce a bid tap the table visibly with the Alert card and make the announcement loudly enough to be heard.
- 7. **Questions and answers:**
 - (a) You can ask an opponent questions about the bidding or carding of his/her partner at any time that it is your turn to bid or play. The dummy cannot ask questions.
 - (b) Questions must concern bidding or carding agreements or style.
 - (c) If you do not have an agreement about something, don't try to guess at what your partner's bid meant. Say that the situation was not discussed as far as you can remember.
- 8. **Table etiquette.** Conversation is fine until the cardplay begins. It is never okay to discuss the hands or to criticize anyone else at the table. Gloating is out.
- 9. **Tips:**
 - (a) Your partners should never revoke. Whenever they fail to follow suit, warn them.
 - (b) Always lead to the first trick face-down.
 - (c) Look at the bid or the card from your hand before placing it on the table.
 - (d) Keep your cards upright or beneath the edge of the table.

BridgeMate

ROUND 1 NS:12 EW:1 1-3
BOARD : 2
CONTR : 3NTx W
LEAD : D10
RESULT: -
MENU

Four small, unlabeled buttons.

				NT
1	2	3	J ₊	Q ₋
4	5	6	K _{PASS}	A ₌
7	8	9	XX	X
N/S	10	E/W	CAN CEL	OK