

# Scoring and IT

Notes from the Senior and National TDs' Weekend – 2/3 January 2016

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At the Senior and National TDs' weekend in January, I led two sessions on scoring and IT. There were lots of topics and not everything was covered. These notes try to give the answers to all the topics.

## 1 Google Drive

Cloud-based storage which we use for providing continuous back-up for scoring data files and for copying data between the EBU and the venue. The drive app is denoted by a coloured triangle logo which you should look for in the system tray. If the Google Drive app is installed on the scoring computer there will be a folder called "Google Drive", if not you will need to install the app from Google.

As soon as possible, you need to connect the computer to the internet and re-sync Google Drive – find the drive icon (in the hidden icons?) and right click and synchronise. If the computer has not been connected for some time, the re-synching can involve thousands of files and take some time.

Once synched, you should find a folder for your event in the Google Drive folder – it will have the form 'YYYY-MM-DD Event Name'. This folder may contain files prepared at the office for this event: "Members" DAT, events DAT files, user movement files and hand records.

### 1.1 Members.dat

There is a "Members" file `EBUScoreMembers.dat` (with all EBU tournament players) at the top level of the Google Drive. If the EBU have provided a Members.dat file for the event use that file; if they have provided a CSV file then import that to create a Members.dat; otherwise you should use a copy of the `EBUScoreMembers.dat` file but it might be easier to start with an empty Members.dat file.

Experience from Brighton and other congresses suggests each computer should use a different Members.dat while running an event, one copy should be the master and additions to slave copies should be added to the master copy between sessions.

### 1.2 Events DAT files

Unless there are different events of the same type (Pairs, Teams, Swiss Pairs, Swiss Teams) running at the same time, all events should use the same DAT files – `PSEvents.dat` at the top level, and Teams/Swiss Pairs/Swiss Teams files in folders called TS/SP/ST. If there are different events of the same type running at the same time, one event should use the master event files and the other events should use their own events files. After the event, these other events should be imported into the master events files, so that the EBU can find all the events in one place.

Example middle day of the Spring/Autumn/Seniors congress:

- the Swiss Pairs (which will have new players) uses the (only) SP folder for the events DAT and the master copy of the Members.dat;
- the Pairs A Final will use the (master) `PSEvents.dat` file that was use for the Pairs qualifying sessions, and can use an empty `MembersA.dat` file; and
- the Pairs B Final will use its own `PSEventsB.dat` file and another (empty) `MembersB.dat`.
- The master copy of the Members.dat will then be used for the Teams on the final day.

### 1.3 User Movement files

If you need a prepared movement for your event, hopefully you have one in advance and you won't have to write your own on the day. It seems important that the events DAT file point to a real UsersMovements file (with the right movements) even if the movements for the event have already been set up. At Tollemache Qualifier we ended up with the movement being correctly sent to the Bridgemates but no results being expected by the scoring program. So even if the movement is set up in advance in the scoring program, you will need the UserMovements file on Google Drive (or somewhere on the computer) and the scoring program must point to the file. Note that UserMovements files are the only files that are compatible with Jeff Smith's Scorers' files.

### 1.4 Hand records

The hand records will either be sent to the TD i/c or will be on a memory stick. Given the recent concerns over access to hand records, and the proliferation of computer connected to the EBU TD Google Drive, it is probably wrong to have the hand records files on Google Drive when the hands are live. However, in case the event has to be rescored later, do copy the hand records to Google Drive at the end of the event so everything is in one place.

You will mainly need PBN for attaching to scoring program or to the Pianola upload – also for the Psyche/Appeal/Claim utility (see later session). Also need PDF for printing extra copies of hand records

Wherever you store the PBN files for Pianola upload, it is useful to write the P2P files to the same folder, or in an adjacent folder. This avoids lots of changes of folder when selecting files for uploading to Pianola. The P2P file folder can be changed in  
Reports → Internet Functions → Change XML Folder.

## 2 EBUScore

EBUScore is the replace for Jeff Smith's scorers – now developed/maintained in house. These should be used for EBU events (from 1 Jan 2016). The programs' interfaces look much the same (most of the buttons are in the same place) but the format of the DAT files has changed and are incompatible with the Jeff Smith DAT files.

You should use the latest (non-beta) version – there are installation files on Google Drive. As before, there may be a beta version designed to fix issues for your event, in which case you will be instructed to use the beta version.

Most of the standard settings remain the same – in some cases EBU standard setting are now the default (or even no longer an option). Given recent incidents, please ensure that players can't delete scores. Gordon has revised the standard settings document – it is on the EBU website.

## 3 USEBIO1.2 and Pianola

USEBIO (pronounced 'U-say-B-O') is the format for P2P (or UML) files. Version 1.2 has new features and has been accept by the EBU for some months and is now supported by Pianola.

- Allows players in multiple partnerships, for teams and pairs events.  
**BUT Pianola does not support this yet – see Update below.**
- Team name is now definable - previously it was the surname of the N player
- Session date can differ from the event date - previously, all sessions would take the date of the first session
- Pianola display has also been changed slightly so that the full names of all team members are shown when you hover your mouse (screenshot attached)

For almost all events, upload Pianola is no longer as an ad hoc session. Instead there should be a regular session slot which anticipates your event on the Pianola → Admin → Results page. The results pages on the EBU website are linked to Pianola using the session number for the regular session.

Unfortunately, the session numbers only become available at midnight, so someone (usually Gordon) has to edit the EBU website results pages to include the links on the day of the event. There is a utility for editing the results pages on the members/v2 login – Gordon can arrange for more TDs to have access to this utility if they are likely to need it.

If an event is rescored and has to be uploaded again, someone has to delete the existing session and then the regular session slot will reappear and the session can be re-uploaded (with same session number). If you want to avoid the players getting multiple emails about the results from the same session, you can disable results emails from Pianola → Admin → Setting → Results Emails.

But you may not have sufficient privileges to change this setting and remember to re-enable results emails before uploading the next session.

## Update

Notes from Gordon: Teams of Eight are not supported by Pianola and are unlikely to be considered important enough for them to be in the foreseeable future. Changing line-ups in teams are still not supported (at least not those that result in any player belonging to more than one pair) although they are regarded as a high priority, but involve a lot of work deep in the code.

This means we will need workarounds for some events. For Teams of Eight we simply do not use Pianola. For Teams of Four, including Swiss Teams, if partnerships change during a session we can upload one P2P file and provide a correct P2P for upload direct to the EBU. Gordon is able to intercept and prevent the upload from Pianola to the EBU but otherwise a later upload direct to the EBU will replace the upload via Pianola.

One approach is to not do any line-up changes during the event. Upload to Pianola and after the event include all the line-up changes and create new P2P files for later upload to the EBU.

The other approach is to track the line-up changes during the event and use this data to create P2P files for the EBU. Then take a copy of the event, and in the copy of the event undo all the line-up information (copy round one line-up to end of session for all teams and all sessions) and use this copy to create P2P files for Pianola.

## 4 Names

- Use Bridgemates Scoring → Player Numbers → Add visitors to Database –defaults to ticked in EBUScore.
- To avoid “Names Not Available” on the Bridgemates, select the Members.dat file from within the scoring program and then  
Player Names → Player Database → Download EBU Database.  
It appears that creating/selecting the databases in this order solves the problem.  
(Maybe the latest version of EBUScore fixes this anyway).
- Set team names – appears in displays and on Pianola
- Player Names → Player Database → Player Lists → <select event> → Non-EBU numbers

## 5 Pairs

### 5.1 Multi-section/multi-session events

#### Rovers

- Allow for possible rovers by having an EW add greater than number of tables.
- Great flexibility (especially in later sessions) by having a movement with a dummy table, which can be converted to a rover movement (with appendix table)
- To recover from an unexpected rover: play the rover movement but don't change the bridgemates, and edit the pair numbers in the scoring program at the end.
- Gordon's movement generating utility will generate movements for rovers and dummy tables; and will generate the required movement and instructions for the last case.

### 5.2 Adjusting xml files if uploading from a single session file

Gordon: If you have a Multi event but score the first session from the single event (perhaps because you haven't set up the others yet) when you upload it will say "Overall" instead of "Session 1", so the XML needs to be edited. [Robin: ... and don't forget to set the masterpoints to none.]

### 5.3 Scoring stratified events

Scoring stratified events has got easier. Firstly the 'update EBU details in the database' has become quicker and requires less operator interaction. Secondly the process of copying B/C strats to B/BC prize categories is now automatic. Gordon has revised the document.

### 5.4 Score checking

- Check slips for players to check scores;
- Scorer to check travellers with asterisks;
- or the log of anomalous scores in Bridgemate Scoring → Reports

### 5.5 How our irregular/annual movements should be stored and accessed

We didn't answer this on the day – but an ad hoc solution is to keep the User Movement files in the Google Drive folder for the current year and expect to find it there for use in the same event the following year.

### 5.6 Average plus scores in all-play-all events

The White Book says that for all-play-all events, the definition of session for the purposes of Law 12C2(c) is the whole event. The scoring program will continue to calculate the session average based on the actual session. If this looks like it will affect a pair's score, you can calculate the pairs overall average by deleting the artificial score, and then reinstating the artificial score, and applying some adjustment if necessary.

This could also apply to the offending side if their overall score or session score is below 40%. But their score is not likely to be important.

Some events will also define a short session to be part of another session for the purposes of Law 12C2(c) – for example, Sunday might count as one session in a 3½ session weekend event. To calculate a pair's "Sunday" session score, you would need to create a copy of sessions 3 and 4, delete the artificial score and produce a "Sunday" combined event.

## 6 Teams and Swiss Teams

Teams line ups: in particular teams of 5 & 6, pivot teams

- Remember you must do Seating Lineups → Initialize All Seating Lineups – even if there are no changes of line up

- Remember to use Seating Lineups → Copy Above Team Lineup to End of Session

## 7 Swiss Teams

Number of teams should allow for some late arrivals. You may want to have the number of teams as a multiple of 10 so that the second-half triangle Bridgemates are numbered ending in 1, 2, 3. But the more (unused) tables the more blanks on the check slips, can mean wasting more paper.

If there is a triangle, all TDs need to know is where it is so board flow can do the right thing.

We can score Swiss Pairs (or Swiss Teams) played with sections in separate rooms from one computer, using a slave computer and a Bridgemate server in each room. This was done for the main weekend events at Brighton with a separate Bridgemate server for the tables on the balcony. This involves sharing folders on the two computers so both can see the BMPPro database, and running BMPPro in Tournament Mode so it can select which tables will talk to which server. Remember to switch the program back to Club Mode afterwards.

## 8 Swiss Pairs

The number of tables should allow for late arrivals and for substitute pairs. Set the actual number of tables override in the Scoring section of the Event page so that the match points are not unnecessarily factored (Neuberger) to account for tables that will never be in play.

If there is a substitute pair (both new players) they should be given a new pair number and the old pair is marked as missing. For assigning purposes, they should be given an adjustment for the previous matches.

If there is substitute player the new pair should keep old pair number to avoid rematches with the original player, so replace the substituted players name with the substitute's name.

The scores/assignments can be fixed at the end:

- create a new pair with substitute and change assignments;
- replace substitute's name in old pair with original player;
- give the old pair and adjustment equal to score obtained by pair with substitute
- (and give negative adjustment to pair with substitute);
- And hope Pianola can cope.

Does not deal with a double drop-out with remaining players forming new pair!

## 9 Monitor/Screen

### 9.1 Displaying updating results

- Use default browser (preferably chrome or firefox)
- This will create multiple (x100) tabs but does not seem to be a problem; right-clicking on the most recent one will allow you to close all the others
- Best to use a different browser for other stuff
- For swiss, cycle ranks – tick “show latest match score”
- For teams – can cycle cross-table, team names only – various options

### 9.2 For Swiss Pairs – show assignments

- Bridgemate Scoring → Reports → tick; Ranks + Next Round Assigns
- Bridgemate Scoring → Results – wait for last result
- Assignments → Do Round <N> Draw
- Bridgemate Scoring → Results → Update Movement → Update From: Round <N>

- Wait for report from BMPPro and click Close
- Announce “assignments available – take your seats for round N”
- Bridgemate Scoring → Reports → Ranks – to refresh – includes assignments

## 10 Appeals / Psyche / Claims forms [Gordon in another session]

- Should be safe to create/leave the individual form files on Google Drive – file name unique
- Either printout for TD to fill in by pen or type in on a computer
- New printers can print double-sided
- Make sure the Appeals Committee get a form with **five** pages

## 11 Recovery

### 11.1 BMPPro won't launch

- Bridgemate Scoring → Admin → BCS Control Program
- Browse to correct location and select
- Bridgemate Scoring → Results -> Restart / Create Database / Launch BCS

This seems to prompt the program to re-read the location of the executable and so launch the right executable

### 11.2 Recovering data

- Recover scoring program data from database:  
Bridgemate Scoring → Results → Read All Results
- Recover database from server data:  
[BMPPro] → Session → Synchronise/Recover → Synchronisation  
(and read the options carefully)
- Recover server data from database:  
[BMPPro] → Session → Synchronise/Recover → Recovery (read instructions carefully)
- Recover server data from bridgemates:  
at all Bridgemates → RESEND → RESEND ALL SCORES → OK
- Recover Bridgemate data from server: Bridgemate → RESET and/or players re-enter results

## 12 Recovering/restarting programs/hardware

- Recovering computer:  
get new computer, get google-drive, start scoring program using Members.dat/event files
- Recovering scoring program:
  - Start scoring program / Retrieve current event
  - Bridgemate Scoring -> Restart
  - Bridgemate Scoring -> Create database [but don't] → No
  - Bridgemate Scoring -> Launch BMPPro (if BMPPro not running)
- Recovering BMPPro program:
  - Bridgemate Scoring -> Restart
  - Bridgemate Scoring -> Create database [but don't] → No
  - Bridgemate Scoring -> Launch BMPPro → without Reset
- Recovering server: replace batteries/server, plug in, recover server data (as above)
- Recovering Bridgemate: log off broken unit if possible, setup new Bridgemate, add to server