

# A Little Duplicate Bridge Scoring Program

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## ***Introduction***

Welcome to a Little Duplicate Bridge Scoring Program (ALDBS). It was designed to provide a small bridge group with member services over the internet using only browsers on computers, smart phones, tablets of all kinds. No application has to be downloaded/upgraded. You don't have to worry about which platform you are using, if you have a browser, the program should work.

The web site contains functions to match up partners, reserve a seat for a game, start and record scores while a game is on-going, and review results. Additional features are easily added as it is written in industry standard languages with no proprietary software anywhere.

## ***Top Level Page***

This is the main page through which the user navigates the site.

## ***I Need a Partner***

On this tab, a user can request a partner for any of the sessions scheduled for the coming week. The user selects his name from a drop-down list and a session from a list of all of the sessions. If no other member has registered as wanting a partner for a session, the user can request a partner by clicking the 'I need a partner' check box. An email will be sent to all of the players that have shown interest in substituting. In addition, the user's name is placed in the database and listed on this page as needing a partner.

When a member receives an email from the website indicating that someone needs a partner, he can go to the website and select the user for the appropriate session. The website will send confirmation letter to the user who requested the partner in the first place and will remove their name from the front page. If a member received an email, went to the website and didn't find the requester listed, then someone else has already volunteered to sub for that session.

In order to keep the robots from generating spurious requests, the user is requested to enter today's code which is printed on the screen. If a robot is smart enough to detect the code and enter it, then we'll get spurious entries.

In order to participate, a user must be on the club email list which the director maintains.

## ***Reserve a Seat***

A member on the roster may reserve a seat an an open session. The director specifies the open and close times. A block of seats may be pre-reserved for those that don't deal with computers. Only one member of a pair needs to reserve a seats for a pair. After one seat is reserved, the website will request the name of the partner. Members are asked to only reserve seats for themselves and their partner. The member may specify a specific seat or ask for first available NS or EW. First available is more reliable since requesting a specific seat may conflict with someone else reserving the same seat a little before hand. To specify a specific seat, the member may either click on the seat in the reservation table or select the pair and seat from the drop down lists below the table.

If for some reason another member reserves a seat between the time the list of reserved seats is printed and the user requests a reservation, the reservation will be denied and the user must try again. If several users reserve seats at the same time, the web site will lock the table with the first reservation to come in and make all of the other ones wait until the first reservation is completed. When the first reservation is completed, the table is unlocked and the second reservation is dealt with in the same manner.

A user may delete is reservation if he has changed his plans or made a reservation in error by selecting the seat reserved in error, entering the first name, last name, email, and clicking 'remove my reservation'.

A reservation may be deleted by the director. This is done by entering the director code (instead of todays code) on the home page. If the director has entered their code, the proper button to delete the reservation will appear.

At any time, the user may refresh the display to show all of the current reservations.

## ***Review Scores***

Any user may review any session that is in the database. The website will print the recap (standing of pair) and a table of the detailed scores for each board.

A user may also review how he/she stood in previous games in the database by selecting his/her name from the drop down list and

# Director Functions

## ***Director Functions***

The director has several functions available to maintain the database. Click on the director functions link on the first page, enter the correct director code when prompted and click submit.

## **Session Functions**

Select the session that is to be modified from the drop down list. Then, click on one of the buttons.

### ***Enter Players***

This function should not be used during the open reservation time as changes made will override those made by players reserving seats. It is best to wait until the reservation time has closed or to do this before reservations are open.

### **Reserve one seat**

This is similar to the 'reserve a seat' function however with director privilege, you can enter a number of players by clicking on the seat in the seat matrix, selecting a name from the drop down list, and then clicking 'Reserve one seat'.

### **Delete a reservation**

Click on the seat to delete in the matrix or select the seat using the two drop down lists below the matrix and click 'Delete a reservation'.

### **Exchange pair**

If the session is unbalanced after reservations are closed, you can easily exchange pairs by selecting the two pairs to exchange and clicking the 'submit' button on the Exchange pair row.

### **FirstNS or FirstEW**

These operate the same way the normal reservations operate.

### ***PrintTravelers***

Print travelers and personal score sheets several per page.

### ***SetupSession***

This form defines the structure of the session. The number of NS Pairs, EW Pairs, sitout, boards, and Status must be entered/selected. To start a game, enter the values and change the status to 'Started'. Finally, click 'update or start the session'. If a session is already started, changing any of these parameters will change the rotation. The tablets should automatically notice that the structure has changed and request that the tablet program be restarted with the corrected game structure loaded. This may happen if additional players show up during round 1. Changing the structure during round 1

should not affect scoring or rotation but it is important the tablets get the updated configuration for subsequent rounds. Note that there is a similar function accessible from the tablets. It is expected that the table function will be used most of the time as the tablets are more accessible at game time.

### ***closeSession***

This button should be clicked when all scores have been entered (a session is over) and the director is content with the scores. This will recalculate all scores (about 20 seconds) and set a flag to make the scores available on the front page.

### ***Enter Contract***

If paper travelers are used, this functions permits entry of the scores into the database after the session has completed. Either a number or a contract can be entered. First select the board which is to updated, then click on the NS pair (either contract or score cell), and enter either a contract or score.

Contracts are entered using single letters for the level, strain, declarer and result. Double and redouble are entered using x and xx. Pass and average are entered using either p or a.

Scores are computed from the contract but if you only want to enter scores, enter a positive score for NS, negative for EW. Enter the number followed by return (not like ACBLscore where you hit the - after an EW score). The normal scores use a multiplier of x10 so for a score of 100, enter 10.

When a traveler is competed, click 'Next Traveler' or 'Previous Traveler' to move between boards. When all scores are completed, click 'Publish Scores' to recalculate rankings and make available on the front page.

### ***monitorSession***

Once a session is started, you can view the scores in a matrix as they are recorded in the database. It is also useful to check a session that has finished to verify that there are not holes in the matrix indicating missing scores.

### ***checkRotation***

This displays a matrix of the rotation resulting from the selected session configuration. It can be used to verify that the correct boards and EW pairs are computed by the site for each round and table.

### ***sendResults***

Will eventually send an email to all players with a link to the scores. Not currently in use.

### ***ReviewScores***

Shows what will appear on the front page. Exactly the same is the front page display however the director can review scores here before they are published to the front page.

### ***rescoreSession***

Recompute rankings. This is called automatically by the site when scores are published or the game is closed. It takes about 20 seconds to go through all of the scores.

### ***editRawScores***

If for some reason there are scores in the database that just should not be there, if you know the pair numbers and board, you can delete an entry from the score database. If a score just needs to be changed, that should be done with 'enterContract'. Not very often used.

### ***Dropsession***

Completely remove a session from the database including players and scores. A session scheduled for the future will be rescheduled with default reservation settings.

### ***DeleteEmail***

Delete an email in the aldbbs.org email inbox

### ***ListScoreTransactions***

For sessions using the tablets, all tablet scores are recorded in a separate table. If there is an error and the user corrected the entry, both the first entry and corrected entry will show up in this table. These values can not be erased. If a score was inadvertently erased or changed using the enterContract function, you can recover the score entered by the tablet.

## **Data Base maintenance functions**

### ***Edit Parameter***

You can change the value of any of the parameters by entering a new value and clicking in another location. The value is automatically updated.

### **admin**

This is the current director code

### **CurrentSession**

Current session that tablets will send players and scores to. This is set when a game is started and cleared when a game is closed.

### **currentSessionTime**

This is the time that the current session configuration was changed. It is compared with the session time that each tablet used when it started. If the currentSessionTime that the tablet read when it started is different than the currentSessionTime when a score is posted to the database, the tablet will restart

and reload the session configuration.

### **directorMessage**

This is a message that the director can have displayed in a box on the front page.

### **directorMessageDate**

This is the date that the message will come down. The message is displayed as soon as it is entered.

### **emails**

Messages to potential partners and reservations.

### **ddd-MM-xx**

These entries define the open, close, and start times for specific session. ddd represents the day, MM either AM or PM, and xxx the time entries. In addition, pairs can be pre-reserved for those that don't have access to computers. The pre-reserve seats are specified for NS and EW with a comma separated list. If a session already exists and has not yet been opened for reservations, you can change the pre-reserve seats and drop the session. The next time the site is visited, the session will be rescheduled with the new pre-reserved seats.

### **gamecode**

A randomly selected code based on the date from the GameCodes. The site selects this value. Do not change.

### **GameCodes**

This a comma separated list of game code that the site selects from. The user is requested to enter the game code to access reservations to avoid robots making random changes.

### **TableMovement**

No longer used.

### **WeeklySessions**

List of sessions that will be scheduled up to 1 week in advance. If there are not start,open,close times listed, the games are just scheduled for information and are then dropped after the date has passed.

### ***ImportSession from Email***

Output from ACBLSCORE can be sent to ylbridge@aldb.org and then imported into the database. The output from ACBLSCORE must contain the rank with players' names followed by the detail by boards.

## **Roster Functions**

### ***EditRoster***

The database of members can be updated here. To modify a member's entry, select the member from the drop down list and click 'editMember' or 'dropMember'. Changed any of the fields that are listed and click 'updateMember' to update or 'cancel' to not make changes.

Click 'addMember' to add a new member to the database.

Reservations and player names in the on-line tablet entry can only be made for players that are in the Roster. Guests at session should use the 'Guest' entry in the roster. New players should be added to the roster.

### ***List Contacts***

This will list all of the contacts in the database. You can select the entire table and paste the data into Excel for further operations if desired.

### ***dumpEmails***

This provides a comma separated list of emails. You can select the entire set of emails, copy and paste into Gmail BCC for mass mailing.

## **Tablet Operations**

### ***User Operations***

Power on the tablet and wait for the picture to appear. Soon after this, there is a little fan symbol in the upper right corner of the display that should be illuminated to indicate that the WIFI has been established to the WIFI repeater.

Find the little green robot by swiping either left or right and tap the robot. Then tap 'Go to Bridge Site'

You should get a page with a matrix of players with a big 'Continue' at the bottom. You may have to scroll down (swipe up) to find it. If you see a message 'No session has been started', then you started too early. Wait for the director to start the game. Press the little square in the center of the bottom to return to the robot and try again once the game is started.

Tap 'Continue', find your name for your seat and once all seats have been assigned. tap continue. If you are not in the list, select 'Guest'.

Make sure that the board highlighted on the next page is correct and click 'Enter contract'.

Enter the contract by selecting the level, strain, declarer. Then tap 'Enter Results' and select the result. The entire entry is printed on the bottom of the screen. Make sure that the board, contract and result are correct and have EW tap 'Validate'.

Here you can see the traveler for this board sorted in order of NS scores and the rankings so far for this session (after round 1). Tap 'Next Hand'.

If the score or contract that you entered is wrong, go to the next hand and on that screen, back up to the previous hand that was in error and reenter the score.

After all scores have been entered, return the tablet for power off.

You can check the battery status on the upper right corner to be sure it won't fail. If a tablet fails or runs out of battery, the director will supply another tablet for your table or you will have to keep score with a pencil and paper.

### ***Director Operations***

The director can enter the director code on the start page of the tablet and configure the game.

On entering the code, you will see a set of buttons. Select the desired session and tap 'Set Current Session'. Make sure that NS Pairs, EW Pairs, Boards and Sitout are correct and change if necessary. If the border is green, you're good to start a game by tapping 'Start Game'. If the border is red, then you need to balance the game. The program recommends and exchange of seats to balance the game. Either accept the recommendations and tap 'Exch' or select your own seats to exchange and tap 'Exch'. If the border is still red, more exchanges need to be done until the border is green.

You can also delete a seat (if someone is a no-show) or add a member.

Once the game is over and all scores are in, you can tap 'close Game' to recalculate and put scores on the front page. You can wait to do this from your computer at home as well.

If a tablet needs to be replaced for some reason with a spare, enter the director code and tap 'clear Cookies and reset start table' to clear out the old settings for the spare tablet. Tap 'Continue' and enter the director code again. At the bottom of the green box, there is an option to select a table number. Select the appropriate table number and then select the closest round and tap 'Continue'. If the round is not round 1, the player entry is skipped and you get to the board selection form. Skip forward or backward to find the appropriate board and you should be good.