

OPENING LEAD VALIDATION

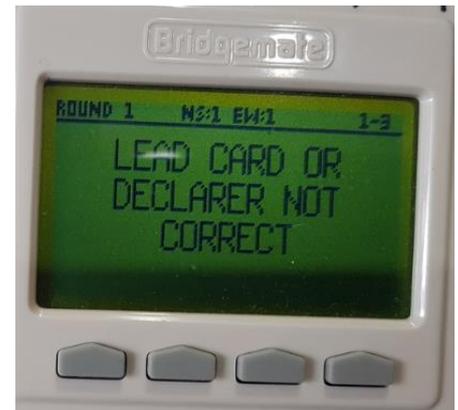
There is now an option to have the Bridgemate system validate the opening leads entered by players at the table.

You will need to be on a version of Compscore2 with a build date on or after 15 June 2021, and have Bridgemate Control Software version of 3.8.21 or later.



How it works

Once this option has been selected in Compscore2 and the deal file has been sent to the Bridgemates, the opening lead entered to the Bridgemate will be validated to ensure that the card entered was in the hand that should have been on lead. If it isn't, a statement to that effect will appear on the Bridgemate screen when EW clicks Accept to agree the result (see pic).



This alert suggests that one of the following situations has occurred:

- the opening lead is incorrect
- the declarer is incorrect
- the board has been fouled, or
- the wrong deal file has been loaded.

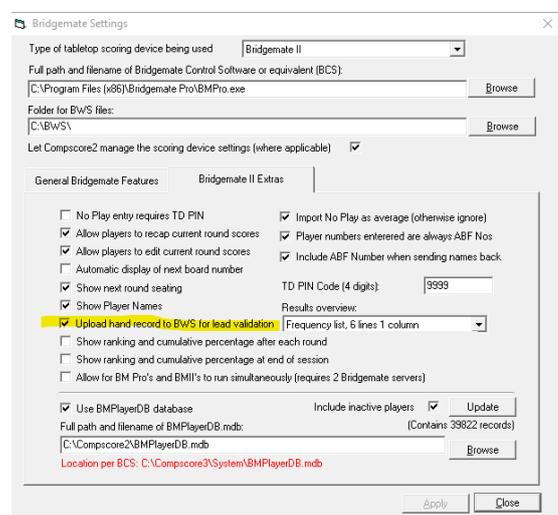
The first two situations can be corrected by the players; the third will probably involve the director awarding an artificial score; and fourth is dealt with below.

If the wrong hand has led and the declarer chose to accept the lead from the wrong hand, the declarer will need to be recorded in the Bridgemate as the declarer's partner in order for the lead to be accepted. The director can edit the declarer back to correct one in Compscore2 if this is deemed necessary – Compscore2 does not validate the lead card.

Setting up

In Compscore2, under **Setup | Options – Bridgemates**, tick the checkbox as pictured.

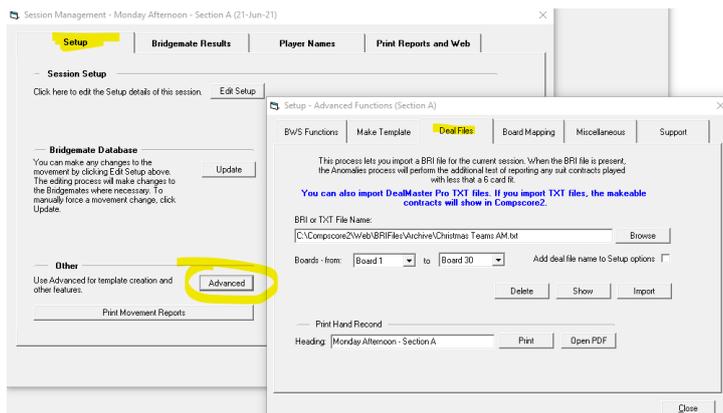
Once set up, if the deals are known to Compscore2, the deals will be sent to the Bridgemate Control Software. There's two ways that Compscore2 knows what the deals are: (a) when the deal file name is entered in the Session Setup screen and Compscore2 can locate the file, and (b) when the deal file is loaded under **Setup | Advanced | Deal Files** (see below). You can always tell if Compscore2 knows the deals by seeing if there is a **Show Deal** button on the Bridgemate Results tab.



Teams and Pairs Events

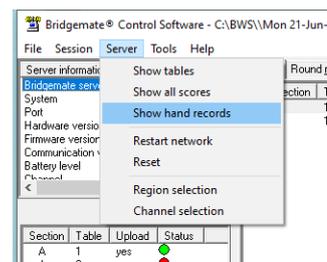
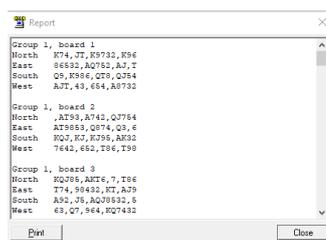
For Pairs and Teams events where Matches are created and sent to the BCS throughout the event, the deal file needs to be loaded into each Match via the **Setup | Advanced | Deal Files** tab.

For the first match in a new BWS file, it doesn't matter whether the deal file is loaded to the match before or after launching. For future matches, the deal should be loaded as soon as possible after creation of the match. The file should be imported before the first result is entered of course, in order for the validation not to miss any entries.



Verifying that the deal file has reached the Bridgemate server

If you want to check that the deal file has reached the server, in the Bridgemate Control Software, click **Server**, then **Show Hand Records** (as pictured). This will display the hands that the Bridgemates will use to validate the opening lead.



When all opening leads are being rejected

If a wrong deal file is accidentally entered, most/all opening leads will be rejected. You can rectify this by loading the correct deal file either by editing the deal file name on the **Session Setup** screen, or by loading the deal from the **Setup | Advanced** option, **Deal Files** tab – see above.

If you cannot load the correct deal file, perhaps because the correct file is missing, you can turn off the Opening Lead Validation by (a) unticking the option under **Setup | Bridgemate Options** and then (b) sending the updated Bridgemate Preferences to the BCS via the **Setup tab | Advanced button | BCS Functions** tab, and then clicking the **Update** button alongside the Update Bridgemate Preferences section. Don't forget to reset this preference when the session has finished.

You can also create a new session this time without any deal file entered and launch the BCS again.

