This user manual doubles up as a Tutorial. Print it, if you can, so you can run Bridge BSP alongside the Tutorial.

(for assistance with printing from an iPad, see https://support.apple.com/en-au/HT201387)

Note: If you are reading this on an iPad, and now wish to return to the Bridge BSP app, touch the left arrow button in the very top left corner of the screen (to the left of the app name Bridge BSP).

ABSTRACT
My Bridge Bidding and Scoring Pad (Bridge BSP) doesn’t make you a better Bridge player, but it takes good care of the bookkeeping side of it, at least the Bidding and Scoring. This User Manual can be opened from inside the app and it can also be downloaded for free from the My Bridge Tools website.

Sven Eriksen
My Bridge Tools

Bridge BSP User Manual

This document is downloadable from

My Bridge Bidding & Scoring Pad User Manual

Thanks for downloading the User Manual for my Bridge Bidding & Scoring Pad (Bridge BSP). This document contains brief explanations and instructions plus several recommendations about the Bridge BSP app for use on an iPad. See also Appendix A for iPad setup.

What is Bridge BSP?

Bridge BSP is an app for use on an iPad by people who play Bridge, the card game. It is an administrative tool that takes good care of Rubber Bridge bookkeeping, at least the bidding and scoring part of it. Please note that Bridge BSP is just a “bookkeeper”. It does not play Bridge with you. For that there are plenty of other apps available on the Internet.

Bridge BSP is aimed at Bridge players who prefer to play Rubber Bridge in the comfort of their own homes with friends and family, or in a social Bridge group.

By the same token, Bridge BSP is not likely to be useful in Bridge Clubs, even though the challenges of finding the right bids are the same. The reason for this is that the mechanics of bidding and the rules of scoring in Bridge Clubs are significantly different, because the focus is on competition between more than four players, who are basically bidding and playing the same hands in what is known as “Duplicate Bridge”.

Practical Recommendations:

1. Place the iPad in the middle of the Bridge table.
2. Leave it in this fixed position for the entire session of up to three Rubbers.
3. Do not change the physical orientation of the device at all.
4. Apply firm and accurate finger touch from above when pressing buttons.

How to Get Started

The initial screen displays the above recommendations and provides access to three buttons.

Press the “Please Explain” button to see a short summary of the kind of assistance provided.
Press the “User Manual” button to open the Bridge BSP User Manual/Tutorial (this document).
Press the “Start” button to proceed to the “Score Sheet Selection” screen.

This document can also be downloaded from the www.eriksen.com.au/mybridgetools web page.
Setting up the Score Sheet

Bridge BSP can create new score sheets and use previously saved ones.

The “Score Sheet Selection” screen presents you with two options:

1. If you have no saved score sheets or wish to set up a new one it is a good idea for the players to now sit down at the Bridge table and to make a decision about partnerships. Then press the “Create New Score Sheet” button. As a result, you will be prompted for the names of the players and your preferred partnership configuration. If players are not already seated they will now need to take their seats as indicated on screen. Please note that correct seating is important for correct scoring. The position of the dealer will need to be indicated by pressing a button before you can progress to the first bidding screen.

2. If you wish to continue a previously saved score sheet, select from the list of saved score sheets. This will make the app pick up already available data such as player names, partnership configuration, score status, etc. You will be told where the players are to be seated around the Bridge table. If players are already seated differently, please arrange for players to change position to match what’s shown on the Bridge BSP screen. This is important for correct scoring. You will also be told who the next Dealer is, and that player will need to press a button before progressing to the first bidding screen.

Entering Player Names

If you pressed the “Create New Score Sheet” button, the app will prompt you for the names of the four players.

It works best if you enter the names of the players in clock-wise sequence as they are already seated around the Bridge table. At least two characters must be entered for each player via the on-screen keyboard. The initial letter of each player name will be automatically capitalised. You can press the “return” key to move to the next field. The “Continue” button will remain disabled until the fourth player name has been entered.
Selecting Partnership Configuration

Bridge BSP needs to know how the players wish to form partnerships. If players are already seated, they may already have chosen their partners, but this must be indicated to Bridge BSP.

Pressing the “Continue” button after entering the names of the four players brings you to the Partnership Selection screen.

There are three possibilities to choose from for each Rubber. You may select the same or different partnerships for different rubbers. Once a partnership configuration has been selected, players may need to change position and Bridge BSP will then move on to the Dealer position screen.

Selecting Dealer Position

After selecting partnership, please ensure that the players are seated as indicated on the Dealer Position screen.

The app needs to know who will deal the cards for the first game, but after that the app will tell you who is to deal next.

For the first deal there are four positions to choose from and the bidding screen will then be displayed in a convenient orientation for that Dealer to make a bid. For example, press the “Dealer is in This Position” button next to Sven to make him the Dealer for the first hands.
The First Bidding Screen – Made User-Friendly

Let’s assume that Dealer is busy dealing the cards for the first deal. While this is taking place, it is customary for the opposite player to be shuffling the cards for the next deal. Therefore, the player in the seat opposite the Dealer is identified on screen as the “Shuffler”. For convenience, after shuffling the cards, the Shuffler will put the cards down on the right as indicated by the yellow arrow pointing towards the small image of a pack of cards shown inside the bidding pad.

As you can see, the player names come through in bright yellow. The Bidding screen resembles a traditional-style bidding pad and next to it there is a user-friendly keypad on which you can enter your bids (from 1♣ to 7NT). To enter a bid, you can press a number and then a suit symbol (or NT) or the other way around. In addition to twelve buttons for the natural bids, the keypad has three additional buttons for Pass (/), Double (X) and Redouble (XX). Initially, and for obvious reasons, the Double and Redouble buttons are disabled. Pressing the buttons may take a little bit of practising to ensure they react as intended. It is recommended that you press the buttons firmly and with the tip of your index finger from above. If you press the buttons with your finger flat on the screen, the button press may not be recognised.

A valid bid will be displayed in the first available bidding space, which will be flashing yellow to make the player aware that a bid is expected to be entered. If an invalid bid is entered, it will not be accepted, nor will it be displayed. As soon as a valid bid has been entered, it will be displayed in the correct orientation for that player and control will then immediately pass to the next player in the clockwise direction.

Undoing the Last Bid

You may be surprised to learn that Bridge BSP app is very forgiving, almost human. The previous player might suddenly say “Oops! I made a mistake. Can I change the bid I just made, please?” It’s up to the other players whether they will allow this or not. Some prefer not to allow bid correction, whilst others see this as a way of preventing silly bids from ruining the game. In any case, Bridge BSP has been designed to make this optional.

As soon as a bid has been entered and accepted, Bridge BSP moves onto the next player with the keypad in the correct orientation. However, pressing or tapping the “Undo Last Bid” button passes control back to the previous player for a correction. A maximum of two bids can be undone in this manner. For good reasons the “Undo Last Bid” button is disabled (greyed out) on the first bidding screen.
Alerting

If you and your partner make use of a bidding convention which is specific to your partnership, or one that is not generally known amongst Bridge players, it is common courtesy to press the “Alert” button before making the bid in question. This merely sets the “Alert” button flashing, and the opposing partnership is then entitled to ask for an explanation, if they so wish. Once control has passed to the next bidder the “Alert” button can be turned off by pressing it again.

Showing and Hiding the Score Sheet

During the bidding (and playing) any one of the four players may wish to look at the current score sheet. This can be done at any point in time on any of the bidding screens by pressing or tapping the “Show Scores” button. To dismiss the score sheet and return to the previous screen, press or tap the “Hide Scores” button.

IMPORTANT! If you make use of this facility, remember not to change the orientation of the computer. Leave it where it is at all times. If you must pick it up or move it, please put it down where it came from and in the same orientation.

The Bidding Process

As the bidding progresses, beginning with the Dealer, each new bid is shown on the bidding pad in chronological order. The orientation of the bidding pad remains the same during the entire bidding cycle, whereas the keypad changes orientation to make it as easy as possible for the players to deliver their bids.

Here is an example of the bidding screen at the end of the first round of bidding:

![Bidding Screen Example]

In this example, beginning with the Dealer, each of the four players have used their keypad once to deliver a bid. Three natural bids have been delivered and the fourth player Passed. The Dealer is now expected to enter another bid (or Pass) into the bidding space, which is now flashing yellow.

Bidding continues in the clock-wise direction until three players in succession decide to Pass. When the third successive Pass has been delivered, a contract will have been declared and the playing of the cards can begin.
The Contract Declaration Screen – Made User-Friendly

Once the bidding is over, the Contract Declaration screen will be displayed, orientated towards the Declarer. The Contract Declaration screen contains a few user-friendly indicators to make things clear to everyone.

Here is an example after three consecutive Passes have been delivered:

![Contract Declaration Screen Example](image)

The contract declared is displayed in a big image shown in the centre of the bidding pad with player names grouped around it.

On the right, just to make sure, Declarer can see precisely what it takes to make that contract.

The screen indicates who will be leading a card to the first trick (the so-called “Opening Lead”). The screen also indicates the position of the player who will become Dummy. Once the opening lead has been played all cards on Dummy’s hand go down on the table for everybody to see.

It is now up to Declarer to work out a good strategy for winning the contract. The Defenders, on the other hand, will do their best to defeat the contract.

By the way, if you are interested in recommendations for good card playing strategies, may I suggest that you download my Bridge Bidding & Playing Guide (Bridge BPG) app from the Apple App Store. Bridge BPG also provides recommendations for good bidding. For further information you might like to look at the [www.eriksen.com.au/mybridgetools](http://www.eriksen.com.au/mybridgetools) website.
The Scoring

After all tricks have been played it will be clear whether the Declarer won or lost the contract. Declarer does the scoring with the other players helping to avoid mistakes.

After pressing the “Scoring” button on the Contract Declaration screen, Declarer will be prompted to indicate the actual number of tricks taken. It is a matter of pressing the correct number button on the screen shown below.

![Select Number of Tricks Taken by Declarer](image)

Here you see 14 buttons (from “0” to “13” in reverse order). The Declarer will press one of these buttons corresponding to the number of tricks taken.

**PLEASE TAKE CARE TO PRESS THE CORRECT BUTTON.**

As soon as one of the number buttons is pressed, the updated score sheet will be shown for inspection. If a mistake was made, the “Undo Last Score” button on the score sheet screen can be used to return to the previous screen where a correction can be made.
The Score Sheet

The score sheet resembles a traditional style score sheet, except it shows the player names at the top in the PLAYERS table. The score sheet keeps track of scoring for up to three rubbers and it even ranks the four players as play progresses. In the RUBBERS table, each contract is indicated in the appropriate partnership column. If Overtricks or Undertricks were made, this is indicated (positive or negative).

In the RUBBERS table, points for Overtricks and Bonuses are listed in black numbers above the heavy red line, whereas Penalties are listed in red numbers.

Points towards Game are listed below the heavy red line. Vulnerability is indicated by a thin red line. Conclusion of a rubber is indicated by a double black line.

Occasionally a small popup panel will appear on top of the score sheet, for example if the deal just scored has made the winning partnership vulnerable. These popups are for information only and they are easily dismissed by pressing the “OK” button.

The scoresheet will be displayed as part of the scoring process (or any time a player presses the “Show Scores” button on the bidding screen). After viewing the scoresheet, it can be dismissed by pressing the “Hide Scores” button. This button is useful any time the score sheet has been displayed at the request of one of the players.

If so desired, the score sheet can be printed by pressing the “Print Scores” button. However, this only works if your iPad has access to a printer.

The “Undo Last Score” button on the score sheet allows a correction to be entered, unless the Rubber has already been completed.

More commonly, when scoring a contract has been successfully accomplished, it is time to deal a new set of cards, in which case the “New Deal” button will be pressed for the next Dealer to make the first bid on a new bidding screen.

Up to three rubbers can be scored with the final rankings of the players indicated at the top of the score sheet.
Improving Bridge BSP or Reporting a Problem

I hope you find Bridge BSP useful. For more information, you might like to visit my website at www.eriksen.com.au/mybridgetools.

Should you discover a problem on a particular screen while using Bridge BSP, I would be most grateful if you could email me either a photo or a screen capture demonstrating the problem.

In case you have never done a screen capture before, here is how you do it on your iPad:

1. Bring up the screen on which there is a problem.
2. Hold down the Home button while briefly pressing the Power button. You will see the screen flash by and a new image will have been added to your Photos. The image will be shown in the bottom left corner of your screen for about one second.
3. Terminate the app by pressing the Home button.
4. Press the Photos icon on the Home screen and confirm that the screenshot was added at the end of the list of photos.
5. Select the screenshot and press the little icon with an up arrow at the top right of the screen.
6. On a screen headed “1 Photo Selected”, press the Mail icon.
7. This will have created a new email message with the photo attached to the email.
8. Add a few words of explanation for my benefit, please.
9. Address the email to sven@eriksen.com.au and send it from your iPad.

I would also welcome any suggestions for improvements. Only that way can I make it better.

If you have any comments on the app or on this documentation, please send me an email addressed to sven@eriksen.com.au

Happy Bidding and Scoring!

Sven Eriksen
Appendix A. Recommendations about iPad Setup

Using an iPad in the middle of a Bridge table might work better if you spend a few minutes to set it up for this particular scenario. For example, it is not terribly convenient if the iPad keeps on turning itself off in the middle of the Bridge table.

If you can afford it, it might even be a good idea to have an iPad dedicated to playing Bridge. That way you can set it up so it’s always ready.

The iPad will only work for an extended period of time on battery power, if it has a reasonable charge at the beginning. Ideally it should show “90%” charged (or more) in the top right corner. Ideally it should last for as long as it takes to play three rubbers. It is a little awkward in the middle of a Bridge table, if you have to plug in a charger.

Here are a couple of settings to consider while you are using your iPad for playing Bridge:

- The iPad does use more battery power if you have the screen set to maximum Brightness. You can reduce power consumption via Settings > Display & Brightness, but it is important for all players to be able to see quite clearly what’s on the screen.

- If you have implemented a Passcode on your iPad it will lock itself after a certain period of time as per your preferred setting. To avoid having to enter your passcode while playing Bridge you may wish to change your Auto-Lock setting via Settings > Display & Brightness > Auto-Lock > Never. If you do this, remember to reset this setting for normal use.

If your iPad is dedicated to playing Bridge, you can leave those settings as they are now. Otherwise, remember to reset these settings for normal use.