



IBESCORE USER MANUAL

Contents

Version Info	4
Introduction	5
Customer service and feedback	6
IBEScore and mobile apps	6
Installing IBEScore on an Android device	6
Installing IBEScore	7
General use of the IBEScore mobile app	7
Installation	7
IBEScore home screen	7
Entering a contract	8
Entering a result	8
Entering names	9
IBEScore extra features menu	9
Back button	10
Receiving a call while using IBEScore	10
Temporarily suspending IBEScore <i>eg</i> to make a call	10
Forcing IBEScore to quit	10
Updates	11
Android: Automatic update install	11
Language support	11
Finding your app version number	11
Use of IBEScore for social games	12
Rubber bridge	12
Players' guide to using the app in events scored with the IBEScore system	12



Connecting to the internet	12
Wi-Fi connection	13
Joining the game	14
Enter the game code	14
Reception screen: choosing your start table	15
Choose your seat	15
Identify yourself and/or others at the table	16
Locked games	16
Round information screen	17
Entering scores	17
Reviewing and cancelling scores	18
The results screen	18
Board mode	19
Scorecard mode	19
Viewing the current rankings	20
“Global settings” - display preferences	20
Entering an auction	21
Entering a deal	22
IBEScore for club and tournament directors	22
Setting up a basic club game using IBEScore	23
Logging in as director	23
Creating the game	23
Setting up the players’ mobile devices	24
Entering the players’ names	24
Printed start positions and movement cards	25
Running the game	26
Players have wrong names	26
Monitoring play	26
Clearing, entering and adjusting results	27
Splitting a board	28
Altering the movement: Arrow-switches, rovers, phantom pairs	29



Boards per round	30
Entering results from paper travellers	30
Finalising the game	31
Publishing and uploading your results	32
Publishing from the app	32
Publishing from a PC or Mac	35
Other National Bridge Organisations:	37
Making corrections to a published or historic event	37
Payment and credit system	38
Game settings	38
Security settings (game creation only)	39
Scoring settings	39
“Players can see”: visibility settings	40
“Players can change”	40
“Ask players for”	41
Warnings	41
Spectators	42
Player/Team/Table names	42
How the devices are set up	43
Locking the game	44
The director login and password	44
Changing the director key (password)	44
Director-only functions	44
Hand diagrams and analysis	45
Uploading a deal file	45
Deleting a hand record file	45
Player database	45
Editing the database	46
Bulk lookup of EBU numbers	47
Importing and exporting the database	47
Swiss Teams and Swiss Pairs	48



Creating a Swiss event	48
“Drawing” subsequent rounds	50
Additional notes on Swiss events	50
Common questions from players	51
Someone else at my table also has IBEScore on their phone. Which one of us should score?	51
I accidentally quit IBEScore on my phone. What should I do/did I lose all my scores?	52
Will using IBEScore cost me a lot in data usage fees?	52
I put the names for my pair into IBEScore on my smartphone last round, but it didn’t remember for this round.	52
Things to try when it’s not working	52
Internet connection	52
Refresh the game	53
Update IBEScore	53
Battery life and screen brightness	53
GAME CODE	53
How do I get a GAME CODE?	54
Can I run a game if I have not set up a GAME CODE?	54
Technical support	54

VERSION INFO

This issue of the documentation applies to IBEScore Android Version: 210(Sep23b). It was last updated on 23 September 2023. Major updates to the scoring application will be notified to users by email. This includes any alterations which change the performance, visual perception or user experience in any way. Minor changes will be implemented without notification, and on most devices will be automatically applied when the IBEScore is opened. To be sure you are using the most current version, please remember to exit the app fully at the end of a bridge session.



INTRODUCTION

Welcome to the IBEScore bridge scoring environment. Whether you are a player or a club director, beginner or expert, we are certain that IBEScore will enhance your enjoyment of bridge. Certainly as face to face bridge play must compete with its online cousin for survival, two unique aspects of IBEScore make this truly the go to electronic scoring device for contemporary bridge game play. Firstly, an individual uses their own device to the setup, score, access results and analyse statistics. Secondly, IBEScore stands proudly alongside online bridge game providers with app features that are easy-to-use and visually clear and colourful. Furthermore bridge club game play is shareable using IBEScore – spectators can follow the progress of any game from their own device at home, while it is taking place. Family and friends can be there in spirit at those decisive bridge moments!

IBEScore is powered by BriAn, the original android and smartphone bridge scoring system. It has been re-developed and is supplied under licence as IBEScore to [International Bridge Excellence Ltd](#) for distribution to the global bridge playing market.

IBEScore runs on most Android smartphones or tablets and Apple devices. When a table has finished playing a bridge hand, one player enters the result into their phone. IBEScore will calculate and present the score to each device on refresh, leaving players at liberty to indulge in the social and cerebral aspects of a bridge game played at a venue.

Anti-cheating in bridge has become a much talked about feature of bridge game scoring. IBEScore is no better or worse than any scoring product in the market. The app has a range of manageable security features to support directors and discourage players from citing temptation, or easy access as their excuse for disrespecting their opponents by engaging in unlawful methods to enhance their results.

IBEScore is marketed as a simple to use, quick to master, easy to self-learn product. It is supported by virtual personalized demonstration sessions and whatsapp & email responsiveness. Our forum has many answers to questions from new users. We have short video guides that you can follow on to as you learn.

This document is a not intended to be studied and mastered before IBEScore use. Rather we have taken the decision only recently to add it as a support resource for users who are more comfortable with traditional ways of developing their skills with technology. Everything a player or a director might need to know when using IBEScore is contained in this document. The first section is an overview of the basic knowledge required to use IBEScore. We then split the document up into a section for players, and a section for directors, finishing with common questions.

General material: <https://ibescore.com/ibescore-app-help/>

Director material: <https://ibescore.com/ibescore-help-director/>



We trust you will find IBEScore attractive, safe, unobtrusive and easy to use.

We wish you every enjoyment and success in your bridge games.

CUSTOMER SERVICE AND FEEDBACK

We welcome comments, criticism and suggestions for improvements, as well as any queries about how to use the IBEScore system. Please don't hesitate to contact us:

Email: Admin@ibescore.com

IBESCORE AND MOBILE APPS

The IBEScore app is freely available for anyone to download from the Apple store or GOOGLE PLAY. It is completely free to use the IBEScore app on your phone while participating in a duplicate event scored using the IBEScore system or when spectating or when running games with no post-game record keeping. Club Directors can freely use IBEScore to access our full repertoire of game administration functions.

Game administrators are charged by a one-off payment, monthly, or annual subscription based on the services needed.

IBEScore will work on most Android or Apple phones and tablets.

INSTALLING IBESCORE ON AN ANDROID DEVICE

Webpage link <https://ibescore.com/installing-ibescore-on-your-device/>

Video link <https://ibescore.com/wp-content/uploads/2022/03/Getting-into-Game.mp4>

Make sure you have phone reception or you are connected to the internet via WiFi.

On the home screen of your phone or tablet, press the Applications button. It usually looks like a grid of white squares.

Browse your applications to find "Play Store".

Tap "Play Store".

Tap the magnifying glass in the top right corner of the screen.



Tap-type **IBEScore** on the keyboard which pops up. Tap on the magnifying glass again.

INSTALLING IBESCORE



Tap “IBEScore”. IBEScore will appear with our icon.

Click on it.

Now click on the GREEN INSTALL Button and the download will begin.

IBEScore is now installed on your device.

GENERAL USE OF THE IBESCORE MOBILE APP

Video Link: <https://ibescore.com/wp-content/uploads/2022/03/Setting-up-my-device-for-current-game.mp4>

INSTALLATION

Start IBEScore by tapping the IBEScore icon from your Apps list. Or search IBE.... Or Press the Applications button on the home screen, and browse your applications to find “IBEScore”.

You can create a shortcut to IBEScore on your home screen by touching the IBEScore icon and holding your finger down. After three seconds, the icon will float above your home screen. Drag the icon to an empty space, and lift your finger to drop it there.

When you first click on IBEScore to open the App you may see two messages come up.

If you see Allow IBEScore to access this device’s location you can choose to DENY or ALLOW. Either is fine and it is up to you.

If you see a notice which says “Could not find a suitable place to store data...” Ignore this.

IBESCORE HOME SCREEN

Video link <https://ibescore.com/wp-content/uploads/2022/03/Setting-up-my-device-for-current-game.mp4>

Player link: <https://ibescore.com/ibescore-app-help/>

Director Help Link:

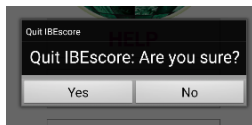


On the IBEScore home screen click on the GLOBE (the big circle at the top) to start.



You may also choose click on the HELP, DIRECTOR or NEWS items. None of these are essential to your game but feel free to have a look. From these links you can access other bridge game services and performance tools such as game booking systems, laws updates, bridge tips, general news and quizzes.

You can quit IBEScore from the home screen by pressing your device's BACK button until you reach a message that says



ENTERING A CONTRACT

Tap the pink button which matches the contract level, the white button which matches the trump suit, and the green button which matches the declarer.

If the contract was doubled, tap the red "x" button. If redoubled, tap the blue "xx" button.

If the hand was passed out, tap the pink "PO" button.

Three extra grey buttons will now appear, for recording the result of play: a minus, a check/tick mark and a plus sign. If not, make sure that a pink button, a white button and green button are all selected.

You can clear all your selections by tapping the "Clear" button at the bottom right of the screen.

ENTERING A RESULT

To indicate that declarer made their contract exactly, tap the tick mark button. To indicate undertricks or overtricks, tap the minus or plus buttons repeatedly the required number of times. **AVOID use the pink buttons with numbers on to specify the number of undertricks or overtricks; the pink numbered buttons are only for the level of the contract.** After you have input your result, tap "OK". You can still clear your selection by tapping "Clear", or change the contract by tapping any of the contract entry buttons. If you do correct the contract, you will need to re-specify the number of tricks achieved.

You can change how contracts and results are displayed using the "[Global settings](#)" - display preferences.



ENTERING NAMES

Video link at 0:32 seconds into video <https://ibescore.com/wp-content/uploads/2022/03/Setting-up-my-device-for-current-game.mp4>

To rename a player or an event, touch on the name, hold for about two seconds, and then release. The text will become editable, and you can tap-type your replacement name. Finish by pressing the enter button, or your device's back button.

If the player or event name you wish to input has been used before in a game on your device, you can ask the device to recall it, rather than typing it afresh. Simply tap on the name text, and select the replacement from the list of names which appears. These editing features can be de/activated by the director. This list of names is generated in two ways. When a game code is setup, the organizer can supply a list of players. And each time a game is finalized, new names will be added to the list automatically. Otherwise using the Director Key, a scorer can manually type in the names for players at each table. Names or BBO nicknames can be entered, or NBO number or a club number – these are all base settings de/activated by the game code holder.

IBEScore EXTRA FEATURES MENU

On an Android phone or tablet, the menu is hidden by default under the **IBE logo**. It is normally accessed by pressing the **icon**. Here are some other possible menu button designs and locations:

- **Four small horizontal lines in a column**
- **Three dots in a vertical line**
- **On the body of the phone, *below* the screen area, either to the left or to the right of centre.**
- ***Just within* the screen area, usually within the bar at the very bottom or very top.**
- **Long-press on the device's back button**
- **Long-press on the task manager button**

The menu is the route to many important features in IBEScore. In a duplicate game, the menu is used to load the most up-to-date scores, and to view the current rankings and hand diagrams. The menu is also used to change game settings and to display information about IBEScore, its developers and contributors.



BACK BUTTON

The device's back button typically appears as an arrow with a curved or square tail, pointing leftwards or downwards. On phones and some tablets the device's back button is usually on the body of the phone, **below** the screen area, generally to the right of centre but sometimes to the left. On newer tablets, the menu button is **just within** the screen area, usually at the far left of the bar at the very bottom or very top.

Swiping the screen rightwards has the same effect as the device's back button, most of the time. However, when the left/right swiping actions are used for forward and backward browsing through a list of *eg* movements, board numbers or scorecards, then only the device's back button itself may be used to go back to the previous screen.

RECEIVING A CALL WHILE USING IBEScore

Your phone will prompt you to take your call as normal. When it is finished, press the back button to resume IBEScore as you left it.

TEMPORARILY SUSPENDING IBEScore *EG* TO MAKE A CALL

To suspend IBEScore, press the home/square key on your phone. You may now make a call or perform any other action on your phone, except for powering it off, which will cause IBEScore to quit. After you are finished, find the IBEScore icon on your phone's home screen or applications menu, and tap it to resume IBEScore as you left it.

FORCING IBEScore TO QUIT

On Android phones and tablets, tap the task manager button, and swipe away the small window titled IBEScore off the side of the screen. On an Apple device do as you would usually do to close an app. But if that does not work, uninstall and reinstall the app can be simplest.

If your phone or tablet loses power, or you power it off, this will force IBEScore, as well as any other running processes, to quit. To resume, start the phone up, restart IBEScore, and select your previous game mode. IBEScore's autosave feature will prompt you to recover any unsaved scores.



UPDATES

From time to time we will release updates to the IBEScore apps. Your phone or tablet should automatically update, or alert you when we publish an update. If you are experiencing problems, please check you have the most recent version installed as your first troubleshooting task.

Downloading any version of the IBEScore app entitles you to free access to updates in perpetuity for that version.

ANDROID: AUTOMATIC UPDATE INSTALL

Android owners can set their phone or tablet automatically to download updates to IBEScore as soon as we deploy them. This may be more convenient, particularly for directors who own more than one device, such that manual update is time-consuming.

Browse your applications to find “Play Store”, and tap “Play Store”. After Play Store starts, tap the [menu button](#), and select “My apps”.

Find the IBEScore icon. If it isn’t on the screen, scroll down your list of apps by stroking the screen upwards. Tap on the IBEScore icon.

On the new screen, find the checkbox that says “Allow automatic updating”. If it isn’t on the screen, scroll down until it comes into view.

Tap on the tick mark until it lights up.

Your Android phone or tablet will now install updates to IBEScore automatically.

LANGUAGE SUPPORT

The IBEScore app can display itself in a variety of languages. The language displayed will depend on the “Language & Region” setting of your phone or tablet.

To change the Language & Region setting, follow these instructions:

Open the “Settings” app, scroll the navigation bar right, and tap “General”. Scroll down and tap “Language and input”. Tap “Language”, and choose your preferred language.

Currently supported languages are English, French, Spanish, Dutch, Swedish and German. There is partial support for Mandarin Chinese, Portuguese and Italian.

FINDING YOUR APP VERSION NUMBER

For technical support we may ask you what version number of the app you are using. To find this out, do the following:

- **Android:** Click on the logo at the bottom of the app’s title screen. Then click the ABOUT icon. The version number appears at the top of the screen under the IBEScore name, and



looks something like **ver: 188 (Nov21a)**. The first number (here '30') is the version number, and the code in brackets identifies when that version was released, in this case the first version ('a') that was released February 2021.

USE OF IBEScore FOR SOCIAL GAMES

There is a PAID version smartphone electronic scorer which is available to purchase from our developer. It records social game play results that you enter and saves them for future play. Please do ask if this is of interest for your bridge play enjoyment. This version is NOT needed for duplicate games where the IBEScore App is freely available for players to enter their results to eg a club game.

RUBBER BRIDGE

There is a PAID version electronic scorer available to purchase from our developer. Please do ask if this is of interest for your bridge play enjoyment.

PLAYERS' GUIDE TO USING THE APP IN EVENTS SCORED WITH THE IBEScore SYSTEM

What you need:

- **A iPhone, iPad, Android phone or tablet with a working internet connection and IBEScore installed.**

All players can score, review scores on their own device.

CONNECTING TO THE INTERNET

You can test whether you are connected to the internet just opening your phone's web browser and tap-typing "google" in the navigation bar, and making sure that the google search webpage is loads correctly within at most a few seconds.

Most smartphones have mobile (3G/4G/5G) internet, so phone owners will be already connected. The data your phone will use during a IBEScore game is negligible: at most a couple of megabytes for a large duplicate.

If you have an iPad (without sim card) or an Android tablet, you will need to connect to a WiFi network. This may be a public network, or one provided by your club, or by a neighbouring facility.



WI-FI CONNECTION

To connect to a Wi-Fi network, try the following:

Android:

- Starting at the top of the screen, swipe downwards. On the menu which appears, touch and hold the Wifi symbol.
- If swiping does cause the menu to appear, tap on the “Settings” icon. This will either be on your home screen, or will show up as one of your apps when you tap the Applications button (the applications button usually looks like a grid of white squares). After tapping “Settings”, tap “Wireless and network” followed by “Wi-Fi settings”. Make sure the top item on the list (“Wi-Fi”) is ticked.
- About halfway down the screen a “Wi-Fi networks” list will be displayed.
- Tap a network high up on the list in order to connect. Don’t try networks that say “not in range”.
- Your club director may recommend a specific network, but that shouldn’t stop you trying others. The best networks will be at the top of the list.
- Some Wi-Fi networks are password-locked; these show up with a padlock. Your director, or the venue staff (*eg* at a café or pub) may know the password.
- After you tap on the network, the “Wi-Fi” item at the top should show “Obtaining IP address from network”, followed by “Connected to network”.

iPhone/iPad:

- Go to the home screen, and tap the “Settings” icon.
- Tap “Wifi”. A list of networks will be displayed.
- Tap a network high up on the list in order to connect. Don’t try networks that say “not in range”.
- Your club director may recommend a specific network, but that shouldn’t stop you trying others. The best networks will be at the top of the list.
- Some Wi-Fi networks are password-locked; these show up with a padlock. Your director, or the venue staff (*eg* at a café or pub) may know the password.



- After you tap on the network, a rotating pinwheel should appear next to the network. This will transform into a check-mark when the connection is completed.

Press the your phone's home/square button and start a web browser. Try to connect to google. The network may redirect you to a further login page. Again, you may be able to obtain the username and password from staff. Once you can connect to google, you are ready to start IBEScore.

Even if you have a phone with 3G/4G/5G data, there are a couple of reasons why you might choose to use Wi-Fi:

- Wi-Fi connections can be much faster – you won't have to wait as long for IBEScore to accept your scores or refresh the game.
- If you are in a different country from where you bought your phone, using Wi-Fi will save you having to pay a roaming internet fee.

Even if there are Wifi networks available, there are a couple of reasons why you might to choose to use your phone's 3G/4G/5G data connection:

- The Wifi connection may in practice not offer a route to the internet, or only offer connectivity after you fill out a marketing form.
- In a cafe bridge or any event where you need to move between venues, you will not have to re-connect after every move.

JOINING THE GAME

Start IBEScore and tap on the GLOBE icon (the big circle at the top).

ENTER THE GAME CODE

The next screen will be empty, except that you will see white box asking for your "Club name". OR you may see a blank white box with a pink arrow box to the right of it. Please type into the box the **IBEScore GAME CODE for the club or game** which you are playing in. The tournament director or event joining instructions will tell you what it is.



If you have used IBEScore before, the game code for the event you last played at will already be filled in. You can change it by tapping the pink arrow box, and selecting from a list of game codes which you have used in the past. You can also enter a new game code, by tap-typing it in the white box.

When you have input the game code, tap the “Enter duplicate” button which appears, or swipe the screen leftward.

You will now normally be shown the [Reception screen](#).

However, if you are entering the game late (i.e. after round 1 is finished), IBEScore will immediately ask you to enter your pair number. If you don’t know it, please ask the Tournament Director. Input your pair number in the box marked “Pair:”. If your pair number involves letters (eg **2A** or **5EW**), use the blue “ABC..” box to enter the letters. When done, tap “Enter duplicate”; IBEScore will bypass the reception screen and take you straight to your next matchup.

There are certain other situations where the reception screen will not be shown. These include events where players have been pre-assigned starting positions (especially [Cafe Bridge](#)), and events where the director will enter player names details. Or if the table has a scoring device supplied by the organisers.

RECEPTION SCREEN: CHOOSING YOUR START TABLE

You will now see a grid of squares numbered from one upwards, representing all the tables which will be used in the event. The table you are sitting at should have a number card on it, or a number assigned to it. Tap the grid square labelled with that number.

If the numbers on the screen don’t go up high enough to include your table:

- Tap the “Refresh” [menu option](#) (two arrows going around in a circle)
- If nothing changes, inform the Tournament Director.

After you have chosen your start table, the table grid will give way to reveal the second part of the reception screen, with the table you have chosen displayed at the top in a blue square titled “Start table”.

If you now wish to change your start table, tap the blue square displaying the table you initially selected. The table selection grid will re-appear, and you will be able to make a different choice.

CHOOSE YOUR SEAT

Immediately below the displayed start table is some text saying “I am sitting: North - tap”. If you are indeed in the North seat at your table, leave this alone and proceed to [identifying yourself](#).

If you are sitting South, East or West at your table, tap the “I am sitting” text repeatedly to cycle through North, South, East and West until the seat displayed is the one that applies to you.



IDENTIFY YOURSELF AND/OR OTHERS AT THE TABLE

Now you have the chance to tell IBEScore who is sitting at your table. In the case of a pairs or individual event, these will be you, your partner, and two opponents. In the case of a teams match, this will be your team of four (you are assumed to be sitting at the table with the same number as your team number (NB: Please check that you are the only scorer, otherwise let please let the others complete their own details).

Start by tapping on “North”. A text box will appear. You can type any of the following into the this ID text box:

- North’s **full name**.
- North’s **initials**. Use spaces to separate them, eg **R V** or **Ro Va** for “Rosemary Vase”. IBEScore will show a list of all the players whose names match these initials, who are in the club database. Scroll down the list if necessary to find the player you had in mind, and tap their name in the list. IBEScore will transfer their name into the name box for you. If the player’s name does not appear on the list, just type their full name.
- A **number**, corresponding to North’s club number or national federation number (eg EBU or SBU). It is the tournament director’s choice what types of number, if any, may be used to identify players. If there are multiple possibilities (eg EBU or club number), a drop-down list will allow you to choose what type of number ID number you are using. After you start typing the number, look at the title above the text input to see how it will be interpreted (it will say something like “North club number” or “North EBU number”).

After you have finished typing, tap “Next”. You will now be invited to identify South in the same way. If IBEScore has information about North’s last partner, it will use this as a suggestion for South’s name. Use “Next” to proceed to East and then West.

You can also tap the “Prev.” button to go in the reverse direction (from South to North to West to East, etc.) and the “OK” button to accept the name or number ID currently in the text box, and go back to the reception screen. If you want to go back to the reception screen *without* accepting the current text box contents, tap the blue “Back” button.

In a teams match you will also be able to input your team name. On the reception screen, tap the text at the bottom which say “Team” or “Side”.

When you have completed this step, tap “Enter duplicate”. Provided the game is not [locked](#), you will proceed to the [information screen for your first round](#).

LOCKED GAMES

When you tap “Enter duplicate” you may be shown a message saying that the event is not yet ready. Tournament directors lock events either for security, or because they anticipate having to change the movement. The tournament director will announce when the game is live and



unlocked. You will then be able to tap “Enter duplicate” and proceed to the round information screen for your first matchup.

ROUND INFORMATION SCREEN

You will now be shown your match-up for the first round. Assuming it is not a bye (sit-out) round, check that the pair number sitting N/S and E/W at your table are the same as shown on the screen, and check that the board numbers and table number are correct. When you are ready to enter your first score, tap “Enter round”, or swipe the screen leftwards.

If you are sitting out, make sure you consult IBEScore for your next movement instructions. When you are ready to move, tap the screen.

The round information screen is shown at the beginning of each round. To consult your movement instructions again, swipe right.

ENTERING SCORES

When you enter the round, the score input screen will appear.

Make sure the number shown at the top of the screen is the board you are playing first. If it is not, correct the board number by swiping the screen leftward or rightward, or by tapping on the board label and selecting from the list of board numbers that appears.

Bid and play the board against your opponents. When you have finished, enter the contract and result into IBEScore – see the sections [Entering a contract](#) and [Entering a result](#) to find out more.

Subject to the tournament director’s setup preferences, you may also record the lead, auction and/or full deal by tapping the text “Lead”, “Auction” or “Deal” text at the top just beneath the board number.

- **Lead:** Tap the word “Lead”, select the suit and rank of the card led, and tap **OK**.
- **Auction:** Tap the word “Auction”, and proceed as described in [Entering an auction](#). Tap **OK** when done.
- **Deal:** Tap the word “Deal”, and proceed as described in [Entering a deal](#). Tap **OK** when done.

Press OK. IBEScore will then ask for your opponents to check whether you entered the result correctly. We recommend you check verbally rather than share device. You can then tap, responding either by verbal (dis)agreement, or by tapping “Yes”/“No”. You may also be warned at this stage if the score you entered is unlikely. This can be a sign of an entry error, or that the board number is wrong.

After communication, the [results screen](#) will show for the board you have just played.

When you have finished looking at this, or when it times out, continue to the next hand. IBEScore will automatically return to the score input screen for the next unplayed board in this round after a



few minutes. Use the device's back button (or swipe right) if you need to go back to the input screen immediately.

After you have played and scored all the boards in the round, IBEScore will show an "End of round" message, along with movement instructions for the next round. Tapping the pink "Review scores" button at the bottom of the screen will show a sequential list of the scores in the round; if you need to correct one of the scores in the round, tap the brown "Cancel" text next to that score, and see [reviewing and cancelling scores](#).

When you are ready to move, tap the "End of Round" screen. IBEScore will then show you the next round's information screen. If you need to review your movement instructions, swipe right to return to the previous "End of Round". The "Review scores" button formerly shown on this screen will have vanished, and it is no longer possible for you to cancel scores from the previous round; this now has to be done by the director.

REVIEWING AND CANCELLING SCORES

If you input a score and your opponents verify it, and you then realise it is wrong, you can cancel and correct it provided your device has not been moved on to the next round.

If the board you want to cancel is not the one displayed, then swipe left or right, or tap one of the small black arrows on either side of the board number to find the completed result, or tap the board number to select it from a list. Then tap the "Cancel score" button in the middle of the screen. Your opponents will be asked to confirm that they agree to cancel the result.

If this feature is not available, it means the director has removed the option from the game. So you will need to call the Director to clear the erroneous score so that it can be re-entered.

Artificially adjusted scores, eg 50%/50%, can only be cancelled by the director.

Also call the director to correct a past score which you did not realise was wrong until after you proceeded to the next round.

If you are scoring a game without a director at the venue, you will need to contact your IBEX virtual scorer who can make the changes for you easily. Details for this service are available [here](#).

THE RESULTS SCREEN

Every time your table inputs and verifies a score, IBEScore will show a results screen for that board. Initially IBEScore will flash up a headline for how well you did, as two numbers separated by a "/". If the tournament is matchpoint-scored, the two numbers will be N/S's and E/W's respective percentage of maximum matchpoints available. If the tournament is IMP- or aggregate-scored, the two numbers will simply be N/S's and E/W's respective score. Tap "OK" to dismiss the headline and reveal the results screen.

The results screen is divided into two sections:

- **Analysis section:** This contains a diagram of the cards held by North, South, East and West, and a note of the dealer and vulnerability. Beneath the hand diagram is a short table of the



number of tricks available to each side as declarer (N/S and E/W), with each of the possible suits as trumps and with no trumps. These available trick counts are calculated by computer on the basis of declarer and defenders being able to see each other's hands, and each side trying to maximize their trick count. Most of the time, North declaring can make the same number of tricks as South, and East the same number of tricks as West. When there is a difference, two numbers will be given in the table, separated by a "/". For instance if East can make nine tricks declaring no-trumps, but West can only make seven, the table entry for E/W by NT will read "9/7".

- **Travellers:** Below the analysis section is a list of what happened when the board was played by other people so far in the event. Your result is displayed in blue. The results table is sorted from top to bottom in decreasing order of the N/S score column by default, but to sort by the values in a different column, click on that column's heading. To reverse the sort, click on the same table heading twice.

The results screen also gives you a second opportunity to enter the lead, auction or deal; tap on the relevant text in the brown bar underneath above the travellers section. If none are available, the setting for entry has been switched off for this game. But can be reactivated by changing the settings after logging in with the Director Key.

To leave the results screen after score input, tap "Continue" at the bottom.

You can re-enter the results screen at any time and browse the results on boards you have played. Simply tap "Results" in the extras menu revealed by clicking on the **IBEX icon**. On the iPhone/iPad, the "Results" icon looks like a stack of three duplicate boards. **Remember** refresh for new input by clicking the two arrows chasing themselves.

BOARD MODE

To browse different boards, tap the small black arrows on the left and right of the board number for the next lower- or higher- numbered board respectively, or tap between the arrows to select from a list of boards.

Tap on any result line to display the names of the pairs involved and other details about the result.

IBEScore will only permit you to see the results for a board if both you and your current opponents have already played it or will never play. Otherwise "Access denied" will show.

SCORECARD MODE

Tap on the "Scorecard" button to the right underneath the board number to display all the matchups and results so far for yourself, or any of the other pairs or players participating in the event.



The scorecard is displayed in board order, with percentages orimps as appropriate next to each result, and also aggregated over each round.

To browse different players' scorecards, tap the small black arrows on the left and right of the pair for the next lower- or higher- numbered pair respectively, or tap between the arrows to select from a list of pairs.

Tap on any result line to go to "Board mode" and show the board played.

IBEScore will only permit you to see scorecard entries for boards already played by both you and your current opposition; other entries will show as "Access denied" in the scorecard.

To return to board mode, tap on the "Boards" button to the left underneath the pair number.

To leave the results screen, tap your device's back button.

VIEWING THE CURRENT RANKINGS

Tap "Current rankings" on the IBEicon **menu**, (icon person in front of three horizontal lines). A table will show the pairs or teams in the current game with their current scores, starting with the highest.

The rankings shown are as of the last time your device communicated with the server, *eg* to send a result. To update them, tap the yellow "Refresh" icon (2 arrows chasing themselves).

Use your device's back button to leave.

If this feature does not display, it has been switched off, and will only be accessible by logging in with the Director key and changing the Players Can See settings.

"GLOBAL SETTINGS" - DISPLAY PREFERENCES

You may choose how the IBEScore app should display things according to your taste on your own device only.

These options can be accessed using IBEicon then "Global settings" on the start screen of the app. They can also be accessed during a game by tapping the IBEicon then "Settings", followed by "More settings".

Here you can choose:

- **Brightness:** You can ask IBEScore to run at a lower screen brightness to conserve battery life. This option only applies to duplicate mode.
- **Screen orientation (Android only):** You can set the screen to automatically change between portrait and landscape mode based on the gravity sensor, or you can fix it in portrait mode, or in landscape mode.
- **Display results as:** You can decide whether to show overtricks/undertricks (*eg* 4H N -1) or trick count (4H N 9 tricks)



- **Exactly made contracts:** Whether to represent a “making” contract as a tick mark or an equals sign.
- **Analysis:** When a mathematical analysis of a hand is presented, you can choose whether to show the number of available tricks (eg NS can make 9 tricks in hearts), or the level of contract (eg NS can make 3 hearts). In the latter case, if fewer than 7 tricks are available, a dash will be shown. This option only applies to duplicate mode.
- **Assume device-for-table:** This option is for organiser-owned devices only. For player-owned devices, this should be “No”.
- **My default name:** You can ask IBEScore to remember your name, so that when you specify your seat (N, S, E or W) in the reception screen, IBEScore will immediately assign your name to the player in that seat.
- **My default E-mail:** This option is for the paid-for version of the app, **IBEScore Electronic Bridge Score**, only. IBEScore uses this E-mail as the suggested destination when you export your scorecard.

Global settings are saved onto your device, not to the cloud. They do not affect any other devices in the duplicate game you are playing. They will persist even if you close or kill the app.

If you uninstall the app, your global settings will be deleted. If you install the app on a new device, the new device will not know about your old device’s global settings.

ENTERING AN AUCTION

Enter the calls in the auction consecutively, starting from the dealer’s first call.

- **Pass:** Tap the pink “Pass” button
- **Bid:** Tap the pink button which matches the contract level and the white button which matches the trump suit, one after the other in either order.
- **Double or redouble:** tap the pink “x” or “xx” button respectively.

IBEScore uses a cursor to highlight the call in the auction which you are currently editing. To move the cursor backward to the previous call, use the green button marked “<”.

To jump to any call in the auction, tap on that call.

To clear the auction, tap the pink “Clear” button.

To accept the auction and leave the auction entry screen, tap the white “OK” button.

IBEScore will warn you if the auction becomes illegal, (eg containing an insufficient bid, a double of partner’s bid, or a bid followed by four or more consecutive passes). You can, however, accept an illegal auction.



If you came to the auction screen from the score entry screen, and you have not yet entered the contract there, IBEScore will infer the final contract from the auction which you enter.

To leave the auction entry screen without accepting the auction you have entered, use your device's back button.

ENTERING A DEAL

To allocate cards in a suit to one of the hands,

- **Select** the ranks of the cards held in that suit by tapping on the corresponding green buttons A, K, Q *etc.* in the central area. Each card that you select will light up when you select it. To remove a selected card from the selected group, tap on it. To void your selection, tap on the blue "Pop" button.
- When you have completed the selection, find the white-coloured **suit holding area** corresponding to the hand and suit you are building. For instance, the holding area for north's diamonds is the rectangle with a diamond symbol just below the title "Enter cards".
- **Drag** your selected card ranks from the middle of the screen to that suit holding area.

As soon as you have specified the holdings of three of the hands in a specific suit, the fourth hand will immediately be given the remaining cards in that suit.

If any cards among a group that you are trying to distribute have been allocated already, your action will have no effect. You can however allocate further cards in a suit to a hand whose holding in that suit has already been allocated.

To clear a hand's holding in a suit, drag the suit holding area itself into the middle of the screen and on to the trash can/dustbin image which will appear.

When every card in a suit has been allocated, all four holding areas for that suit will display a tick mark. When every card in the deck has been allocated to a hand, all 16 suit holding areas will display a tick mark.

To accept the deal and leave the deal entry screen, tap the white "OK" button. If every card in the deck has been allocated, the available tricks analysis will be performed in the cloud. By the time the result is entered for the next play of the board, the hand diagram and analysis will be ready for display.

To leave the deal entry screen without accepting the deal, use the device's back button.

IBEScore FOR CLUB AND TOURNAMENT DIRECTORS

IBEScore can be used to score any duplicate event. In contrast to expensive, bespoke hardware with low-resolution, low-contrast displays, IBEScore allows club players to use their own mobile



devices as terminals for score entry, **resulting in no or minimal hardware outlay for your organiser.**

IBEScore can also be used for entering results from paper travellers. This is particularly useful for a director who is playing, since they can begin to enter scores at their table during the final rounds.

IBEScore's design principle is unique in that all game administration can be done using the mobile app. You should not need a PC at the club unless you want to use it as a rankings display or to upload a deal file stored on the pc.

SETTING UP A BASIC CLUB GAME USING IBESCORE

What you need:

- A GAME CODE(s) unique for your organisation. Get a GAME CODE from <https://www.ibescore.com>
- An internet connection for each device in use

LOGGING IN AS DIRECTOR

Most administration tasks, including game creation, are done in director mode on the app, from a smart phone. To access director mode, you have to authenticate ("log in") using the Director Key assigned with your GAME CODE.

To log in on the app, use the key-shaped icon on the extras menu (accessible via the IBE logo). Type in your password when prompted.

You will now be shown the director control screen. You are in director mode.

While you are in director mode, most screens have a red background, in contrast to the white background common in player-mode screens.

To leave director mode, tap the key icon again, or press your device's back button.

CREATING THE GAME

On the director control screen, tap "New game".

Select the type of game from individual, pairs and teams or Swiss pairs and Swiss teams events. Select the number of tables and sections (all sections must currently be identical copies, and multi-section movements may not have half-tables).

Tap "find movement" (or swipe left). Wait a short time while IBEScore loads the current movement dictionary from the internet.



Browse the movements by tapping below the current movement name to bring up a list, or by swiping left and right or tapping the left and right arrow buttons. When you find the movement one you want, tap “select”. You will be shown the “New game options” screen. If you change your mind about the movement, tap the Back button to return to the movement browser.

You now have the chance to change various settings for the game. When you are done, tap “Create game”. After a short time, IBEScore will confirm with a “Game created” message.

Check the game settings by tapping “View slot info”. Check the movement, by tapping “movement” on the extras menu (two diverging arrows icon on iPhone/iPad menu bar).

SETTING UP THE PLAYERS’ MOBILE DEVICES

Ask the players to make sure they are connected to the internet, then to start IBEScore and join your game with the appropriate pair number:

From their IBEScore app home screen, tap “Duplicate client”.

If they have not used IBEScore recently in a duplicate game, they will be prompted for “game code”. In “game code”, tell them to enter your GAME CODE.

Normally, they should now be able to tap “Enter duplicate” and enter the reception screen, where they will be able to select their table and orientation and to identify themselves. If so then jump ahead to Running the game.

Alternatively, you can set the game up so that they must type in their “pair number” immediately. They should then tap the text field and enter their pair number. If the pair number involves letters (11A, 2B, 1EW etc), use the blue “ABC” button to change the keyboard from numeric to alphabetic. Tap elsewhere on the screen to get rid of the keyboard. Tap “Enter duplicate”. Or you can simply tell them the actual pair number – this will work too.

If they have used IBEScore before in a duplicate game, and the last time you played was not under your GAME CODE, tap the menu button, followed by “settings”. Tap “join game”. Tap-type your GAME CODE and tap “OK”, then enter “Settings” again. Next to “Pair number”, use the plus and minus buttons to choose the correct pair number for the players in question, or tap on the shown pair number to select it from a list. Tap ‘save’.

Players’ devices should all display their match-ups for round 1, with default names.

ENTERING THE PLAYERS’ NAMES

Log in as director and tap “Game settings”. Scroll to the bottom of the settings. You can now enter the names of each player in turn by tapping on the first name. You can choose the order of entering



players' names: either by table starting from table 1, or by pair starting from pair 1. Tap on 'Start table' or 'Pair number' to change the order.

When you tap on the first name, you will be able to start typing the first player's name immediately. You can also type their initials, eg **R V** or **Ro Va** for "Rosemary Vase" if they are in your IBEScore GAME CODE's Player database, IBEScore lists all names that match, and you will be able select their name. Tap "Next" to proceed to their partner. If IBEScore has information about their last game, it will use the most recent partner as a suggestion.

Tap "Prev" to go to the previous name in the order.

Tap "OK" to save the current name and return to the game settings screen.

Tap "Cancel" to return to the game settings screen without saving the current name.

After returning to the game settings screen, tap "Save".

Player name entry may be done on any device, by the director or by the players themselves, and at any stage during or after the game.

You can also enter names in a web browser, log in with your GAME CODE and director key, and click "game". Enter the names of all the players, using Tab to progress to the next one, and Shift-Tab to go back to the previous one. Click "Save" when finished. For the web browser details please contact your IBEScore account manager.

PRINTED START POSITIONS AND MOVEMENT CARDS

Once the event has been created, IBEScore can generate a couple of pdf documents which can be printed out. We do not encourage this practice and expect users to quickly become familiar with viewing movement instructions via their devices.

- **Movement cards:** These ¼ A4 or Letter sheet, to sit on each table, scheduling which pair numbers will play at that table in each round, and what boards they are going to play. They also show two sets of movement instructions to be followed by North-South and East-West pairs respectively after playing at that table.

To generate the movement cards you must use the web browser ie NOT the APP, log in at Click on "Upload/Download", then "Move cards". Optionally, input a title to act as a header on the printed sheets. Then click on "Preview" or "Download" and print the result. Use a scissors or paper cutter to cut each printed sheet into four.

- **Start positions list:** This is a printable document which lists the North-South and the East-West pair names starting at each table. It is typically used in events where start positions are pre-assigned. It can be generated after the event is created and player names have been entered.

To generate the start positions list, log in to the web browser. Click on "Current game", then "Names". Scroll down below the names grid and click on "Generate start positions pdf". If



generating a list for a date other than today, use the “Forward date” input box to specify the date when the event will take place.

Please do remember that players can access their seating for the next round from their device, so there is no real need to print table cards for players.

Starting positions can also be created as an webpage link that can be pre-circulated to participants via the new IBEScompanion WebApp – the tool is in beta currently so bear with us if things go wrong! Please ask your account manager for details.

RUNNING THE GAME

At the beginning of each round, players should check that their names and pair numbers, and those of their opponents, match those displayed by IBEScore. And check they have the correct boards to play. The players will then tap “Enter round”, and play will proceed.

PLAYERS HAVE WRONG NAMES

The most common reason that players have the wrong names/boards or Table Seating in Round 2 is when East/West have told their device that they were actually North in Round 1. This is a common error that is easily remedied by asking the players where they sat in Round 1, then checking the movement for them and telling them their pair number. Then ask them to leave the IBEScore game and re-enter using their correct pair number. This should fix the problem immediately. To change a player from East to West or North to South, simply click on their little name at the very bottom of the device screen.

MONITORING PLAY

There are several ways of monitoring play within the app.

- **The movement screen:** Tap the “Movement” [menu option](#) (diverging upward arrows icon). Match-ups which have been started but not completed will be displayed in bold in an olive colour. Match-ups where no scores have been entered despite other matchups in the round being finished appear in red; these tables may need special attention either for slow play or for help entering scores. Tap on any match-up within the movement table to show the pairs and boards involved, and the completion status of that match-up.
- **Spectator mode:** If you are in director mode, tap the [back button](#). Now tap the “Settings” [menu option](#). Tap the pair number, and select “Spectator” from the list. Tap “Save”, and “OK” to confirm spectator mode. You can now watch the results as they come in.
- **The leaderboard:** Tap the “Rankings” [menu option](#) (person in front of three horizontal lines icon). The current rankings will be displayed.

Your app will updated automatically with scores entered by the players. To make sure you are looking at the most up-to-date information, tap the “Refresh” [menu option](#) (two arrows going around in a circle).



CLEARING, ENTERING AND ADJUSTING RESULTS

If a player calls you over, and you need to award an adjusted score, or re-enter a score which was entered incorrectly, it is simplest to use that player's device to correct the score.

- Take the players' device, and tap [back](#) until you can see either the score entry screen or the end of round screen.
- Tap the "Refresh" [menu option](#).
- If you can see the score entry screen, tap the < or > **symbols** to step through the boards until you find the board under scrutiny.
- If you can see the "End of round" screen, tap the purple "Review scores" button, and tap the brown "Cancel" text next to the board under scrutiny. The cancel option can be de/activated in the director settings.
- **To cancel the score**, tap "cancel", and confirm by tapping "Yes" in the pop-up. The player can now enter the correct score for this board. This option can be de/activated in the director settings.

To award an artificial adjustment, or to record that a board has been played in the wrong orientation, tap and hold the **quick-adjust button**. A menu will appear, from which you can choose the adjustment you want. This option can be de/activated in the director settings.

When you need to correct or adjust a result after the players have moved on from the round when it was played, or after the end of the event, director mode should be used.

- **Log in** as director
- Tap "Edit results". This will take you to the **Edit options** screen.
- Tap "Adjust a result"
- **Navigate to the result** using the two yellow controls directly below. Use the top control to select the board, and then use the bottom control to choose which play of the board you wish to change.
- **To cancel the score**, tap "Clear", and confirm by tapping "Yes". If desired, you can now input a corrected score immediately by tapping "Enter result".

To award an artificial adjustment, or to record that a board has been played in the wrong orientation, tap the green "Adjust" button. This will bring up the adjustment screen. Use the yellow controls to select the type of adjustment as applied to N/S, and the adjustment applied to E/W.

- To specify that a board was played in the wrong orientation, select the "Wrong orientation" item from the control for N/S **and** E/W.



- To remove a board from play entirely, select the “No play” spinner item.
- If the adjustment has a numeric parameter, *eg* 60% of matchpoints, tap-type the number (eg 60) into the text field below the adjustment type.
- To award a “zero-sum” adjustment, specify the adjustment for N/S and then tap “Balance”. This will impose an E/W adjustment which is the complement of the N/S adjustment, i.e. both no-play, or both reverse, or matchpoints summing to 100%, or IMPs summing to zero, *etc.*
- If a board is played by a different pair the pair numbers can be changed. If EW 3 played instead of *eg* EW4, but NS pair number is correct – enter in the NS column the same pair number, but change it in the EW Pair number space – both need to be acknowledged for the Apply to enable.

When you have finished specifying the adjustment, tap “Apply”.

If you don’t see the “Adjust” button for the board you have selected on the Edit options screen, tap “Enter result”, and enter any fake score, *eg* a pass-out for the result. Tap “OK”. You will be taken back to the previous screen and the green “Adjust” button should now appear.

SPLITTING A BOARD

If some cards are returned to a board in different pockets from the ones they were taken out of (*eg* with the North and West hands swapped, or with North and South having exchanged two cards) and the board is played multiple times in its new configuration, the laws of bridge say that the old and the new configurations should be scored as if they were two separate boards.

If the board is fouled yet again, then the third configuration becomes a separate board, and so on.

This is called **Splitting a board**.

IBEScore supports splitting boards. To specify that a board should be split, do the following:

- Log in as director.
- Tap “Edit results”, then “Split a board”
- Use the control at the top to specify the number of the board you want to split.
- Scroll through the list of plays of that board, and tap the first entry where the board was played in its second configuration. That entry, and all subsequent entries, should turn green.
- If multiple copies of the board are in play, only one of which was fouled, now tap the **last entry** where the board was played in its second configuration. The subsequent entries should revert to white.



- If a board was subject to a second fouling incident, tap **twice** the first entry where the board was played in its **third configuration**. After the first tap, it will turn white. After the second tap, it and all subsequent entries will turn yellow.

The end result is that each configuration of the board is represented by a different colour. The colour of a play denotes which configuration of the board which was in use at that time.

You can split a second or further boards by using the control at the top to switch between boards.

When you have finished specifying board splits, tap “Save”.

To discard the splits which you have specified, tap the green “Back” button or use your phone’s [back button](#).

ALTERING THE MOVEMENT: ARROW-SWITCHES, ROVERS, PHANTOM PAIRS

This section deals with actions such as introducing an arrow-switch, a rover or a missing pair, or removing a round. These actions must be done in director mode.

Log in as director, and tap “Adjust movement” (or tap the movement [menu option](#)). This will bring up the **movement screen**.

You can now perform the following actions:

- **Arrow switch a round:** Tap on the round number at the head of that round’s table row, and select “Arrow switch”. You may not arrow-switch a round for which results have already been entered; clear these results first. To remove an arrow-switch which you introduced, simply repeat this action.
- **Arrow switch a specific table in a round (all boards):** Tap on the entry for the table in the appropriate round, and select “Arrow switch”. You may not arrow-switch if any results have already been entered for this match-up; clear any results first. To negate, simply repeat this action.
- **Specify the missing pair:** Tap “Players” at the top of the movement screen. Then go to “Missing pair” at the bottom and tap on the long button to the right. Select the missing pair number. You may not introduce a missing pair if the movement already has a rover; remove the rover first.
- **Remove the missing pair:** Tap “Players” at the top of the movement screen. Then go to “Missing pair” at the bottom and tap on the current missing pair number. Select “–” from the menu which appears.
- **Introduce a rover pair:** Tap “Players” at the top of the movement screen. Then go to the bottom of the screen and click “Add rover”, or “Add cuckoo”. IBEScore refers to rovers as cuckoos for non-Mitchell movements, since they are stationary rather than moving. When adding a cuckoo, IBEScore will calculate the allowed table numbers and directions where the movement can admit the cuckoo pair, and prompt you to select one of them. Mitchell-



movement rovers are seated in the standard locations given in *eg* Manning's the EBU Manual of duplicate Bridge Movements. You may add a rover or cuckoo at any stage in the tournament and it will take effect immediately. Some movements do not admit a rover.

- **Remove a rover pair:** Tap "Players" at the top of the movement screen. Then go to the bottom of the screen and click "Remove rover", or "Remove cuckoo".
- **Remove a round from the tournament:** Tap on the round number at the head of that round's table row, and select "Remove". You will be prompted if you are sure. Deleting a round is permanent and cannot be undone.

You will not be allowed to perform an action which changes a part of the movement for which a result has already been entered. You can, however, clear those results and then perform the action.

Your changes to the movement will be picked up by each device the next time it is used to enter a score, or when an explicit refresh is done on it (tap "Menu", then "Refresh game"). It is almost always ok to just allow client devices to pick up the movement alteration in their own time, particularly if it is done well in advance of the round which is being altered. Rarely there is a possibility that a result may be entered by a device for a matchup which has been altered before the alteration is reported to it. In this case the director can explicitly refresh the devices.

BOARDS PER ROUND

The boards per round are set during the game creation process. After selecting the movement, tap "Edit movement", followed by "Boards" (near top of screen). Use the "Boards/round" spinner to modify the movement's default boards per round, and produce a shorter or longer event.

You can then edit the number of boards in each individual round.

ENTERING RESULTS FROM PAPER TRAVELLERS

You can enter results from paper travelers in quick succession, sending them to the server only at the end, rather than one by one. Entering scores can be done by more than one person at a time, allowing the travellers to be divided among several people each with their own device.

Log in as director. Tap "Edit results" followed by "Enter all results". An options screen will appear.

Some travelers come with North-South pair numbers pre-printed in the first column. Other are blank, and North-South write their pair number on the first available line. Depending on which of these styles you have, make sure either "Enter results in N/S pair number order" (for the first type), or "Enter results in order played" (for the second type) is ticked.

We also recommend that "Show completed results" is ticked, at least the first time you enter results from traveler.

The tap "Go".



The screen will now show a results entry layout. At the top of the screen is a label showing which traveler line is currently being entered.

Tap this label to switch between travelers by selecting from the list which appears.

Step through the lines on each traveller by swiping left or tapping the “Next” button. Stepping through from the last line of a traveler shows the first line of the next board’s traveler. Stepping from the last line of the final traveler goes back to the first line of board 1. To step back a line, swipe right or use the “Prev” button.

Enter the relevant score. If you are reading sequentially down a traveler, press “Next” to step through to the next one.

If the score you are about to enter is the same or similar to the last score you entered, consider tapping the “Repeat” button, and then making whatever small changes are necessary (*eg* an extra overtrick, or West instead of East). This can speed up the entry process for travellers which are quite “flat”.

If you are entering scores quickly, it can happen that you get out of step, and enter *eg* one result ahead of the one which IBEScore is anticipating. To help avoid this, the background colour changes:

- **Red** background: the first line of a traveller is always red.
- **Green, blue** background: other traveller lines alternate blue and green backgrounds.

Example: You are about to enter the last line of a traveller, and you see a red background. This tells you that you are out of step, since the red background marks the first line of the next traveller. You must have inadvertently tapped “Next” twice at some point. You need to step backwards (using “Prev.”) and find out which traveller line you skipped over.

At the top right corner of the screen, a count is shown of traveler lines which have still not been entered. If you have entered nearly all the traveler lines in your event, but are having difficulty identifying which ones you haven’t entered yet, tap and hold the “Next” button, and it will fast-forward to the next result which has not been entered, or for which the entry is incomplete.

After you have entered some scores, tap “Send all results” to commit them. If you are working as a team, you can now update your device with scores entered by your colleagues: tap the

[Back button](#) twice followed by the “Refresh” [menu option](#).

At a certain point, your device or one of your colleagues will have all the scores in the event. You can now go back to the director screen and use the “Rankings” [menu option](#) to read off the winners. You can now [finalise the game](#).

FINALISING THE GAME

This section deals with what to do when the event is finished.

First of all, double-check that all the results have been input.



- Tap the “Refresh” [menu option](#)
- Look near the top of either the director control screen or the rankings screen.
- The text should say **Results in: all**. If not, attempt to find any missing scores.

Optionally you may want to have a quick check there are no patently wrong scores. To do this:

- Log in as director.
- Use the “results” [menu option](#), and tap the > button next to the board label to scan the travellers one by one.
- Traveller lines containing results which IBEScore thinks are unlikely will be highlighted in **red**. IBEScore judges that a result is unlikely if the tricks made are four more or fewer than that number suggested by the available trick analysis.

The next step is to prepare the results for publication. This is done using the green “Finalise game” button on the director control screen. Despite the name, “finalisation” is not “final”; you will still be able to make corrections if necessary.

Finalisation has the following effects:

- **Preparing for publication:** Finalising creates html and pdf files of the results, as well as files in csv and USEBIO formats which can be uploaded to Bridgewebs, Ecats and to national federation masterpoint aggregation servers *eg* EBU, SBU.
- **Event backup:** After an event has been finalised, it will be added to your list of historic events. Even after you create subsequent events, you will be able to restore the event in order to make corrections.
- **Database update:** Names of new players will be introduced to your account’s player database. Existing players will have their “last played” date updated. Partnerships, team names, and the event name will also be saved in the database so that they can be used as suggestions for future events.

Tap “Finalise game”. IBEScore will communicate with the internet for up to 30 seconds.

When finished, IBEScore will present the publication screen.

PUBLISHING AND UPLOADING YOUR RESULTS

IBEScore supports a variety of targets and publication formats for your event results. Most of these can be executed within the app; a few need a PC or Mac.

PUBLISHING FROM THE APP

The following uploads can be done from the IBEScore app publication screen. Each upload is based on a short form which needs to be filled out. When you fill in each form, IBEScore may suggest values for some of the information, based on what you have entered in the past. If IBEScore’s



suggestion for any piece of information is correct, then that information does not need to be re-entered.

If a form is not filled out correctly, the “Publish” button will be greyed out, and the incomplete parts of the form will be underlined in red.

- **BridgeWebs:**

- Tap the “BridgeWebs” title text until the BridgeWebs form is visible.
- Tap “BridgeWebs account” and type in your account name.
- Tap “Director” and type in the name of the tournament director for your session.
- Tap “Scorer” and type in the scorer’s name, if different from the director.
- Tap “Master points” to toggle between “Yes” and “No” depending on whether master points are awarded for the event.
- Tap “Publish”. Enter your **BridgeWebs password**.
- If successful, you will then be invited to “go to page” to review the upload.

- **English Bridge Union:**

- Tap the “EBU” title text so that the EBU form is visible.
- Tap “EBU club name” and type in your club’s name, eg “Richmond Bridge Club”
- Tap “Club EBU ID” and type in your club’s EBU id. This should be a number, headed by as many zeroes as necessary to make it up to eight digits.
- Tap “Director” and type in the name of the tournament director for your session.
- Tap “Director email” type in a contact email which can be used by the EBU in case of problems.
- Tap “Master points” to toggle between “Yes” and “No” depending on whether master points are awarded for the event.

If Master Points were awarded, then:

- Tap “MP type” to select the colour of master points awarded for the event (normally **black**).
- Tap “MP scale” to select the master point scale, if the event is not a basic club event.
- Tap “MP charge code” to select the rate at which P2P should be charged.

Finally:



- Tap **“Publish”**. Enter your club’s EBU password.
- If the event is rejected by the EBU, try [uploading it from a computer](#).

- **Scottish Bridge Union**

- Tap the “SBU” title text so that the SBU form is visible.
- Tap “SBU club name” and type in your club’s name, eg “Aberdeen Bridge Club”
- Tap “SBU id code” and type in your club’s code. This should contain four capital letters with a slash between the first and the second, eg “A/BCD”.
- Tap “Director” and type in the name of the tournament director for your session.
- Tap “Director email” type in a contact email which can be used by the EBU in case of problems.
- Tap “Master points” to toggle between “Yes” and “No” depending on whether master points are awarded for the event.

If Master Points were awarded, then:

- Tap “MP type” to toggle the colour of master points awarded between **black** (normal) and **red**.
- Tap “MP scale” to select the master point scale, if the event is not a basic club event.
- Tap “SBU event code” to select a suitable event code.

Finally:

- Tap **“Publish”**.
- If the event is rejected *eg* due to missing SBU numbers, try [uploading it from a computer](#).
- Otherwise, provided you typed your E-mail correctly, you should receive a confirmation E-mail within about 15 minutes.

- **Ecats simultaneous pairs**

- Tap the “Ecats” title text so that the Ecats form is visible.
- Tap “Ecats session number” and type in the four-digit numeric code for the session.
- Tap “Club or group name” and type the name of your club.
- Tap “National federation id” and type in your club’s *eg* EBU or SBU number (leave blank if none)



- Tap “Director” and type in the name of the tournament director for your session.
- Tap “Director email” and type in an address to which Ecats will send a confirmation that your results were received.
- Tap “Country” to select your country. This refers to your “bridge country”, so select *eg* **England, Scotland, Wales** or **Northern Ireland** rather than **United Kingdom**.

Optional:

- Tap “County”, “Town”, “Phone” to enter your county, town and phone number respectively.

Finally:

- **Tap “Publish”**. If you typed your E-mail correctly, you should receive a confirmation E-mail within about 15 minutes.

To leave the publication screen, use the [back button](#).

PUBLISHING FROM A PC OR MAC

While you will usually be able to upload directly from the app, publishing from the website is more versatile in that you can download the files that you are trying to upload in order to diagnose any problems. Also certain publication formats are available only on the website.

To publish using the website, navigate to the web browser, and log in using your game code and director key.

Once logged in, click on “Upload/download”. The vertical row of buttons towards the left offers several options for publishing:

- **Bridgewebs:**

- Click on the “Bridgewebs” button.
- Enter the director and event names in the text boxes provided.
- Enter your Bridgewebs ID and Bridgewebs password



- o Click on “Upload”, and wait up to 10 seconds. The results page will now be on your Bridgewebs site, and you will be invited to click a button to view it there immediately and check it over.
 - o If you are interested in what the uploaded file looks like, click “Download”.
- **Html/pdf:**
 - o Click on the “html/pdf” button.
 - o Enter the director and event names in the text boxes in the form on the left.
 - o Optional: Type a comment to appear at the top of the published results, *eg Thank you to everyone for coming - we had a wonderful afternoon. Well done to winners Oscar and Peregrine who just pipped an unlucky Karapet and Walrus into second place. See you all next week!*
 - o Select either “html” or “pdf”. Html tends to be better than pdf for a full breakdown of the event with including hand diagrams, travellers and personal scorecards. Pdf is recommended for a neat one-page document showing only the rankings.
 - o Click “Preview” to check your results.
 - o Click “Download to fetch the html or pdf to your computer. You can then circulate this or otherwise publish it.
- **EBU:**
 - o Click on “EBU P2P file”.
 - o Fill in the form.
 - o To submit directly to the EBU, click on “Upload”.
 - o If the file is not accepted, download the P2P file by clicking on “Download”. Then log in at <https://www.ebu.co.uk/members/v2/> and upload your session using this same file. You will be able to resolve name conflicts here as well as adding new members.
- **SBU:**
 - o Click on “SBU MEMPAD file”.
 - o Fill in the form.
 - o To submit directly to the SBU, click on “Upload”. If you typed your E-mail correctly, you should receive a confirmation E-mail within about 15 minutes.
 - o If you are interested in what the uploaded file looks like, click “Download”.



- **Other National Bridge Organisations:**

- The IBEScore team are working with other nations outside of the UK to automate the submission of masterpoints.
- The file formats generated by IBEScore for post game processing are currently csv, pdf, xml, and html. Samples of each type are available on the website.



<https://ibescore.com/2022/02/21/publishing-and-uploading-your-results/>

- Please download the samples and try to upload them to your usual masterpoint or website. Please speak to your IBEScore account manager for help to prepare files for publication to your organisation.

If these files are not suitable for your national affiliation, please contact us and we will do our best to help with subscriber customisations (there is no charge for post-game processing until we have a solution that talks successfully to your national organisation masterpoint submission requirements).

- **Ecats:**

- Click on “Ecats”.
- Fill in the form.
- To submit directly to the Ecats organisers, click on “Upload”. If you typed your E-mail correctly, you should receive a confirmation E-mail within about 15 minutes.
- If you are interested in what the uploaded files look like, click “Download”. You will be sent a zipped directory containing four files.

If submission to a national federation fails because some players are missing national federation ids, find out what their ids are (registering them if necessary), and add them to the [player database](#) and save it. Finalise the game again, and try re-submitting.

MAKING CORRECTIONS TO A PUBLISHED OR HISTORIC EVENT



If you wish to make corrected to an event in the past, that event must be restored from your GAME CODE's event archive. Restoring an event can only be done using the website.

To restore an event, navigate to the web browser, and log in using your GAME CODE and director key. Click on "Settings" followed by "Historic games".

Inspect the list of archived events, scrolling down if necessary, to find the event that you wish to correct. When you find it, double-click on the event. A message will appear saying "Game restored".

Warning: do not attempt to restore a historic event while a current event is in progress. The restored event will replace the current event, which will become inaccessible to players.

After restoring the event, enter your account using the app; you should find yourself in the restored event. Log in as director, and make any desired corrections to the results or the game details.

When you have made the desired corrections, finalise the game again and re-publish. The game must be finalised after making the corrections and before publishing. This is a ideal way to handle handicapped events should you need to publish a original and handicapped ranking list.

PAYMENT AND CREDIT SYSTEM

On receipt of your annual payment, IBEScore you may run your events for 12 months, with provision for reasonable support and training. You may opt to pay monthly where we renew access as each monthly payment is received.

As an alternative to an annual or monthly payment you can choose to make an *ad hoc* payment, each time you run a game. This is our premium service activated by ad-hoc payment that ensures we support you to setup and run your game successfully, in case you are not experienced setting up the system or do not have a scoring director at your venue.

Please ignore any credit usage messages that might appear in the app – these are a throwback from the cousin BriAn resourcing.

GAME SETTINGS

This section deals with the choices, options and parameters available for an event, *eg* game security, what the players are allowed to see and do, and how the devices are set up.

Some choices must be made as the game is created, and they cannot be changed without re-creating the game. be created from scratch. However, most game settings can be changed at any point during the event.



To access the game settings options during the creation process, tap “Advanced options” directly after selecting a movement.

To access the game settings after game creation, tap “Game settings” on the director control screen.

The game settings screen is divided into sections: “Security”, “Scoring”, “Players can see”, “Players can change”, “Ask players for”, “Warnings”, “Spectators”, “Naming”. Tap on one of the section titles to reveal the settings in that section.

Any changes made to settings after game creation must be committed by tapping the “Save” button at the bottom of the screen.

Client devices will adopt the new settings the next time they communicate with IBEScore’s server computer, which will be either when a score is entered or when the “refresh” [menu option](#) is used.

SECURITY SETTINGS (GAME CREATION ONLY)

If you are concerned that people on the internet may impersonate players in your game and enter bogus results, you can generate a PIN to be given to players at the start of the game. It will not be possible to join the game without entering either this PIN or the director password.

To generate a PIN, tap the “Require PIN” checkbox. By default, this will set a numeric PIN of length 3. You can increase the length up to 10 using the “length” slider next to the “Require PIN” checkbox. You can also specify that the PIN should be made out of letters rather than numbers (tap “Word”) or in addition to numbers (tap “Mixed”).

After you have created the game, immediately tap “Slot info”. The PIN will be displayed on the second line from the bottom.

Security may only be set during game creation. Changes to security require the game to be created from scratch.

SCORING SETTINGS

You can use the “Scoring” spinner to choose the scoring method for the game, *eg* Butler IMPs or matchpoints.

If matchpointing is selected, a option will appear allowing you to turn off the widely-used Neuberg correction. The Neuberg correction increases the spread of matchpoints on boards which have been played by fewer pairs. (See https://en.wikipedia.org/wiki/Neuberg_formula for an explanation.)



In a teams event, where the movement is compatible with *eg* **Either** teams of four **or** teams of eight, you can change between scoring the event as teams of four and as teams of eight. Teams 1 and 2 (of four) become team 1 (of eight) and so forth.

The scoring method settings may be changed at any point during the game.

“PLAYERS CAN SEE”: VISIBILITY SETTINGS

In this section you can specify what players will have access to on their devices. Change each parameter by clicking on the yellow settings text. The following options are supported:

- **Rankings** – allow players can see the leaderboard **throughout**, just **at the end** of the event, or **never**. Default setting is **throughout**. The “Rankings” [menu option](#) will be greyed out on players’ devices when they are not allowed to see the leaderboard.
- **Hand diagrams and analysis** – **visible** by default. Show the table with hand diagrams and available tricks on the players’ results screen.
- **Own results** – **visible** by default. If not, then the results screen will not be shown to players at all after each result is entered.
- **Others’ results** – **visible** by default. If not, then the results screen will not display the table comparing the different outcomes for each board, and the scorecards of other players will not be visible.
- **Adjustment details** – **visible** by default. An visible adjusted score on a traveller is represented by “Adjusted (tap)” such that tapping on the text displays the adjustment as eg 60%NS/40%EW. If not visible, the text just says “Adjusted” and tapping does not show what the adjustment is.
- **Post mortem timeout (secs)** – **30 secs** by default. After this time, the screen showing the hand diagram and results table will disappear, as a signal to the players to move on to their next board.
- **Flash up results** – **yes** by default. Displays a prominent sign showing the current percentage or IMPs when the players enter a result.

These options may be changed freely during the event. In director mode, everything is visible, regardless of the game’s visibility settings.

“PLAYERS CAN CHANGE”



In this section you can decide what players will be able to modify. The following options are supported:

- **Device assignments – Yes/No – allowed** by default. Players can change the pair number or table number associated with their device during the game.
- **Player/team names – Yes/No/1st round only** - changeable **always**, just **during the first round**, or **never**. Default setting is **during the first round**.
- **Results(current round) – Yes/No enabled** by default. If disabled scores can only be corrected or removed in director mode.
- **Quick-adjust button – Yes/No enabled** by default. If disabled, then scores can only be adjusted in director mode. If enabled, then the director can use a player's phone for convenience to specify an adjusted score, without entering director mode. It is not intended that this button actually be used by players.

These options may be changed freely during the event.

“ASK PLAYERS FOR”

This section controls what extra information players are able to, or are required to input for each result, over and above the contract and outcome. The following options are supported:

- **Score verification – enabled** by default. If disabled, tapping the scoring screen's “OK” button will send the score immediately, without showing the popup which asks the opponents to verify.
- **Leads, auctions, full deals** – entry can be **disabled, enabled** or **required**. If disabled, players will not see the *eg* “Lead” text on the score entry screen or the results screen. If “required”, players will not be able to send a score unless the lead/auction/deal is entered; the *eg* “Lead” text will show up in **red** rather than white. Default setting for all is **disabled**.
- **Notes – disabled** by default. If enabled, players will see the **Notes** button at the bottom of the scoring screen between “Clear” and “OK”. The notes button looks like a writing hand. Tapping on the notes button allows the player to make notes on that hand. When the game is finalized, all notes entered by players are sent to the Email in the club's account settings.

These options may be changed freely during the event.

WARNINGS

This section controls whether the players should be warned about board shares, attempted out-of-order plays, arrow switches, unlikely results, and names which are not in the database.

The score-related warning messages are displayed in **red** on the score verification popup.



- **For switch** – **disabled** by default. If enabled, warns on arrow-switch.
- **For share** – **disabled** by default. If enabled, displays “Warning: shared boards may be out of order”, prompting players to double-check that they have changed the board number if they are playing the boards out of order.
- **For out of order** – **disabled** by default. If enabled, displays “Warning: no score for previous board”, in case the board number was accidentally changed.
- **Unlikely result** – **enabled** by default. If enabled, displays “Warning: this result is unlikely. Please check the orientation and board number”. IBEScore judges that a result is unlikely if the tricks made are four more or fewer than that suggested by the available trick analysis. In principle this warning could be used by a player to gain unauthorized information about which contracts are makeable.
- **For new name** – **disabled** by default. If enabled, then when a player tries to enter a new name on the reception screen *eg* Hideous Hog, displays “Warning: Hideous Hog was not found in the database”. This can indicate a misspelling or an extra space character between the forename and surname, either of which can compromise IBEScore’s ability to find the player’s federation id number correctly. This warning is also displayed when the director attempts to enter a name via the game settings screen which is not in the [database](#).

SPECTATORS

In this section you can specify whether the ongoing game can be viewed, using the following options:

- **Phone spectators** **Yes/No** – allowed by default. If not, then people will not be able to use “spectator mode” on their phones.
- **Web spectators** – allowed by default. This determines whether internet users can access an auto-refreshing leaderboard from their web browser. It can be set to “Yes”, “With PIN” (users can only see the leaderboard if they know the game’s PIN), “With password” (the director password must be supplied to access the leaderboard display) or “No” (web leaderboard completely prohibited).

Spectator options may be changed freely during the event.

PLAYER/TEAM/TABLE NAMES



This section contains various naming options:

- **EW add:** this is only available in Mitchell movements. You can choose to refer to the EW pairs (eg for a 6-table Mitchell) as 1EW, 2EW etc. (based on their starting table), or 7, 8, 9 (add the number of tables), or 11, 12, 13 (add 10) etc. Adding 10, 20, 30 will be offered depending on the number of tables. You can change this at any point in the event although it may cause confusion for the players. Web displays of starting lineups will always give the add number of tables pair numbering.
- **Section table names:** In multi-section games, you can choose to add a letter to the table number to identify its section (eg 1A, 1B), or to add some multiple of ten depending on how many tables there are in each section. You can choose whether the first section should be 1, 2, .. or eg 21, 22 (if adding 20 per section). Web displays of starting lineups will always give the add number of tables pair numbering eg a 10 table game played as 2 sections of 5 will assume pair numbering is as follows: Section A NS pairs 1-5 & EW pairs 6-10 and Section B: NS pairs 11-15 & EW pairs 16-20. Pairs can enter the game using EITHER the number displayed on the round info, or by their actual pair number.
- **Player defaults:** The players are names by default. This option allows you to select the style of these default names. It is only available before the game is created, since the default names are generated then.

HOW THE DEVICES ARE SET UP

By default, players carry around their own mobile phones, and each phone knows which player it is attached to, so that it can present the appropriate boards.

If your club has invested in tablets, each of which stays on its own table throughout **every** event, those tablets need to be set up as follows:

- Make sure you are **not** in director mode; [log out](#) if necessary.
- Enter [Global settings](#).
- Make sure “Assume device-for-table” is set to “Yes”

This setup only needs to be done once-off.

Occasionally you will want a personal device, either your own, or a player's, to stay on its own table for the rest of the current event, but revert to being carried in future events. To achieve this:

- Enter the settings screen using the knob-shaped [menu option](#).



- If the text near the top says “Pair number”, tap it until it says “Table number”.
- Use the control immediately to the right to choose the table number which the device should stay on.
- Tap the yellow “Save” button.

LOCKING THE GAME

This section deals with how to prepare an event without allowing players to enter it prematurely. This prevents the situation where you have to re-create the game after some players have already entered, which would mean that these players see the “Game superseded” error and would have to be told to refresh. It also prevents them entering a score prematurely and potentially being able to see a hand diagram.

To lock the game, enter **Director mode** and tap the padlock image near the top right of the director control screen. To unlock the game, tap it again.

When you next create a game, it will be unlocked automatically; this is the default behaviour. If you wish to **create a game in a locked state**, tap the padlock image that appears to the right of the “Create game” button which appears after you select the movement.

You can also lock or unlock the game via the website and click Settings->Game actions->Lock or unlock.

THE DIRECTOR LOGIN AND PASSWORD

Your director key is created when you got your GAME CODE the same password as for your IBEScore GAME CODE account. We store it unencrypted, so it is strongly advisable that you not use a personal password from elsewhere. Use a short word which you can easily type on your phone, since as director you will have to enter it regularly. The minimum length is four characters. Including punctuation and numeric characters is permitted, but not necessary.

CHANGING THE DIRECTOR KEY (PASSWORD)

If you want to change the director key, or seek a new one because you forget it, please contact us.

DIRECTOR-ONLY FUNCTIONS

During a game, logging in as director on your phone gives you the following abilities:

- Create games
- See all the results to date and hand diagrams for every board (useful if a hand has been mis-boarded and needs to be put right)
- Alter the movement in play
- Adjust, clear or enter any result
- View a summary of all the current game info, including the PIN if any



- Generate & publish results pages for the game so far

HAND DIAGRAMS AND ANALYSIS

If you have access to an electronic deal file for your game, IBEScore can show a hand diagram and available trick analysis to the players after they have completed each hand. If the deal file does not contain trick analysis information, IBEScore calculates this information using Thomas Andrews' deal utility. More about Thomas' excellent and versatile software can be found on his website <http://bridge.thomasoandrews.com/deal/>.

This section explains how to deploy your deal file so that the information will be accessible to the players and integrated into your published results.

UPLOADING A DEAL FILE

Either send the file to your chosen device and save it where you can find it – be sure if you save it from an email or Dropbox that the file is not a 0 bit BIN file which won't work. Now you can log in with the Director key during the game and navigate to any board traveler and click on the New Deal file button.

You can also add deal files from the website page. Login then Click on the "Upload/download" below the login bar. Click on "Upload new", and navigate to the **.dup**, **.dlm** or **.pbn** file which you want to use for your next game.

IBEScore will then calculate a table of the available tricks in each suit and no-trumps with N, S, E and W as declarer, for all the hands you upload. During the game, this table will be shown on the players' devices after they have played each hand. You can upload the hand record file at any time before or during the game, and the computer that you upload it from can be anywhere in the world.

If you wish to run several consecutive games based on the same hand records, they only need to be uploaded once.

DELETING A HAND RECORD FILE

If you are running a game without hand records, open the webpage, login and click on "Delete current", otherwise IBEScore will display the wrong use the most recent hand record file you uploaded. If you are using the app only, you will need to change the display settings to NOT SHOW deal files until you locate the correct file and can upload it via your device. There is no way to delete a deal file in the IBEScore app itself.

PLAYER DATABASE



Your IBEScore GAME CODE comes with a player database, which stores the names of players who have taken part in games played with your GAME CODE. When a game is finalized, the database adds any new players and updates their most recent finalized game.

You can edit the database directly using the website, recording players' id numbers and contact details.

Players' id numbers can be club numbers, national federation numbers, or anything that your bridge club uses to identify players. Each player can have more than one id number, *eg* a club number, an EBU number and an ACBL number.

Player ids are an important component of IBEScore's database. They serve two functions:

- **Shortcut to name entry:** typing an id to identify a player at the beginning of the game is less effort than typing a name, and less prone to mis-spellings
- **Masterpoints:** national id numbers are included in the files which IBEScore uploads to national federation masterpoint aggregating servers.

EDITING THE DATABASE

The player database can only be edited at the webpage.

Log in and click on the "Game" tab followed by the "Player database" button. You will now be shown the player database and you can make edits.

You must click the "Save" button after you have edited the database. If you leave the website without clicking "Save", all your intervening edits will be lost.

The following edits can be made:

- **Add a player:** Type the new player's name into the box next to "Find", then click "+ Add player". You cannot add a player with the same name as an existing player.
- **Remove a player:** In the database, find the player's row, and click on the "x" button at the far right end of the row.
- **Change a player's ids, name, E-mail or phone number:** In the player's row, click in the box that you want to change and type in the new text.

The correct format for a player's national federation number is ***EBU:00324235***

The correct format for a player's club number is ***club:35***



The correct format for the id field of a player with multiple ids is

EBU:00324235,ACBL:52345,club:35

Do not use any punctuation other than commas (to separate ids) and colons (to separate the id type from the code). For a club number, use the word club exactly and in lower case.

To find an entry in the database by name, type a forename or surname, or part thereof, in the box next to “Find”, then click “Find” to show the first match. Click “Find” again to show the second match, and so forth.

Remember to click “Save” frequently.

BULK LOOKUP OF EBU NUMBERS

IBEScore allows you to look up all unknown EBU number in your database at once. We hope to extend this to other national federations in the future.

To fill in your players’ EBU numbers in bulk, take the following action on the website database screen:

- Click on “Advanced” (below the database table)
- In the popup window, click on the select box and choose “Fill in ID numbers”
- Make sure “EBU numbers” is selected
- Click “Execute”. This may take up to 10 minutes.

IMPORTING AND EXPORTING THE DATABASE

IBEScore allows you to import and export your account database, either to IBEScore’s own csv format or directly to your Bridgewebs account. This is done using the “Advanced” button (below the database table).

When you click on “Advanced” a popup will appear, from which you will be able to select “Update from BridgeWebs”, “Update to BridgeWebs”, “Export to disk”, “Import from disk”, or “Fill in ID numbers” (discussed above).

Update from Bridgewebs / update to Bridgewebs: This will attempt to retrieve or put any new entries from or to Bridgewebs respectively. Fill in the form with your BridgeWebs account and password respectively, click “Execute” and wait for up to 10 minutes.

Export to disk: This will allow you to create a file on your computer with the current contents of your IBEScore database. You can use this file to populate the database of another IBEScore account, or as a backup file.

Import from disk: This will invite you to select a file on your computer from which to overwrite the current contents of your IBEScore database. This can be useful if populating a blank database, or restoring a database which has taken a turn in the wrong direction. Be warned that this action is irreversible, and you may wish to **Export** a backup first.



SWISS TEAMS AND SWISS PAIRS

In a Swiss event, players are matched up, round by round, against opponents who have a similar running ranking or score. This is different from a normal, non-Swiss, duplicate, in which all the matchups in the tournament are scheduled at the start of the event. Nonetheless, running a Swiss event in IBEScore is similar in most respects to running a non-Swiss event. This section describes the extra operations needed to run a Swiss event in IBEScore:

- **Creating a Swiss event:** choosing the number of rounds, boards per round, scoring method, how to assign tables, and how to deal with an odd number of teams
- **The draw:** drawing the matchups for the next round based on the current rankings
- **Additional notes**

Swiss teams events with an odd number of teams, and Swiss pairs events with an odd number of pairs, will entail a “Triple” - a set of three sides in every round who play a three-way, rather than a two-way match. Configuring the triple will also be described below.

CREATING A SWISS EVENT

Log in as Director, and tap “New game”. Tap the “Type” control, and select Swiss teams or Swiss Pairs according to your preference.

To change the number of tables or rounds in your event, use the “Tables” and “Rounds” controls directly below. Swiss events of between 8 - 90 tables and up to 20 rounds are supported. For tournaments outside of these ranges please contact your account manager or the support team for more information.

The number of boards per round defaults to six. It may be changed using the [same method as for a non-Swiss event](#).

The following options are available

- **First match** (Swiss teams):
 - By default, the first round opponent of each team is the team whose number differs from theirs by half the number of tables. If there is an odd number of tables, the three highest numbered teams play in the triple, and these three tables are ignored in calculating the non-triple matchups. So for a 17-table Swiss teams, the default first round matchup option would show as **“First match: Up/down 7 tables”**.
 - Under the alternative scheme, **“First match: Random opponents”**, each team plays against a randomly numbered opposing in the first round, and the three teams playing in the triple are selected by the computer at random.



- **First match** (Swiss pairs):

- By default, the first round opponent of each pair is the team whose number differs from theirs by half the total number of pairs, rounded up. If there are an odd number of pairs, the pairs in the triple are those with the following numbers:
 - One less than half the total number of pairs rounded down
 - The total number of pairs
 - The total number of pairs plus one.

and the phantom pair's number is equal to half the total number of pairs rounded up.

This default setting shows as "**First match: Pair number order.**".

- Under the alternative scheme, "**First match: Random opponents**", each pair plays against a randomly numbered opposing pair in the first round. If there are an odd number of pairs, the three pairs playing in the triple are selected at random, and phantom pair's number is still equal to half the total number of pairs rounded up.
- **Later rounds** (Swiss teams only): This refers to how matches are assigned to tables. The options are
 - **NS Stationary**, the default option. Tables are numbered from one up to the number of teams, and each team has a "home table" whose number is equal to their team number. Every North-South pair plays all their matches at their home table, and East-West pairs play at the home table of their opponents.
 - **EW Stationary** - "Home tables" are assigned as with "NS Stationary". Every **East-West** pair always plays at their home table, and **North-South** pairs play at the home table of their opponents.
 - **Tables by rank** - Tables are split into two sections, 'A' and 'B'. The match between the highest-ranking teams in every round takes place at tables 1A and 1B. The second-highest ranking match takes place at tables 2A and 2B, *etc.* If there is a triple, the triple tables are called T1, T2 and T3.
 - **Triple type** (Swiss pairs or teams): In the case where there is an odd number of teams or pairs, Determined by the lowest ranked teams/pairs who have not yet played in a triple match, the three teams/pairs in the triple can complete their triangular match in the space of one round, by playing two opponents with half the number of round boards (**Short triple**), or they can play their match over two rounds (**Long triple**). In a Swiss pairs, typically matches are completed in one round. One pair plays the entire round eg 6 boards, competing for 3 boards against one pair, then 3 boards against another. That way each pair sits out only half the boards in a round.



After setting these options, press 'Review'. You can now access the [settings screen](#) and the movement browser as normal. The movement table will be mostly greyed out, since, unlike a normal duplicate, the matchups for rounds 2 and onwards are not yet known; they will depend on how the various teams or pairs perform. Change the number of boards per round by tapping "Edit movement" followed by "Boards", and using the "Boards per round" control.

When you are done, tap "Create game". It is highly recommended that the game be created locked. After a short time, IBEScore will confirm with a "Game created" message.

"DRAWING" SUBSEQUENT ROUNDS

After each table enters their final round 1 result, they will see a screen that says "Wait for draw". Go to the director control screen and observe the "Draw round 2" button, which is located in the position usually occupied by "Finalise game". If the "Draw round 2" button is greyed out, that either means that not all the results have been entered for round 1, or possibly that you need to use the "Refresh" [menu option](#) to update your phone with the latest information. The movement browser will help you see which tables have not entered all their results.

Before you draw each round, you can change the settings governing triple type, table assignment and scoring method. To do this, use the "Swiss" sub-menu on the director's "Game settings" screen. For example:

- You started the event assigning match tables by rank, but from now on, you want N/S to be stationary at their home table
- You have been using long triples so far, but want next round's triple to be short.
- You have been matching teams up based on similarity of total victory points, but this round you want to choose opponents based on similarity of total IMPs.

After successfully drawing round 2, you will be shown the movement browser, and informed that players should be told to use their "Refresh" button to find out their round 2 assignments. It is not too late to change one of the above settings and re-draw: change the setting, return to the director control screen, and tap "Re-draw round 2"

Game finalisation and publication are as for a non-Swiss event.

ADDITIONAL NOTES ON SWISS EVENTS



Revenge matchups: IBEScore's draw algorithm tries to minimize matchups between opponents who already played against each other in a previous round. Likewise, it tries to prevent pairs having to play in a triple more than once. However, these occurrences are sometimes unavoidable, particularly with few tables and many rounds.

Extra board sets for triple in Swiss Teams: A Swiss teams with a triple, short or long, requires additional boards which are not played by the non-triple tables. IBEScore expects that these boards are numbered starting after the highest board number played in the whole tournament by the non-triple tables. For instance, in a Swiss with seven 6-board rounds, the extra boards should start from board 43. Under normal circumstances, a short triple will require half a round's worth of boards (in this case, 43-45), and a long triple will require a full round's worth of boards (43-48). However if there are few enough tables, and many enough rounds, that some teams need to play in the triple twice, then a second set of extra boards will be needed, with numbers starting after the first set of extra boards. If teams need to play in the triple three times, a third set will be needed, and so on.

Scoring method: IBEScore allows Swiss events to be run based on any scoring method. Swiss pairs can be scored on cross-IMPs, aggregate score, matchpoints; Swiss teams can be scored on IMPs, aggregate score, or even point-a-board. However, the only scoring methods which are compatible with Victory Points are matchpoints (for Swiss pairs) and IMPs (for Swiss teams). To use Victory points, go to Game settings, the Scoring submenu, and set Victory points to "Standard scale". If you do not see the Victory points option, make sure you have set the scoring method to a one which is compatible with Victory points.

Final round triple: IBEScore does not allow starting a long triple in the final round, since a long triple takes two rounds to complete. If the "Triple type" option is set to "Long", this will be ignored when drawing the final round.

Long/ongoing events: Boardsets can be renewed and restarted from 1, up to 3 times in one game. To do this. Please note that some managed of numbering might be required for display to common bridge results services eg bridgewebs. Please ask for help if you are planning to use new boards sets for a longer game.

COMMON QUESTIONS FROM PLAYERS

There follow some questions which often arise from players when they first use IBEScore:

SOMEONE ELSE AT MY TABLE ALSO HAS IBEScore ON THEIR PHONE. WHICH ONE OF US SHOULD SCORE?

It doesn't matter as far as IBEScore is concerned.

If both players enter the same score into their phone, there will be no problem. If second scorer enters a different score to the first, then the first score will stand, and IBEScore will notify the



second scorer of the discrepancy. If the first player entered an incorrect score, they should simply step back to the board in question using the small black arrows on either side of the board number at the top of the screen. Then they should tap the “Cancel score” button in the centre of the screen (if this option is enabled).

If only one player enters the scores, other players with IBEScore on the same table should refresh the game at the end of the round, so that their devices know that the round is complete. This is done by tapping the “Refresh game” [menu option](#). Refreshing the game is a useful thing for players to know how to do, and it solves many problems straight off.

I ACCIDENTALLY QUIT IBEScore ON MY PHONE. WHAT SHOULD I DO/DID I LOSE ALL MY SCORES?

Nothing is lost – the player should just start IBEScore up again. We have designed this to be as quick a step as possible – the game code and id will all be remembered, so it should just be a matter of tapping the IBEScore globe image followed by “Enter round”.

WILL USING IBEScore COST ME A LOT IN DATA USAGE FEES?

IBEScore’s data messages are very small. A session with IBEScore is roughly comparable to writing a few E-mails in terms of amount of data transferred.

I PUT THE NAMES FOR MY PAIR INTO IBEScore ON MY SMARTPHONE LAST ROUND, BUT IT DIDN’T REMEMBER FOR THIS ROUND.

This may indicate that the game or the device is set to remain at a fixed table, when it should be set to move with its owner. This can be changed on the player’s device by using the “Settings” [menu option](#); tap “Table number” till it changes to “Pair number”, then “Save”.

THINGS TO TRY WHEN IT’S NOT WORKING

There follow some suggestions for recourse which are often enough to solve problems.

INTERNET CONNECTION

Make sure the device you’re having trouble with is connected to the internet. This may involve:

- Switch *on* its WiFi
- Switch *off* its WiFi, *i.e.* to force a phone to use its 3G/4G/5G internet connection
- Specify a new wireless network
- Switch on the WiFi, then open a browser to log into the gateway,
- Use another phone in the room to create a local wireless access point (WAP) which other devices can then log in to on WiFi.



REFRESH THE GAME

If the device is not letting the player proceed to the next round, not showing results which have been entered, showing an obviously out-of-date leaderboard or pair names, refresh the game using the “Refresh game” [menu option](#). This asks the server for the latest game information.

UPDATE IBEScore

Make sure the device is using the most recent version of IBEScore. The phone should notify its owner if an update exists. Encourage your players to respond to these messages, and to keep their version of IBEScore up to date.

BATTERY LIFE AND SCREEN BRIGHTNESS

Certain tablets may lose power during a duplicate, even if they started with a full battery, unless their screen brightness is dimmed. IBEScore automatically dims the screen to a certain extent, but some manual adjustment is recommended because of the differences between brands of tablet.

It is recommended that you find the dimmest setting at which IBEScore is still comfortably visible as soon as you take delivery of a tablet. IBEScore will then remember this setting and you will not have to adjust it again.

When IBEScore first starts up, press menu followed by “Global settings”. Reduce the brightness gradually until you feel you have reached the minimum that can be seen. Then press “back”. IBEScore will remember the brightness setting which you just selected, and apply it whenever “Duplicate client” is tapped on that tablet.

It may be that as you are reducing the brightness, the tablet goes into suspend mode. This means that you have passed below the minimum brightness for that tablet. Restart your tablet and set the brightness to a level just above the minimum.

GAME CODE

A subscription attaches to one GAME CODE and is a paid account with IBE Ltd to use IBEScore. With a GAME CODE, you can run as many games as you wish of any size, although trying to run two or more games simultaneously will not work. Use of the server, training and virtual scoring support comes with your GAME CODEs. The GAME CODE itself will however remain in existence and you will still be able to log in, manage your account, and look at your most recent game.

There are three different charging options to create your own GAME CODE.

1. Purchase a one-off GAME CODE. This slot is accessible for up to 7 days
2. Pay monthly
3. Pay annually
4. Without a paid subscription you be still be able to setup and score games – but there will be only limited (if any) post-game features available



Support: We are confident that once trained directors and players will be confident and competent and will not need to rely on our support. However part of the subscription includes access to our network of IBEScore support. We know that time can be critical and we endeavour to respond with immediacy. We want to help your scorer and director get the game setup and results accurate every time.

Additional support: The IBEScore electronic scoring system is accessed through remote servers, which means that YOU CAN CHOOSE to hold a game WITHOUT A DEDICATED DIRECTOR at your venue, our support personnel can login to your GAME CODE and provide all sorts of assistance - from setting up a game, correcting player names and score entry, to adding deal files, finalising and publishing game results to your dedicated website. We can also provide support with the laws and remedying carding errors remotely - if this is a good option for your game, ask us about how to hire a VIRTUAL Director.

HOW DO I GET A GAME CODE?

Go to <https://ibescore.com> and click on GET A GAME CODE. Fill in the form and select your preferred subscription. You will be sent a password to the E-mail which you specified (if this doesn't happen please get in touch via admin@ibescore.com – mark it URGENT in the subject if your gametime is imminent).

You now have a trial account and your GAME CODE. You can log in to, upload hand records, and create a game.

CAN I RUN A GAME IF I HAVE NOT SET UP A GAME CODE?

No, not on your own.

BUT we can help you – get in touch and we can create the game for you. A one-off payment will be needed before the game ends or it will not finalise and your input results will be lost. Or subscribe and we will get your access details to you as quickly as we can (or loan you a slot to use for the session).

FREE IBEScore is intended for use by players and directors ONLY AFTER an IBEScore GAME CODE has been issued.

TECHNICAL SUPPORT

In case of a technical problem or query, please use your GAME CODE contact supplied to you when the account was created. To ask for modifications to your club's account settings that need developer intervention, please email admin@ibescore.com in the first instance. If you do not receive a reply within 12 hours please try again and mark it urgent.

We undertake to respond to all email queries within 6 hours, but, in practice barring unusual circumstances or time of day, a small wait is the norm. For immediate assistance please use the



whatsapp contact in the app (HELP or DIRECTOR on the front screen will open a web browser and display the whatsapp logo – click this and follow the instructions).

In case of a system-wide problem, we are likely to circulate updates to all users as a group via email, rather than responding to emails individually. However, we encourage you to continue to contact us in these circumstances as well, and we will give you the maximum individual attention subject to the exigencies of the outage.