



BriAn User Manual

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This issue of the documentation applies to BriAn Android release Feb19a, iOS release 10.1, and brianbridge.net version 1.01y. It was last updated on 10 February 2019.

Introduction

Thank you for your interest in BriAn, and welcome to a new contract bridge experience. Whether you are a player or a club director, beginner or expert, we are certain that BriAn will enhance your enjoyment of bridge.

BriAn runs on your iPhone, iPad, Android smartphone or tablet. When you have finished playing a bridge hand, just enter it into your phone. BriAn will calculate and present your scores, leaving you free for the social and cerebral aspects of the game which we at BriAn appreciate as bridge players ourselves.

This document contains everything you need to get started with BriAn as a player or a club director. The first section is an overview of the basic knowledge required to use BriAn. We then split the document up into a section for social players, a section for club players, and a section for club directors. Screenshots are provided wherever possible to illustrate the text.

We trust you will find BriAn attractive, unobtrusive and easy to use, and 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 BriAn system. Please don't hesitate to contact us:

Email: brianplaysbridge@gmail.com

Facebook: [Brian Bridge App](#)

Twitter: [BridgeOnAndroid](#)

BriAn and Free BriAn

While the BriAn app will allow you to score either social or duplicate games, we also provide Free BriAn, a free version for those who wish to use BriAn only for duplicate bridge.

It is completely free to use the BriAn app on your phone while playing in a duplicate event scored using the BriAn system.

Free BriAn is also the recommended version of the app for club directors, since it contains our full repertoire of game administration functions. While we charge game administrators for use of our server, this is done through a separate payment system on our website brianbridge.net, and does not require the paid-for app.

Free BriAn is available for iPhone, iPad and Android phones and tablets. BriAn is only available for Android phones and tablets.

Installing BriAn on an Android device

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

If you are using an Amazon device, e.g. a Kindle fire, please see these separate instructions for [Installing BriAn from the Amazon App Store](#).

Otherwise, 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 **brian bridge** on the keyboard which pops up. Tap on the magnifying glass again.

Installing BriAn

Tap “BriAn Electronic Bridge Scorer”. BriAn will appear with a light blue price tag.

Tap on the price text. If you need to register a payment method, follow the on-screen instructions.

“Accept & buy”. Wait for the message “Package successfully installed”, or “Successfully installed BriAn Electronic Bridge Scorer”.

BriAn is now installed on your device.

Installing Free BriAn

Tap “Free BriAn Bridge Client”. Free BriAn will appear with a light blue button saying “Install”.

Tap on “Install”.

Tap on “Accept & download”. Wait for the message “Package successfully installed”, or “Successfully installed Free BriAn Bridge Client”

Free BriAn is now installed on your device.

Installing BriAn on an Amazon device, *e.g.* Kindle Fire

If you are using an Amazon device, please see these separate instructions for Installing BriAn on an Amazon Device.

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

On the home screen of your phone or tablet, drag the text (“HOME BOOKS VIDEO”) etc. to the left, and tap the word “APPS” when it appears.

Tap in the “Search Apps” bar at the top, and tap-type **“brian bridge”** on the keyboard which pops up. Tap on the orange magnifying glass at the left-hand side of the keyboard .

Installing BriAn

Tap “BriAn Electronic Bridge Scorer”. Free BriAn will appear.

Tap on orange price text. If you need to register a payment method, follow the on-screen instructions.

Tap on the green button “BUY NOW”. Wait for an orange button saying “OPEN” to appear.

BriAn is now installed on your device.

Installing Free BriAn

Tap “Free BriAn Bridge Client”. Free BriAn will appear. Tap the orange button saying “GET”.

Now tap the green button saying “DOWNLOAD”.

Wait for an orange button saying “OPEN” to appear.

Free BriAn is now installed on your device.

Installing BriAn on an iPhone, iPad or iPod touch

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

Start Safari and navigate to <https://www.brianbridge.net>

Tap **Get iOS app**. This button is within the right-hand column of the screen, at the bottom.

Installing Free BriAn

The BriAn Bridge Client app will appear with a light blue button saying “Install”, or “Get”.

Tap on “Install” or “Get”.

Tap on “Accept & download”. Wait for the message “Package successfully installed”, or “Successfully installed Brian Bridge Client”

Free BriAn is now installed on your device.

General use of BriAn

Start BriAn by tapping the BriAn icon. If you have an iPhone, iPad or iPod touch, press the square button and swipe left and right until you find the icon.

If you have an Android phone or tablet, press the Applications button on the home screen, and browse your applications to find “BriAn”.

Android users: Create a shortcut to BriAn on your home screen by touching the BriAn 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.

BriAn home screen

On the BriAn home screen you choose what kind of bridge you are playing.

- **Duplicate client** – choose this if you are playing bridge in a club or tournament, where the director is using BriAn for wireless scoring.
- **Rubber bridge** – choose this if you are playing rubber bridge, and you want to keep score on the traditional tableau.
- **Chicago bridge** – choose this if you want to play a series of Chicago games of four hands each with rotating vulnerability.
- **Scorecard** – choose this if you want to keep or publish a record of your progress during any bridge game or

event. This includes scores, leads, auctions and notes. You can also annotate hands and auction calls with alert symbols and footnotes.

On an Android device you can quit BriAn from the home screen by pressing the [Back button](#).

On iPhone and iPad, only duplicate client mode is offered.

Entering a contract

Tap the blue button which matches the contract level, the white button which matches the trump suit, and the orange button which matches the declarer.

If the contract was doubled, tap the purple “x” button. If redoubled, tap the purple “xx” button.

If the hand was passed out, just tap the “PO” button.

Three more 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 blue button, a white button and orange 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. **Do not use the buttons with numbers on to specify the number of undertricks or overtricks; the 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.

If you are scoring Chicago or rubber bridge, you can score an “Honours” holding for either the declaring or defending side. Tap the crown icon, and select the honours holding from the list.

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

Entering names

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. Finish by pressing the enter button on the keyboard, 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. Regarding this list of names:

If you are playing rubber or Chicago bridge, or recording a personal scorecard, BriAn will provide you with a list of names which you have used in previous games on your tablet or phone. This list is stored on your tablet or phone. If you wish to edit this stored list directly, use the “Names list” [menu option](#). You may now:

- **Add a name** by tapping in the white box at the top, tap-typing the name using the keyboard which appears, and tapping either enter/return/“Done” or the purple “Add” button
- **Remove a name** by tapping on the “x” button next to the name
- **Correct a name** by tapping on the name you wish to correct, and tap-typing the replacement in the box which appears, followed by enter/return/“Done”,
- **Switch** between the players list and the events list, by tapping on “names” or “events” respectively at the

bottom of the screen.

If you are using duplicate client mode, BriAn will provide you with a list of names which have occurred in previous games run by your club director. Once you have completed a duplicate, your name will automatically be added to this list.

BriAn menu

On an iPhone or iPad, the menu is a row of icon buttons at the bottom of the screen, continually on display.

On an Android phone or tablet, the menu is hidden by default. It is accessed by pressing the **menu button** on your phone or tablet. Here are some of the 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 back button**
- **Long-press on the task manager button**

If you despair of finding your menu button, clicking either of the volume controls will also bring up the menu in BriAn.

The menu is the route to many important features in BriAn. In a club 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 BriAn, its developers and contributors.

Back button

On an iPhone or iPad, the back button is an icon in the menu bar. The back button will always be the leftmost icon on the menu bar whenever going back is a permitted action. Otherwise it will be absent.

On an Android phone or tablet, the back button typically appears as an arrow with a curved or square tail, pointing leftwards or downwards. On phones and some tablets the 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 back button, most of the time. However, when the left/right swiping actions are used for forward and backward browsing through a list of *e.g.* movements, board numbers or scorecards, then only the back button itself may be used to go back to the previous screen.

Receiving a call while using BriAn

Your phone will prompt you to take your call as normal. When it is finished, press the [Back button](#) to resume BriAn as you left it.

Temporarily suspending BriAn *e.g.* to make a call

To suspend BriAn, 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 BriAn to quit. After you are finished, find the BriAn icon on your phone's home screen or applications menu, and tap it to resume BriAn as you left it.

Forcing BriAn to quit

On Android phones and tablets, tap the task manager button, and swipe away the small window titled BriAn off the

side of the screen.

On iPhones or iPads, double-click the square 'home' button and swipe away the window representing BriAn off the side of the screen.

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

Updates

From time to time we will release updates to the BriAn apps. Your phone or tablet should alert you when we publish an update.

Downloading any version of the BriAn 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 BriAn as soon as we deploy them. This may be more convenient, particularly for club 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 BriAn icon. If it isn't on the screen, scroll down your list of apps by stroking the screen upwards. Tap on the BriAn 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 BriAn automatically.

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:** Long-press at the top left-hand corner of the app's title screen. The version number appears at the bottom of a pop-up, and looks something like **ver: 30 (Nov12a)**. 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 November 2012.
- **iPhone/iPad:** Tap the information button on the menu. The version number appears underneath the title ("BriAn") and looks something like "version 3.2".

Use of BriAn for social games

BriAn supports familiar scoring and layouts for rubber bridge and various Chicago rule sets. BriAn also allows you to simply record a series of results. Records of social sessions can easily be saved to your device to be resumed or reviewed at a later date.

BriAn makes a continuous backup of any scores you enter. If you inadvertently quit without saving the most recent result, BriAn will offer you the chance to restore from its backup file after you re-enter the app and re-select your scoring method.

Rubber bridge

Tap “Rubber bridge” on the Brian home screen to enter the main rubber layout.

The rubber layout

The rubber layout displays the current status of your game of rubber bridge. After you have played each hand, tap on the main area of the scoresheet. You will be invited to enter the contract and result (see [Entering a contract / Entering a result](#)). If you tapped on the side of the scoresheet to the left of the central vertical bar, the declarer will default to “We”. If you tapped on the right, declarer will default to “They”. When you have finished, the rubber layout will be updated with the new game status. Overtricks, honours, slam bonuses and other components of the score appear as separate entries on the layout. Points for bid-and-made tricks appear below the central horizontal line, and all other scores appear above it.

The main area of the layout starts out with a green background. If a side becomes vulnerable, the background behind their scores will change to red, and the completed game will be “sealed off” with light-grey horizontal separators. At the end of each rubber the background will revert to green, and solid white lines will be drawn to separate the new rubber from the old. You can play as many rubbers as will fit on the scoresheet.

A running total of each side’s score appears in the purple bar at the top of the layout. The margin is shown in italics next to the leaders’ score.

You can replace “We” and “They” with the partnership’s names by touching them in the usual fashion (see).

To quit and return to BriAn’s home screen, simply tap the [Back button](#).

Options – rubber bridge

Loading, saving and starting afresh are done using the options screen. Tap the “Options” button to show the options screen. The options screen has the following buttons:

- **New game:** tapping this will ask you to confirm that you want to clear the scoresheet. If you agree, the scoresheet will be cleared, and your old game will be kept as a backup until you enter the first score in the new game.
- **Save:** BriAn will request a filename to save your current scoresheet. If you type a name of a file that already exists, BriAn will notify you and ask if you want to overwrite it. Once the game is written to disk, it can be reloaded subsequently.
- **Load:** BriAn will present you with a list of files. If you select a file, the game from that file will be loaded into the layout, replacing your current game. The old game will be kept as a backup until you enter the first new score in the game you just loaded. If you do not want to select a file, just tap the [Back button](#) to return to the options screen.
- **Clean up files:** tapping this will delete any rubber score files saved more than 4 weeks ago.

You can also access the options screen via the menu. Tap the “Settings” [menu option](#).

Chicago bridge

Tap “Chicago bridge” on the Brian home screen to enter the main Chicago scorecard layout.

Chicago Bridge is played in blocks of four hands, sometimes called “Chukkas”. Partnerships may change between

blocks. The deal moves clockwise after each hand. There are two conventions for Chicago scoring in widespread use:

- **“Money scoring”:**
 - Vulnerability goes none – non-dealer only – non-dealer only – all.
 - Part-scores count cumulatively towards games from one hand to the next. A game bonus is 300 or 500 depending on declarer’s vulnerability on the hand when the game was completed.
 - A part score on the final hand is worth an additional 100 points.
 - In some traditions, non-doubled overtricks may score nothing.
- **“Non-money scoring”:**
 - Vulnerability goes none – dealer only – dealer only – all.
 - Scores are one-off. There is no accumulation of part scores from one hand to the next. There is no accumulation of games from one hand to the next.
 - Duplicate-style bonuses are awarded. A one-off bonus of 50 is awarded to making part-scores. A one-off bonus of 300 (non-vulnerable) or 500 (vulnerable) is awarded for making games.

BriAn provides both “Non-money” and “Money” scoring. Our “Money scoring” rules are based on [those in use at TGR’s club in London.](#)

The Chicago scoresheet

The Chicago layout initially shows a single empty Chicago four-deal block with a green partnership (“We”) and a blue partnership (“They”). You can correct the player names by touching them in the usual fashion (see [Entering names](#)).

The deal and the vulnerability are displayed next to each hand number with small squares. The colour of each square either matches one or other of the partnership name boxes.

To record a result, tap the cyan “Enter result” button near the bottom middle of the screen. You will be invited to enter the result (see [Entering a contract/Entering a result](#)). The declaring side defaults to the left-hand partnership in the current four-deal block; tap on the yellow button to change to the right-hand partnership. When you are done, the scorecard will display the contract, the result and the score. The contract will be printed in the colour of the partnership which declared the hand. A positive score for the green partnership is displayed on the left of the “Score” column, and a positive score for the blue partnership is displayed on its right.

To cancel the last board, press the white “Undo” button at the bottom right of the screen. Repeat for as many boards as you need to cancel.

To quit and return to BriAn’s home screen, simply tap the [Back button](#).

Finishing a block and starting a new one

When you have entered four scores, the block will be finished. You can then start a new block by tapping the cyan “New cut” button which has temporarily replaced “Enter result”. An empty block will be added to the bottom of the scoresheet. The new block will have its own pair names, which will default to those of the block immediately before, but should be corrected if the partnerships have changed.

By default, the vulnerability for every new block will proceed in the same sequence: **none - dealer - dealer - all**. To use the 16-hand sequence of duplicate bridge, *e.g.* if you are using boarded deals, make sure the [Reset vulnerability for new block option](#) is checked.

Calculating the totals

Tap the green “Totals” button. BriAn will cross-reference the names in each scoring block and display a totals table. The table shows all the players in the session, ranked by their total score. A row for each player shows their total score, which can be used in a money game to calculate how much they should put into or take out of the kitty. Also

shown are the number of hands each player took part in, and a rating, jokingly referred to as an “IQ”, with values above 100 representing a positive score per hand, and values below 100, a negative one.

Tapping on one the column headers (“Hands”, “Score”, “IQ” etc.) will cause BriAn to redraw the table, sorting the players according to their value in the chosen column. For example, tapping on “Hands” will cause BriAn to order the players by numbers of hands played. Tapping again on the same column header reverse the sort (starting with the lowest rather than the highest).

To return to the main Chicago scorecard, tap either the cyan “Back” button at the bottom of the screen, or your device’s [Back button](#).

Tapping the “Totals” [menu option](#) is an alternative way of showing the totals table.

Options - Chicago

Starting a new game, loading, saving, and choosing your scoring method are all achieved using the Chicago options layout.

To access the Chicago options, tap the yellow “Options” button.

The top options section start afresh and to manage saved games:

- **New game:** tapping this will ask you to confirm that you want to clear the scoresheet. If you agree, the scoresheet will be cleared, and your old game will kept as a backup until you enter the first score in the new game.
- **Save:** BriAn will request a filename to save your current scoresheet. If you type a name of a file that already exists, BriAn will notify you and ask if you want to overwrite it. Once the game is written to disk, it can be reloaded subsequently.
- **Load:** BriAn will present you with a list of files. If you select a file, the game from that file will be loaded into the layout, replacing your current game. The old game will be kept as a backup until you enter the first new score in the game you just loaded. If you do not want to select a file, just tap the [Back button](#) to return to the options screen.
- **Clean up files:** tapping this will delete any Chicago score files saved more than 4 weeks ago.

The bottom section contains scoring settings:

- **Money scoring** - To switch between money and non-money scoring, tap the “Money scoring” text. A green check mark means scoring is “money”, and no check mark means scoring is “Non-money”.
- **Score doubled overtricks** - Tap the text to switch between undoubled overtricks scoring their usual value (checked) or scoring nothing (unchecked). This option only appears when scoring is set as “Money”
- **Reset vulnerability for new block** - If checked, then the vulnerability changes in the sequence *none - dealer - dealer - all* on every set of four hands. If unchecked, then vulnerability follows the 16-hand sequence of duplicate bridge, where e.g. the fifth hand is N/S vulnerable.

Changing any of these options will cause every hand entered so far to be re-scored using the new settings.

Tap the [Back button](#) on your phone to return to the Chicago scorecard.

You can also access the options screen via the menu. Tap the “Settings” [menu option](#).

Use of BriAn as a personal scorecard

BriAn’s personal scorecard mode provides an enhanced version of the paper scoresheets that are handed out at the beginning of a club duplicate. It is ideal for any situation where you want to record a set of results, whether the bridge is social or competitive.

You can also record information that would not normally fit on a paper scorecard, such as auctions, alerts, explanations and annotations, both in-running and as afterthoughts. In the case of a duplicate, these are then combined with the hand records from your bridge club. The result is E-mailed to you as a well-presented pdf which you can use to:

- Teach bridge
- Harangue your partner
- Frame and put on your wall (if you won)
- Augment your memorabilia.

An example of a personal scorecard recorded using BriAn can be found at this link:

<https://www.brianbridge.net/brian/Scorecard.pdf>

If your club's director has not seen BriAn, using the electronic personal scorecard at your club is an excellent way of introducing them to it. Explain to them that BriAn can do their wireless scoring more reliably, more conveniently, more ergonomically and for a fraction of the cost of Bridgemates, and they will never look back (we hope)!

Tap "Scorecard" on the Brian home screen to start a personal scorecard.

The scorecard layout

The Scorecard layout initially shows a table with space for 60 results. A header shows default values for the user's name, partner's name, and the name of the event being scored; these can all be corrected by touching them in the usual fashion (see [Entering names](#)). Scroll the scoresheet up or down to see boards which are off-screen.

To enter a score for a particular board, tap the row corresponding to the board number. You will be invited to enter the result for that board (see [Entering a contract/Entering a result](#)). There are a few differences to the result entry screen, however:

- You can move freely between boards within the result entry screen, by clicking on the black chevrons on either side of the board number at the top.
- You do not need to enter a result before you tap "done"; if you enter a complete contract, you can save it without a result, and then add the result later.
- You can freely return to a board where you have already entered a contract, result, or any other details, and modify it.

The following additional information can also be recorded:

- **Orientation:** Touch the white text saying "NS" or "EW" underneath the title, to switch between the two orientations. The orientation for a new board defaults to that of the closest board number before it which you have entered a result for. If it is the first board, the played orientation defaults to N/S. So if you are an E/W pair all night, specify E/W for the first board you score, and subsequent boards will default to E/W.
- **Opponents' pair number:** Touch the white question mark next to the word "versus" and select their pair number from the dropdown list. If they have a number does not appear in that list, or contains a letter (e.g. 13A), long-press on the question mark, and a text box will appear in which you can type their number explicitly.
- **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 the section [Entering an auction](#). While on this screen, you can annotate any auction call by long-pressing it. You can now enter free text. A drop-down list of potentially useful words will appear e.g. "Landy", "Stayman", "Forcing" - you can tap on these as shortcuts to insert them into the text. At the top of the list will be a green "Alert" button. Tapping on "Alert" will cause the call to appear with an exclamation mark next to it. You can annotate an alerted call with words too. You can remove the alert by long-pressing on the call and then tapping "Unalert". Tap **OK** when done.
- **Deal:** Tap the word "Deal", and proceed as described in the section [Entering a deal](#). Tap **OK** when done.
- **Your notes on the hand:** Tap the hand icon at the bottom of the screen between "Done" and "Clear". You can now enter free text. A drop-down list of potentially useful words will appear e.g. "Bidding", "Lucky" - you can tap on these as shortcuts to insert them into the text. Tap **OK** when done.

Scoring is duplicate-style, and the vulnerability follows the 16-hand cycle marked on competition board sets; if these

aren't relevant to you, just ignore them and use the card as a record of the contracts and tricks made.

When you are done, the scorecard will display any contracts or results you have entered in the appropriate rows. Scores which are positive for you (taking into account whether you said you played N/S or E/W)

To increase the height of the scorecard rows and make them more easy to tap, do the following:

- Tap the [Back button](#) to go back to BriAn's initial screen
- Tap the [Menu button](#) and select [Global settings](#)
- Tap the words **Text size** until **Large** is displayed
- Tap the Back button, then the Personal scorecard button to return to the Personal scorecard.

To clear a board, press the 'Clear' button at the bottom left of the result entry screen, at the bottom left.

To quit and return to BriAn's home screen, simply tap the [Back button](#).

Options – personal scorecard

Loading, saving, pdf generation, and starting afresh are done using the options screen. Tap the green "Settings" button to show the options screen. The options screen has the following buttons:

- **New game:** tapping this will ask you to confirm that you want to clear the scorecard. If you agree, the scorecard will be cleared. However, your old scorecard will kept as a backup until you first enter information into the new scorecard.
- **Save:** BriAn will request a filename to save your current scorecard. If you type a name of a file that already exists, BriAn will notify you and ask if you want to overwrite it. Once the game is written to disk, it can be reloaded subsequently.
- **Load:** BriAn will present you with a list of files. If you select a file, the scorecard stored in that file will be loaded into the layout, replacing your current scorecard. The old scorecard will be kept as a backup until you make the first modification to the card you just loaded. If you do not want to select a file, just tap the [Back button](#) to return to the options screen.
- **Cleanup files:** tapping this will delete any personal scorecard files last saved more than 4 weeks ago.
- **Export:** use the export button to generate a PDF of your scorecard and E-mail it to yourself. See [Publishing your personal scorecard](#) below for a full guide.

You can also access the options screen via the menu. Tap the "Settings" [menu option](#).

Publishing your personal scorecard

Export and publication of your scorecard is not done by making a request from your device to the BriAn server. Your device needs to be connected to the internet at the point when you take this action. See [Connecting to the internet](#) for more information.

If you have been recording scorecard at a duplicate bridge event, and that event has been published on Bridgewebs with an electronic deal file, BriAn will be able to integrate the hand diagrams and available tricks into your published scorecard. An example of the result can be found here: <https://www.brianbridge.net/brian/Scorecard.pdf>. For this to work, BriAn has to collect the deal file from Bridgewebs itself, so don't request the export until the event organiser has actually uploaded the event to Bridgewebs.

To export your scorecard while connected to the internet:

- Go to the [Scorecard options screen](#) and tap **Export**. A form will pop up.
- Tap in the box titled "Email for export:", and **type the E-mail** to which you want BriAn to send the pdf scorecard.
- If your event was uploaded to bridgewebs, tap in the box labelled "Game code (optional)" and type the bridgewebs account name used. For example, if the results are on bridgewebs site

<https://www.bridgewebs.com/ruffclub>, then the account name would be **ruffclub**.

- Tap **OK**. Wait as long as it takes (up to a minute).

Within roughly ten minutes, you should receive an E-mail containing your published scorecard as a pdf attachment.

BriAn will remember the E-mail and bridgewebs account name for your next scorecard export. If this information has changed, you will have the chance to correct it.

Players' guide to using the app in events scored with the BriAn system

What you need:

- **A iPhone, iPad, Android phone or tablet with a working internet or Trump-o-tron connection and with BriAn or Free BriAn installed.**

The tournament director at your club has finally been persuaded of BriAn's merits. He asks you if you will be willing to score, and you cautiously agree.

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) internet, so phone owners will be already connected. The data your phone will use during a BriAn 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 (e.g. 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 (e.g. 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 BriAn.

Even if you have a phone with 3/4G 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 BriAn 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 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.

Connecting to a Trump-o-Tron

If playing in a venue where internet connectivity is difficult, the tournament director may have opted to use a **Trump-o-Tron**. Your director will advice you if a Trump-o-Tron is in use. A Trump-o-Tron is a small piece of kit which provides the following:

- **A local copy** of the software on brianbridge.net which is needed for operating the event scoring
- **A WiFi network** which devices can use to send scores

To connect to the Trump-o-Tron's WiFi network, follow the instructions in the previous section for [Wi-Fi connection](#). The network name will be the word "*Trump-o-tron*" followed by a couple of letters and numbers, e.g. **Trump-o-tron-x3x2**. It should show up as a WiFi network with a strong signal and no password protection. The Trump-o-Tron is not connected to the internet. Rather it provides a "Local Area Network" - a private universe which can be seen and used by devices in the immediate vicinity, similar to a Bridgemate server or similar technologies. Therefore, in Trump-o-Tron-based events, you must connect your phone or tablet to the Trump-o-Tron WiFi network, even if you personally have means of connecting to the internet.

Joining the game

Start BriAn, and tap "Duplicate client".

Enter the game code

If you have not used BriAn before in a duplicate, you will see a screen with a white boxes, labeled "Game code". You should fill this in with the BriAn account name of the club which you are playing at. The tournament director will tell you what it is.

If you have used BriAn before, the game code for the event you last played at will already be filled in. You can change it by tapping the blue wedge next to the game code 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 yellow “Enter duplicate” button which appears, or swipe the screen leftward.

You will now normally be shown the [Reception screen](#), where you can enter your start position and the names of the people at your table.

However, if you are entering the game late (i.e. after round 1 is finished), BriAn 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 (e.g. **2A** or **5EW**), use the blue “ABC..” box to enter the letters. When done, tap “Enter duplicate”; BriAn 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 of clubs which have been using BriAn since before 2016 and have chosen not to use the reception screen interface. In this case, please see the [Old Joining Instructions](#).

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 others at the table

Now you have the chance to tell BriAn 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).

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, e.g. **R V** or **Ro Va** for “Rosemary Vase”. BriAn 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. BriAn 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 (e.g. 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 (e.g. 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 BriAn 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](#).

Joining the game - old instructions

These instructions apply to players at clubs whose accounts have not been upgraded to take advantage of the 2016 player identification interface.

Start BriAn, and tap “Duplicate client”.

If you have not used BriAn before in a duplicate, you will see a screen with input areas titled “Game code” and “Pair number”. The director will tell you how to fill these in.

If you have used BriAn before, the game code for the event you last played at will already be filled in. You can change it by tapping the blue wedge 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.

You can now set your pair number by tap-typing in the white box labeled “Pair number”. If your 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.

When you have set the game code and pair number, tap the yellow “Enter duplicate” button which appears or swipe the screen leftward.

You will now be shown your match-up for the first 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.

The director may advise you to enter the correct names of the players at your table. To do so, touch one of the default pair names for about 2 seconds, then release. The names will become editable. Tap-type the correct names for the pair, using ‘ & ’ (space-ampersand-space) to separate the names within the partnership. Finish by tapping the enter key on the keyboard.

If you and your partner played at the club before, you will be able to select your names from a list. Tap the default pair names, and select the name of first member of your partnership from the list provided. Then repeat to select the second member of the partnership.

To enter the correct team names, touch one of the default team names for about 2 seconds, then release. The team name will become editable. Tap-type the correct name for the team, and finish by tapping the enter key on the keyboard.

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 should 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 BriAn 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 BriAn – see the sections [Entering a contract](#) and [Entering a result](#) to find out more.

Subject to the tournament director’s preference, 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. BriAn will then ask your opponents to check whether you entered the result correctly. Show them the score on the phone and ask them to check it, 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. BriAn will automatically return to the score input screen for the next unplayed board in this round after a few minutes. Use the 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, BriAn will show an “End of round” message, along with movement instructions for the next round. Tapping the purple “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. BriAn 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 realize it is wrong, you can cancel and correct it provided you have not gone 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.

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

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

The results screen

Every time your table inputs and verifies a score, BriAn will show a results screen for that board. Initially BriAn 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 test in the brown bar underneath above the travellers section.

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” on the **menu**. On the iPhone/iPad, the “Results” icon looks like a stack of three duplicate boards.

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.

BriAn 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 it. 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.

BriAn 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 the [Back button](#).

If you are using the paid-for version of the app, **Brian Electronic Bridge Scorer**, there will be a purple “Save” button at the bottom of the scorecard screen. Tapping this will cause your scorecard to be made readable using the [“Load”](#) option in [Personal Scorecard](#) mode, allowing you to annotated and published your scores from the duplicate.

Viewing the current rankings

Tap “Current rankings” on the [menu](#), (icon man in front of three horizontal lines on iPhone/iPad). 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, *e.g.* to send a result. To update them, tap the yellow “Refresh” button.

Use [Back button](#) to leave.

“Global settings” - display preferences

You can choose how the BriAn app should display things according to your taste.

These options can be accessed using the “Global settings” [menu option](#) on the start screen of the app. They can also be accessed in “Duplicate client” mode by tapping the “Settings” [menu option](#), followed by “More settings”.

Here you can choose:

- **Brightness:** You can ask BriAn 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 (*e.g.* 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 (e.g. NS can make 9 tricks in hearts), or the level of contract (e.g. 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 club-owned devices only. For player-owned devices, this should be “No”.
- **My default name:** You can ask BriAn to remember your name, so that when you specify your seat (N, S, E or W) in the reception screen, BriAn 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, **Brian Electronic Bridge Score**, only. BriAn 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 blue “Pass” button
- **Bid:** Tap the blue 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 purple “x” or “xx” button respectively.

BriAn 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 blue “Clear” button.

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

BriAn will warn you if the auction becomes illegal, (e.g. 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, BriAn 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 the [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 [back button](#).

BriAn for club and tournament directors

BriAn can be used at your club to wirelessly score any duplicate event. In contrast to expensive, bespoke hardware with low-resolution, low-contrast displays, BriAn allows club players to use their own mobile devices as terminals for score entry, **resulting in no or minimal hardware outlay for your club**.

BriAn 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.

BriAn'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.

Setting up a basic club game using BriAn

What you need:

- An account on www.brianbridge.net. See [Slots](#) for more details.
- **Either** a working internet connection for your and the players' mobile devices,
- **Or** a [Trump-o-tron](#) .

Logging in as director

Most administration tasks, including game creation, are done in director mode. To access director mode, you have to authenticate ("log in") using the same password as you use on www.brianbridge.net.

To log in on the app, use the key-shaped icon on the [menu](#). 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 blue background common in player-mode screens. Also the key-shaped menu icon will be yellow rather than its usual grey.

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 (for Swiss pairs and Swiss teams events, see [here](#)) . 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 BriAn 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, BriAn will confirm with a “Game created” message.

Check the game settings by tapping “View slot info”. Check the movement, by tapping “movement” on the [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 BriAn and join your game with the appropriate pair number:

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

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

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 enter their names. 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”.

If they have used BriAn before in a duplicate game, and the last time you played was not under your slot, tap the [menu button](#), followed by “settings”. Tap “join game”. Tap-type your slot username 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, e.g. **R V** or **Ro Va** for “Rosemary Vase” if they are in your BriAn slot’s [Player database](#), BriAn list all names that match, and you will be able select their name. Tap “Next” to proceed to their partner. If BriAn 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 if a laptop is present. Navigate to www.brianbridge.net, log in with your slot name and password, 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.

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 BriAn. The players will then tap “Enter round”, and play will proceed.

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](#) (man 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 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.
- **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.

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.

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 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, *e.g.* 60% of matchpoints, tap-type the number (*e.g.* 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.*

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, *e.g.* 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 (*e.g.* 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**.

BriAn 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”. BriAn refers to rovers as cuckoos for non-Mitchell movements, since they are stationary rather than moving. When adding a cuckoo, BriAn 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 *e.g.* 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 or

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.

Every round must have the same number of scheduled boards; there is no way of specifying that *e.g.* a later round should have fewer boards. However, a later round can be effectively shortened by simply not playing the boards

which are surplus to requirements. The scores will still be correct.

If you wish to change the boards per round after creating a game, you must create a new game.

Entering results from paper travelers

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 (*e.g.* 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 *e.g.* one result ahead of the one which BriAn 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 BriAn thinks are unlikely will be highlighted in **red**. BriAn 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 *e.g.* 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”. BriAn will communicate with the internet for up to 30 seconds.

When finished, BriAn will present the publication screen.

Publishing and uploading your results

BriAn 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 BriAn app publication screen. Each upload is based on a short form which needs to be filled out. When you fill in each form, BriAn may suggest values for some of the information, based on what you have entered in the past. If BriAn’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 offending 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, e.g. “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, e.g. “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, e.g. “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 *e.g.* 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 *e.g.* 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 *e.g.* **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 www.brianbridge.net, and log in using your slot name and password.

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 (not your BriAn slot name and password).
 - 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.
 - If you are interested in what the uploaded file looks like, click "Download".
- **Html/pdf:**
 - Click on the "html/pdf" button.
 - Enter the director and event names in the text boxes in the form on the left.
 - Optional: Type a comment to appear at the top of the published results, *e.g. 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!*
 - 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.
 - Click "Preview" to check your results.
 - Click "Download to fetch the html or pdf to your computer. You can then circulate this or otherwise publish it.
- **EBU:**
 - Click on "EBU P2P file".
 - Fill in the form.
 - To submit directly to the EBU, click on "Upload".
 - 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:**
 - Click on "SBU MEMPAD file".
 - Fill in the form.
 - 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.
 - If you are interested in what the uploaded file looks like, click "Download".
- **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.

Payment and the credits system

You pay for the server time to run a game using “credits” from the credit balance on your slot.

The annual payment scheme is the cheapest way for a club that has a regular weekly, bi-weekly or monthly schedule to buy credits is the annual payment scheme. This involves an up-front annual payment of £15 per weekly or weekly equivalent table.

The annual payment is capped at £180; this is the maximum amount that needs to be paid by a large club.

On receipt of your annual payment, BriAn will fund your slot with sufficient credits to run a year’s worth of your club’s events, with a bit extra for one-offs.

The alternative to annual payment is *ad hoc* payment, where you fund your credit balance by making an online payment from your main account screen on logging into www.brianbridge.net.

100 credits is worth approximately one British pound, but you get a progressively better rate if you buy more at once. Regular *ad hoc* customers also benefit from a loyalty scheme as described below.

Games are valued according to their size (the number of boards, tables and rounds) as follows:

	Small game: 2-10 tables	Medium game: 10½ - 20 tables	Large game: 21½ - 30 tables	Huge game: More than 30½ tables
Credits per traveller line	3	4	5	7

When you create a game, BriAn will show you its calculated credit cost. However, these credits will not be deducted from your balance until and unless 50% of the results have been entered. So if you made a mistake and want to re-create the game, or if your game has to be abandoned early on, your balance will not be diminished. If you create a game, and subsequently remove half a table, or remove an entire round from the movement, the credit cost will be reduced to reflect the change, **provided** you make your changes before the billing point of 50% result entry.

The credit cost is based on the number of scheduled results in the movement, not the number of times a result is entered. Repeatedly cancelling and re-entering a result, or adjusting it to *e.g.* “No play” has no effect on the credit cost of the game.

Example game prices

- **2-table 15-board Howell: 90 credits** (30 traveller lines @ 3 credits)
- **6-table 24-board Hesitation Mitchell: 432 credits** (144 traveller lines @ 3 credits)
- **14½-table 30-board Mitchell, 14 rounds of 2 boards played: 1,568 credits** (392 traveller lines @ 4 credits)
- **48-table 24-board café bridge, 7 rounds of 3 boards played: 7,056 credits** (1,008 traveller lines @ 7 credits)

New slots are primed with a credit balance of 1,000.

Managing your credit balance

You have access to an up-to-date formatted statement of credit purchases and deductions. Log into your slot at www.brianbridge.net and click **View** or **Download** next to Activity.

Loyalty factor

Regular purchases will result in an increase to the slot’s “loyalty factor”. The loyalty factor starts at 1.00, and acts as

a multiplier to the nominal credits purchased. So when an account whose loyalty factor is 1.2 makes a nominal purchase of 2000 credits, its balance will in fact be increased by $2000 \times 1.2 = 2400$ credits. A large bridge club using BriAn for most of its duplicates can expect a loyalty factor of 2.

Redeeming credits

Ad hoc customers are entitled at any stage to redeem unused credits in your account, at a rate of 85% of the money which you originally spent on those credits. This includes an administration fee. We will try to honour your preference in terms of how you would like to be paid. Credits bought most cheaply (*e.g.* because of loyalty factor) must be redeemed before others.

Game settings

This section deals with the choices, options and parameters available for an event, *e.g.* 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 BriAn’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, *e.g.* 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 *e.g.* **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 *e.g.* 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** – **allowed** by default. Players can change the pair number or table number associated with their device during the game.
- **Player/team names** – changeable **always**, just **during the first round**, or **never**. Default setting is **during the first round**.
- **Quick-adjust button** – **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 *e.g.* “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 *e.g.* “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”. BriAn 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 *e.g.* 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 BriAn’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** – 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 for 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 (e.g. 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.
- **Section table names:** In multi-section games, you can choose to add a letter to the table number to identify its section (e.g. 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 e.g. 21, 22 (if adding 20 per section).
- **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 on brianbridge.net. Log in to the website and click Settings->Game actions->Lock or unlock.

The director login and password

Your director password is the same password as for your BriAn slot 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 password

You can change the password either using your phone, or by logging into your account on brianbridge.net.

To change your password using your phone, log in as director, then tap “change password”. Tap-type your new password.

To change your password on brianbridge.net, go to the site and log in using your slot name and password. Fill in the password change form on the right-hand side of the main window area.

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 results pages for the game so far
- Change the director password

Hand diagrams and analysis

If you have access to an electronic deal file for your game, BriAn 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, BriAn 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

Log in at brianbridge.net. 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.

BriAn 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.

Since the available tricks calculation may take up to 20 minutes, it’s advisable to upload the hands well in advance.

Deleting a hand record file

If you are running a game without hand records, click on “Delete current”, otherwise BriAn will wrongly use the most recent hand record file you uploaded.

Player database

Your BriAn slot comes with a player database, which stores the names of players who have taken part in games in your slot. 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, *e.g.* a club number, an EBU number and an ACBL number.

Player ids are an important component of BriAn'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 BriAn uploads to national federation masterpoint aggregating servers.

Editing the database

The player database can only be edited at brianbridge.net.

Log in at brianbridge.net. 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 a 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

BriAn 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

BriAn allows you to import and export your account database, either to BriAn’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 BriAn database. You can use this file to populate the database of another BriAn 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 BriAn 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 BriAn is similar in most respects to running a non-Swiss event. This section describes the extra operations needed to run a Swiss event in BriAn:

- **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 up to 90 tables and up to 20 rounds are supported.

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 teams only):** In the case where there is an odd number of teams, the three teams in the triple can complete their triangular match in the space of one round, by playing half the number of boards as the non-triple teams (**Short triple**), or they can play their match over two rounds (**Long triple**).

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 individual 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, BriAn 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 it 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 using 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 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: BriAn’s draw algorithm tries to prevent play against opponents who have been encountered in a previous round. Likewise, it tries to prevent pairs having to play in a triple more than once. However, these are sometimes unavoidable, particularly with few tables and many rounds.

Scoring method: BriAn 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: BriAn 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.

Common questions from players

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

Someone else at my table also has BriAn on their phone. Which one of us should score?

It doesn’t matter as far as BriAn 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 BriAn 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 the the centre of the screen.

If only one player enters the scores, other players with BriAn 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 BriAn on my phone. What should I do/did I lose all my scores?

Nothing is lost – the player should just start BriAn 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 “Duplicate client” followed by “Enter round”.

Will using BriAn cost me a lot in data packet fees?

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

I put the names for my pair into BriAn 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 mobile internet
- 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 BriAn

Make sure the device is using the most recent version of BriAn. The phone should notify its owner if an update exists. Encourage your players to respond to these messages, and to keep their version of BriAn 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. BriAn 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 BriAn is still comfortably visible as soon as you take delivery of a tablet. BriAn will then remember this setting and you will not have to adjust it again.

When BriAn 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". BriAn 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.

Slots

A slot is an account on BriAn's server, www.brianbridge.net. With a slot, 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 is paid for via your slot *via* an easy-to-use and transparent credits-based system. If you run out of credits, the ability to create games and upload hand records will be suspended until you buy more. The slot 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.

How do I get a slot?

Go to brianbridge.net and click on "Account/pricing". Fill in the form for an account. You will be sent a password to the E-mail which you specified (if this doesn't happen please get in touch).

You now have a slot account. You can log in to brianbridge.net, upload hand records, and create a game.

If you wish to buy more credits, log in and look for the "buy credits" button next to the expiry date. Click on this and follow the instructions for electronic payment.

What if I am about to run a game and I discover I do not have any credits?

This shouldn't happen, since BriAn will have warned you when you have less than 1000 credits left, which is enough to run a very large game. Nonetheless if you buy more credits, your account will be credited immediately and you can create your game without further ado.

The Trump-o-Tron

The trump-o-tron is a solution for clubs who find that they are not able to keep enough devices connected to the internet. Based on Raspberry Pi technology, the trump-o-tron is a computer roughly the size of a bidding box. It generates its own WiFi network, and accumulates and manages game data in just the same way that our internet server brianbridge.net does.

Players use the same devices and app for a Trumpo-tron game as they do in a normal brianbridge.net game. Game administration is almost completely identical.

There are two main differences when running an event with a Trump-o-tron:

Wifi: During the game, the Trump-o-tron's WiFi network must be used by all devices, including phones.

Webpage address: The Trump-o-tron has a copy of the brianbridge.net website, for game administration e.g. on a PC. However the address 192.168.2.3 should be used, **not** www.brianbridge.net.

Game publication: At the end of the event, before finalising, an extra step is necessary to transfer the game data from the Trump-o-tron to brianbridge.net. This involves having access to one device running the BriAn app which can connect to the internet, and using that device as a stepping stone to relay the data. The procedure is as follows:

- Make sure the relay device is connected to the Trumpo-tron Wifi, and is **not** in director mode.
- Refresh to make sure all the scores are in.
- Disconnect the device from Trump-o-tron Wifi. Make sure it is connected to the internet, e.g. by browsing to brianbridge.net
- Return to the app and log in as director.
- Tap the yellow "To brianbridge.net" button. Wait for up to 20 seconds while it communicates
- Use the refresh menu option.
- Unplug the Trump-o-tron.

You can now finalise and publish the game as normal.

A Trumpon-tron can be obtained for £150 by contacting brianplaysbridge@gmail.com.