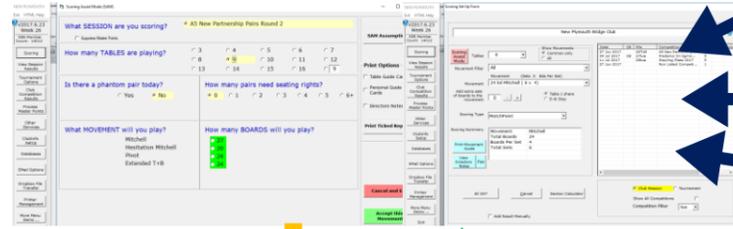


# COMPASS BRIDGEMATE SCORING SYSTEM ARCHITECTURE

## COMPASS SCORING PROGRAMME



**SCORERS SET UP SESSIONS**  
 Set table numbers and phantom  
 Select movement  
 Set board numbers

**SCORERS ADJUST SESSIONS**  
 Alter board order of play  
 Move – eliminate phantom  
 Close session early

**SCORERS AMEND AND POST RESULTS**  
 Amend names  
 Amend contract records  
 Apply handicaps  
 Calculate ladders  
 Apply penalties  
 Print and XML results

**Compass Scoring Transmits**  
 Table numbers  
 Boards to be played  
 Pair Movements  
 Player names

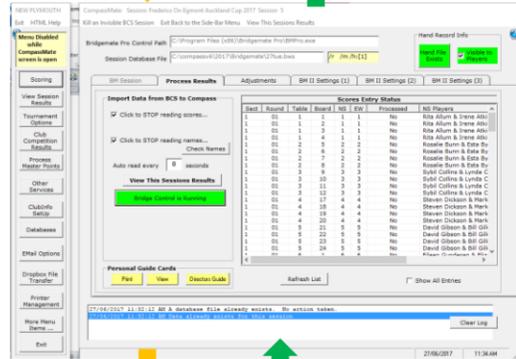
**Compass Scoring Receives**  
 Player numbers  
 Board results

**PLAYERS**  
 Enter player numbers  
 Check and amend names  
 Enter contracts and results  
 Change contract details of current round

**PLAYERS**  
 Receive names to play  
 Boards to play  
 Next table to move to

**DIRECTORS**  
 Enter "Did Not Plays"  
 Delete/amend scores from prior rounds  
 Reset BM

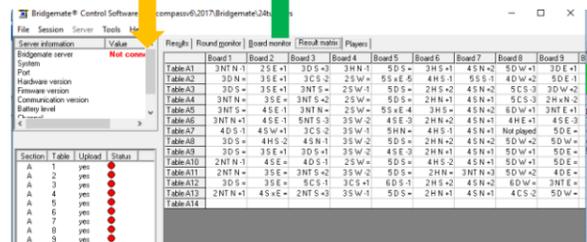
## COMPASSMATE



**Compassmate Transmits**  
 Table numbers  
 Boards to be played  
 Pair Movements  
 Player names  
 End of session

**Compassmate Receives**  
 Player numbers  
 Board results

## BRIDEMATE CONTROL SOFTWARE (BCS)



BCS Receives player numbers and board results

BCS Transmits  
 table numbers, board numbers, pair movements, player names and of session

## BRIDGEMATE



**Bridgemate Server Transmits**  
 Table numbers  
 Boards to be played  
 Pair Movements  
 Player names

**Bridgemate Server Receives**  
 Player numbers  
 Board results

## BRIDGEMATE SERVER

