

Bridge Scorer V3 — User Handbook

A complete guide to running a duplicate bridge session with Bridge Scorer V3. Written for the director, but clear enough to hand to anyone else who might need to run a session.

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1. What this is and how it works

Bridge Scorer V3 runs entirely on one laptop (the “server”) over your local WiFi — no internet connection is needed once it's set up. Players register and score on their own phones; the director runs everything from one control screen.

The core idea: each device represents one *pair*, not one table. Register once at the start, and from then on your phone automatically tells you where to go each round — “Table 2, sitting East/West, boards 7–9, versus Pair 4” — with no re-selecting a table every round.

2. First-time setup

1. Copy the whole `bridge-scorer-v3-package` folder onto the laptop — every file, including `node_modules` (large, but it's what lets this run offline without ever needing internet, even to install anything).
2. Double-click **start-bridge-scorer.bat**. If Node.js isn't installed, it'll tell you exactly what to do (a one-time install from nodejs.org — choose the “Windows Installer (.msi)”).
3. It opens two windows: a small one that finishes and can be closed, and one titled **“Bridge Scorer V3 - SERVER”** — that's the one to leave open while playing. Your browser opens automatically to the Director page.

4. The first time, Windows may ask to allow “Node.js JavaScript Runtime” through the firewall — tick **both** Private and Public networks, then Allow. Skipping this means phones can’t connect even though the server itself works fine.
5. Double-click **create-desktop-shortcut.bat** once — adds a “Bridge Scorer V3” icon to the Desktop so every session after this is one click, not a folder-hunt.

From here on, every session just starts with that Desktop icon.

3. Starting a session

On the **Setup** tab, pick a movement from the list — filter by Howell/ Mitchell and Short/Long if it’s a long list. Each entry shows table count and pair count (e.g. “4T · 8P”). Click **Start session**.

Worth doing before players sit down: go to the **Players** tab and type in the names of everyone you expect — this builds a saved list so players can pick their name from a suggestion instead of typing it out in full when they register. It’s not required, and the list simply starts empty and grows over time if you skip this.

4. Registration

Share the **Scorer URL** shown in the sidebar, or click **Show QR code** so players can scan it. Each player’s phone opens to a “Who are you?” screen — tap your table and direction (North/South or East/West).

A single device can register more than one pair:

- If your partner doesn’t have a phone, tick “**Also enter names for the pair across the table**” to add their name too, from your device.
- If a whole table has no phones, tick “**I’m entering these names for someone else**” instead — this covers both names without binding your device to either pair’s identity, so you’re free to go register another phone-less table right after.

The tournament can’t start until every pair is registered — the Director’s Setup tab shows live progress and exactly who’s still missing.

5. Playing a round (the player’s phone)

Once the tournament starts, each phone shows its own assignment plainly:

Table 2

Round 3 of 7 · Boards 7, 8, 9

NS Pair 4: Mike & Sarah (*scorer*)

EW Pair 7: John & Kate

Tap **Start scoring**, enter the contract for each board. After submitting, you land on a **plain read-only summary** — the contract and score, nothing else tappable. That’s the safe screen to hand around the table for everyone to check, since a stray tap can’t change anything on it. Tap **Next** to move to the next board, or **Wrong? Edit this board** for a genuine correction.

When you finish your last board, you’ll see who’s headed where next — both your own pair’s move and whoever you just played against — plus how many other tables are still going, updating live as they finish.

A round can’t advance until **every** board at **every** table is in.

6. The Director’s screen, tab by tab

- **Setup** — choose and start a session; shows registration progress before the tournament begins.
- **Monitor** — a live grid of every table/round, showing which are fully scored, partially scored, or still empty.
- **Results** — current standings at any point in the session, ranked by percentage. Shows the session date and round. Has its own  **Print** button for a clean printout (hides everything except the standings).
- **Adjust** — manually correct a board’s score, either via the standard A+ / A / A- adjustment buttons (for a director’s ruling) or by typing an exact score directly. **Works both during play and after a session has finished** — genuine mistakes found after the fact can still be corrected, and the permanent record updates to match.
- **Traveller** — the full movement schedule (who plays whom, which table, which round) plus a per-board results view. Pairs with an active device show a  icon; a table/round where *neither* side has a device is flagged in red.
- **Players** — your saved name roster, used for registration autocomplete. Add names ahead of time, or let it build up naturally.

Sidebar buttons: Advance round (locked until every board that round is scored), End session (finishes early, or as a normal end-of-night close), Adjust score, Results page, and  **Past sessions** — a separate page listing every session that’s ever finished, each with its own print button (see section 8).

7. Handling a table with no phone

If a table ends up with nobody’s own device (both sides registered by someone else), the Traveller tab flags it with a red “ **NO SCORER**” for that table/round. To fix it: take a spare phone to that table, open the scorer URL fresh, and you’ll see a red “**tap to score here**” button for that pair — no need to re-type names, it already knows them.

8. Ending a session and getting results

A session finishes automatically once the last round is fully scored, or you can end it early from the sidebar. Either way, it's **saved permanently** to the archive — nothing is lost when you start the next session.

To view or print a past session: click  **Past sessions** in the sidebar, find it in the list by date, click in to see full standings, then  **Print results**.

9. Networking — getting everyone connected

Every device — the laptop and every player's phone — needs to be on the **same WiFi network**. Three ways to do this:

- **A cheap standalone router**, plugged into any wall socket — no internet connection needed on it at all. This is the most reliable option and avoids any device-count limits.
 - **The venue's own WiFi**, if it's reliable and doesn't have "client isolation" turned on (a setting that stops devices on the same network from reaching each other — common on some public/guest networks).
 - **The laptop's own Mobile Hotspot** — works, but Windows caps this at 8 connected devices by default, which may not be enough for a full club night.
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10. Keeping phones awake

The scorer app has a "Keep screen on" toggle, but it's a best-effort trick (this app runs over plain HTTP, not HTTPS, so the phone's proper "stay awake" browser feature isn't available — this is a workaround, not a guarantee). The more reliable fix is each phone's own setting:

- **Android:** Settings → Display → Screen timeout → longest option (or "Never" if offered)
- **iPhone:** Settings → Display & Brightness → Auto-Lock → Never

Worth doing on every phone before play starts, not relying on the in-app toggle alone.

11. Troubleshooting

- **"Refused to connect" on a phone** — check the "Bridge Scorer V3 - SERVER" window is still open, the laptop hasn't gone to sleep, and the phone hasn't silently switched to a different WiFi network (check its WiFi settings directly, not just that WiFi is "on").
- **"Address already in use" when starting the server** — an old server is still running somewhere. Look for another "SERVER" window, or open Task Manager (Ctrl+Shift+Esc), find "Node.js JavaScript Runtime," and End Task it.
- **A file change (movements, a fix, etc.) doesn't seem to have taken effect** — the server only reads its files once, at startup. Overwriting a file on disk does nothing until you close the SERVER window completely and start it again.

- **Registered names aren't showing as suggestions** — the roster starts empty on a brand-new setup and only remembers names once they've been typed at least once on that specific laptop.
- **A player's phone shows a "no internet" warning when joining the router/hotspot** — expected and harmless (this app never needs internet), just dismiss it; the phone will stay connected fine.