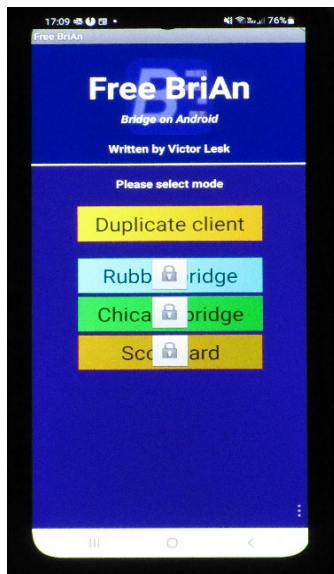


BriAn Duplicate Player Basics

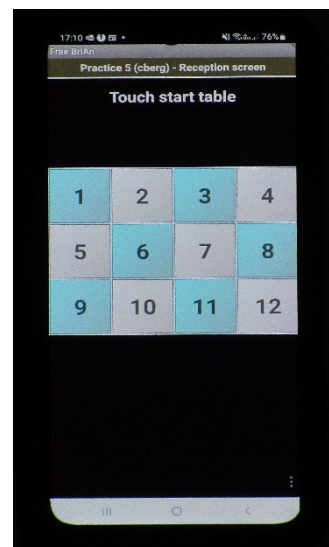
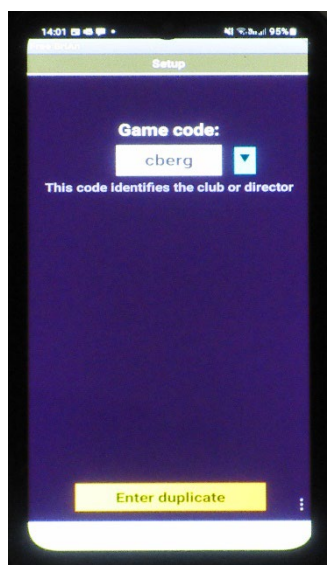
For Samsung. Apples replace some forward / backward icons with screen swipes

1. Download and install 'Free BriAn Bridge Client' from the Play Store (or equivalent).
2. Tap the BriAn icon to open it. You should see:

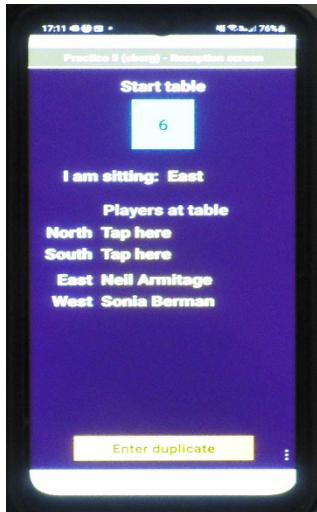


4. You now need to enter the 'Game code:' or the club code, e.g., 'cberg' which is the club code for Constantiaberg Bridge Club. If your last game on this App was at the same club, then the club code will likely be the default. If not, then you need to change it to the new club code. Tap 'Enter duplicate' to get into the game. Note that if the Director has not yet created the new game you will likely be prevented from going any further until such time as the new game is 'live', whereupon you should see something looking like this:

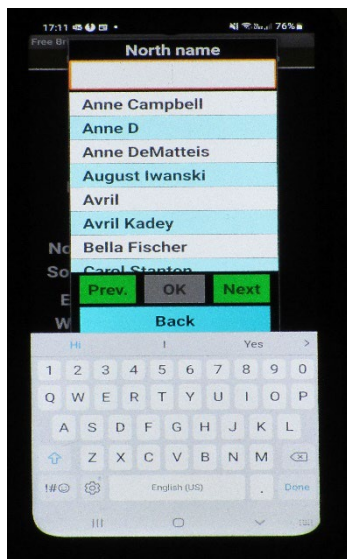
3. Tap 'Duplicate client'. You should now see something like this:



5. Tap on the number of your table. You should see something like this:



6. **It is crucial that you tell your device where you are on the ‘I am sitting’ line.** The default is North; if you are not sitting North, then tap the direction tab repeatedly until it shows your position – in this screenshot I am sitting East. If you don’t do this, you will confuse the App that will be presented with multiple players supposedly starting in the North position! The names of the players are then added in one by one by tapping on ‘tap here’ next to each position. This brings up a screen looking like this:



7. Start typing the person's name. If the person’s name is already in the system, it can be selected from the drop-down

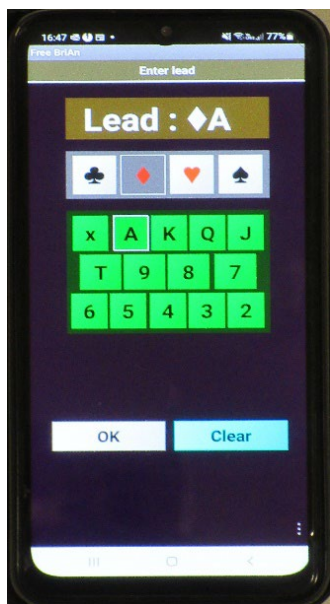
list. Otherwise, it must be typed in. Please use full names so that the results can be readily imported into Pianola later. Note that once you have linked yourself to a position, your name should thereafter appear on the bottom of the screen by ‘Device carried by...’. If it doesn’t, then you must correct it by tapping ‘Tap here’ and selecting your name.

8. Once you have sorted out who is playing, tap ‘Enter duplicate’ to commence scoring the first board:

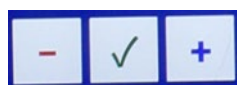


9. Enter the contract indicating the Declarer direction. A doubled contract is indicated by adding an X, a redoubled contract by adding an XX, and ‘All Pass’ / ‘Pass Out’ by simply tapping PO. The contract can be inserted by anyone – or everyone – but if there is disagreement this will show as an error that must be immediately corrected by clearing and re-entering. It is a good idea to let North be the first to enter the contract and score as it is their responsibility to get it right. The others can then check.

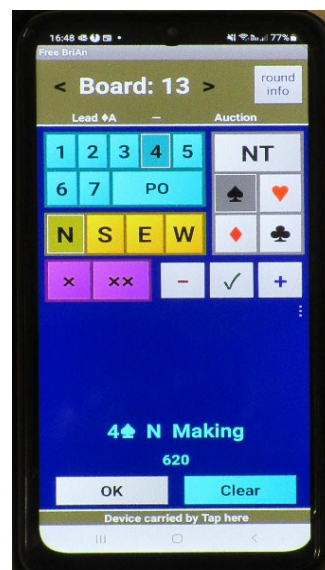
10. To add the lead, tap on the 'Lead' icon above the numbers to get the Lead screen and press OK when done (Clear to correct a mistake). Take care not to press '<' instead of 'Lead' as this could lead to the awkward situation of you scoring the wrong board. You may navigate between each board in the round using '<' and '>'.



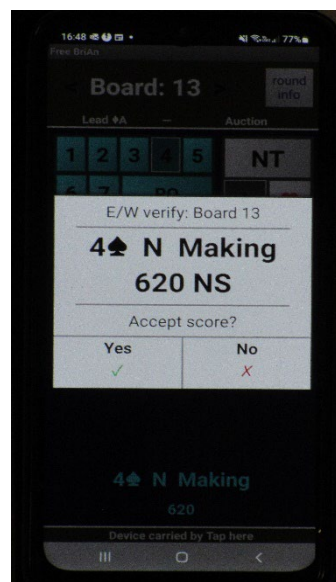
11. Once the board has been played, you may enter the result by pressing one of:



12. If the contract is 'Making', tap the tick. Otherwise keep tapping the minus or plus signs until the requisite number of under or over tricks is displayed.

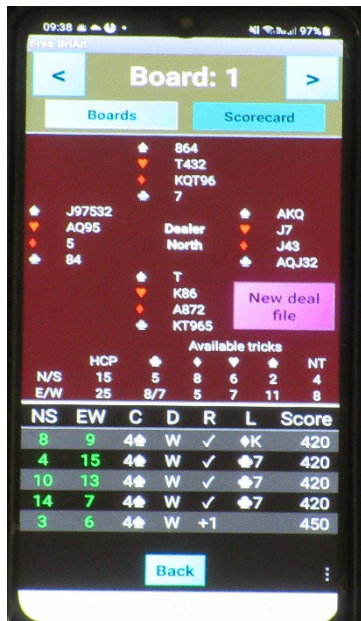


13. If there is a problem, tap 'Clear' and fix. If several players at a table are scoring and there is a disagreement in the contract entered, the App will usually stop further action with a 'Conflict' message calling for a thorough check of everyone's entry and immediate resolution. Once everyone is happy, tap 'OK' and you should get something like this:



14. This screen provides yet another opportunity for players to check they are satisfied with the contract and the

result. Get your opponents to tap ‘Yes’ on your phone if they agree, ‘No’ if not – upon which you will be taken back to the previous screen to fix. Once you have all agreed the score and ‘Yes’ has been tapped, you are shown how everyone has done on the board to date with details of the hands if available:

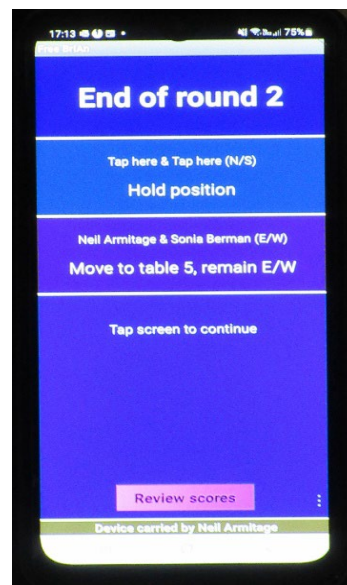


15. Tap (or swipe) back to get to the next board.

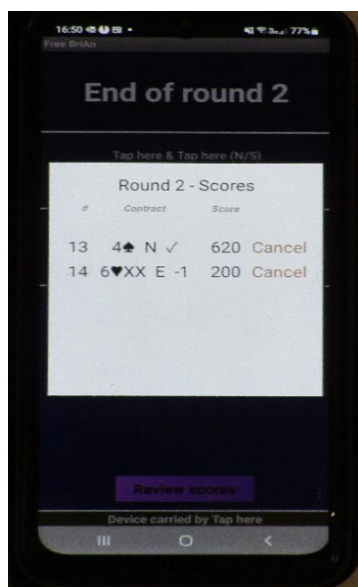
16. Sometimes, cell phones can be a little slow to pick up the latest information from the server and the phones show confusing information. If this happens, select the ‘Refresh game’ icon that appears in the menu at the bottom of the screen. If there is no menu at the bottom of the screen, look for an icon to bring it up or otherwise, tap the triple dot icon that is visible on the bottom right of the screen to bring up the additional menu. This additional menu also allows you to see how you are doing by tapping ‘Rankings’ or ‘Results’, and where everyone – and the boards – should be for each round by tapping ‘Movement’.



17. The boards in each round are played one by one until the end of the round where you will get a screen like this that gives you instructions on where to go next:



18. This screen is also your last chance to fix errors by tapping ‘Review scores’ whereupon you will be presented with the Apps understanding of the contracts made on each board in the round:

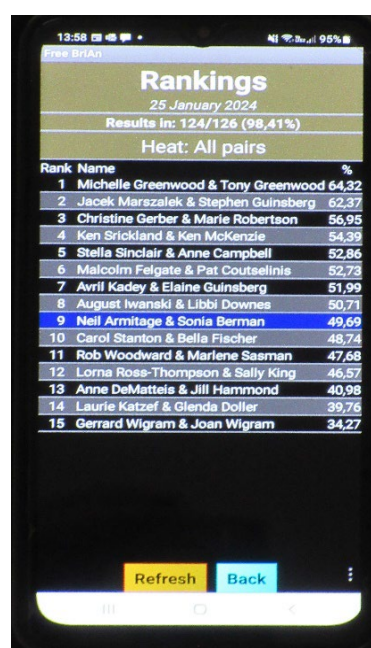


19. Tapping ‘Cancel’ next to any problematic score will take you back to the board scoring page to allow for correction. When you have accepted the new contract, you tap ‘OK’ to go back to the ‘End of Round’ screen and notification of where to go next. Failure to correct a score before moving into the next board / round usually leads to the App blocking progress on a fellow player’s cell phone i.e., with a ‘conflict’ message. If this has not been resolved before the players have moved to the next round, it will require the Director’s intervention to sort out. One of the strengths of the App is that if everyone is entering the score, the App will immediately pick up disagreement for rectification and the chances of a mistaken entry are minimised.

20. Sometimes multiple input errors and/or omissions cause the App to ‘lose its place’. This can often be sorted out by exiting the App (keep pressing ‘<’ at the bottom of the screen until asked whether you wish to ‘Quit BriAn’) and then promptly re-entering it. You will be informed you are late and asked for

your pair number. Hopefully, submission of your pair number will put you in the right place with the correct scores to that point being supplied by your opponents.

21. You continue until you have completed all rounds. You can review your performance at any point by clicking on the triple dot and tapping ‘Current rankings’ when you will see something like this:



22. Eventually you will come to the end of movement closure screen (or the Director will simply tell you to stop) whereupon you may review your performance in ‘Rankings’ or ‘Results’ (tap triple dot to bring up the additional menu if necessary) before closing the App.

Neil Armitage
26 February 2024