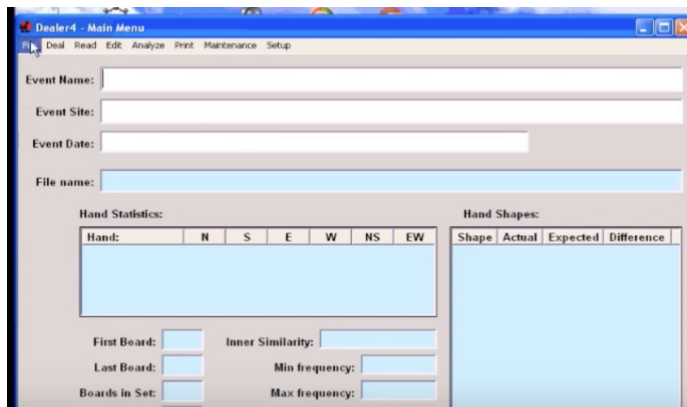


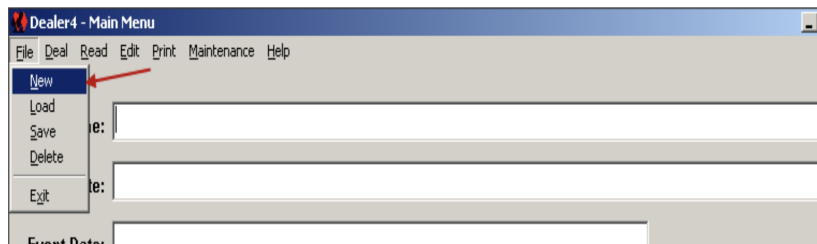
Using the Dealing Machine

A. Set Up

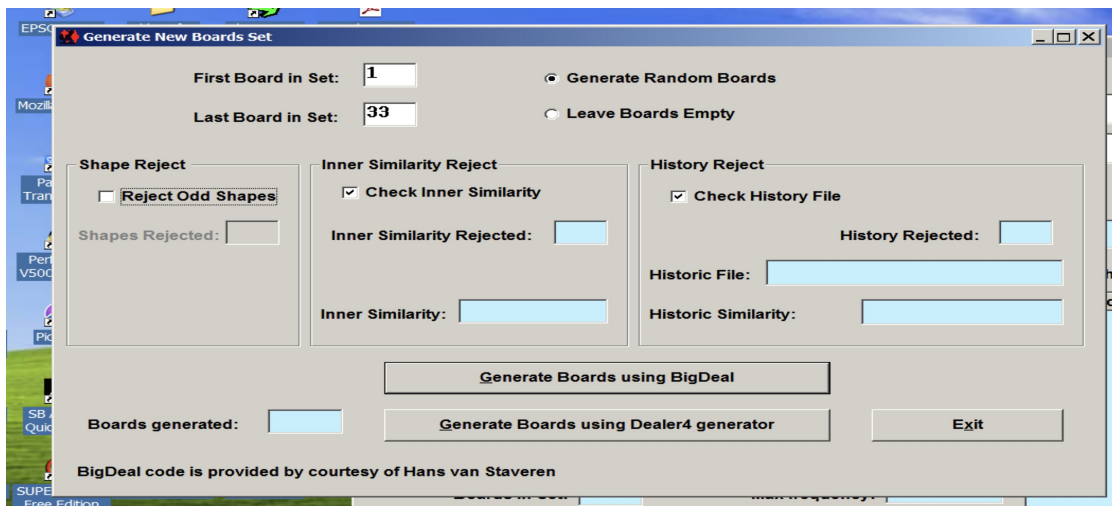
1. Plug in the computer and start it (the start button is on the top right hand side of the computer). Don't worry about any of the options it gives you at the beginning to register and set up security. Click on the X to shut any of these down to get to the home screen.
2. Plug in the dealing machine.
3. Connect computer to the dealing machine with the white cable USB connector. (The USB connectors on the computer are on the lower right hand side of the lap top.)
4. **Start the Dealer4 software.** Up will come this screen:



5. To generate a new set of boards for our group to play. Click on the “File” Menu, then select “New”



6. This will bring up this window:



We usually make up 33 boards (enough for 11 tables). So make sure the “First Board in set” is set to 1, and the “Last Board in set” is set to 33.

Generate random boards should be selected.

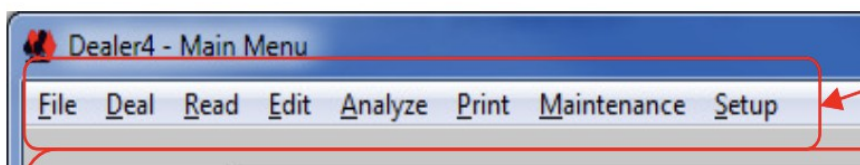
The options for: Reject Odd Shapes; Inner Similarity Reject; History Reject are already pre-selected. We usually choose to reject boards that have Inner Similarity and that are similar to one's our group has played before.

Once the selections are made, choose either Dealing option to generate the boards (both are fine :)

Then click on Exit (bottom right of the window) and you will be back at the Main Menu.

7. Analyzing the Hands

FUNCTIONS CAN BE ACCESSSED.



We need to include the double dummy analysis that shows up in the posted scores.

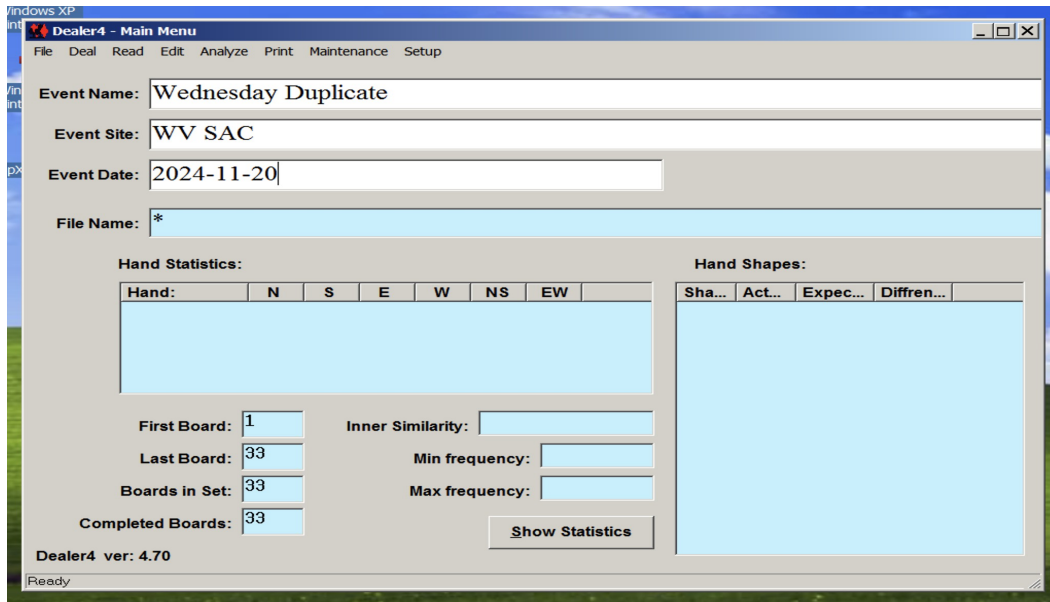
To do this, select “Analyze”

8. Entering Event Information

Next, fill in the boxes on the Main Menu to describe our game and when it is played.

The Event Date is the date the hands will be played.

Don't worry about File Name. This will be automatically entered when you save the File.



The screenshot shows the Dealer4 Main Menu software interface. The window title is "Dealer4 - Main Menu". The menu bar includes File, Deal, Read, Edit, Analyze, Print, Maintenance, and Setup. The main form contains the following fields and sections:

- Event Name: Wednesday Duplicate
- Event Site: WV SAC
- Event Date: 2024-11-20
- File Name: *
- Hand Statistics table with columns: Hand, N, S, E, W, NS, EW.
- Hand Shapes table with columns: Sha..., Act..., Expec..., Diffren...
- First Board: 1
- Last Board: 33
- Boards in Set: 33
- Completed Boards: 33
- Inner Similarity: [empty field]
- Min frequency: [empty field]
- Max frequency: [empty field]
- Show Statistics button

At the bottom left, it says "Dealer4 ver: 4.70" and "Ready".

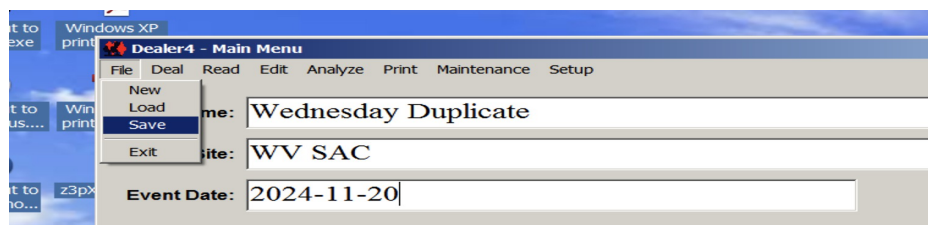
9. Saving the File

We need to save the hands as a *.pbn file (so that the director can import it into the bridge software to create the results that are posted online.)

Insert the white thumb drive into a USB port on the right side of the computer (there are 3 USB ports towards the front on the computer, on the right hand side - any will do.)

(The thumb drive is stored with the bridgemates. It will be in the bridgemate case in a slot on the upper right side.)

On the Main Menu, select "File" and then select "Save"



This will bring up a window allowing you to direct where the file will be saved.

This should automatically be to the E Drive that holds the Thumb Drive.

Name the file by the date that it will be played. For example, if you are making the hands up on Nov. 20th, then they will be played Nov. 27th, and you should type: 2024-11-20

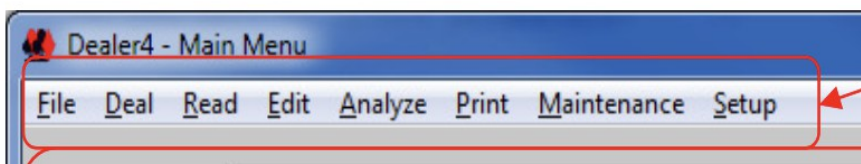
The program will suggest saving this as a *.pbn file, which is correct.

Click on “Save”. (You can now remove the thumb drive and make sure this is put back in the bridgemate case in the upper right hand slot, so the director has it for next week).

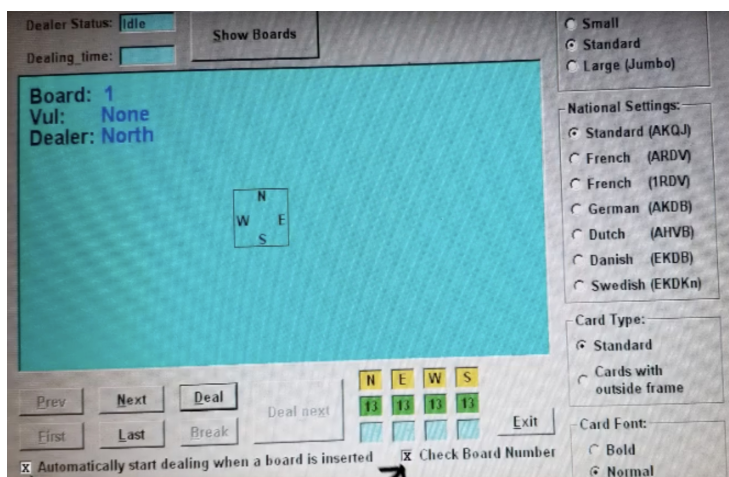
B. Physically Dealing the Hands Using the Dealing Machine

You are now back at the Main Menu.

FUNCTIONS CAN BE ACCESSSED.



1. Click on the Deal Menu at the top of the program Screen. You're now ready to actually get the dealing machine to generate the boards!
2. The read out on the Dealing Machine should now show something like this:



The box for:

“Automatically start dealing when a board is inserted” should be checked. Don't select “Check Board Number”

See the selections on the right hand side - these should already be pre-selected, so don't alter anything!

3. Open the boards and take the cards out of all of the boards. Make sure that if you stack more than one deck on top of another, they are different colours. And when placing decks in the dealing machine hopper, that they are different colours!
4. Place at least 2 decks in the hopper of the machine.
5. Remove the inset where the board is to go - we only need this to be in the machine for the one board that won't open, and when we put the machine away.
6. Insert the first board into the Dealer 4 machine (top is towards you).



7. Press start on the Dealer machine and it deals the cards into the hand slots. Remove, close the top of the board, and insert the next board. The Dealing machine should automatically start. If not, Press Start on the Dealing Machine.
8. Continue until all boards are done.
9. You've now done the boards for 1 section. If you have 2 or more sections (which we have) you have to do the same process for the next set of boards.

C. Troubleshooting

1. If the dealing machine reports an error, check the computer to see what kind of error it is. DON'T REMOVE the current board until you are sure all cards have been dealt.
2. Usually it will be a card reading error. Remove the cards in the hopper and see the condition of the bottom card. It might be bent, or have a smudge of dirt on it, or be slightly out of position, or have not enough weight on it. All of these will generate a "Card Reading Error"
3. If the card looks fine, or needs to be repositioned, replace the cards in the hopper and select on the computer the "Continue" option. Usually the deal for the board will now complete. If it doesn't, remove the cards from the current board, place them aside, and start again with a new deck. In this case, you will need to select the option on the computer that allows you to start again.

4. (There are lots of things that can go wrong, and problem solving can actually be a lot of fun. I will try and add more information here as we have more experience.)