Correcting Player Names and Id Numbers

This chapter shows how to edit player information that is incorrect or missing. This is done via the **Players** tab in the **Section In Progress** form.

The following Section has 2 unknown players. For one the EBU Number is known, but not his/her name, whilst for the other there is a name but not an EBU Number.

## Simple Correction of Wrong Player

Select the player's name or EBU number and type to correct.

Alternatively double-click on the Player to display the **Players** form, and double-click on the correct player in that form.

Guest Player who Knows his/her EBU Number

Double click on one of the player's cells: the cell with the blank Name, red background, or the cell with the EBU No., green background.

Bridge Gem will try to retieve the player's name from the EBU. Whilst doing so the following message is displayed:
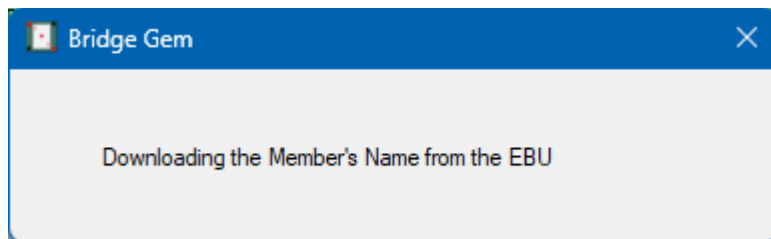
If successful the following message is displayed:-

The player is added to the Player Database as a guest and aded to the event

Player Name Known, but not his/her EBU Number

This situation may arrive if a guest player cannot remember their EBU Number, and the scorer has entered their name in the **Players** tab.

Double-click the player in the **Players** tab in the **Section In Progress** form. In this case the **Players** form is displayed. If the player is known or there is a near match, his/her name is selected:

Double click on the selected player in the **Players** form and the Player will be added to the Event overwriting the existing entry.

If the selected player is the wrong one, or the Player is not known to the Club, select **New** from the **Player** menu in the **Player** form to display the **New Player** form. Enter the player's name and other details as are known.

If the player does not know his/her EBU number, it, click on the **Update EBU Number** menu in the above form to retrieve it from the EBU website.

Bridge Gem will retrieve a list of EBU Members with the same, or near same, surname as the player.

There may be many of these (hundreds) if the surname is common. The names of the candidate players are displayed sorted by first Surname, then Forename, and finally by Town. This makes it much easier to select the correct candidate.
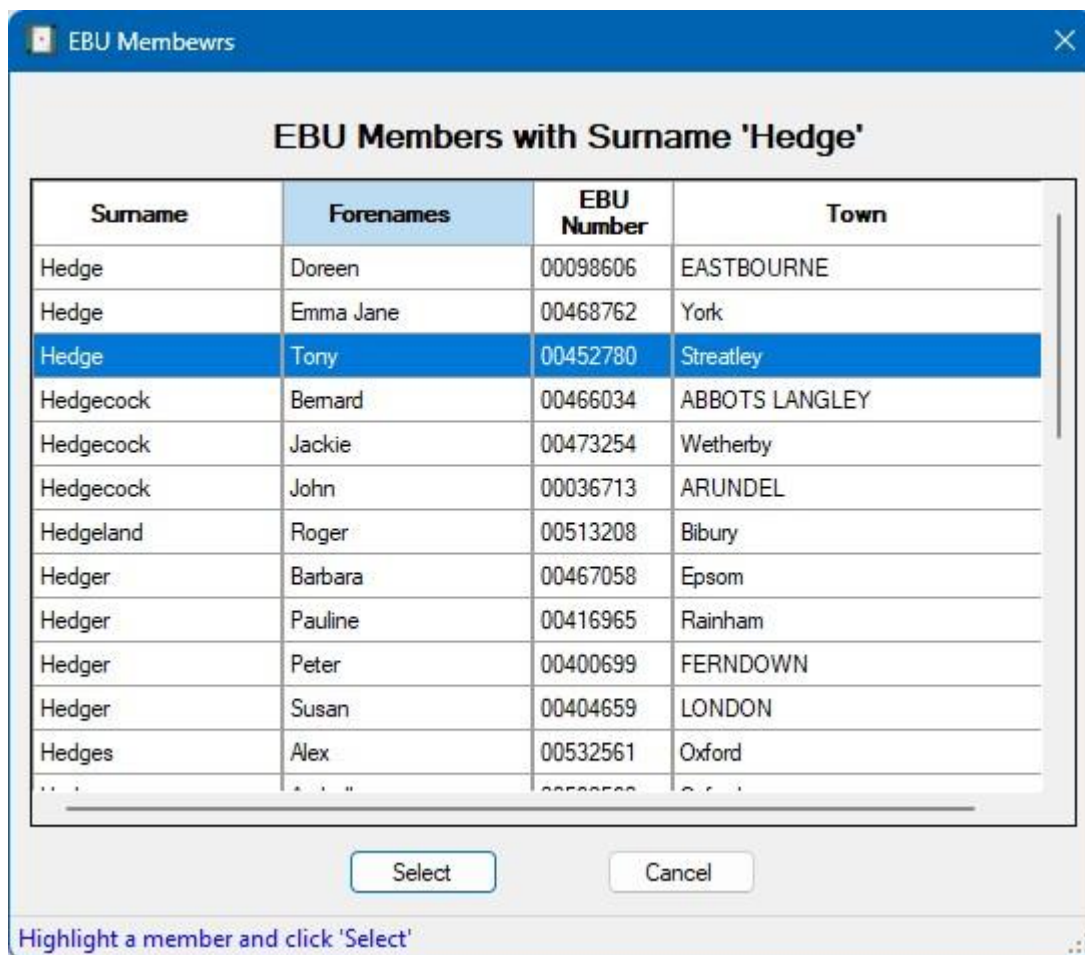
Scroll down the list of candidate players to find the one you want. Click on this candidate and then on the **Select** button. The EBU number is added to the player's details in the **New Player** form.

Complete the edit by clicking on the **Accept** button, and the new player appears in the **Players** form.

Once the new player is displayed in the Players form, double click on it to add the new player to the Event.

Tips for Manual Scoring (and Correcting Player Names)

When scoring Manually, as opposed to using a Wireless Scoring system like Bridgemate, the easiest way to enter Player Names into the **Players** tab is by **Double-clicking** on a cell (whether empty or not) in the **Players** tab in the **Section In Progress** form.

The **Players** form is displayed. **Double-click** on the required Player, the selected Player is added to the list of Players playing in the Event.

It is also possible to type the player's name (case insensitive) into the appropriate cell, or type the player's **EBU Number** or **Club Id** into the Id Cell.

The following keyboard keys allow navigation between cells in the Player's tab:-
- **Tab** and **Shift+Tab** navigate to adjacent cells and wrap onto the next row
- **Left** and **Right Arrow** keys perform a similar function to the **Tab** keys
- **Enter** navigates to the row below the current row and wraps at the last row
- **Up** and **Down Arrow** keys perform a similar function to the **Enter** key