Correcting Results

This chapter describes how to correct Results that have been entered incorrectly. This is done via the **Boards** tab in the **Section In Progress** form.

Select the Board number whose Result(s) are to be edited by clicking on the **Up-** or **Down-**Arrows in the **Board** control (found towards the top left of the tab). This may be done at any time.

Once the correct Board has been selected, there are 2 ways to edit a Result:-
- Simple Editing
- Advanced Editing

Simple and Advanced Result editing may be done at any time, even whilst an event is in progress and Results are being reported by the Results Reporting system.

Whilst an event is **in progress** and Results are updated on the **Boards** tab as they are received, it is simpler to use the **Advanced Editing** feature. However, once all Results have been received, it is easier to use **Simple Editing**, although not all the features of Advanced Editing are available to Simple Editing.

Note that both **Simple Editing** and **Advanced Editing**, if done whilst results are being received from the Result Reporting System, delay the display of further Results in the Boards tab.

Simple Editing

Let's imagine that Pairs 7 and 3 have entered their result for Board 1 incorrectly, and that the correct number of tricks made was '10'.

Simply click on **Tricks** column in the Result and overtype the '9' with '10'. Then **Tab** onto, or select, the next cell, to apply the edit. The new **Score** is displayed, and **Match Points** awarded to all the Board's Results are automatically adjusted if appropriate.

All columns other than the **Scores** and the **Match Points** columns can be modified in Simple Editing.

A Result may be 'Fouled' by typing '**Fouled**' or '**f**' (case insensitive) into the **Status** column.

If more than one column of a Result needs editing, select the next cell to be edited, or more simply **Tab** or **Back Tab** (Shift+Tab) between cells. The Pairs playing the hand can be edited if necessary.

To enter a 'Doubled' or 'Redoubled' contract append an 'x' or 'xx' (case insensitive) to the contract. Thus '6NTx' is 6NT Doubled.

Advanced Editing

To begin an Advanced Edit, **Double-click** on any cell in a Result.

The Result to be edited is displayed in the **Edit Result** form.

All columns other than the **Match Points** columns can be edited. As well as just simply editing individual cells in the Result, this form also allows the entry of **Artificially** Adjusted Scores, eg Ave+ (Average+), Ave- (Average-) and Ave (Average) and **Assigned** Scores into the **Scores** cells.

Board 1, Vulnerability None - Edit Result

| Pairs | | Bid | By | Lead | Tricks | Score | | Match Points | | Status |
NS	EW					NS	EW	NS	EW	
7	3	3NT	S	6S	9	400			6	

Remarks:

Weighted Score

NS Score	%	Apply To

Add   Remove   Apply   Discard

OK   Cancel

Edit score, can also be an Artificial Score, ie AVE(±) or an Assigned Score, or delete contents

An '**Artificially Adjusted Score**' is entered by selecting one of the **Score** columns and overwriting the score with:

- AVE
- AVE+
- AVE-

One of the above artificial scores must be entered in **both** teams' scores. Artificial scores are case insensitive.

An **Assigned Adjusted Score** is entered by overtyping the score in one or other of the Score columns.

A Result may be 'Fouled' by typing '**Fouled**' or '**f**' (case insensitive) into the **Status** column.

After completing the edit, click on the **OK** button.

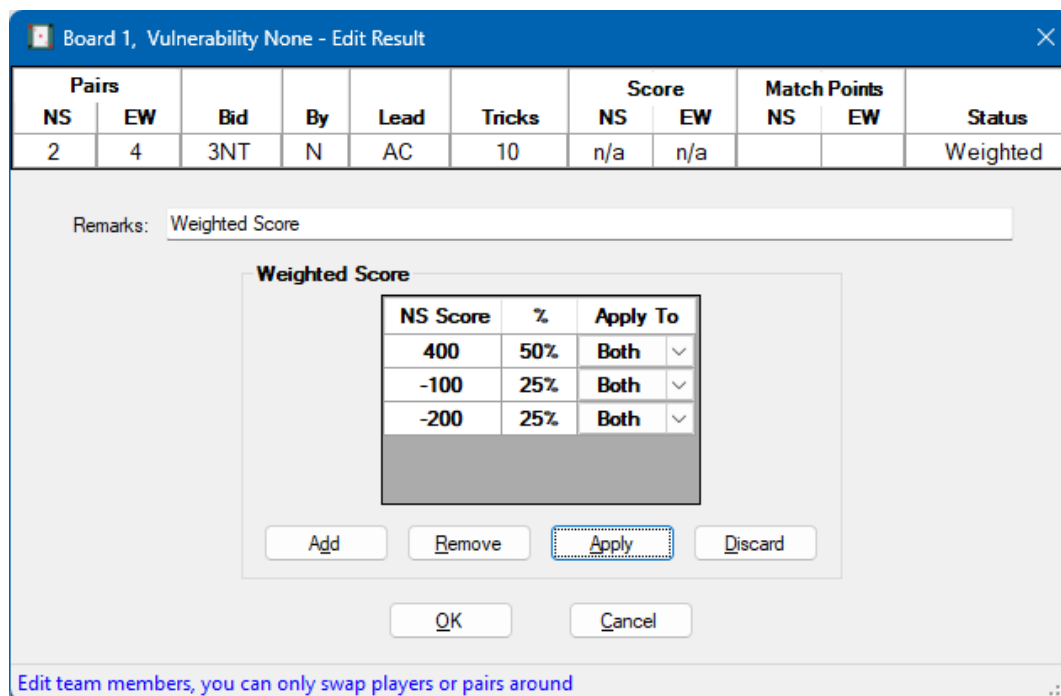## Weighted and Split Scores

Both **Weighted** and **Weighted and Split** scores may be entered via the **Weighted Score** groupbox.

Click on the **Add** button in the groupbox to add either a **Weighted** or a **Weighted and Split** score.

For a **Weighted** score, '**Both**' must be selected in the **Apply To** column. The same scores with the same weighting are applied to both teams' scores.

Continue to add Weighted Scores until the entries in the **%** column sum to 100%. See example below. When the **%** columns sum to 100% the **Apply** button is enabled and the Weighted score can be applied to the Result.

After clicking the **Apply** button, the Weighted score is applied to the result, its **Status** is set to 'Weighted', both Teams' scores to 'n/a', and the **Remarks** textbox is updated. See below.

For a **Weighted and Split** score, either **NS** or **EW** must be selected in the **Apply To** column. Scores and weighting are applied individually to either the NS team or the EW team according to the setting of the **Apply to** column. Both teams' percentages must sum to 100% before the **Apply** button is enabled.

Tips for Manual Scoring (and Correcting Results)

Using the Keyboard instead of the Mouse

When scoring Manually, as opposed to using a Wireless Scoring system like Bridgemate, the easiest way to enter Results is to use the **keyboard** rather than the mouse.

The following keyboard keys allow navigation between cells in the **Boards** 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

There is also a **Context Menu** (Right-click on a cell) available on cells in the following columns:-
- Bid
- By
- Lead
- Tricks

which allows whole Results to be **Copied**, **Cut**, and **Pasted** from one pair to another.

Thus, the easiest way to enter Results is as follows:-
- Navigate to a **Bid** cell using the keyboard or mouse
- Type <**Bid**><tab><**By**><tab><**Lead**><tab><**Tricks**><tab> using the keyboard only

This avoids alternatively clicking with the Mouse and then typing with the keyboard, which is very non-ergonomic.

The Score is automatically displayed.

Result Copy & Paste Facility

If there are several identical (or very similar) Results for a Board (which often happens), **Bridge** Gem provides a **Results Copy & Paste** facility:-
- Right-**click** any of the editable cells in the Result to be copied
  - Select **Copy Result** from the Context Menu
- Then **Right-click** on the target Result and select **Paste Result** from the Context Menu
- If the target Result is similar, but not quite the same, it can then be edited