

USING DEALMASTER PRO AND DEALER4

INTRODUCTION.

The **Dealing machine** and **Computer** to generate deals is used by various Bridge Club members to create Boards for play at club sessions. It is transported to their home and set up usually for a month at a time.

There is a **Printer** attached to the computer so you can print the **handrecords** once they have been produced.

The **Boards** to be re-dealt must be collected after each session, or arranged to be collected.

HARDWARE SET UP

<u>Instruction</u>	<u>Details</u>
Connect Laptop to Dealer4 Machine.	
Connect Laptop to Printer	
Connect Laptop and Dealer4 Machine to power	
Plug in the Mouse Dongle to the Laptop	
Plug in and Turn on all Power sockets	
Turn on the laptop and enter the password	Stayman
Turn on Printer	On button on front of Printer
Load Paper	Paper holder is at rear of Printer
Turn on Mouse	Underneath the mouse there's a switch

GENERATE THE DEAL FILE

Instruction	Details
On the laptop find Dealmaster Pro	Double Click
Select ' Create Random Deals for Club Play '	Click
Screen : Create Deals for Club Play	Select Non Batch Mode
Moveable Window : Number of deals to create	Set to 36 OK
Screen : Balancing Option (already set) to No Limits	Check
Screen : Balancing Option Opening Bid Option (already set)	Check 10 HCP OK
DEALS ARE GENERATED	Wait
Screen : Preview-Reject Opt	Continue
Screen :Statistical Summary	No
Screen :Output Options for Created Deals Create Session Name	In top window at Session Name create a Session name in the following format yymmdd_Dn_YI where yymmdd is todays date in that format Dn is the number of the deal you are embarking on today ...eg D1, or D2, or D3 YI is Your Initials So you might end up with a session name entitled 260129_D1_LC CLICK OK
Screen : OUTPUT Options for Created Deals (already set)	OK
Screen : OUTPUT Files Options (already set)	OK
Screen :Save As	Save in Window : Down arrow ensure directory is: DMPRO/HANDS In Name of BRI File key same as the Session Name you just created yymmdd_Dn_YI

	CLICK Save
Screen: Hand Record for four hands Compute Makeable Contracts (Already set)	OK
DEEP FINESSE IS CALCULATED	Wait
Screen: Print Hand Record for Four Hands Check 'Three Across' and 'Format 1'	Check 'Three Across' and 'Format 1' OK
Screen: HAND RECORD FOR ALL FOUR HANDS . (Already set)	OK
Screen: Printer	Select Canon TS7700 series Printer
Screen: In Printer Window Set Preferences Set Number of Copies	In PREFERENCES select 1 sided/2 sided booklet option. Choose 2 sided printing In Number of Copies select 16 copies OK/Print
Screen: Print Again	No
Screen: Save as Name of TXT file	Check "Save in" Panel shows directory as DMPRO/HANDS and enter the file name as before yymmdd_Dn_YI
Screen: Options for Text File of Hand Record/Browse File Data	Check Makeable Contracts for each deal (if available) OK
Close Dealmaster Pro	
Backup	No

DEAL THE CARDS USING THE DEALER4 APP

- On the Desktop of the computer find **Dealer4** **Double Click**
- Dealer4 main Menu Click '**File**' at the top and select '**load**'
- **Navigate to C:/DMPRO/Hands and find the yymmdd_Dn_YI.bri file you have just created** and double click it
- Check 36 boards were loaded **OK**
- **Click 'Deal'**
- Put 2 packs of cards in the dealing machine face down
- Insert the first board into the dealing machine – boards will deal automatically
- Repeat until all boards dealt
- Place all boards in a bag and place printed Hand Records on top
- If you are dealing a duplicate set reload the .bri file and repeat dealing process and then place a handwritten note on each bag if it is a duplicate set (DUP)

Load the HandRecords (TXT file) onto the USB stick

- Insert USB/Memory stick into computer. **There are two USB sticks – one for Busselton in a blue pouch and one for Dunsborough in a green pouch.**
- Double click to open Hand Record file on the desktop (on the desktop near Dealer4 and Dealmaster Pro)
- Navigate to the **.txt file** you have created for this deal and click to highlight.
- At top on menu bar click "**copy to**".
- In drop down box (middle left) click "**choose location**".
- In box of drop down options click "**STORE AND GO**" for Busselton. Click "**POCKET D**" for Dunsborough.
- Ensure the correct USB goes with the correct dealt cards – these are to be downloaded to the intended venue's COMPScore COMPUTER.

Please make sure the correct dealt cards and USB are handed to the person operating the computer at whichever venue the boards are being distribute to so they can be loaded onto the computer. This step is part of your dealing duties.

After download the files on the USB stick can be deleted. The USB must be returned to the dealing apparatus with the next bag of cards to be dealt.

In Busselton, The bags of boards that have been dealt are placed in the storage area at the Senior Citizens Centre.

In Dunsborough, the bags of boards are kept on the shelf in the Bridge Storage room. Duplicate sets are kept to the right hand side and single sets are kept to the left hand side of the shelf. (The storage room may be opened by one of the front desk attendants or it may be open if we are running a bridge session and you arrive after 12.00pm)

Closing Down

- Turn off Printer
- Turn off the mouse
- Turn off Laptop
- Turn off Power sockets
- Make sure bags of boards are distributed to venues as appropriate

V7 Updated: 22/08/2026 (L.Clayton)

Dealer4 Troubleshooting

This DEALER4 machine has operated for 10+ years and has been very reliable.

The video camera and the rollers need to be cleaned OFTEN, certainly after every deal, and also when some dealing issues arise and the program stops and gives an error message. These problems are mostly – 99% - caused by the deck of cards feeding through.

The other 1% is usually operator error.

Always check

- Correct board number corresponds to cards being dealt – use printout
- N,S,E,W counters are all GREEN and read 13 when deal stops – if OK, then proceed to next board.
- That there are cards in the hopper before you feed in the new board.

Common problems that cause a halt to dealing are

1 Card recognition Problem

This is the main bugbear, and usually caused by dirt on the card. The video reader uses infrared so sees dirty marks differently to us users.

Solution: clean the bottom card and reinsert to bottom of the pack. Hit **Continue** on screen

If the machine stops again, rotate card 180 degrees, reinsert card further back into the deck and continue.

If it stops again, replace the card from one of the spare packs, (Ensure that the pattern on the card is the same as the dud), re-insert pack and continue.

If it stops again, throw away the whole pack and break open a new pack (of same colour backing) insert pack and continue

Then: reset DEAL screen by going “prev” one step, then “next” one step until the correct board number is displayed. Then hit “deal” and reinsert board to be dealt into the hopper. New card decks are dealt very quickly as they are clean and shiny.

When the offending board has been completed check from the handrecord printout that the board has the correct cards.

2 **Duplicate Card Error** - has two possible cases:

- Genuine Duplicate Card Error - when 2 of the same cards exist in one deck.

Also in some situations if a card is missing (deck has only 51 cards) the machine may try to read the 52nd card from the next deck.

- One of the already dealt cards was read incorrectly as the current card. Unusual but possible.

This has to be considered as a Card Recognition Error but on one of the previously dealt cards.

The reasons for that will be the same as for a Card Recognition Error so proceed as for that.

3 **No Top Cover** - Top plastic cover is removed or not fully closed.

Solution: Close Top Cover properly cover and click Continue to deal again.

4 **Flip Plate Open** – this is the plate that opens when the board is inserted.

Solution: Make sure it is pushed closed.

5 **Card Jam Errors**

A Card Jam Error occurs when a card or something else is sitting inside the machine. It also occurs when cards are bent or have creases in them and they don't fit through the feeder gate.

Solution: Open the top cover and see if machine is empty. If there is a card inside - remove it.

If the machine is empty the problem may also be dirty photo-interrupter - clean the camera and the rollers and try again. If this continues, replace the pack with a new pack of the same colour.

6 **Other**

Other issues may well occur. You can always control the cards to be dealt by using the "DEAL" screen, but ensure the correct cards get into the correct board. On a good day it usually takes around 30 minute per bag of cards.

(First draft 29/1/23 PB)