



User Guide to Self-Scoring

Introduction:

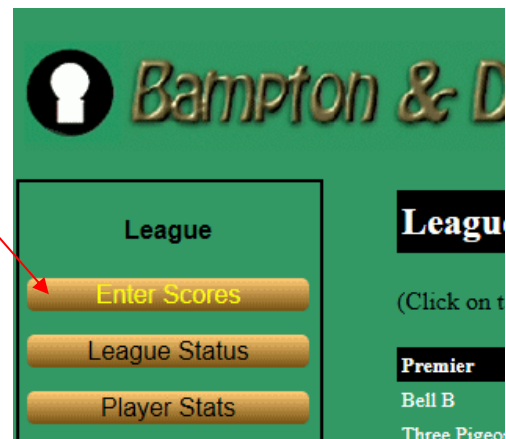
Self-scoring was originally trialled in 2011 season and is now standard procedure. The only reason to fill in a scorecard is to keep a copy (or photo) in case of a dispute. Please note that according to current rules, we require your scores to be entered no later than midnight on the Sunday following the match. Scoring is done by the home team.

Enter Scores

Go to the 'League' menu and you'll see this screen.

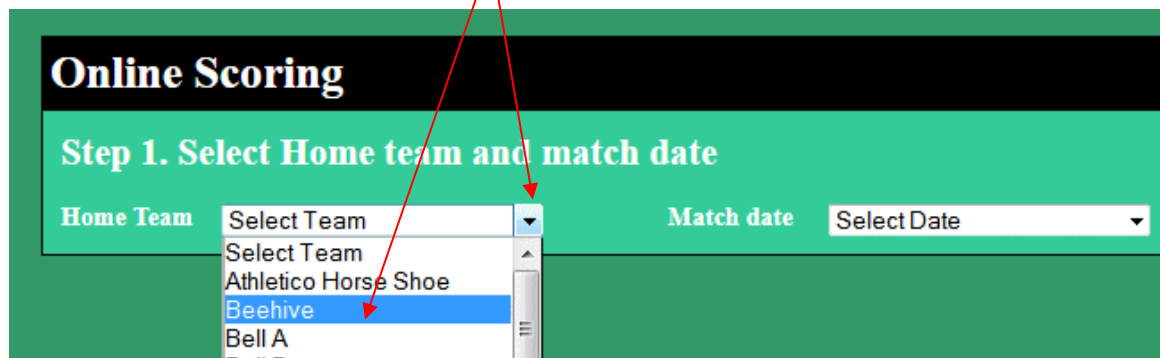
The top option 'Enter Scores' is active during the season.

Click to select it.



Step 1 - Select Home Team and Match Date

From the first drop down list, select the 'Home' team.





From the second list, select the date the match was due to be played.

Online Scoring

Step 1. Select Home team and match date

Home Team

Match date

Select Date
3rd May
10th May
17th May

(You may be entering a delayed match – the system will only recognise the date it was due to have been first played).

If you've inadvertently selected the wrong home team or match date, you'll get this message box:-

Match date 10th May

Error - please reselect

OK

Click OK and re-select as appropriate.

If you've chosen a match that's already been scored, you'll see this:-

Score date 10th May

Score already added – No need to proceed

OK

Click 'OK'. You can quit because someone else has already entered the match scores.



If both the 'Home Team' and 'Match Date' entries are valid, then the screen will update.

Step 2 - Add New Players

The display lists the players currently registered for both teams.

Compare the on-screen lists to the names on your scorecard.

Step 2. Add any new players
Here are the registered players, check your scorecard and add any not on your list.

Beehive	Cross Keys B
Adam Blizzard	Terry Crierie
Scott Bowhill	Mike Crierie
Kev Crouch	Ed Green
Lez Edwards	Sandra Huxtable
Darrell Fisher	Ricky Jones
Rob Illingworth	Chris Montgomery
Vicky Lowe	Steve Oakey
Phil Spencer	Jason Poole
Andy Webb	Dale Rainbow
Paul Webb	Thomas Richards
Steve Wixey	Lenny Sykes
	Jason Sykes

Add Player: First Name Last Name Add
Gender: M F

Add Player: First Name Last Name Add
Gender: M F

Continue

If ALL names on the scorecard also exist on-screen, then click 'Continue'.

If not, then add any new players as follows:-

In the appropriate column, click in the First Name box and enter the player's first name.
Press the 'Tab' key and enter their last name.

Gender is set to 'M' by default (being the majority of players) - change if required.
Click 'Add'.

Repeat for additional players.

Do this for both teams if required.

When complete, click 'Continue'.

Please don't enter nicknames – consult with the other captain if necessary.



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Step 3 - Enter Scores

The screen changes to show a scoreboard form, similar to the printed scorecard.

Using the actual scorecard as a reference, click on each 'Player name' drop down in turn and select the appropriate team member, so that they occur in the same order as the printed scorecard.

Step 3. Select Players, Beehive

Player name
Andy Webb
Phil Spencer
Steve Wixey
Scott Bowhill
Kev Crouch
Select player
Select player
Adam Blizzard
Scott Bowhill

Repeat for the visiting team.

After selecting all players, click here to start entering scores.

Step 3. Select Players, then enter Scores Beehive

Player name	1	2	3
Andy Webb	2	1	1
Phil Spencer	3	2	1
Steve Wixey	0	1	1
Scott Bowhill	0	2	1
Kev Crouch	1	2	1
Adam Blizzard	0	2	1
Legs		2	

Enter the first player's Leg 1 score and press the 'Tab' key. Enter their Leg 2 score press 'tab' etc

For a zero score, remember to enter '0' not 'X'

When you've entered the entire Home team's scores, press 'Tab' again to get into the 'Legs' box. Enter the number of legs won.

Press 'Tab' again and repeat for the visiting team.

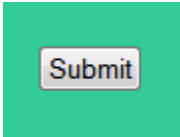


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You can click the mouse in each box in turn, but it's much quicker to use the 'Tab' key. Each press of the 'Tab' key moves the cursor to the next input box. If you tab too far, use 'Shift + Tab' to go back.

Check the scorecard *carefully* against the screen and when you're happy, click on 'Submit'.

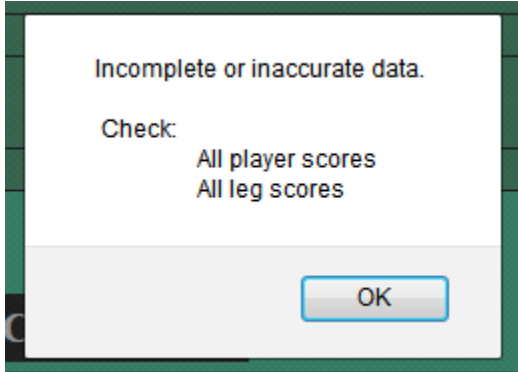


Submit

If you have inadvertently made certain inputting errors, a message box will appear.

Errors include conditions such as:-

- Not selecting any players
- Non-numeric scores
- Values greater than 6



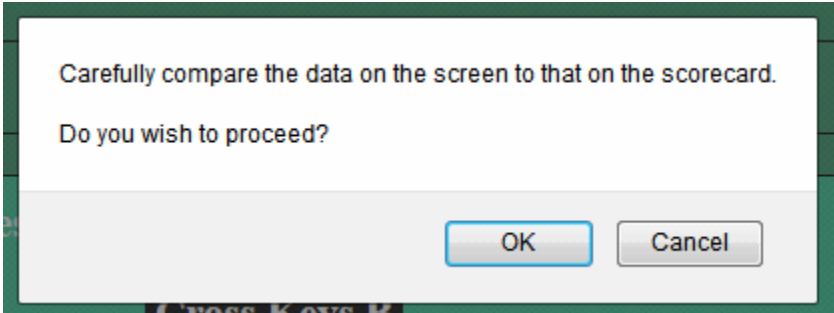
Incomplete or inaccurate data.

Check:

All player scores
All leg scores

OK

If all is well, a confirmation dialogue box appears – click 'OK' to proceed, or 'Cancel' to quit.



Carefully compare the data on the screen to that on the scorecard.

Do you wish to proceed?

OK

Cancel

A confirmation page will then tell you that the data has been accepted. You can:-

- Enter another score.
- Navigate to other pages
- Close down the browser.

If you know you've made an error, editing is not possible at this stage, so contact us and we'll fix it. Keep the scorecard though – we'll probably just erase the whole game and ask you to re-enter it.

Remember, we don't require you to post the scorecards back, but suggest you hang on to them until the end of the season as a reference for possible errors.