



User Guide to Self-Scoring

Introduction:

As you may know, we've been trialling self-scoring for some time and, since the 2011 season, have opened it up to everyone. This is still entirely optional and you may continue to send in scorecards in the conventional way if you wish.

If you do decide to opt for on-line scoring, please note that we require your scores to be entered no later than midnight on the Sunday following the match. You are no longer required to return scorecards if you opt for electronic scoring, but are advised to keep a copy until the end of season in case of error or dispute. (Rule change 2012 AGM).

Enter Scores

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

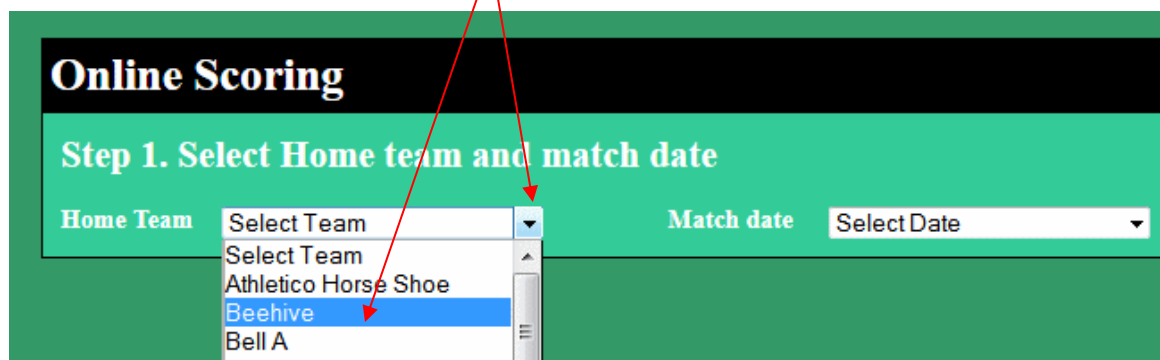
The top option 'Enter Scores' is active during the season.

Click to select it.



Step 1 - Select Home Team and Match Date

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

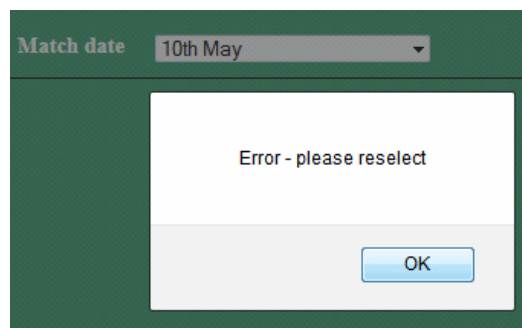




From the second list, select the date the match was due to be played.

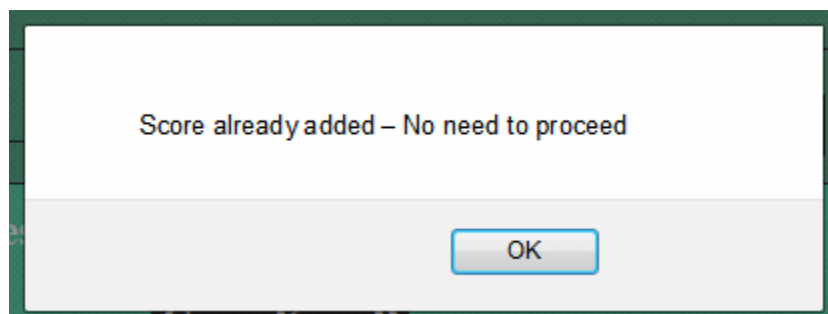
(You may be entering a delayed match – the system will only recognise the date it was due to have been first played).

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



Click OK and re-select as appropriate.

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



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

- Adam Blizzard
- Scott Bowhill
- Kev Crouch
- Lez Edwards
- Darrell Fisher
- Rob Illingworth
- Vicky Lowe
- Phil Spencer
- Andy Webb
- Paul Webb
- Steve Wixey

Add Player: First Name Last Name

Gender: M F

Cross Keys B

- Terry Crierie
- Mike Crierie
- Ed Green
- Sandra Huxtable
- Ricky Jones
- Chris Montgomery
- Steve Oakey
- Jason Poole
- Dale Rainbow
- Thomas Richards
- Lenny Sykes
- Jason Sykes

Add Player: First Name Last Name

Gender: M F

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'.



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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			
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.

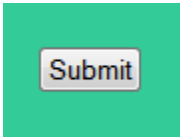


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You can click the mouse in each box in turn, but it's much quicker to use the 'Tab' key. Each press of the 'Tab' key moves the cursor to the next input box. If you tab too far, use 'Shift + Tab' to go back.

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

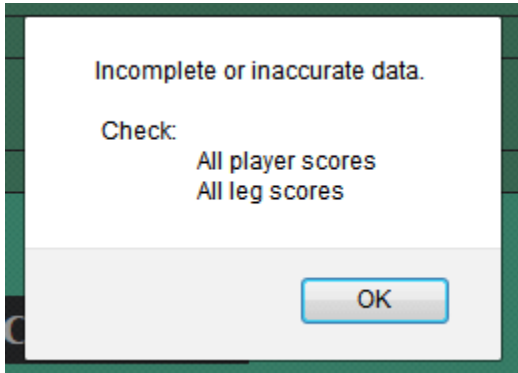


Submit

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



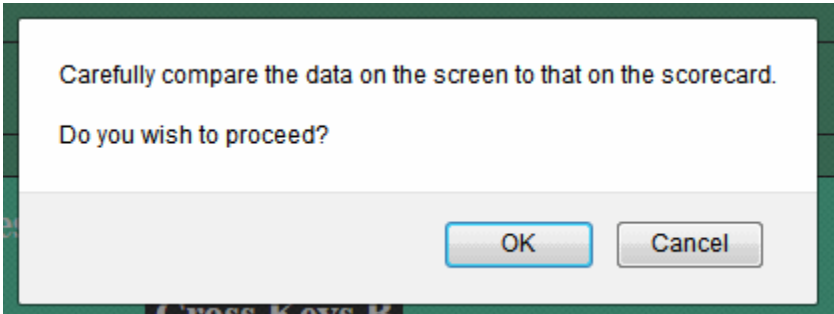
Incomplete or inaccurate data.

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.

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.