

# Simpler Championships

*Installation and User Guide*

Updated for v19.5



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## OVERVIEW OF SIMPLER CHAMPIONSHIPS

Simpler Championships is a modern Event Management system for conducting standard graded tenpin bowling carnivals. The software is the result of over ten years of experience in the tournament room combining with fifteen years of software development into an easy-to-use software package containing all the modern conveniences.

This product is intended for organisations or individuals wishing to run a bowling carnival with Singles, Doubles, Teams, and All Events. A graphical interface that is both easy to navigate and powerful to use provides a tournament secretary with almost everything they need to conduct a complete carnival.

## SYSTEM REQUIREMENTS

To run Simpler Championships, your computer must be capable of running the Microsoft .Net Client Framework 4.0, and have the SQL Server Compact Edition 4 Runtime (SSCERuntime) installed. Both of these pre-requisites are freely available, .Net from the Microsoft website and the SSCERuntime from [www.tenpinresults.com.au](http://www.tenpinresults.com.au).

## FEATURES

The main feature of Simpler Championships is its ability to conduct Singles, Doubles, Teams (of Three, Four, or Five) and All Events entries. Around this central feature there are many value adds for even the most comprehensive of carnivals.

## BOWLER MANAGEMENT

Bowlers are added to each carnival individually, and a number of facts are recorded including entering average, gender, and national membership number. These facts are then used in automated calculations and reports throughout the software to automatically perform certain tasks such as grading an entry or assigning a division and gender to an entry (saying an entry is an Adult A Grade Doubles, for example).

## SQUAD MANAGEMENT

Squads are created for a carnival and assigned individual settings such as which lanes are used, and how many bowlers may bowl on a pair at any given time. Quick reports can be run to demonstrate squad lane requirements or availability, as well as indications of the number of entries of different sizes.

The concept of a "Split Squad" has been introduced to allow for a squad which starts mid-way through another squad, generally bowling beside team entries. The system automatically removes lanes from split squads as teams are added to the previous squad and will prevent a bowler who is in a team from bowling in the split squad as well.

## TROPHY EVENTS (MASTERS EVENTS, CUP TOURNAMENTS)

Qualification standings for Trophy Events can be configured to automatically capture scores from squads, and indicate qualification status on scoresheets live during the entry process. Marking a bowler for qualification is a quick enough process that it can be performed during check-in without any significant delay to the check in process. Entries can be marked for qualifying as they are created, during check-in, during score input, or manually at any time.

## ASSISTED CHECK-IN

The Check-In process has been streamlined to allow the list of bowlers to be sorted individually or by lane at the operator's preference, allowing for extremely quick processing. The traditional check-in report is also available to print if preferred.

## BOWLER GROUPS

When bowlers are competing together, for example as the representative contingent from a state, a Bowler Management Group can be created to keep the bowlers' information together for the groups' representative. This grouping feature helps speed up payments made as a group and allows for the quick printing of personal schedules for all members of a group with little effort. Bowlers can be a member of more than one group, however they must only be a member of one group marked as a payment group.

## PAYMENT TRACKING

Payments can be entered into the system, allowing for a history of transactions per bowler. The payment section computes a bowlers amount owing and displays it on screen as well as a summary of their payments.

## STANDINGS AND REPORTS

There are many reports pre-configured in the software for a variety of purposes, including displaying of results, listing data such as bowler details, and various helpful statistics or cross-checks. All of these reports are displayed on screen exactly as they will be printed and can usually be run at any time.

## AUTOMATIC PRIZE PAYOUT CALCULATIONS

A pre-configured report can be run at any time which will output all bowlers who are entitled to prize money based on the payout guides specified in the rules of Tenpin Bowling as published by Tenpin Bowling Australia. This report uses a special type of bowler group to sort the bowlers and provides sub-totals to allow for payments to be made in batches with the responsibility of individual payments passed down the line. This also displays the actual achievement and corresponding amount for all entries that a bowler is receiving a prize for.

## WEB PUBLISH

With just two clicks the entire carnival can be uploaded to a central website purpose-built for display Tenpin Bowling data. Tenpinresults.com.au is a free service and an event can be uploaded and updated as often as desired at no cost. This can be used for 'live' standings including Trophy Qualifying, as well as for final results at the conclusion of an event.

## TENPINRESULTS.COM.AU AND THE SIMPLER BOWLING SUITE OF PRODUCTS

Simpler Championships is the flagship product in the Simpler Bowling suite of products, with a range of different smaller programs already on the roadmap. These other programs will provide scoring systems for different formats of events, and consolidate all results into one convenient and searchable location; tenpinresults.com.au. During the web publish phase of a carnival, bowlers who have supplied national membership numbers will be cross-matched in the online database and create a long-term history for that bowler which ties in with other events in the system.

## BACKUP / RESTORE

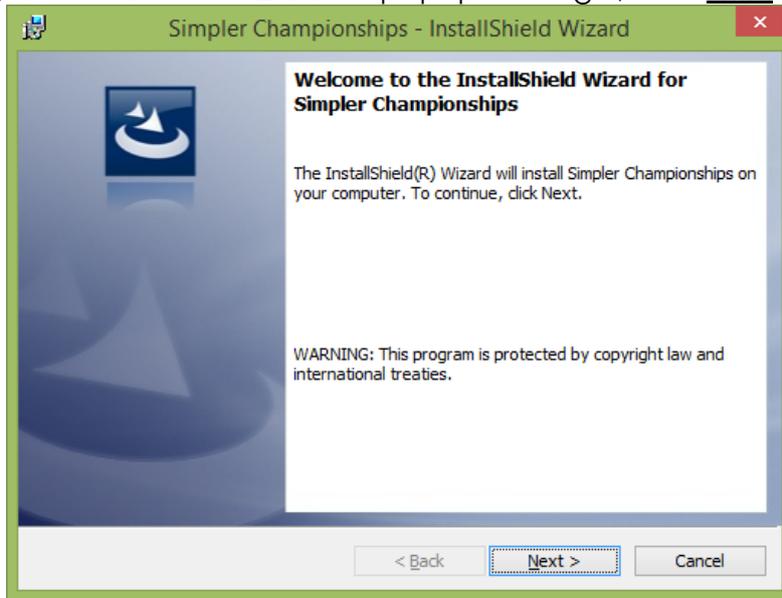
A single carnival can be backed up and restored with ease, allowing organisers to safeguard their data against loss more easily. Carnivals can be restored onto any computer running the software too,

providing a means of recovering quickly in the event of a computer failure during an event. The backup files are also remarkably small, and can be easily shared via email as required.

## INSTALLING THE SOFTWARE

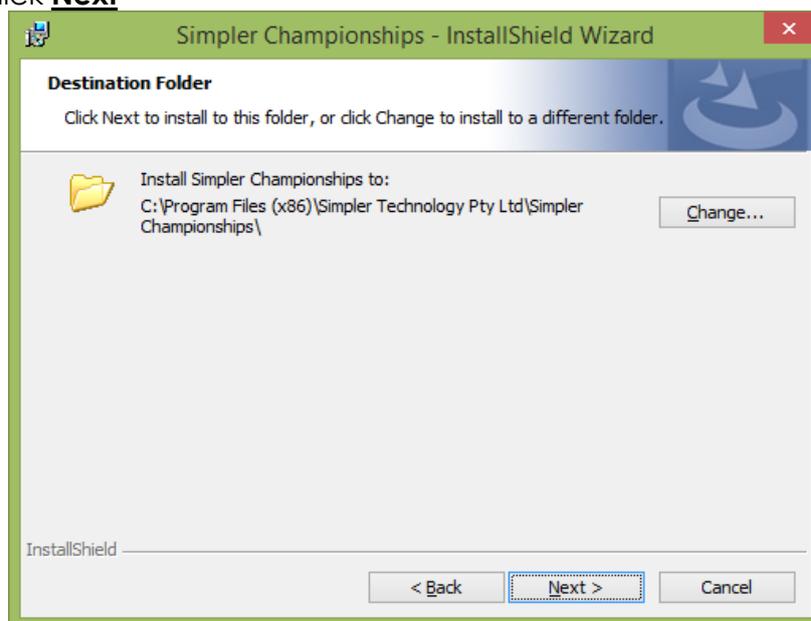
After installing the pre-requisites above, Simpler Championships can be easily installed by running the supplied installation source. This file will be named something like SimplerChampionships\_14\_4.msi, where the numbers reflect the version number. You will require administrator rights to complete this installation.

1. Once extracted, an InstallShield wizard will popup. To begin, click **Next**



*Figure 1: InstallShield begins*

2. Select the folder you would like to install the program in. In most cases the default is perfect, and you can simply click **Next**



*Figure 2: Select a destination to install to*

- Review the installation settings, and use the Back button to make any changes if necessary. When this is satisfactory, click **Install**

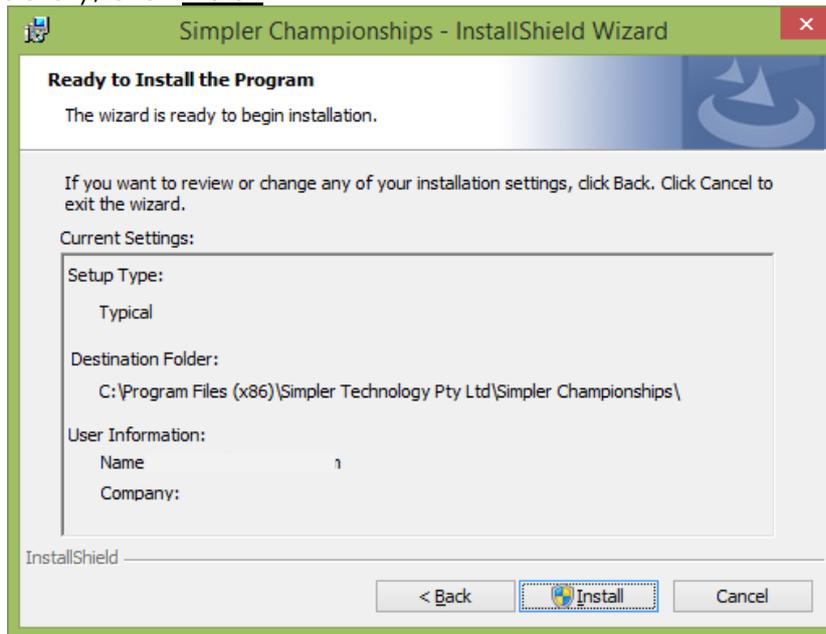


Figure 3: Review installation settings

- If you are using Windows Vista or newer and have User Account Control (UAC) turned on, it will now dim your screen and ask if you're sure you want to allow this program to make changes to your computer. Click **Yes**
- A progress bar will briefly appear and quickly fill up as the software installs, please just wait while this happens
- Once the bar fills up the screen changes to a result message and we're done, click **Finish** to close the installer.

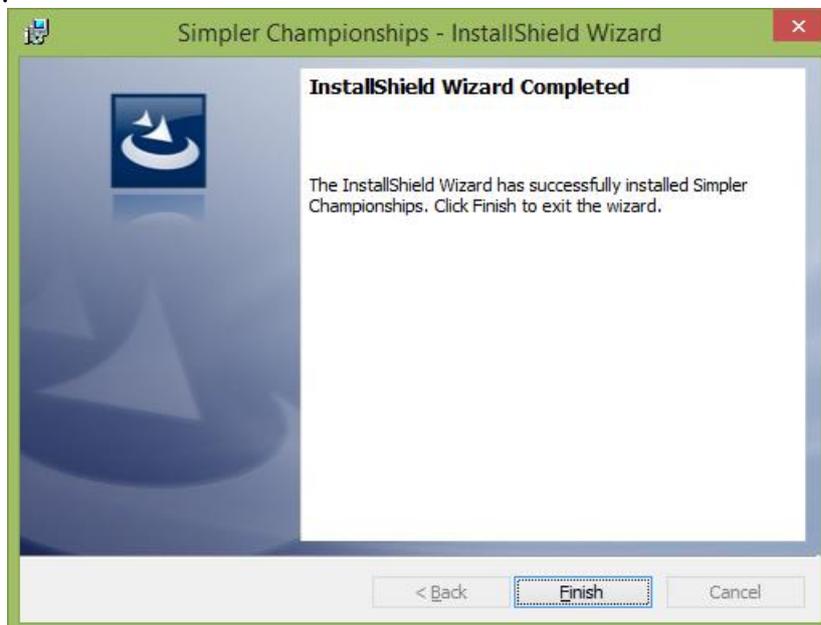


Figure 4: Finish and close the installer

## ANATOMY OF THE SOFTWARE (FINDING YOUR WAY AROUND)

Each of the products in the Simpler Tenpin family are built around a common design and workflow, intended to maximise working space on laptop screens while keeping a consistent feel across the products.

### THE LOADING SCREEN

The first screen you will see when launching the software is the loading or “splash” screen. This shows the product icon, title, version, and gives you the basic controls to choose to load an existing event or create a new one, as well as restore a backup of an event.



Clockwise from the top left:

1. The name of the product with its icon, in this case “Championships”
2. The version of the software, in this case v19.5
3. Choose an existing event to open from this drop down box
4. After making a selection in the drop down box above, click “Open” to open that event
5. To start a whole new event from scratch, click “New”
6. Close the software without opening or creating an event by clicking “Cancel”
7. Click “Restore” to begin the process of restoring an earlier backup of your event

## CONDUCTING A CARNIVAL

Now that you're all installed, you're ready to go. This program is designed in a modular fashion, so almost every task you undertake can be done at any time. If you wish to add a squad to the middle of the carnival, just do it. Change the lane draw as required. Add a bowler when you need to, and so forth.

### CREATE A CARNIVAL

Creating a new carnival can only be done during the start-up phase of the program. You can edit the details of the loaded carnival at any time though by choosing “Edit Event” in the main menu.

1. On the initial screen, select the '**New**' button at the bottom. The program will open and go directly to a "New Championship" tab.
2. Fill in the top section, giving your championship a Name, a Start Date, some costs, etc. Aside from Name and Start Date, these fields are optional.
3. Enter gradings in the lower section. Start by selecting the Division tab that you wish to enter (Adult, Junior, Senior etc) and the detail sections will change colour to match. For each grade, enter the maximum score that an entry can have in that entry type. For example, if Open has no average limit we would enter '300' for singles, '600' for doubles, and '1500' for Five Man Teams.
  - a. Singles grades are used for All Events
  - b. To skip a grade, simply leave that box blank
  - c. Trios and Four Man Teams are available by clicking on their title bar, which will expand their rows
  - d. Mixed Singles is used if there's no gender separation on Singles events, ie Men and Women compete against each other.
4. Click on the '**Save**' button. This will create your carnival and restart the application with the new carnival open.

### SPECIFY SQUADS

1. Clicking on "Squad Management" will take you to a list of squads in the loaded carnival. Create a new squad by clicking on '**New Squad**' in the bottom right hand corner.
2. Specify a date and time for the squad. It's very important that this is accurate.
3. Enter the lanes allocated. If unknown, enter 1 to the number of lanes you have booked. It is vital that the number of lanes is correct, as the new entry process will prevent your squads from becoming over booked based on these lanes.
4. Specify a pair size, which is also vital for overbooking checks. It is important to note that pair size only relates to Singles and Doubles, as the software will automatically book out one whole lane for a Team of three or more bowlers. Most events will have this number at 4, meaning four Singles, or two Doubles, or Two Singles and One Doubles may share the pair at the same time.
5. Tick the entry types allowed in this squad, this ensures Teams do not go into shorter squads or that Singles and Doubles don't bowl in Teams squads. Note that there is no problem for the software having Singles, Doubles, and Teams bowling in the same squad if you wish.
6. Tick for fresh oil if applicable. This is only used in the Lane Usage report to assist the host venue with their maintenance schedule.
7. Tick for a split squad if applicable. A split squad is the smaller second squad that begins mid-way through a team squad and is restricted to only the number of lanes that the teams are not using. Correctly identifying a split squad does assist in the lane draw "previous lane" functionality as well as automatically adjusting the available lanes based on the teams from the first squad.
8. Enter a cost only if this squad has a different fee than the normal squad. For the normal fee, leave this at zero.
9. Click '**Save**'

### CREATE TROPHY EVENTS

1. Select the "Trophy Events" button to open the "Trophy Event Management" tab.
2. Create a new event by clicking the '**New Event**' button at the top left
3. Name your event, and give it a letter, for example; "Classic Cup" and "C"
  - a. The letter is used on scoresheets and the entry screen to show if a bowler is attempting to qualify for that particular event.
4. Click on the event in the top left list
5. Click '**New Division**' up in the top left of the tab
6. Check that the correct Event is displayed in the first row, then give the division a name such as "Mens"
  - a. The name is not used anywhere that the bowlers will see, it only appears on the Trophy Event Management tab to make this process a little easier.

7. Select a gender to restrict qualifiers to only those of the specified gender
8. Enter a maximum average that a qualifying bowler may have to be eligible. For unrestricted events, enter '300'
9. Specify a Cut number to have the qualifying list indicate where the last position is
10. Enter a handicap threshold and percentage if desired. This can be left blank for non-handicapped qualifying
11. Enter the number of attempts used to qualify
  - a. This will usually be one, meaning that each individual qualifying attempt consists of only one series. Some events use the best two attempts and combine the scores, and those events would enter a two here.
12. Enter the finals information, which will print on the standings sheets and provide a handy reminder to any bowlers looking at the report.
  - a. Cost is the total fee payable at check-in for finals
  - b. Prize is the amount of the finals fee that is used for prize fund. This feeds the calculations displayed on the standings sheet and within the software.
13. Enter the qualifying fee if required
14. Enter the amount of sponsorship going into the general prize pool. If a sponsor is putting \$1,000 into the event prize pool then enter 1000 in this field
15. To show estimated prize figures on the standings sheets, specify the payout percentages for first, second and third. If third place will be shared as for example in an elimination format, enter the percentage that one recipient would take and tick the 3<sup>rd</sup> Equal box.
16. Click '**Save**'

## SET UP RECORDS

Records are displayed on the A5 score sheet which is issued to the bowlers to fill in, alongside the 'current leaders' for the given category that the entry is in. If a record is broken, it shows up on the "Statistics" report however it does not change the record displayed on score sheets (although the current leaders might be higher than the record).

1. Open the "Event Wizard" menu from the far left edge of the main screen
2. Click on '**3. Records**'
3. Click on '**New Record**' in the bottom right corner
4. Select the division, gender, grade, and entry size for the record you wish to enter along with the year it was set, the score, and the text you wish to display on it. There is no set format for the "Holders", you may choose to write the full name for Singles and Doubles, bowlers initials for Trios, and a team name for Teams at your discretion
5. Click on '**Save**'

## CREATE BOWLER MANAGEMENT GROUPS

1. Click on "Manage Bowlers", and then '**Manage Groups**' in the bottom left corner
2. Click on '**New**' in the bottom middle
3. Give the group a name, for example "NSW Rachuig Team"
4. Click '**Save**'
5. In the "Edit Bowler Group(s)" screen, tick the box in the \$ column if the group is a payment group. More information on Bowler Management Groups and the payment option are in the user guide at the back of this manual
6. Click '**Save**' if you've made changes on this screen, or '**Close**'

## ENTER BOWLERS

1. Click on "Manage Bowlers", and then '**Create Bowler**' in the bottom right corner
2. Fill in the bowlers particulars. Firstname, surname, Division and Gender are required.
3. Enter the bowlers entering average. This will allow the system to automatically grade entries as they are entered. Recommended practice is to always provide an average, using 300 if the bowler doesn't provide one. This can be easily corrected later.
4. Enter the bowlers Zone, or State. This appears in some reports such as the Trophy standings
5. Entering the BSB and Account numbers for the bowler will display these details on the prize money report to make payments easier. These are not sent during the web publish and are not displayed anywhere else.
6. A Championships Number is displayed on participation certificates if they are printed
7. Select the management group if applicable. Additional management groups can be selected by using the drop down menu in the bowler's row of the "Bowler Management" window
8. Click '**Save**'

## CREATE ENTRIES

1. Click on "Manage Entries", and then '**New Entry**' in the bottom right corner
2. Select a Division and a Size at the top. These options will control how many rows are displayed, and which bowlers are in the pick lists to bowl
3. Give the entry a name if desired. This is displayed in results and on the scoresheet, as well as the check-in features
4. Select the desired bowler(s) from the drop down lists in the order of bowling. These lists do allow type-ahead, which means you can start typing a name in there directly
5. Click on any Trophy Event qualifying desired. A green circle will appear on a letter when it is entered, and a red cross appears on a letter if the bowler is not eligible
6. Select a grade if desired. By default, the lowest grade available that the entry is eligible to be in will be selected however you may select a higher grade
7. Enter a lane if known. This is handy for last minute entries as it avoids the lane draw screen
8. Select a squad at the top if applicable and known. Squads that are full or that a bowler is already in will be marked in red with a line through.
9. Click either '**Save**' or '**Save New**' as appropriate. If all goes well a green box appears at the bottom of this window showing Success. In the case of warnings, a message will pop up asking for confirmation and showing the warning, or for an error a message will pop up and a big red box will explain why there is an error
10. Click '**Close**' to exit to the "Entry Management" list

## BOWLER INFORMATION SHEETS, GROUP INFORMATION SHEETS, AND PARTICIPATION CERTIFICATES

The "Bowler Management" window provides access to several reports that are useful after entries are in the system. A Bowler Information Sheet is a summary on one page of all of the entries and results for a single bowler in this carnival. This tells the bowler when they need to be here, and if printed after scores are in shows them how they went. This report is generated by clicking on the blue 'information' button in the second last column in the bowler list.

Group Information Sheets are a collection of Bowler Information Sheets for an entire management group. This allows the organiser to produce the summary information for all bowlers in a group in just a few clicks, and the representative of the group can hand them out if required at their leisure. These are generated by first selecting '**Manage Groups**' and then clicking on the blue 'information' button in the second last column of that window for the desired group.

Participation Certificates are a simple A5 report showing the name of the bowler, the name of the carnival, and the title of 'Participation Award'. It is intended to be printed on a certificate card stock or design, and is found by clicking the gold button in the leftmost column. Certificates for an entire group can be run in a batch by again going into '**Manage Groups**' and clicking on the gold button on the appropriate row.

### TROPHY EVENT MANUAL QUALIFIERS (DEFENDING CHAMPION ETC)

1. To specify automatic qualifiers in trophy events, click on "Trophy Events" on the main menu
2. Click on the Trophy Event and Division you wish to put a qualifier into. Both rows should highlight
3. Click '**Add Qualifier**' in the bottom left corner
4. Select the bowler from the list. This list will allow you to select any bowler at all, regardless of eligibility or gender
5. Enter an Auto-Qualify value
  - a. A specific number will move the qualifier to that position in the standings, for example 1 will make this bowler the top qualifier
  - b. A zero will make the system keep the bowler above the cut, but will seed them based on their qualifying scores bowled in marked squads
6. Enter a Rep Status. This text will display on the standings sheets in the Rep column, but has no effect on anything within the program
7. Click the '**Save**' button

### STARTING A SQUAD: LANE DRAW AND CHECK-IN

1. To create a Lane Draw, click "Squad Management", and select the Lane Draw icon in the row of the squad desired.
  - a. Hint: The next squad to bowl is highlighted when this list first opens
  - b. Hint: The Lane Draw button is the one furthest to the right, and the help at the top of the window shows what it looks like
2. To assign a lane to an entry, click on the Lane cell for the entry and then type the lane number desired
  - a. Note that if any bowlers from an entry bowled in the most recent squad before this one, their lanes are faintly noted in the "Previous" column as a guide for you to avoid. When an entry is returning to the same pair as the previous squad, the Lane cell will highlight in yellow
3. Click away from that row to assign the lane, or use the Up/Down arrows on the keyboard to move up and down the list.
  - a. As you assign lanes, a bar chart at the top of the screen provides a visual representation of the way bowlers are distributed across the lanes. This allows you to see at a glance a pair that is short or over-booked, as it can be difficult to find in a large list of entries
4. Once all entries are assigned, click '**Save Draw**'. A message will advise that the save was successful and the list will sort into lane order.
5. For a check-in sheet showing all entries in lane order with bowlers names and averages, click '**Check In**' in the bottom left corner
6. For A5 scoresheets, click on the '**Score Sheets**' button in the bottom left corner. As these print directly to A5 and do display Trophy Qualifying, it's recommended to leave this as late as possible

## AUTOMATED CHECK-IN

1. For an easier on-screen check-in, click on the blue "Check-in Desk" tab high on the left edge of the main screen, and click '**Check In**'
2. Select the desired squad from the drop down at the top
  - a. The list of bowlers now populates and is sorted by bowlers FIRST NAME
  - b. The list of bowlers shows all bowlers, not entries. For a four-man team for example, all four bowlers will be listed separately
  - c. Trophy qualifying already marked in the system will show up in the "Qual." column
  - d. You can change the sort order of the list by clicking on the header of the column you wish to change. You could sort by lane, or by Surname, or by Entry. To check in all bowlers from a team, click on the row for one of the bowlers (it will highlight) and then sort by the Entry column. All of the bowlers for that entry will be adjacent to the highlighted row.
3. Tick the box in the "In" column for the desired bowlers
  - a. If bowlers wish to add qualifying during check-in, simply double-click on their row to open the Entry Editor, and mark the desired qualifying.

## ENTERING SCORES

1. Click on "Result Input" to open the special results window, which is very similar to the Entry Editor window.
2. Type the entry number into the large box at the top for the entry you wish to enter the scores for. Press 'Enter' or 'Tab' on your keyboard to look up the entry
3. Enter the scores into the boxes appropriate to the bowlers shown. When entering scores, the cursor will automatically move to the next box along in the order of across, then down
  - a. The automatic cursor will jump from Game 1 to Game 2, then Game 2 to Game 3, then to the Game 1 of the next bowler down
  - b. If the actual game score is 30 or less, you will need to manually move to the next game by either clicking in the desired box or pressing 'Tab' on your keyboard
  - c. When a series is complete, the total is displayed to the right. When all series' are entered, the entry total is displayed in the bottom right
4. If required, add or remove any Trophy Qualifying by clicking on the letters
5. Click '**Save**'
6. A success message is displayed in green under the buttons and the form is cleared. The cursor should automatically be placed into the Entry # box to start over
  - a. Hint: When processing multiple score sheets it's quickest to use only the keyboard. For example, score sheets for two Singles entries #101 and #102 are in, and the bowlers bowled 145, 150, 155 (450 series) and 180, 190, 200 (570 series). Using only the keyboard, here's the exact key sequence (starting in the Entry # box):  
1.0.1.(Tab).1.4.5.1.5.0.1.5.5.(Tab).(Enter).1.0.2.1.8.0.1.9.0.2.0.0.(Tab).(Enter)  
By using 'Tab', we save reaching for the mouse each time we save or look up the entry.

## RESULTS AND WEB PUBLISHING

There are a number of output options with results, using combinations of showing all entries, only entries that are scored, and showing or not the prize money.

The most commonly requested results sheet shows only the entries that have been completed and no prize money, and that report can be found by clicking '**Progressive Results**' in the main buttons panel.

The other formats are found by clicking the purple "Results" tab in the very top left corner, and choosing the buttons in that menu. *Progressive* means only the completed entries, *Complete* will show all entries with no scores on the ones not yet bowled, *Prizes* includes a cash payout column, and *Results* shows only ranks and scores with no prize money.

For the end of carnival prize money distribution, click on '**Summarised Prizes**'

To upload to tenpinresults.com.au, simply click '**Complete web upload**', and wait for an 'upload successful' message.

## TROPHY STANDINGS

Current standings for Trophy events are found in two places. Firstly, in the brown "Trophy Management" menu on the left edge of the main screen there is a button for each event you have created. Clicking on these buttons will produce a standings sheet that shows the cut and the general information at the bottom such as prize fund and finals fees etc. This report is only one page long.

The other way of getting standings is from the "Trophy Events" button in the main window, and by clicking the report button in the list of Trophy Events. This standings sheet shows all bowlers who have made an attempt and will go over as many pages as required, but does not show any of the other information. This is for determining reserves that might be on the second page or simply finding where a bowler came if they wish to know.

## PAYMENTS AND MONEY

1. To record payments for a bowler or group, click on "Bowler Payment" in the main menu.
  2. For a single bowler, select them from the drop-down list
  3. Enter the amount of their payment
    - a. Note that their balance owing is written here
  4. Enter an optional comment, for example "paid by cheque given to treasurer yesterday"
  5. Click on '**Save Payment**'
- 
1. For a group payment, select the "Group Payment" tab
  2. Select the group from the drop-down list
  3. Enter the amount to be paid
  4. Tick the bowlers in the list that this payment is applying to, and enter the amount in the "Payment" column or tick the "Pay in Full" column
  5. Enter an optional comment, for example "Michael Mouse paid in cash for the group"
  6. Click on '**Save Payment**'

## REPORTS

There are many reports available in the program for a variety of functions. In the sections above we used reports for Trophy standings, Results, score sheets, and check-in sheets. Specific reports have also been included for a few common issues and can be found under the red "Reports" menu in the top left corner of the main screen.

## LANE USAGE

The lane usage report serves three main purposes; firstly it allows the organiser to quickly see where there is free space for more entries. Secondly, it aids in working with the host venue by showing them how many lanes are actually going to be used and when the oil breaks are scheduled. Thirdly, when used after squads it provides the organiser with a very accurate lineage breakdown.

The important figure on this report is "Filled", as it tells us how many lanes will be used by the squad with the entries that are already in the system.

## MISSING ALL EVENTS

It is not uncommon for bowlers to incorrectly not have an All Events entry in a carnival. This can be caused by an oversight during entry input, or the bowler forgetting to mark it on their entry form. This report shows all bowlers who do not have an All Events entry and how many events they do have. If a bowler is in the list with at least one of every entry type, they probably need an All Events.

## STATISTICS

The statistics report is a very rough collection of random statistics about the carnival, such as number of entries in each size, number of bowlers, high games, and broken records. This report is best left until the end of the carnival.

## MISSING SCORES

This provides a simple list of entries that were scheduled to bowl before 'now' that don't have scores. If this is run every day, you will have the opportunity to investigate and/or get the scores from the host venue's score system.

## INCOMPLETE ENTRIES

For those carnivals where the organiser attempts to fill entries for bowlers who can't make their own team, for example, Incomplete Entries provides a list of entries that do not yet have a full line-up of bowlers.

## INCOMPLETE SCORESHEETS

As with Incomplete Entries above, this report prints the A5 score sheets for all entries that are missing one or more bowlers from their line-up. Many organisers tend to put these up on a "Bowlers Wanted" board so prospective team members can see exactly who they'd be bowling with and what positions were available if they were to fill the entry.

## BOWLER LIST

In a fairly self-explanatory way, this provides a printed list of bowlers sorted by first name. It includes entering average, how many of each entry size they're in, and what time their first squad is.

## BACKUP AND RESTORE

To backup or restore a carnival, start by opening the "Event Wizard" menu on the left edge of the main screen. Click the appropriate button, either '**7. Backup Database**' or '**8. Restore Database**', select the file to restore or the destination to back up to, and click either '**Open**' or '**Save**' as appropriate.

The backup file is a simple ZIP file containing a SQL Compact database, and is perfectly safe to email or pass around on a USB drive etc. Be aware that any bank account details you have stored on bowlers is included in the backup.

## MANAGEMENT SCREEN SUB-FUNCTIONS

Most of the management screens provide access to the main controls for certain areas, such as the "New" button and the ability to edit by double-clicking on a row. Many of them have other specific functions or features that are note-worthy;

## BOWLER MANAGEMENT BONUS FEATURES

The Bowler Management grid contains a few buttons as noted above to generate participation certificates, personal information sheets, and change or assign management groups, as well as the default behaviour of editing a bowler when double-clicking on a row.

This window also contains a "Quick find" box at the top. Simply enter part of a name and click the binoculars (or press 'Enter') and the list will be filtered to rows containing the part name entered. Clicking the red circle with a slash through it will clear the filter and show the full list again.

## SQUAD MANAGEMENT BONUS FEATURES

Aside from showing live data which updates as entries are saved, the Squad Management list contains a number of handy buttons. In the first column is a button that opens the check-in report for the squad, saving the effort of going through the lane draw screen. The button towards the middle of the grid is a shortcut to the "New Entry" window and it pre-selects that squad, which is really handy if a bowler is asking for space and you've used that list to work it out. The third button opens the Lane Draw window as noted in the Lane Draw section above.

## ENTRY MANAGEMENT BONUS FEATURES

The most value-packed of the management screens, the entry management screen shows every entry in the carnival all in one big list. This list also updates some things live, so as lane draws are done or scores are entered they are immediately visible in this list. An entry's standing in the results is also displayed here.

This list can be sorted by clicking on the title of any column. Some of the columns provide colour feedback with red or yellow indicating a critical error or a warning. In the "Grade" column, a red cell indicates an entry that must have its grade fixed due to either being missing or too low (this can happen if you lower a grade's limit or raise a bowlers average without correcting entries). In the "Bowler(s)" column, a red cell indicates at least one missing bowler in the entry.

In the bottom left corner of this window are three grouping options;

1. Clicking on '**Squad**' will group all of the entries in the list in order of squad time, and collapse them together. This is a handy view to check that all scores from a squad are in.
2. '**Results**' will group all entries as per the results or standings reports
3. '**None**' returns the list to its natural state by ungrouping everything

## TROUBLESHOOTING

Sometimes the program does stop and will go white, possibly with a message that it has stopped working. When these things happen it's great to hear about them so we can repair the fault and improve the product for everyone.

Whenever something doesn't work, the first thing to try is restarting the program and then trying to do what you were doing again. Because everything saves in small steps as you go, you should never lose more than what you were working on directly when the problem occurred.

After that, please backup the database and email it with a description of the problem to support@tenpinresults.com.au, and we'll promptly assist.