

TAP SCOREKEEPER 2.0 – 8-Ball – 9-Ball – 10-Ball

User Instructions

1. DOWNLOAD: Players can visit the Apps store or Google Play and search for:
2. “Scorekeeper 2.0” or “Runout Apps” OR visit www.runoutapps.com and follow the link. Requires iPad 2 or newer and iPhone 5 or newer. Android 3.0.1 on.
3. TURN OFF AUTOMATIC UPDATES: Go into Apple Apps or Google Play and turn off “Automatic Updates” which can interfere with the operation of Scorekeeper 2.0.
4. CONNECT to Wi-Fi, and if that is not possible a solid data connection. Conductivity is the main reason the app will display incorrectly and even crash.
5. ADD A PROFILE: Select the blue “SK” tile on the desktop. Open the Scorekeeper. *When the app is first opened after downloading, it will prompt you to add a PROFILE or “team”* for each division that you compete in (only one per division), by following the steps below. At the start of each session, delete the existing profiles (if there are any) and follow these steps.
 - a. Select the “+” sign at the top right.
 - b. Enter Org # (Example: “87” for TAP Las Vegas), Select “Search”
 - c. Select your Division.
 - d. Tap on each the teams to add them to your Profile. A check mark will appear.
 - e. Select “< Search” (top left) to go back
 - f. Select “Done” when you are finished.

SCOREKEEPERS NOTE: **At the end of each session, DELETE all profiles.** Licensees will need to prompt all scorekeepers to delete any old profiles, and to add new profiles on or before the first night of play each session.

6. START MATCH: Select “Start New Match.”
 - a. Select “Home” or “Away”
 - b. Enter your Player ID
 - c. Select the Home Team first if you are home. Your profile will appear. OR Select the Away Team first if you are away. Your profile will appear.
 - d. Select the remaining field and all teams from that divisions will appear. Select the opposing team.
 - e. Select the Table Size. Default is 7’.

- f. Select the Game Type. NOTE: **Be sure to select** 9-ball or 10-ball. The default is 8-ball, so the score sheet will be incorrect if the appropriate game is not selected.
7. **Enter the players** by selecting “Home” and “Away.” A roster will appear to allow you to select the appropriate players. A SOLID INTERNET CONNECTION IS NEEDED HERE. **NOTE:** If the player is not on the roster, select “Open Player,” enter their handicap and full name.
8. Select the green flashing “**Start Match**” at the bottom at the center of the lower dashboard to begin scorekeeping. Enter the scores by simply gently tapping the appropriate boxes, Completes, Miss, Dead Balls, etc.
9. As each ball is entered in the application, the “Scoreboard” at the top will count down. The Scoreboard will start at 15 for 8 ball. For example, if there are 3 MOB, then the Scoreboard will show 12 after the 3 is entered.
10. Once the Scoreboard reaches “0”, all balls have been accounted for and a winner must be declared as prompted. At this point, the Scoreboard resets for the next game. Once a player has reached their games needed to win, a winner for the match will be declared when prompted.
11. **9-Ball & 10-Ball – Combo or 9-ball break.** *THERE IS NO “LOT” IN 9 & 10 BALL.* ALL BALLS ARE COMMON in rotation games. Hence, if the game is won before all the balls are pocketed, select END-X. This will end the game and allow the scorekeeper to declare a winner.
12. **REVIEWING SCORES:** At any point in the match, select Scoreboard, then Statistics to review the totals for each player.
13. **Match/Game Scores:** At the top of the screen, see “HOME,” “Games” on the left and “Games,” “AWAY” on the right. The left side shows the stats for the HOME team and the right is for the AWAY team. HOME and AWAY show the total number of matches won by each. “Games” shows how many games have been won by each player in the current match.
14. **Handoff:** To handoff a match being scored to another device. As needed, set up a separate device using the exact same procedure as setting up the first device. Players must know their IDs. Follow prompts to hand off. NOTE: it is advised that you practice this before attempting it on league nigh.
15. Other menus:

- a. **TIME OUT** - TAP "T/O" on the top left. "Home" and "Away" will begin to flash. Tap on the associated player taking the time out.
 - b. **8 Ball Break, Break & Run and Error 8** – TAP on the lower dashboard banner at the bottom, and a menu for these entries will appear. TAP on B&R, 8-B or E-8.
 - c. **UNDO** – undo is for anything that you mark on any player. This includes B&R, 8-B and E-8. TAP on Undo and it will undo the last mark.
 - d. **Shot clock Timer** – TAP on **S/T** to reset the shot clock (top right).
16. **ADD a Match:** A match can be added by select the "Scoreboard" at the top. Select Statistics, Select Add and follow the prompts to add the players and scores. **Select END, not "done" when finished, completing the match.**
 17. **UPDATE scores:** Changes can be made to the totals at the conclusion of a match. Select "Scoreboard," find the name and stat that needs to be changed, select it and complete the update.
 18. **Re-Rack:** If two players re-rack, select this by first selecting Scoreboard. This will delete all the balls for the current game from the totals.
 19. **Forfeit:** Start Match and go into the Scoreboard menu at the top. Select "FORFEIT". Then, Use "Open Players" Type in the names of the player who would have played and their handicaps. The app then prompts both "open player" names for selection of the forfeiting team's player. This automatically registers a the non-forfeiting team a point.
 20. **Abort:** You can use this to practice and demonstrate the app. When you are done? Just ABORT and it will clear all data, allowing you to close or start over. **DO NOT** Abort during a live match.
 21. **Submitting scores:** When ALL the matches being scored are complete, select the blue glowing "**Scoreboard**" at the top and then **Submit**. You can submit at any time during the match if you have less than 5 total. If Possible, make sure you have completed 5 full matched before submitting data to your area's licensee. (this is a good way to stay off a shit list). If two devices are being used, "add matches" at the end of play to complete the 5 full matches prior to submission.
 22. Scorekeeping is now complete! The scores are immediately available for the league operator to review and make the final submission to Pool-net.
 23. **OTHER MENU OPTIONS**
 - a. **Timers** – This is a shot clock, w history! Expedite play if needed.

- b. **Profiles** – Use this to add a new division at any time. At the start of a new session, old profiles need to be deleted and new profiles entered on the first night of play.
 - c. **Settings** – turn the sound off and on here, or make it “haptic” vibrate.
 - d. **Administration** – this is a menu option for the league operator used to manage and complete the final submission of score sheets.
24. **Having trouble?** Check the internet connection. Without the internet, there is limited functionality. . An internet connection is required *for submitting scores!* If a Profile is set up and the roster downloaded in advance while using an internet connection? The end user may keep score with NO internet connection and submit later, after re-connection to an internet. If there is a break in connection during submission and the data is lost? ITS NOT LOST....Score sheets can be found and re submitted at any time in “Match History”. Help Your Host Venue achieve a solid Wi-Fi connection. If they do not have one, load data prior to the match at any McDonalds, Starbucks or before you leave from your home Wi-Fi...its Free