**TAP SCOREKEEPER 2.0 – 02/12/2014
Instructions for the Players**

1. Scorekeeper is integrated into TAPs Pool-Net handicapping system. No more paper, pens, no problem seeing the score sheet in a dark bar, fast and accurate stats! Players with an iPad (2nd Generation or newer) or iPhone may use this application. It will be available for Android in spring 2014.

Go to the Apps Store and search for “Runout Apps,” & Download ScoreKeeper 2.0.

1. Find the “SK” icon on your desktop and select it.

 **Select the 3 straight lines (pages) on the top left to see the “Menu”**

1. *The first time and each session*, set up “Profiles” for each division that you compete in:
	1. Select the “+” sign at the top right.
	2. Enter Org # (87 for TAP Las Vegas)
	3. Select your Division.
	4. Select the teams you play in each division.
	5. Select “ Search” (top left) to go back
	6. Select “Done” when you are finished.
2. Once the application has been downloaded and the profile(s) are set up, scorekeeping can begin. NOTE: Profiles can be set up at any time. Need to be deleted at the end of each session and added for each new session to pull current rosters.
3. Select “Start New Match”
4. Select either “Home Team” or “Away Team” depending on your teams location.
5. Select the remaining option and all teams from that division will populate and then select your opponent for the nights play.
6. Select “Start” in the upper right corner of your screen, wait a few seconds and the dashboard (colored Buttons) will appear
7. **Enter the players** by selecting “Home” and “Away”. Roster will appear and then select the appropriate players. If the player is new and not on the roster, enter them as “Open Player” with the appropriate handicap. (It is wise to enter players if possible, before the match to avoid confusion on all sides)
8. Select the flashing “**Start Match**” at the bottom.
9. Start entering data by touching the colored buttons. Green for comp..etc
10. Other menus:
	1. **TIME OUT** - TAP “T/O” on the top left. "Home" and "Away" will begin to flash. Select the player taking the time out. It is tracked in the lower dashboard.
	2. **8 Ball Break, Break & Run and Error 8** – Touch the lower banner at the bottom and a menu for these entries will appear. Select B&R, 8-B or E-8. The blue and grey colors correspond. Left is “Home” and the right is “Away.”
	3. **UNDO** – undo arrow is for an errant data entry 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. (linear)
	4. **S**hot Clock/**T**imer – TAP on **S/T** to reset the shot clock (top right).
11. Once all of the balls have been accounted for, a screen will pop up asking you “Who has won the game?” Select the player who won the ***game***. Then confirm by answering the pop up “YES.”
12. **Submitting scores:** When the matches being scored are complete. You can select **“Scoreboard”** at the top. (This can be less than 5 matches.)
	1. If all 5 matches have been scored, select “Submit” and follow the prompts to submit to Pool-Net.
	2. If less than 5 matches have been scored, select “End match” and follow the prompts to Submit to Pool-Net.
13. Scorekeeping is now complete! The scores are immediately available for the league operator to review in the administration page to make the final submission to Pool-Net.
14. OTHER MENU OPTIONS
	1. **Timers** – This is a shot clock….have fun!
	2. **Profiles** – Use this to add a new division at any time. **At the start of a new session, new profiles will need to be entered.**
	3. **Settings** – turn the sound off and on here.
	4. **Administration** – this is a menu option for the league operator used to manage and complete the final submission of the scores sheets.
15. **Having trouble?** Check the internet connection. Without the internet, there is limited functionality. The application can be opened and scores can be kept, but Profiles cannot be created and the scores cannot be submitted.
16. **An internet connection is required *for submitting scores*!** If a Profile is set up in advance while using an internet connection, the user my keep score with NO internet connection and submit later using an internet connection.
17. **Statistics:** Only the original stats get saved on the server. If you change them, it only changes them for getting submitted to pool-net. It does not change them in our server. The changes are temporary. If you leave the stats page without submitting to pool-net, you changes will not be saved.
18. **Handoff:** When starting the match, always start with a profile. Handing off from one device to another can be done at any time during the team match. Handoff is enabled when the match is started the exact same way with any of the devices that are involved.
19. **Add Match:** Go into “statistics” when the names are glowing at the end of the 3rd or 4th match and select "add", it’s the small blue button at the bottom, and then add the data from the second sheet or device at one time. Once finished you can submit the completed data.