



# Steltronic FOCUS

User Manual  
Manage  
Focus Leagues



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# General about Tournaments and Leagues

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The Focus program manages competition-bowling events for tournaments and leagues using a specific plug-in module called Tournaments (sometimes renamed by users as "Leagues").

The **league** is a sort of "multiple bowling event"; a league is composed of varying game sessions called "weeks", league bowlers (depending on the country) play xx games using a variable handicap calculated on their average that changes during the season and from week to week.

The **Tournament events** are "special competition events", a tournament begins with qualifications and finishes with a final match. Tournaments vary by country, for most of them the Focus program provides a template for lane assignments, team roster and Series – games. A big tournament is usually split into multiple sessions.

The tournaments and some kinds of leagues can be played as "Single players" or "by Team": the difference between single player and team is just the way the scores must be regrouped and how to calculate totals, averages and handicaps:

- In a team competition, the sum of the bowler's average defines the team average
- In a team competition, the team handicap could be calculated as a sum of the bowler's handicaps, based on team difference or on the team average
- In team competition, a bowler could be a substitute with another or remain a vacancy with a blind score
- In a single player's competition, each bowler plays for himself, even when there are more than one player on a lane
- In a single player's competition, substitutions are not allowed.

The Focus program allows using variable roles for Leagues or Tournament sessions; the users can select the game settings, as they need.

The league could be created and managed:

- a) Using the BLS A/S software (produced by CDE Software®) that interacts with Focus
- b) Directly with the Focus program using the tournament and leagues plug-in

[This manual describes how to create and manage leagues directly with Focus](#)

# **Manage a Focus League “Step by Step” procedure**

## **[1] Create the league and define the General Parameters**

- Enter a league name
- Choose the competition type: Single players or Teams
- Enter the number of the weeks for the league season
- Enter the number of team & player numbers
- Choose a play style (Crossed or Open mode)
- Enter the number of series (no lanes movement = series 1)
- Enter the number of the games (for each series)
- Choose a Practice period (time or throws)
- Define the technical parameters (Pinsetter Status, delay, etc., Automation, etc.)
- Enable or Disable the competition flowing strip and define the parameters

## **[2] Enter the Bowler’s & Team Rosters**

- Edit the Team’s name
- Edit the player’s name, handicap, blind, status, etc.

## **[3] Enter the Roles**

- Choose Scratch or Handicap
- Define the player’s handicap calculation role
- Define the Team’s handicap calculation role
- Enter the bonus threshold (bonus depends on the competition style)

## **[4] Choose the Lane assignment**

- Make the lane assignment

## **[5] Play the first week**

- Select a week (game session)
- Send the week to the lanes when ready to have the names uploaded to the monitors
- Start Practice
- Start Bowling
- Check for exceptions (Substitutes, blind bowlers, etc.)

## **[6] End of games**

- CLOSE the game session (if Automation is enabled, the game will end automatically)
- Check the results

## **[7] Start a new week**

- Move on to the new week
- Update the bowler’s handicap

<b>REMARKS</b>
As soon as a league is created, it is possible to save it and use it as a template to generate other leagues or tournaments.

# Open the Tournament and Leagues plug-in

**Double click to select All**

**Sort by Tournament name ↑↓**

**Sort by Last session date ↑↓**

**Sort by Session status ↑↓**

**Click here to open the Tournament & Leagues plug-in**

**Single selection**

**Game in progress**

**Event selected**

Selected	Tournament name	Last session date	Session status
<input type="checkbox"/>	Breath Of Fresh Air - 3005	6/10/2009 7:15:00 PM	4/13
<input type="checkbox"/>	Wednesday Night Mixed - 3423	5/6/2009 7:15:00 PM	33/33
<input type="checkbox"/>	Gladys R. Wilson & Assoc. - 4531	6/11/2009 6:30:00 PM	5/16
<input checked="" type="checkbox"/>	Catholic Women's League - 3464	6/10/2009 7:15:00 PM	1/34
<input type="checkbox"/>	SVJWI - Summer 2009 - 4005	00:00 PM	2/8
<input type="checkbox"/>	Breath Of Fresh Air	15:00	1/13
<input type="checkbox"/>	Wednesday Night Mixed - 1176	6/8/2009 7:00:00 PM	3/13
<input type="checkbox"/>	Tuesday Businessmen's "A" League	8/19/2008 6:30:00 PM	1/35
<input type="checkbox"/>	Thursday Night Mens	8/21/2008 6:30:00 PM	1/32
<input type="checkbox"/>	WED CITYA MENS	4/15/2009 6:30:00 PM	33/33
<input type="checkbox"/>	Bedriivenleaque	9/17/2008 8:00:00 PM	1/14

**Create a new league**

**Delete the selected league**

**Combine the results of the selected leagues**

**Open the selected event**

When the leagues in the list are more than 20, it is possible to use the search filter to find the week; the weeks could be searched for by Name, Last session date or Session number (status):

**Click here to select the filter criteria**

**Type the name here**

**Clear criteria**

- Starts with
- Contains
- Ends with
- Does not start with
- Does not contain
- Does not end with
- Does not match
- Not Like

Selected	Tournament name	Last session date	Session status
<input type="checkbox"/>	d		
<input type="checkbox"/>	Breath Of Fresh Air - 3005	6/10/2009 7:15:00 PM	4/13
<input type="checkbox"/>	Wednesday Night Mixed - 3423	5/6/2009 7:15:00 PM	33/33
<input type="checkbox"/>	Gladys R. Wilson & Assoc. - 4531	6/11/2009 6:30:00 PM	5/16

# Creating a new League (start the league wizard)

- Open the Leagues plug-in
- Click on **New (wizard)** button to start the league creation

Next Step → Edit the competition events and define the general parameters; use **next & previous** buttons when available to browse the league wizard.

## (Wizard): Define the General Parameters

**[2] Click here to browse the list and load a league or Tournament template**

### TOURNAMENT NAME

Enter the League name to define the competition.

### TOURNAMENT (LEAGUE) TYPE

- **Single** Tournament or League for single players only, no Team definition
- **Team** Tournament or League for Teams
- **Swedish first division** 2 teams as a Swedish style league (first division)
- **Swedish top league** 2 teams as a Swedish style league (top league)
- **Danish** 2 teams with 4 players as a Danish tournament

### SESSION'S NUMBER

Enter the number of the weeks that compose the league season.

### SESSION'S SERIES

A "**Serie**" is defined as "how many times" the teams/bowlers move to a different lane after xx games; leave 1 for USA leagues (without lane movement), for dutch league style enter the number of the total games.

## SERIES' GAME

Enter the number of games to play, for Dutch league style leave 1.

### Example

**1 series with 4 games** = the team play 4 games on the same lane or pair of lanes

**4 series with 1 game** = 4 games in total, the teams move 4 times from lane to another lane.

## TOURNAMENT TEAMS AND PLAYERS

The screenshot shows the 'Tournament Wizard Step 1/5' interface for a 'Single' style competition. The 'Tournament Name' is 'Danish style'. Under 'Tournament Type', 'Type' is set to 'Single'. 'Session's number' is 1, 'Session's series' is 1, and 'Serie's games' is 1. Under 'Tournament Teams and Players', 'Number of Teams' is 2 and 'Bowlers per lane' is 2. 'Pair Management Mode' is set to 'Crossed'. The 'Practice line' section shows 'Practice Unit' as 'Minutes' and 'Pinsetter Status' as 'OFF'. The 'Automation' section has 'Allow Automation' checked. The 'Time Unit' is set to 'Second' with a value of 40. The 'Flowing Strip Text' section has 'Show Teams' and 'Show Bowlers' options.

### Single style competition

- Number of teams (not available)
- Bowlers: enter the total number of all players
- Bowlers per lane: enter the maximum number of bowlers to assign to each "group", each group plays on a single lane

The screenshot shows the 'Tournament Wizard Step 1/5' interface for a 'Team' style competition. The 'Tournament Name' is 'Danish style'. Under 'Tournament Type', 'Type' is set to 'Team'. 'Session's number' is 1, 'Session's series' is 1, and 'Serie's games' is 1. Under 'Tournament Teams and Players', 'Number of Teams' is 2 and 'Active bowlers' is 2. 'Pair Management Mode' is set to 'Crossed'. The 'Practice line' section shows 'Practice Unit' as 'Minutes' and 'Pinsetter Status' as 'OFF'. The 'Automation' section has 'Allow Automation' checked. The 'Time Unit' is set to 'Second' with a value of 40. The 'Flowing Strip Text' section has 'Show Teams' and 'Show Bowlers' options.

### Team style competition

- Number of teams: enter the number of teams that play the competition
- Bowlers: enter the total number of players for each team, substitutes included
- Active bowlers: enter the official number of player's for each team

The screenshot shows the 'Tournament Wizard Step 1/5' interface for a 'Swedish Top League' style competition. The 'Tournament Name' is 'Danish style'. Under 'Tournament Type', 'Type' is set to 'Swedish Top League'. 'Session's number' is 1, 'Session's series' is 4, and 'Serie's games' is 1. Under 'Tournament Teams and Players', 'Number of Teams' is 2 and 'Bowlers' is 8. 'Pair Management Mode' is set to 'Crossed'. The 'Practice line' section shows 'Practice Unit' as 'Minutes' and 'Pinsetter Status' as 'OFF'. The 'Automation' section has 'Allow Automation' checked. The 'Time Unit' is set to 'Second' with a value of 40. The 'Flowing Strip Text' section has 'Show Teams' and 'Show Bowlers' options.

### Swedish style competition (First Division or Top League)

The default settings cannot be changed; change the session number to increment the week number.

### Danish style competition:

The default settings cannot be changed; the editable fields are the number of games for each series, the number of bowlers for each team and the session's number.

## SESSION FREQUENCY

Informative fields to set the session frequency, the starting date of the competition and the frequency of the competition (daily, weekly, monthly).

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## PAIR MANAGEMENT MODE

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- **Crossed:** (American league style) Team/Players swap on left-to-right right-to-left after each frame
- **Open:** Team and/or Players play the games on the same lane. Dutch league style: lane switches after each game

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## PRACTICE (time/throws)

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- **By time:** indicate how many minutes for the practice period
- **Throws/frames:** indicate how many throws each player will do for the practice period

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## INITIAL PINSETTER STATUS

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Select the pinsetter status when the scorer sends names to the lanes:

- **OFF:** the player's name will be visible on the lane monitor screen, but the pinsetters will remain off until the "start bowling" or "start practice" is sent to the lanes
- **ON (No Score)** = unlimited practice, pinsetters remain on, but the scorer does not count the pins
- **ON (score) or Automatic** = Pinsetters switch on and the scorer is ready to count

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## GAME MODE PINSETTER

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Select the pinsetter status when "Start bowling" is sent:

- **OFF:** the player's name will be visible on the lane monitor screens, but the pinsetters remain off
- **AUTO:** Pinsetters switch on and the scorer is ready to count

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## ENABLE AUTOMATION

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- **Automation enabled:** The scoring system manages and sends the "next" series or closes the game session automatically after the time indicated in the selection box.
- **Automation disabled (checkbox empty):** each series needs to be started manually; game sessions need to be closed manually.

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## INTRA OPERATION DELAY

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Indicates the time (in milliseconds) between consecutive multiple lane commands (as example, start bowling when all pinsetters will be switched on). This is necessary to prevent a massive surge of electricity by turning all pinsetters on at the same time.

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## FLOWING STRIP

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The flowing strip is a scrolling text on the lane monitors that reports the results and game progress during competition play. The flowing strip starts at the end of first serie (for the USA league, at the end of a game):

- **Flowing strip text:** enter a "welcome text message" at the beginning of the strip
- **Show Teams:** display/hide team name, totals, points
- **Number of teams to show:** indicates the first team's position to show
- **Show bowlers:** displays/hides player names and totals
- **Number of bowlers to show:** indicates the first bowler's position to show

**Click on NEXT to continue.**  
**Single leagues: the next step will be defining the bowlers.**  
**Team leagues: the next steps will be defining the teams then the bowlers for each team**

## (Wizard): Teams definition

**Tournament wizard step 1/5**

Team's definition  
You can change the team's name or select teams from the

**Frequent Teams** Different tournaments teams

**Teams name: edit the default name for personalization**

**Table headers: click on to sort by Value**

Team name	Team handicap	Team average
New Team 1	0	0
New Team 2	0	0
New Team 3	0	0
New Team 4	0	0
New Team 5	0	0
New Team 6	0	0
New Team 7	0	0
New Team 8	0	0

**Selected team**

**Temporary editable Team handicap**

**Temporary editable Team average**

Previous Next

### REMARKS

As a default, the program assigns "new Team 1", "new Team 2", etc. as a temporary team name. The temporary names could be edited later, either from the Bowler's Consoles or from the Lanes manager menu. Teams could be imported from the frequent teams list or from another league or tournament.

### EDIT THE TEAM NAME

Highlight the name field and type a new name. The team handicap and team average could be edited in this phase but will be temporary; the values could change depending on the handicap role and the team roster.

### ADD MORE TEAMS

Click on the previous button to come back to the first wizard page and change the team number. Note: the frequent teams or teams loaded from other competitions could be added directly on the team definitions page, it is not necessary to change the team number.

### REMOVE A TEAM

Click on the left column near the team name, a red cross appears ; click on the Red Cross and confirm. Note: it is not possible to remove a team below the minimum number of teams, click on the previous button to come back to the first wizard page to change the team's quantity.

## FREQUENT TEAMS -DIFFERENT

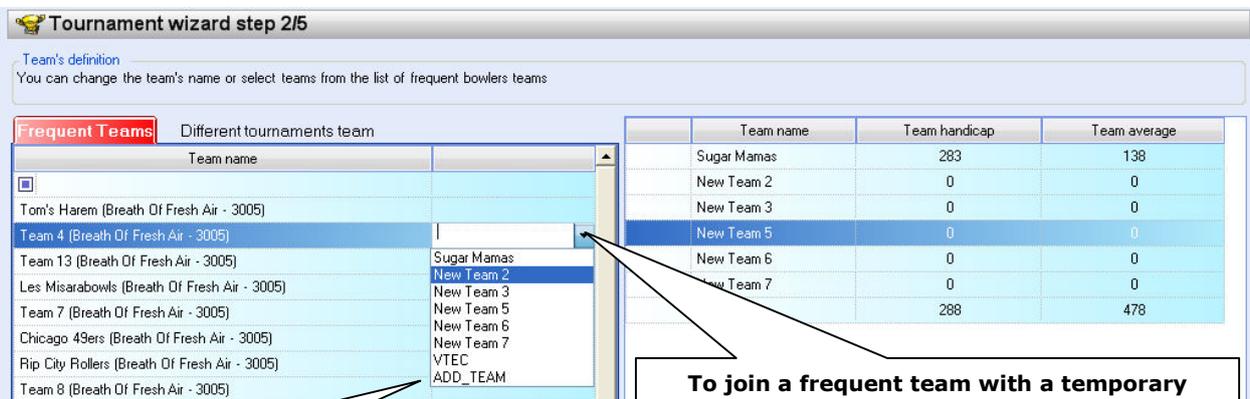
Any Team that plays a competition with Focus will be added automatically to the frequent Teams list; the frequent teams remain available until the Desk operator deletes all competitions (leagues or tournament) that contain them. If the frequent teams list contains many teams, the symbol  appear on top, click on it to use the search criteria filter.



**Frequent Teams** Different tournaments team

Team name	Team handicap	Team average
New Team 1	0	0
New Team 2	0	0
New Team 3	0	0
New Team 5	0	0
New Team 6	0	0
New Team 7	0	0
VTEC	288	478

**Search filter**



**Tournament wizard step 2/5**

Team's definition  
You can change the team's name or select teams from the list of frequent bowlers teams

**Frequent Teams** Different tournaments team

Team name	Team handicap	Team average
Sugar Mamas	283	138
New Team 2	0	0
New Team 3	0	0
New Team 5	0	0
New Team 6	0	0
New Team 7	0	0
VTEC	288	478

**To add the team as a new team, click on ADD\_TEAM**

**Teams from other leagues**

**To join a frequent team with a temporary team, click on the right corner; choose from the list the temporary team that will be replaced**

**Select one or more events (league or tournament)**

**Ranking filter**

**Update the list**

**To add the team as a new team, click on ADD\_TEAM**

**To join a frequent team with a temporary team, click on the right corner of frequent team name; choose from the list the temporary team that will be replaced**

# (Wizard): Bowler's Definition

Team competition: click here to browse the team list.  
Single competition: click here to browse the group list.

**Tournament wizard step 2/5**

Player's definition  
Select a team (if any) from the list on the left.

Team name: New Team 1

Player name	Player handicap	Player average
Dolores Black	82	108
Ed Bo	48	146
Bill Bro	25	172
Carol B	44	151
Jenny	19	178
Sara C	87	103
	56	137
	43	152
	54	
	20	
	35	
	12	
Mike Gassman		
Gloria Gibbs		
Mitch Gibbs		
Betsy Golton		
Nancy Hall	89	101
Cindy Hoffman	63	130
Sandie Huberty	40	155
Steve Huberty	0	225

Player name	Position	Handicap	Average	Blind score
Player #1	1	0	0	0
Player #2				
Player #3				
Player #4				

**Change Name for Player Player #1**

First Name: Player Hcp: 0

Last Name: #1 Blind Score: 0

Buttons: Ok, Cancel

**Search filters for the frequent bowlers list**

**Choose ADD\_PLAYER to add the frequent bowler as new bowler**

**Click here for join the frequent bowler with the temporary player**

**Frequent bowlers list**

Previous Next

## REMARKS

As a default, the program assigns "player #1", "player #2", etc. as a temporary bowler's name. The temporary names, handicap and blind score, could be edited now or later, either from the Bowler's Console or from the Lanes manager menu. The bowler average could be changed now, edit from the Team/Group Roster or imported from one or more past competitions.

## EDIT A BOWLER'S NAME

(1) Select the team or the group by choosing on the team/group name list

New Team 1

Player name	Position	Handicap	Average	Blind score
Player #1	1	0	0	0
Player #2				
Player #3				
Player #4				

**Change Name for Player Player #1**

First Name: Player Hcp: 0

Last Name: #1 Blind Score: 0

Buttons: Ok, Cancel

**(2) Select the player to edit**

**(3) Type first and last name and click on OK to confirm**

Handicap, Average and Blind Score could be edited now or at the end of the wizard from the Team/Group Roster, the player position could be changed from the Team/Group roster menu after the wizard ends.

## REMOVE A BOWLER FROM A TEAM OR GROUP

Team A squad 1

Player name	Position	Handicap	Average	Blind score
Player #1	1	0	0	0
<input type="checkbox"/> Player #2	2	0	0	0
Player #3	3	0	0	0
Player #4	4	0	0	0
Mario Smith	5	0	0	0

**(2) Select the player to remove and click on the Red Cross. Confirmation is required**

**(1) Select the team or the group by choosing on the team/group name list**

## FREQUENT BOWLERS

Any bowler that plays a competition with Focus will be added automatically to the frequent bowlers list; a frequent bowler will remain available until the desk operator deletes all of the competitions that contain the bowler. If the list contains many bowlers, the symbol  will appear on top, click on it to use the search criteria filter.

Team name: New Team 1

**Frequent Players** Different tournaments Players

Player name	Player handicap	Player average
Dolores Black	82	108
Ed Bolar	48	146
Bill Brown	25	172
Carol Brown	44	151
Jenny Brown	19	178
Sara Castle	87	103
Monica Chavez	56	137

Player name	Position	Handicap	Average	Blind score
Player #1	1	0	0	0
Player #2	2	0	0	0
Player #3	3	0	0	0
Player #4	4	0	0	0

**Choose ADD\_PLAYER to add the frequent bowler as new player**

**Click here for join the frequent bowler with the temporary player**

**(1) Select the team or the group by choosing on the team/group name list**

## LOAD BOWLER LISTS FROM OTHER LEAGUES

Team name: New Team 1

**Frequent Players** Different tournaments Players

Breath Of Fresh Air - 3005

Wednesday Night Mixed - 3423

Gladys R. Wilson & Assoc. - 4531

Catholic Women's League - 3464

SVJW1 - Summer 2009 - 4005

Breath Of Fresh Air

Get Players list rank by: Total

Ranking	Name	Total scratch	Handicap average	Average	Total
1	Castle Sara	156	261	52	417
	Gibbs Gloria	143	249	47	
	Weiss Betty	76	297	25	
		73	267	24	
		92	246	30	

Player name	Position	Handicap	Average	Blind score
Player #1	1	0	0	0
Player #2	2	0	0	0
Player #3	3	0	0	0
Player #4	4	0	0	0

**(2) Select the other leagues to load the bowlers lists**

**(1) Select the team or the group**

**(3) Choose a filter for ranking**

**Click here for join the bowler with the temporary player**

**(4) Update the list by ranking**

**Choose ADD\_PLAYER to add the bowler as new player**

Note: handicap and average are loaded with the selected players.

## (Wizard): Lane assignment

**Selected lanes**

**Click here to choose the lane assignment**

**Important: check the lane assignment of each week of the league**

**Team - groups**

**Editable lane movement table**

The lane assignment could be edited manually or by using a pre-assigned schedule; the first steps is select the official lanes where to play the competition.

### REMARKS

As default, the program assigns the same lane at same teams each week; to change the lane assignment moves on different week and change the destination lane. It's possible change the lane assignment any time, after the wizard end, even few moments before begin to play.

It is not necessary to select the lanes in sequence; the program uses the selected lanes as a range "from-to" from left to right ignoring the unselected lanes in the middle. In crossed style competition it is mandatory to select lane pairs always.

### LANES RANGE SELECTION

**Partial pair selection (yellow frame)**

**Pair selected (green frame)**

**Not selected**

**List of selected lanes**

**Lane selected**

**Clear all selected lanes**

**Selected all lanes**

- Click on the **Pair button to select or unselect** the lane pair; a green frame highlights the selected lane pair
- Click on the lane number to select only one lane of the pair, a yellow frame highlights the lane pair and the selected lane number is highlighted in **bold**
- At the end of the selection, click on the **Assign** button to confirm the new lane assignment

## ONLY FOR LEAGUES WITH LANE MOVEMENT: CHOOSE SHIFT METHOD

The screenshot shows a software window titled 'ShiftMethod' with a dropdown menu and several controls. The dropdown menu is open, showing options: ShiftMethod (highlighted), Petersen, RoundRobin, LanesSwitch, CustomFile, PairSwitch, and Free. Below the menu are two radio buttons: 'Use preassigned matrix for the first serie' and 'Left shift'. There are two spinners: 'First Lane:' set to 1 and 'Shift Amount:' set to 1. At the bottom left is a radio button 'Assign to all sessions' and at the bottom right is an 'Assign' button. Callout boxes provide instructions: 'Click here to edit then lock the assignment for the first serie' points to the 'Use preassigned matrix...' radio button; 'Click here to generate (clone) the assignment for all the weeks' points to the 'Assign to all sessions' radio button; 'Invert the Lane movement from left to right as right to left' points to the 'Left shift' radio button; 'Indicate from which lane position starts the shift' points to the 'First Lane:' spinner; 'Indicates how many lanes to shift (For USA Leagues leave at 1 = no lane movement)' points to the 'Shift Amount:' spinner; and 'When ready click on ASSIGN' points to the 'Assign' button.

- **Shift Method:** leave this selection for left/right standard lane movement or when there are no lane movements needed (default for USA Leagues)
- **Petersen - Round robin:** the program will assign automatically the lanes to the team/group using the standard Petersen or Round Robin table
- **Lane Switch (Dutch league style):** move odd lane to right and even lane to left after each series
- **Pair Switch:** move odd LANE PAIR to right and even LANE PAIR to left after each series. Available advanced option: invert lane during switch. The pair switch requires an even number of teams/groups and an even number of series
- **Free:** choose this option to perform a manual lane assignment editing the lane movement for each series from the table session below
- **Custom file:** load a saved template assignment
- **Swedish Top League-First division/Danish:** the template for these lanes assignments becomes available if the competition was generated as a Swedish/Danish event; use the previous button to come back to the first wizard page if necessary to choose this option

**Multi-week leagues only:** it is mandatory to tag the checkbox "Assign to all sessions" before performing the first week assignment: in this way, the first week assignment will be filled immediately for the all the weeks and should be changed later when necessary, week by week.

## ONLY FOR LEAGUES WITH LANE MOVEMENT: HOW TO MAKE A SORT ASSIGNMENT

- Tag the checkbox **Use pre-assigned matrix for the first series**
- Edit the first series column from **lane movement table**
- Click on **Assign** button

The lanes edited as the first series remains as before, the program will calculate and apply the lane shifted for the next series automatically.

## SAVE LANE ASSIGNMENT (EXPORT)

Clicking on the **EXPORT** button to save the lane assignments as a custom file for the next time; if necessary, complete this operation choosing a path and file name.

# (Wizard): Handicap and Rule's Definition

## HCP RULE

**Scratch/Handicap:** add/remove the bowler's handicap from the calculation; the choice could be performed in advance or after the event.

## RESULT CALCULATOR

**Normal** = standard, no special points

**Petersen (for Petersen match only)**= add xx point(s) to the team/player that wins the match.

**Petersen + single\double bonus** = add the point to the winner of the match, plus apply a threshold with a bonus or 2 bonus points if the thresholds is 2.

**Single/double bonus** = add xx points when the bowler passes the threshold. The thresholds (one or two, depends on the choice) are calculated on each game and the bonus will be applied every time the scratch score is over the threshold, tagging the **cumulative** checkbox will give the bonus "one" time only.

## RESULT CALCULATOR FOR SWEDISH - DANISH COMPETITION

**Danish** = the team that collects more pin fall in one game wins 2 points, the team that collects more pin fall in 4 games wins 2 points more.

**Swedish top league\First division** = point assignment as Swedish rule

## PLAYER HANDICAP

Tag the checkbox **calculate** and fill the base average and % percentage of; as the formula  $Hcp\ player = Hcp\ percentage \times (Base\ average - player\ average)$ ; if the league uses a negative handicap method, enter the appropriate percentage on the "**above average perc.**" box.

Tag **No calculation** if the player uses a fixed handicap or no handicap used.

## TEAM HANDICAP

Choose the role for team handicap: Either the sum of the bowler's handicaps or based on the team average, based on the team difference or disables the team handicap calculation.

# End of the Wizard

**Tag this checkbox to save and create the event as a League**

**Click on the previous button to make changes before choosing "Create Tournament"**

**Click on create tournament to Save and exit**

**Tag this checkbox to save the league as a Template for other leagues**

Clicking on the Create Tournament button will finish the wizard and create the competition records in the Focus database. The competition is ready to be played or to be modified as needed.

Selected	EntityId	Tournament Name	LastSessionDate	Session status	ExportFileName
<input type="checkbox"/>	31	Thursday Night Mens	16/04/2009 18.30.00	32/32	Thursday_Night_Mens_s00
<input type="checkbox"/>	32	Skokie Mixed - 7114	19/04/2009 18.00.00	11/16	7114_s00
<input type="checkbox"/>	40	tt	13/05/2009 20.00.00	0/2	STW20017
<input type="checkbox"/>	41	Trofeo Città di Brescia - turno 1	13/05/2009 20.00.00	1/1	STW20019
<input type="checkbox"/>	42	torneo città di Brescia turno 2	13/05/2009 20.00.00	1/1	STW20020
<input type="checkbox"/>	44	Early Birds - 4501	01/01/2009 18.00.00	0/0	4501_s00
<input type="checkbox"/>	45	DAIRYMEN	31/10/2008 18.00.00	0/0	ymen_09_s00
<input type="checkbox"/>	48	Drunken Rollers season 2	22/05/2009 18.00.00	0/0	rollers_season2_s00
<input type="checkbox"/>	50	Team difference_rollers	25/05/2009 19.30.00	2/9	team_difference_s00
<input checked="" type="checkbox"/>	51	Master team squad 1	18/05/2009 20.00.00	0/0	STW20021

**Last competition created**

The last created competition is highlighted by default, click on "Open..." when ready to edit or play the league.

# League List menu

**League in the play pending window**

**Double click to select All**

**Select the league name**

**Sort by the Last week (session) date ↑↓**

**Sort by the League name ↑↓**

**Sort by the Week (session) number ↑↓**

**Event selected**

**Click here to open the Leagues plug-in**

**Single checkbox selection**

**League in play**

**League list**

**Open the selected league**

Select ed	Tournament Name	Last session date	Session status
<input checked="" type="checkbox"/>	Early Birds - 4501	11/6/2008 9:30:00 AM	9/31
<input checked="" type="checkbox"/>	Skokie Mixed - 7114	2/8/2009 6:00:00 PM	11/16
<input type="checkbox"/>	DAIRYMEN	10/31/2008 10:30:00 AM	5/25
<input type="checkbox"/>	Adidas Fans Mixed 2009 modificata	9/4/2008 6:00:00 PM	2/33
<input type="checkbox"/>	Thursday Night Mens	4/16/2009 6:30:00 PM	32/32
<input type="checkbox"/>	Adidas Fans Mixed 2009	9/24/2008 6:00:00 PM	5/33
<input type="checkbox"/>	Mill Donderdag league 2008-2009	5/20/2009 8:00:00 PM	1/30

**Create a New not-BLS League (Managed by Focus)**

**Delete the selected imported league**

**Combine the score results of the selected leagues**

When the leagues in the list are more than 20, it is possible to use the search filter to find the week; the weeks could be searched for by Name, Last session date or Session number (status):

**Click here to select the filter criteria**

**Type the name here**

**Clear the criteria**

Selected	Tournament name	Last session date	Session status
<input checked="" type="checkbox"/>	cd		
<input type="checkbox"/>	Breath Of Fresh Air - 3005	6/10/2009 7:15:00 PM	4/13
<input type="checkbox"/>	Wednesday Night Mixed - 3423	5/6/2009 7:15:00 PM	33/33
<input type="checkbox"/>	Gladys R. Wilson & Assoc. - 4531	6/11/2009 6:30:00 PM	5/16

- Starts with
- Contains
- Ends with
- Does not start with
- Does not contain
- Does not end with
- Does not match
- Not Like

# League week tabs (session)

As soon as a league is opened, it will go into the Tournament Info tab. The window has 4 main tabs:

## TOURNAMENT INFO

Main competition information such as series, games, automation, play mode style, automation, etc. In this tab it is possible to change the league play style (crossed or open), change the practice time, enable the Flowing strip text to show the League results at the end of the games.

## TOURNAMENT RULES

The location to edit **the Lane assignments** and **Handicap rules** definition.

## TOURNAMENT SESSIONS

**Team Roster**, the location to edit the team/group/player details and **Session summary** the location to check/print/export the game session results.

## TOURNAMENT SUMMARY

A tab to check/print/export the results of all the games of all the weeks played.

## AVAILABLE ACTIONS

- To change the league play mode (crossed to open or vice-versa), enable the flowing strip text at the end of the games or to change the practice time, open the tournament Info tab → see page 28
- To play the League now, open the Tournament Session → see the next pages
- To change the league before playing or for changing lane assignments or to start the league on selected lanes only; open the tournament rules tab → see page 30
- To edit the team roster (bowler's status, vacant, blind etc.) before playing\* → see page 33

\*Vacant and blind status could be changed from the bowler's console or the Lanes Manager even during league play.

# Start / End Play

[1] Open the Tournament Session tab

Selected Week

[2] Click on "SEND all.." button to send the teams and bowler's names to the lanes

Name	Handicap	Lane
Insane Unknowns	252	1
Blondes 'N Brawn	222	2
Accidental II	177	3
Empty Nesters	266	4
The Crushers	303	5
To The Nines	323	6
Led Zeppelin	385	7
All Mixed Up	320	8
Tidy Bowlers	324	9
Miller Time	253	10

Player Name	Position	Status	Handicap	Average	Blind Score	Team
Mike Zurakov	1	Player	51	158	148	Insane Unknowns
Jan McReynolds	2	Player	66	141	131	Insane Unknowns
Ed Millunchick	3	Player	88	139	129	Insane Unknowns
Carol Millunchick	4	Player	67	140	130	Insane Unknowns

Start practice 10  
Minutes Pinsetter  
status OFF

[3] Wait until the **Start practice** button is available, then click on it to start the practice time on the lanes

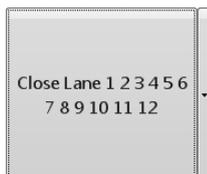
Start bowling

[4] At the end of practice time, click on the **Start bowling** button to begin the competition.

**REMARKS**

The send lanes, practice and start bowling commands could be sent also from the Lanes manager menu, directly from the pinsetter control menu . Lanes could be manually closed also from the Lanes Manager, clicking on the lane icon and the close lanes button.

## CLOSE MANUALLY THE WEEK



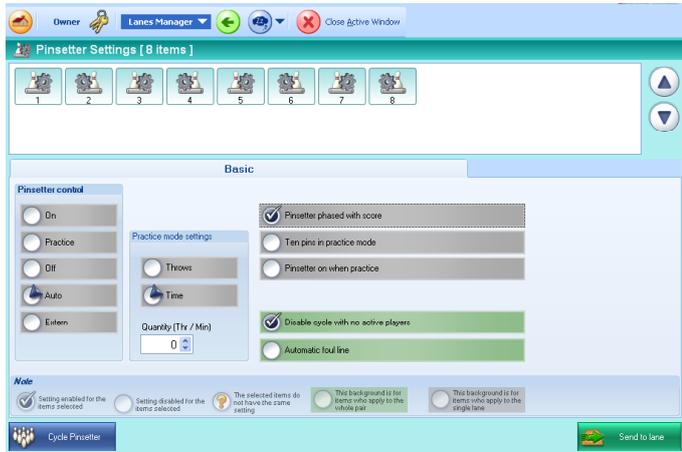
It is also possible to close the lanes from the Leagues plug-in: after the week selection, open the Tournament Session tab and click on the **Close Lane** button to end the competition.

## AUTOMATICALLY CLOSE THE WEEK

If the league was created with "automation enabled" in the tournament info tab, it is not necessary to close the lanes manually, the lane program will close the lane by itself after the xx time indicated. To change the league info tab (before sending the league to the lanes) see page 28

# End of games session: Resume the lane status

At the end of the week, the lane and pinsetters remain with the same status selected for the league session. To resume the lanes as usual, proceed as following from the **LANES MANAGER MENU**:



## PINSETTER settings:

- Check that the Pinsetter control is selected as **Auto**
- Click on **Send to lane**

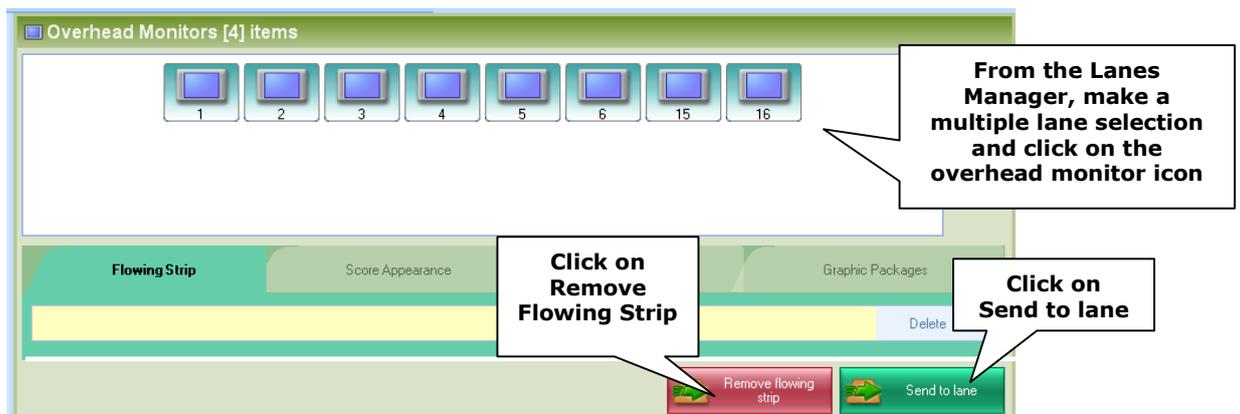


## Pair settings:

- Remove the check from Crossed mode
- Click on **Send to lane**

# Remove the Competition flowing Strip

During the competition, the Flowing strip (if enabled) displays the game results automatically. At the end of the games, the flowing strip will still continue to run until it is removed from the Main Desk:



# Checking the score results

**Click on tournament session and then Session summary for the results of the current week**

**Click on tournament Summary to check all of the weeks results**

**Refresh button: click here to update the Score results if the session is still in process**

**Export the score to Excel**

**Preview and print the result tab as selected**

**Preview and print the Standard Recap Sheets**

## TEAMS DETAILS

Ranking	Team name	Total scratch	Team total handicap	Team total	Team points	Team average	S1G1	S1G2	S1G3
1	Blondes 'N Brawn	1311	666	1977	0	437	380	446	485
2	Empty Nesters	1164	798	1962	0	388	345	406	413
3	Insane Unknowns	1129	756	1885	0	376	411	379	339
4	Led Zeppelin	524	1155	1679	0	174	135	165	224
5	Accidental II	1139	531	1670	0	379	404	359	376
6	All Mixed Up	588	960	1548	0	196	201	207	180
7	The Crushers	406	909	1315	0	135	106	173	127
8	To The Nines	183	969	1152	0	61	81	44	58

As a default, the teams are ordered according to rank, clicking on the caption of the **Team name**, **Total scratch**, **Team total**, **team points**, **Team Average** this will change the order as selected; the order could be toggled  $\updownarrow$  clicking on the caption multiple times.

Clicking on **S1G1** (serie 1, game 1) **S1G2** (serie 1 game 2) or S1G1, S1G2, etc. it is possible to order the scratch games from highest to lowest games and vice-versa.

## TEAM PLAYERS DETAILS

Tournament Info    Tournament Rules    **Tournament Sessions**    Tournament Summary

Teams and Roster    **Session Summary**

Teams Details    **Team Players Details**    All Events

Ranking	Player name	Team name	Total scratch	Player total handicap	Player total	Player average	S1G1	S1G2	S1G3
1	Kristin Stephens	Blondes 'N Brawn	347	237	584	115	122	109	116
2	Christine Parsill	Empty Nesters	279	291	570	93	93	96	90
3	Susan Cercone	Led Zeppelin	265	288	553	88	6	133	126
4	VACANT	All Mixed Up	351	201	552	117	117	130	104
5	Michelle Parsill	Blondes 'N Brawn	302	231	533	100	98	76	128
6	Mike Zurakov	Insane Unknowns	358	153	511	119	126	128	104
7	Jim Power	Empty Nesters	294	216	510	98	85	106	103
8	Bernice Downs	Accidental II	317	189	506	105	131	103	83
8	Karen Power	Empty Nesters	272	234	506	90	77	101	94
9	Jan McReynolds	Insane Unknowns	284	198	482	94	102	80	102
10	Rob Cecil	Accidental II	324	153	477	108	85	95	144
11	Ed Millunchick	Insane Unknowns	269	204	473	89	79	88	102
12	Adam Parsill	Blondes 'N Brawn	336	96	432	112	79	143	114
13	Eric Parsill	Blondes 'N Brawn	326	102	428	108	81	118	127
14	Carol Millunchick	Insane Unknowns	218	201	419	72	104	83	31
15	Pat Sexton	Accidental II	241	138	379	80	94	79	68
16	David Parsill	Empty Nesters	319	57	376	106	90	103	126

Excel Export    Print Active Summary    Print RecapSheets

The **Team players details** show the player details in relation to the team where they played the session. Like in the Team details tab, the caption name could be used to change the order.

## ALL EVENTS

Tournament Info    Tournament Rules    **Tournament Sessions**    Tournament Summary

Teams and Roster    **Session Summary**

Teams Details    Team Players Details    **All Events**

Ranking	Player name	Player total scratch	Player total handicap	Player total	Player average	S1G1	S1G2	S1G3
1	Kristin Stephens	347	237	584	115	122	109	116
2	Christine Parsill	279	291	570	93	93	96	90
3	Susan Cercone	265	288	553	88	6	133	126
4	VACANT	351	201	552	117	117	130	104
5	Michelle Parsill	302	231	533	100	98	76	128
6	Mike Zurakov	358	153	511	119	126	128	104
7	Jim Power	294	216	510	98	85	106	103
8	Karen Power	272	234	506	90	77	101	94
8	Bernice Downs	317	189	506	105	131	103	83
10	Jan McReynolds	284	198	482	94	102	80	102
11	Rob Cecil	324	153	477	108	85	95	144
12	Ed Millunchick	269	204	473	89	79	88	102
13	Adam Parsill	336	96	432	112	79	143	114
13	Amy Begley	96	336	432	32	6	0	90
15	Eric Parsill	326	102	428	108	81	118	127
16	Carol Millunchick	218	201	419	72	104	83	31
17	Kristen Puetz	78	333	411	26	0	78	0

Excel Export    Print Active Summary    Print RecapSheets

The **All Events** tab shows all the player details, all games, including the game played on different teams during the same games session. Like in the team and players details tab, the caption names could be used to change the order.

## TOURNAMENT SUMMARY (ALL WEEKS, ALL EVENTS)

**Tournament Brescia Leagues Session 2/10 2**

Tournament Info    Tournament Rules    Tournament Sessions    **Tournament Summary**

**Teams Ranking**    Players Ranking

Ranking	Team name	Total scratch	Total handicap	Total	Total game number	Total points
1	Team 1	337	439	776	1	0
2	Team 2	319	333	652	1	0
3	Team 11	302	322	624	1	0
4	Team 12	281	292	573	1	0
5	Team 4	299	273	572	1	0
6	Team 9	322	243	565	1	0
6	Team 8	303	262	565	1	0
8	Team 5	290	267	557	1	0
9	Team 10	330	216	546	1	0
10	Team 6	313	226	539	1	0
10	Team 7	294	245	539	1	0
12	Team 3	297	231	528	1	0

Excel Export                      Ranking preview

The **Teams ranking** show all of the team's totals for all weeks and all games. Like in the Team and players details tab, the caption name could be used to change the order.

Tournament Info    Tournament Rules    Tournament Sessions    **Tournament Summary**

Teams Ranking    **Players Ranking**

Ranking	Player name	Total scratch	Total handicap	Total	Total game number	Total points
1	Torsoli Lella	101	477	578	3	
2	Bertona Brunana	138	432	570	3	
3	Miseria Franco	98	432	530	3	
4	O'hara Rossella	98	408	506	3	
5	Celli Augusto	85	411	496	3	
6	Lolli Lalla	93	372	465	3	
7	Cavagna Anna	111	351	462	3	
8	Hannas Leslie	109	345	454	3	
9	Borrelli Saverio	107	339	446	3	
10	Confalonieri Lella	83	354	437	3	
11	Mitraglia Ermete	102	297	399	3	
12	Gatta Giovanni	79	312	391	3	
13	Ciano Edda	74	303	377	3	
14	Koimaski Handrey	101	273	374	3	
15	Number Nenni	103	270	373	3	
16	Tatangelo Anna	78	288	366	3	

Excel Export                      Ranking preview

The **Players Ranking** shows all the player totals for all weeks and all games, including the games played on different teams during the same games session. Like on the Team and players details tab, the caption name could be used to change the order.

# Recalculate the player's handicap (for the first week play)

At the end of the first game session, the player handicap needs to be recalculate for the next week:

Name	Handicap	Lane
New Team 1	0	1
New Team 2	0	2
New Team 3	0	3
New Team 4	0	4
New Team 5	0	5

Player name	Position	Status	Handicap	Average	Blind score	Team
Sara Castle	1	Player	261	52	0	New Team 1
Player #2	2	Player	0	0	0	New Team 1
Player #3	3	Player	0	0	0	New Team 1
Player #4	4	Substitute	0	0	0	New Team 1

**(1) Choose the week (session)**

**(2) Click on Tournament Rules Hdcp Rules**

**(3) Click on recalculate players hdcp for the session..**

Now the handicap is recalculated based on the average of the played games, check the tournament summary to verify the changes. Note: this operation is optional for the first week; the handicap recalculation is mandatory on the next week before beginning to play.

# Play a new week

## MANDATORY STEPS BEFORE TO PLAY THE WEEK

**(1) Choose the new week (session)**

Name	Handicap	Lane
New Team 1	0	1
New Team 2	0	2
New Team 3	0	3
New Team 4	0	4
New Team 5	0	5

**(2) Click on the Tournament Rules, HdcP Rules**

**(3) Click on recalculate players HdcP for the session**

Now the handicap is recalculated based on the average of the played games, check the tournament session to verify the changes.

Repeat the handicap recalculation (if necessary) before beginning to play another new week, until the league season is finished.

### REMARKS ABOUT LANE ASSIGNMENTS

As default, the program assigned the same lane at same teams each week during the League wizard. The lane assignment could be vary any time, even few moments before begin to play. If necessary, check or change the lane assignment clicking on Tournament Rules – Lane assignment of the selected week.

### REMARKS

The next chapters describe the possible league modification before starting the game session and the possible actions during league play using Focus. Team roster edits such as substitutions, blind, remove/add players could be performed directly from the Lanes Manager plug-in or from the bowler's console, even during league play.

The Focus program is based on a database for data management. The entered or modified information will be saved automatically when the cursor changes the line or moves into another field.

# Tournament Info: Editable League Parameters

The screenshot shows a web interface for editing tournament parameters. The main title is 'Tournament Info' with sub-tabs for 'Tournament Rules', 'Tournament Sessions', and 'Tournament Summary'. The current tournament name is 'Bella city turn 1'. The interface is organized into several sections:

- Tournament Type:** Includes 'Type' (set to 'Teams'), 'Session's number' (12), 'Session's series' (1), and 'Serie's games' (3).
- Session Frequency:** Includes 'Session Frequency' (Weekly), 'First Session Date' (6/15/2009), and 'First Session Time' (Hour: 20, Minutes: 0).
- Tournament Teams and Players:** Includes 'Number of Teams' (6), 'Bowlers' (4), and 'Active bowlers' (3).
- Pair Management Mode:** Includes 'Pair Mode' with radio buttons for 'Crossed' (selected) and 'Open'.
- Practice time:** Includes 'Practice Unit' (Minutes), 'Initial pinsetter status' (Off), and 'game mode pinsetter' (On (score)).
- Automation:** Includes 'Allow Automation' (checked), 'Close lane or send next serie after' (40 seconds), and 'Intra Operation Delay' (200 milliseconds).
- Flowing Strip:** Includes 'Flowing Strip Text' (empty), 'Show Teams' (radio button), 'Show Bowlers' (radio button), 'Teams to show' (0), and 'Bowlers to show' (0).

## EDITABLE FIELDS

**Session's number:** change the number of the weeks that compose the league season.

**Session's series:** define "how many times" the teams/bowlers move to a different lane after xx games; leave 1 for the USA leagues (without lane movement), for dutch league style enter the number of the total games.

**Series' games:** indicate the number of the games to play. For Dutch league style leave 1.

**Pair Mode: Crossed:** (American league style) Team/Players swap left-to-right and right-to-left after each frame - **Open:** Team and/or Players play all the games on the same lane.

**Practice Unit (time/throws):** By time: indicate how many minutes for practice period - Throws: indicates how many throws each bowler will have during the practice period.

**Initial pinsetter status:** Select the pinsetter status when the scorer sends the names to the lanes:

**OFF:** the player's name will be visible on the lane monitor screen, but pinsetters remain off until the Start bowling or Start practice is sent to the lanes.

**ON (No Score)** = unlimited practice, pinsetters remain on, but the scorer does not count the pins

**ON (score) or Automatic** = Pinsetters switch on and the scorer is ready to count.

**Game mode pinsetter:** Select the pinsetter status when "start bowling send".

**Automation enabled:** The scoring system closes the lanes automatically after the time indicated in the selection box.

**INTRA OPERATION DELAY:** Indicates the time (in milliseconds) between consecutive multiple lane commands (as an example, start bowling when all pinsetters will be switched on). This is necessary to prevent a massive surge of electricity by turning all pinsetters on at the same time.

**FLOWING STRIP:** The flowing strip is a scrolling text on the lane monitors that reports the results and game progress during the competition playing. The flowing strip starts at the end of the games.

**Flowing strip text:** enter a “welcome text message” at the beginning of the strip.

**Show Teams:** displays/hides the team name, totals, points.

**Number of teams to show:** indicates the first team’s positions to show.

**Show bowlers:** displays/hides the player name and totals.

**Number of bowlers to show:** indicates the first bowler’s position to show.

## TEAMS AND PLAYERS

### Single style competition

- Number of teams (not available)
- Bowlers: enter the total number of all players
- Bowlers per lane: enter the maximum number of bowlers to assign to each “group”, each group plays on a single lane

### Team style competition

- Number of teams: enter the number of teams that play the competition
- Bowlers: enter the total number of players for each team, substitutes included
- Active bowlers: enter the number of official player’s for each team

### Swedish style competition (First Division or Top League)

The default settings cannot be changed, change the session number to increment the week number.

### Danish style competition:

The default settings cannot be changed; the editable fields are the number of games for each series, the number of the bowlers for each team and the session number.

## SESSION FREQUENCY

Informative fields to set the session frequency, the starting date of the competition and the frequency of the competition (daily, weekly, monthly).

# Start the game for selected teams only

## [1] SEND THE FIRST GROUP OF SELECTED TEAMS

[1] Select the desired Teams

Name	Handicap	Lane
<input checked="" type="checkbox"/> Tom's Harem	192	1
<input checked="" type="checkbox"/> Team 4	83	2
<input checked="" type="checkbox"/> Team 13	185	3
<input checked="" type="checkbox"/> Les Misarabowls	258	4
<input checked="" type="checkbox"/> Bye	0	5
<input type="checkbox"/> Team 7	289	6
<input type="checkbox"/> Chicago 49ers	169	7
<input type="checkbox"/> Rip City Rollers	130	8
<input type="checkbox"/> Team 8	108	9
<input type="checkbox"/> Victory Is Ours	204	10
<input type="checkbox"/> Team 10	67	11
<input type="checkbox"/> Sugar Mamas	293	12

[2] Click on the "SEND to lane" button

Send to lane Team  
 Tom's Harem  
 Team 4  
 Team 13  
 Les Misarabowls  
 Bye  
 All series

Start practice 10 Minutes Pinsetter status OFF

Add player to team Bye

Add Team

Remove teams Tom's Harem Team 4

Remove selected players

## [2] SEND THE NEXT GROUP OF SELECTED TEAMS

Name	Handicap	Lane
<input type="checkbox"/> Tom's Harem	192	1
<input type="checkbox"/> Team 4		2
<input type="checkbox"/> Team 13		3
<input type="checkbox"/> Les Misarabowls		4
<input type="checkbox"/> Bye		5
<input checked="" type="checkbox"/> Chicago 49ers		6
<input checked="" type="checkbox"/> Rip City Rollers	130	8
<input checked="" type="checkbox"/> Team 8	108	9
<input checked="" type="checkbox"/> Victory Is Ours	204	10
<input checked="" type="checkbox"/> Team 10	67	11
<input checked="" type="checkbox"/> Sugar Mamas	293	12

[1] Select the desired Teams of the next group (remember to unselect the previous group)

Player name	Position	Status	Handicap	Average	Blind score	Team
<input checked="" type="checkbox"/> Sara Castle	1	Player	85	105	95	Sugar Mamas
<input type="checkbox"/> Nancy Hall	2	Player	92	97	87	Sugar Mamas
<input type="checkbox"/> Monica Chavez	3	Player	50	144	134	Sugar Mamas

[2] Click on the "SEND to lane" button

Send to lane Team  
 Team 7  
 Chicago 49ers  
 Rip City Rollers  
 Team 8  
 Victory Is Ours  
 Team 10

Start practice 10 Minutes Pinsetter status OFF

Add player to team Sugar Mamas

Add Team

Remove teams Team 7 Chicago 49ers

Remove selected players

- If necessary, **close only the selected teams**, select the finished team and click on the **close lanes** button or close the lanes from the **Lanes Manager** plug-in (click on the lane icon and then click on the close lane button).

# Change the lane assignments

Sometimes it could be necessary to change the lane assignments because some lanes are not available or by a mistake in the week assignment. There are different ways to change the lane assignment:

## MANUAL ASSIGNMENT

The screenshot shows the 'Lane Assignment' window in the Tournament Manager. It features a grid of pair buttons (Pair 1 to Pair 13) and a list of teams/groups below. Callouts provide instructions: 'Selected lanes' points to the pair buttons, 'Sessions' points to the team list, 'Teams / groups' points to the team list, and two callouts on the right explain how to change destination lanes by editing the lane number in the cell and the mandatory 'MODIFY' button.

## LANES SELECTION USING THE PAIR BUTTONS

The diagram shows a simplified view of the lane selection interface. It includes buttons for 'Pair 3', 'Pair 4', and 'Pair 5'. Lane 5 is highlighted with a yellow frame, and lane 7 is highlighted with a green frame. A callout 'List of selected lanes' points to a box containing '5,7,8'. Below the buttons are 'Clear Selection' and 'Select All' buttons. Callouts explain the selection states: 'Partial pair selection (yellow frame)', 'Pair selected (Green frame)', and 'Not selected'.

- Click on the **Pair button** to select or unselect the lane pair; a green frame highlights the selected lane pair
- Click on the lane number to select only one lane of the pair, a yellow frame highlights the lane pair and the selected lane number is highlighted in **bold**
- At the end of the selection, click on the **Assign button** to confirm the new lane assignments

## REMARKS

It is not necessary to select the lanes in sequence; the program uses the selected lanes as a range "from-to" from left to right ignoring the unselected lanes in the middle. In crossed style competition it is mandatory to always select the lane pairs.

## ONLY FOR LEAGUES WITH LANE MOVEMENT: CHOOSE SHIFT METHOD

The screenshot shows a configuration window for 'Shift Method'. At the top is a dropdown menu with 'ShiftMethod' selected. Below it is a list of options: 'ShiftMethod', 'Petersen', 'RoundRobin', 'LanesSwitch', 'CustomFile', 'PairSwitch', and 'Free'. To the right of this list is a callout box: 'Invert the Lane movement from left to right, as right to left'. Below the list are two radio buttons: 'Use preassigned matrix for the first serie' (with a callout: 'Click here to edit, then lock the assignment for the first serie') and 'Left shift' (with a callout: 'Indicates from which lane position starts the shift'). Below these are two spinners: 'First Lane:' set to '1' (with a callout: 'Indicates how many lanes to shift (for USA Leagues leave at 1 = no lane movement)') and 'Shift Amount:' set to '1'. At the bottom left is a radio button 'Assign to all sessions' (with a callout: 'Only for leagues with multiple weeks: click here to generate (clone) the assignment for all weeks') and an 'Assign' button (with a callout: 'When ready click on ASSIGN').

- **Shift Method:** leave this selection for left/right standard lane movement or when there are no lane movements needed (default for USA Leagues)
- **Petersen - Round robin:** the program will assign automatically the lanes to the team/group using the standard Petersen or Round Robin table
- **Lane Switch (Dutch league style):** move odd lane to right and even lane to left after each series
- **Pair Switch:** move odd LANE PAIR to right and even LANE PAIR to left after each series. Available advanced option: invert lane during switch. The pair switch requires an even number of teams/groups and an even number of series
- **Free:** choose this option to perform a manual lane assignment editing the lane movement for each series from the table session below
- **Custom file:** load a saved template assignment
- **Swedish Top League-First division/Danish:** the template for these lanes assignments becomes available if the competition was generated as a Swedish/Danish event; use previous button to come back to the first wizard page if necessary to choose this option

**Multi-week leagues** it is mandatory to check the lane assignment for each week and vary if necessary. Remember to save the modification clicking on Modify button.

## ONLY FOR LEAGUES WITH LANE MOVEMENT: HOW TO MAKE A SORT ASSIGNMENT

- Tag the checkbox **Use pre-assigned matrix for the first series**
- Edit the first series column from the **lane movement table**
- Click on **Assign** button

The lanes edited as the first series remain as before, the program will calculate and apply the lane shifted for the next series automatically.

## SAVE LANE ASSIGNMENT (EXPORT)

Clicking on the **EXPORT** button will save the lane assignments as a custom file for the next time; if necessary, complete the operation choosing a path and file name.

# Change Team rosters before playing

**Move between weeks**

**Official bowlers**

**Official team substitute**

Add player to team Bud's Weiser Guys

Name	Handicap	Lane
Bud's Weiser Guys	352	10
Dekalb Feeds	304	8
Garage Door Specialists	195	2
Grummet's Hardware	334	1
Kevin Wolf & Sons Constructio	182	7
Longshots	337	5
McDonalds	158	13
Paone's Blackhawk Lanes	291	6

Player Name	Position	Status	Handicap	Average	Blind Score	Team
Pat Worthington	1	Player	45	133	133	Bud's Weiser Guys
Bud Martens	2	Player	98	131	131	Bud's Weiser Guys
John Schick	3	Player	98	131	131	Bud's Weiser Guys
Bob Gustafson	4	Player	68	164	164	Bud's Weiser Guys
Bill Callihan	5	Player	43	192	192	Bud's Weiser Guys
Jerry Clark	6	Substitute	0	0	165	Bud's Weiser Guys
Chuck Kilcoast	7	Substitute	58	125	125	Bud's Weiser Guys
Tommy Murray	8	Substitute	23	214	214	Bud's Weiser Guys

## MODIFY THE BOWLER'S LINE UP

**[1] Select the Team**

**[2] Select the player**

**[3] Change the player lineup**

The "official team player" is the players in the sky blue area, the players in the gray area are the official team substitutes; changing the player from the top blue area to the gray area means "make this player a substitute".

## SUBSTITUTE A BOWLER CHOOSING FROM THE EXISTING LIST

**[1] Select the Team**

**(2) Select the player to substitute**

**(3) Browse the list, highlight the substitute and click OK.**

Player name	Position	Status	Handicap	Average	Blind score	Team
Gloria Gibbs	1	Player	84	106	96	Les Misarabowls
Mitch Gibbs	2	Player	53	141		
Joe Thiel	3	Player	67	125		
VACANT	4	Vacant	54	140		

Player name	Handicap	Average
John O'Keefe	0	0
Sub One	0	0
Sub Three	0	0
Sub Two	0	0

## ADD A BOWLER CHOOSING FROM THE SUBSTITUTE OR FREQUENT BOWLERS LIST

**[1] Select the Team**

**[2] Click on Add player**

**Click here for browse the frequent player list**

Player name	Handicap	Average
John O'Keefe	0	0
Sub One	0	0
Sub Three	0	0
Sub Two	0	0

Player name	Position	Status
Gloria Gibbs	1	Player
Mitch Gibbs	2	Player
Joe Thiel	3	Player
VACANT	4	Vacant

## CREATE A NEW BOWLER (NEW SUBSTITUTE)

The screenshot shows the 'Teams and Roster' window with the following data:

EntityId	Name
9596	Bowl United
87	Pin Pals
	Happy Foods
	Skokie Millwork
	KAFBA

IdPlayer	Player name	Position	Status	Handicap
183458	Ken Freedman	1	Player	34
183478	Brian Mischke	2	Player	48
183491	Frank Quintero	3	Player	41
183496	Gene Schuler	4	Player	51
183488	John Park	5	Player	11
183553	New Player	6	Player	0

Player name	Handicap	Average
Andy Bikules	48	
Bryant Cabrera	0	
Chuck Chiarello	34	
Greg Eastman	71	
Fred Eberhardt	13	
Steve Filo	39	
Dane Hansen	19	
Mike Ochonicki	54	
Sub One	0	0
Theo Simon	13	203
Sub Three	0	0
Sub Two	0	0

The new player is created with a temporary name of "New Player"; after the creation, the new player could be used as a substitute, added, removed or edited from the bowler's console or from the Lanes Manager, even during play.

It is not possible to exceed the legal number of players on a team; an old player must be removed or substituted to let the new player come in.

## EDIT BOWLERS

The screenshot shows the 'Teams and Roster' window with the following data:

EntityId	Name	Handicap	Lane
259	Bowl United	185	1
260	Pin Pals	300	2
261	Happy Foods	100	3
262	Skokie Millwork	100	4
263	KAFBA	100	5

IdPlayer	Player name	Position	Status	Average	Blind score	Team
1143	Ken Freedman	1	Player	34	177	Bowl United
1163	Brian Mischke	2	Player	48	160	Bowl United
1176	Frank Quintero	3	Player	41	168	Bowl United
1181	Gene Schuler	4	Player	51	156	Bowl United
1173	John Park11	5	Player	11	196	Bowl United

Change Name for Player John Park11

First Name	John	Handicap	11
Last Name	Park11	Blind Score	196

The player status could be set as a regular **player** or **substitute**; **vacant** players will be assigned as blind.

# Bowlers on screen advice during leagues

On the lane monitors, the bowlers see the instructions of “how to”.

If the Front Desk operator selected **AUTO** or **ON(Score)** as the lane open status, the lane monitors show the bowler’s name, the first player name will blink and means that the score is ready to count and the pinsetter is ON.

If the Front Desk operator selected **OFF** as the lane open status, the lane monitors show the bowler’s name frozen and means that the score will not count and pinsetter is OFF.



Lane status selected: **ON (No Score)**.

As soon as the desk operator sends the names to the lanes, the bowler names appear, scores do not count, pinsetter stays OFF



The front Desk operator clicks on **Start practice**

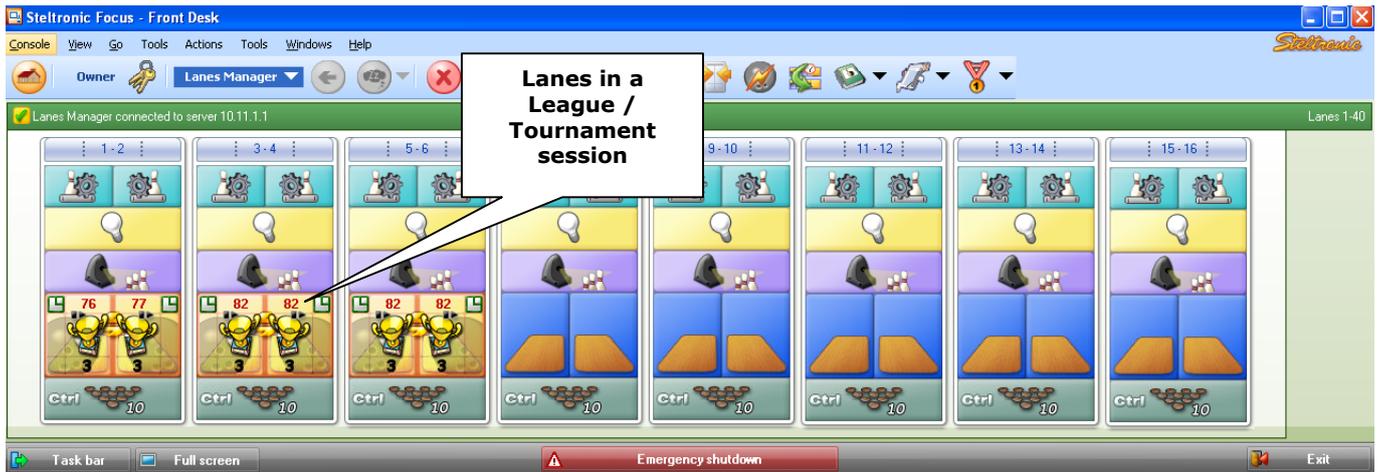
Practice time/throws countdown starts on the lanes and bowler’s can bowl their practice.



At the end of the practice time/throws, bowlers will stop for a while.

The next step will be for the desk operator to click on the **Start bowling** button and the bowlers could start to bowl for score.

# Available Front Desk actions during play



## WARNINGS

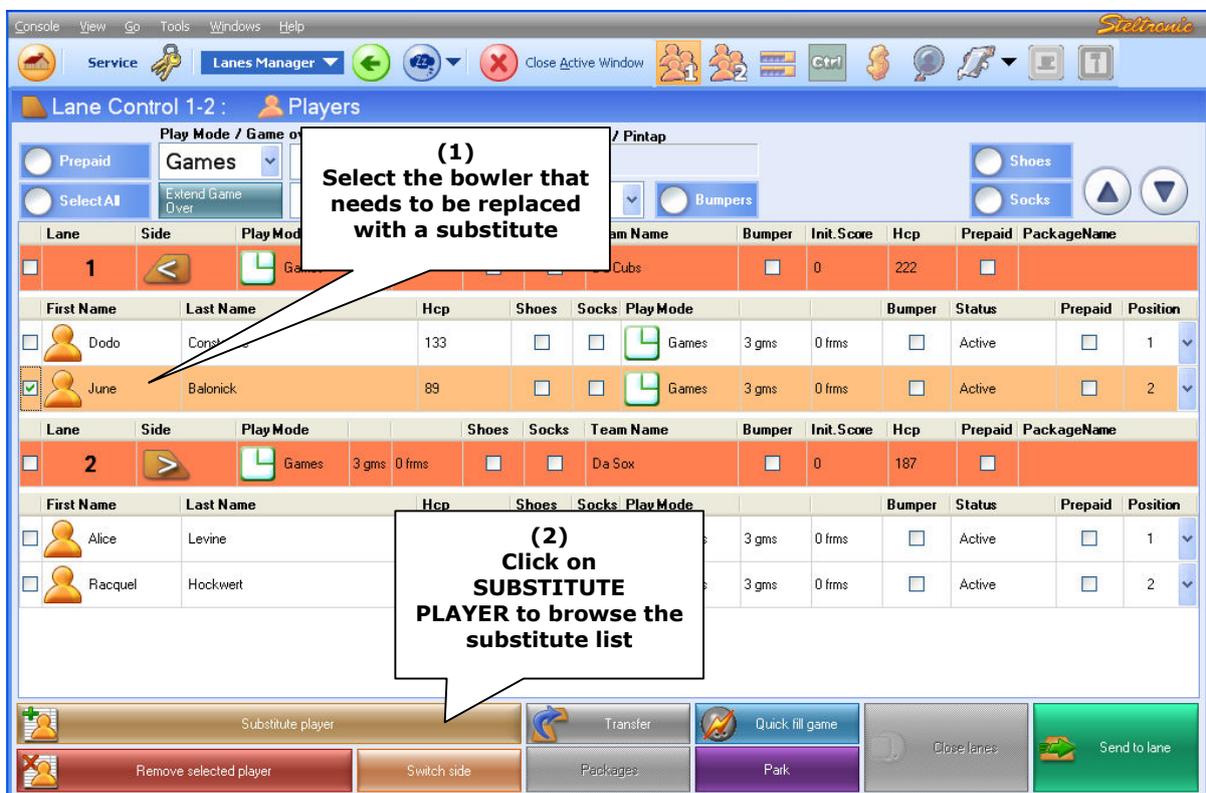
Bowler substitutions could be performed from the front desk and the bowler's console; always before one of the games begins; do not substitute bowlers in the middle of a game.

In addition, the bowler's name and handicap editing could be done from the bowler's console

ADD - REMOVE - EDIT BOWLERS must be performed before beginning to play the first game.

Each league player, vacant bowler, has a unique ID, (generated by BLS); the ID identifies the player and his scores in the BLS program, without considering the player's name.

## SUBSTITUTE A BOWLER



**Team 1**

Substitute player Player 1

			Available players
TeamName	First Name	Last Name	Hcp
Team 1	Substtue 1		0

Cancel    Deferred    Active

Only the substitute of the selected team, roaming team substitute or deleted players will be shown as available from the substitute player list.

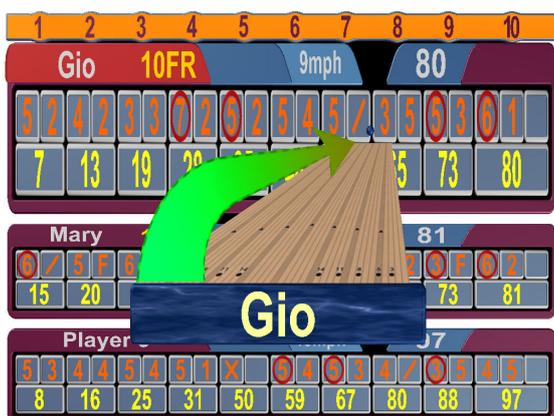
Highlight the desired substitute and choose when they will start playing:

- ACTIVE = start to play NOW
- Deferred = start to play when the NEXT game begins.

### Deferred player

In the example on the left side the bowlers finish the game, but do not begin the new game yet.

A substitute needs to be entered as deferred; otherwise he needs to bowl the already ended game.



### REMOVE BOWLERS

### WARNINGS

Use **Remove bowlers** only if strictly necessary. Players can be deleted only prior to the 1st game.

**(1) Select the bowler that needs to be removed from the lane**

**(2) Click on Remove selected player**

**(3) Click on Send to lane to confirm**

## ADD BOWLERS (FROM SUBSTITUTE LIST)

### WARNINGS

Players can be added only if the number of bowlers does not exceed the team roster; a bowler must be removed to add a new bowler.

**(1) Select the LANE to add a bowler**

**(2) Click on Add player from Team players list**

**(3) Select a player**

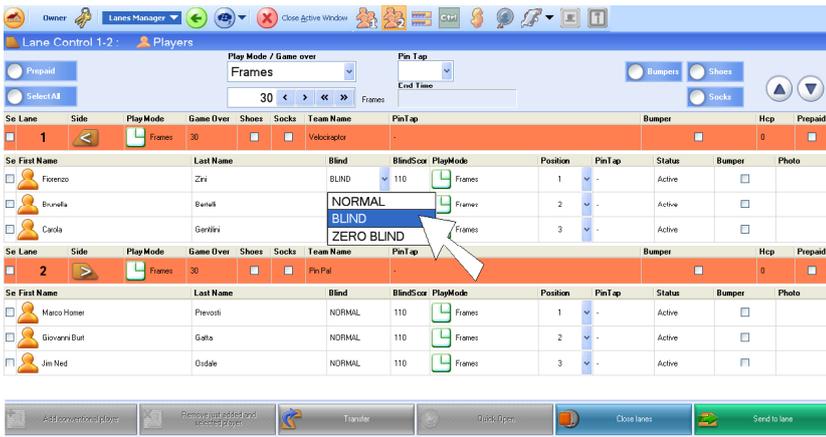
**(4) Choose when to add the player**

**(5) Confirm with Send to lane**

## SWITCH THE LANE SIDES (AVAILABLE ONLY FOR CROSSED PLAY MODE)

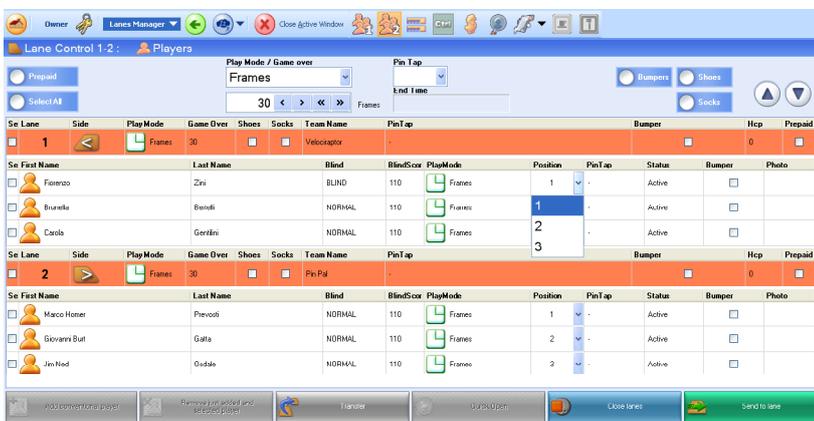
**Click on Switch side**

## CHANGE THE BOWLER TO BLIND FROM THE FRONT DESK



- Click on the lane icon, select the  menu
- Change the Blind player status from Normal to BLIND or Zero BLIND
- Modify the Blind Score if needed, click on **SEND TO LANE** when finished

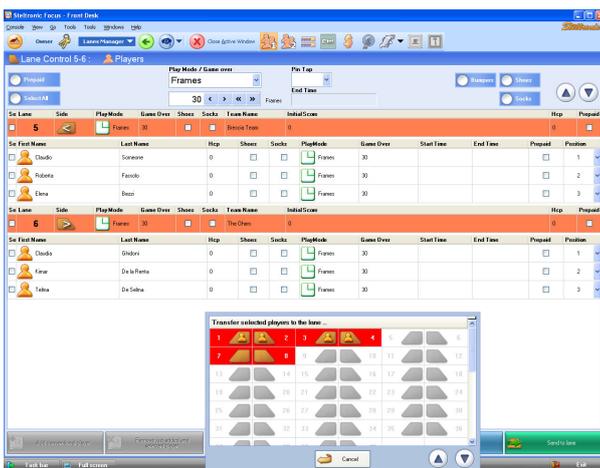
## CHANGE THE BOWLERS LINE UP



- Click on the lane icon, select the  menu
- Change the play **POSITION** of bowlers as needed
- Click on **SEND TO LANE** when finished

## LANE TRANSFER

If a pinsetter has failed and you need to transfer lanes, it is possible to transfer the entire lane(s) onto another pair of available lanes.



- Click on the lane icon that needs to be transferred, click on the **TRANSFER** button
- Click on the **destination lane**

**WARNING:** the program will force the destination lanes to be in crossed mode if the destination lane was setup as open play mode. The next series starts from the original lane, transfer the lane again if necessary or change the lane assignment in the tournament plug in.

# Use of pre-bowl

League players that want to pre-bowl the games of one week in advance could play in any style (open or crossed), with or without the handicap. It is recommended to play using the same name and last name and to advise the bowling center staff when they are playing. This will help the front desk operator identify the pre-bowled game sessions easily.

## LOAD PRE-BOWLED GAMES TO A PLAYER

The screenshot shows the 'Lane Control 1-2: Players' interface. At the top, there are controls for 'Prepaid', 'Select All', 'Games' (set to 3), and 'End Time / Pintap'. Below this is a table of player information for Lane 1 and Lane 2. Callout (1) points to the 'Games' column in the table. Callout (2) points to the 'Status' dropdown menu, which is currently set to 'Pre bowled'. Callout (3) points to the 'Find Player Session' table below. Callout (4) points to the 'OK' button at the bottom right. Callout (5) points to the 'Send to lane' button at the bottom right. A callout labeled 'Pre bowled scratch games total' points to the 'Games' column in the 'Find Player Session' table.

Lane	Side	Player	Shoes	Socks	Team Name	Bumper	Init. Score	Hcp	Status	Position
1		Dodo	133		Da Cubs		0	209	Active	1
2		Harriet Schupack			Da S		187		Pre bowled	2

Id	F.Name	L.Name	Init	Hdp	Started	Games	S. Tot	H. Tot
30179	Harriet	Schupack	HS	76	10/17/2008 12:00 PM	0	0	0
30782	Harriet	Schupack	HS	76	10/17/2008 11:19 AM	3	268	496
30179	Harriet	Schupack	HS	76	10/17/2008 11:15 AM	0	0	0
30179	Harriet	Schupack	HS	76	10/16/2008 06:57 PM	3		488
30179	Harriet	Schupack	HS	76	10/16/2008 06:49 PM	2		249

During the league session the score will load, frame-by-frame, the pre bowled scratch pins on the pre bowled player's strip. The pre-bowled player will be identified with a prefix PB in the player's name grid tab.

# Bowler's Console League menu

---

From the bowler's console it is possible to perform the following actions during a competition:

- Set the bowlers as blind – change the bowlers blind score – set bowlers as Zero blind
- Substitute regular bowlers with substitute players
- Change a Vacancy with a new bowler
- Change the bowlers line up order
- Switch the lane side lanes (only for crossed mode)
- Remove bowlers
- Add bowlers (from a list)
- Skip or Unskip bowlers
- Edit bowler's name or Handicap
- Edit Team's name or Handicap

From the bowler's console it is not possible to set a bowler as pre-bowled or add a new player, these features are available only from the Front Desk.

**Bowler's substitution:** if a player is not present and needs to be substituted, the other bowlers of the team could use the **Substitute** feature or **Remove** the not-present player and **Add** a substitute from the list.

**Add bowler:** a bowler could be added to the team roster if the players do not exceed the legal number of players. The player could be added from the BLS substitution list; a "new player on the fly" must be added first from the Front Desk before being available in the list.

**Change a Vacant with a bowler:** if the team roster is not totally defined, some players could be displayed as "vacant" as a player name. A vacant player is set as a BLIND player; a vacant player could be "un-blinded" and edited as a player or substitute with an available bowler.

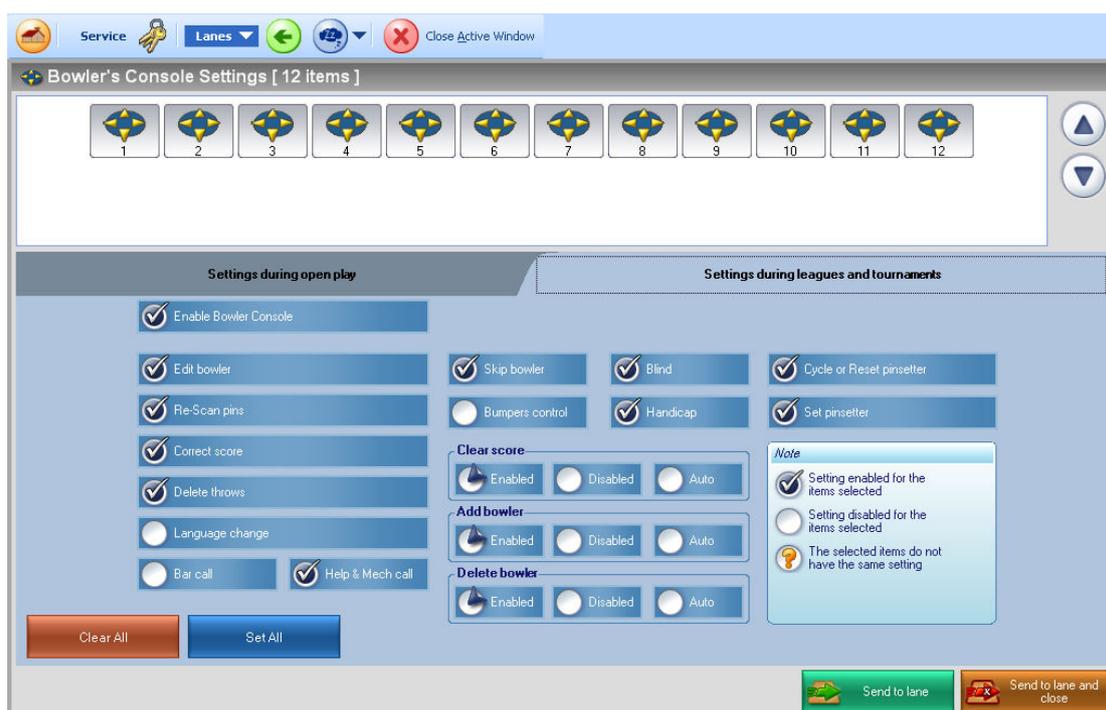
**Edit the player name:** this feature does not mean: "change" or "substitute a not-present player", but "change the incorrect spelling name". Note: the edit name is for the current week only; please advise the league secretary to perform the proper changes in BLS.

**Set a bowler as a blind:** when a player cannot bowl and there is no available substitute, it is possible to set this player as blind (blind score required) or set as "zero-blind".

**Remove bowler:** a player could be removed from the team roster; the deletion is not permanent: the removed player could be resumed from the list using the **Add** or **Substitute** feature.

**Skip bowler:** a player that needs to temporarily stop bowling could be set as a skipped bowler, his score grid will be frozen until he is ready to play again.

## BOWLER'S CONSOLE AVAILABLE OPTIONS



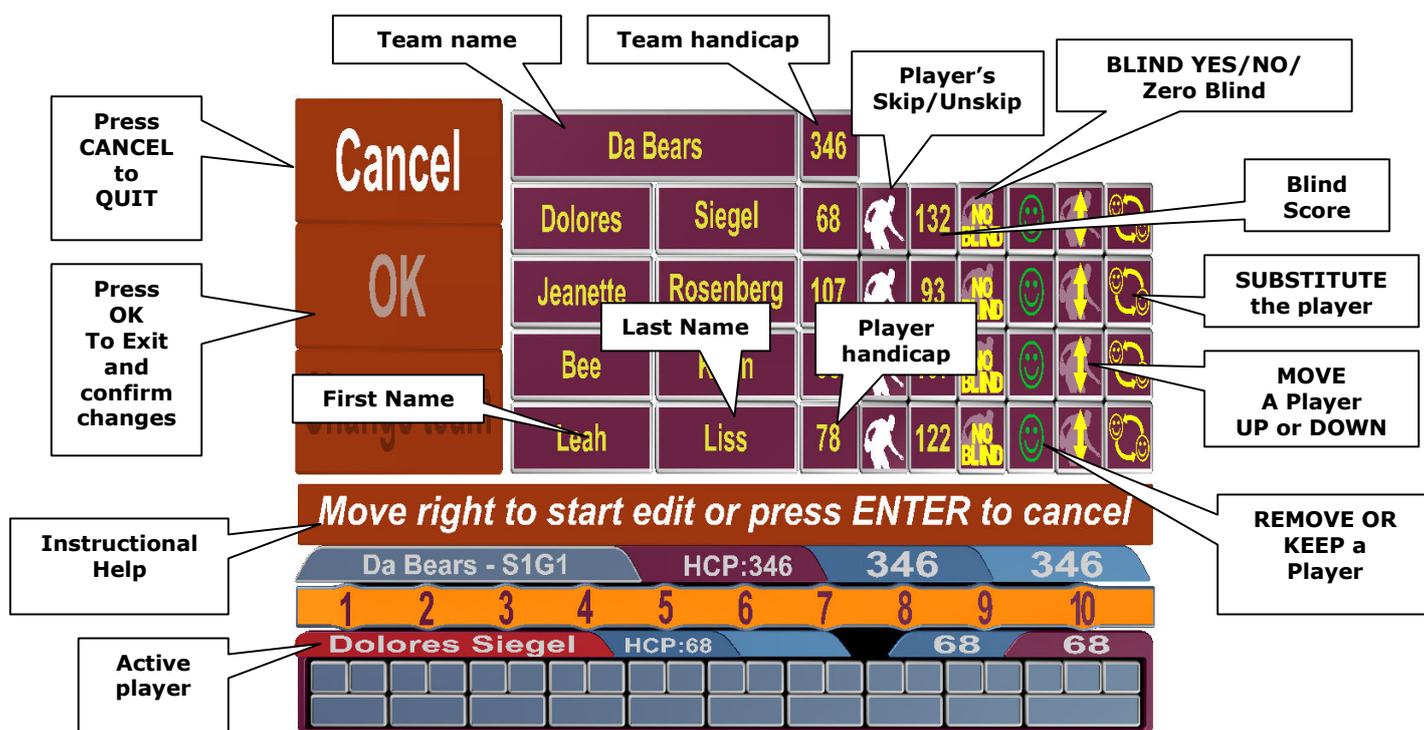
The Front Desk operator could control the feature available from the Bowler's Console:

### REMARKS

Enable the Bowler's Console is a "priority" check. If disabled the bowler's console does not work at all.

- **Enable bowler's console:** enable/disable the bowler's console menu
- **Edit bowler:** access to the name edit menu and sub-functions, such as, edit surname, team, handicap, blind, changing of the bowler's line up, remove bowlers, substitute players
- **Re-Scan pins:** access to the Rescan button to "auto-recalculate" the score
- **Correct Score:** access to the score correction menu
- **Delete throws:** access/deny a delete the last throw
- **Language change:** language changes on the on screen menu (*function not yet available*)
- **Bar & Mechanic call:** usage of the bar or the mechanic "on-screen-call"
- **Skip bowlers:** access or deny the ability to skip or unskip bowlers from the bowler's console
- **Blind:** access/deny marking a bowlers with the blind score (or zero/blind)
- **Handicap:** access/deny to add/edit the bowler's handicap
- **Bumpers control:** access/deny the possibility to change the electric bumpers status for each players from the bowler's console
- **Cycle or Reset pinsetter:** cycle or re-cycle pinsetter function
- **Set pinsetter:** (for GS pinsetters only) sends a command to replace the last detected pins on the pins deck
- **Clear Score:** option automatically disabled during leagues
- **Add bowler:** adding players to the lane. In the leagues and tournament tab means "replace a deleted player or add a new player from the substitution list"
- **Delete bowler:** remove players from the lane

## BOWLER'S CONSOLE MAIN MENU



The Steltronic Scoring system could be equipped with 2 types of Bowler's Console:



**Joystick panel**



**Qwerty Keyboard**

To browse the bowler's menu with the Joystick panel, proceed as follows:

- Press the ENTER button to call the bowler's console menu
- Move UP or DOWN to select a menu option
- Press the Enter button to open the function
- Move UP/DOWN/LEFT/RIGHT to browse the menu and use the Enter button when required

① In the following pages, the description **Press keys to move** means "move the joystick to.."

To browse the bowlers menu with the QWERTY, use the dedicated shortcut button or Press Enter, use the arrows to browse the menu and press enter on the highlight choice.

On the following pages it describes how to perform the various edit operations; keeping the bowler's list opened, it is possible to make multiple changes at the same time (example: set one or more bowlers as blind bowlers and the blind value or substitute a bowler and rename the temporary substitute).

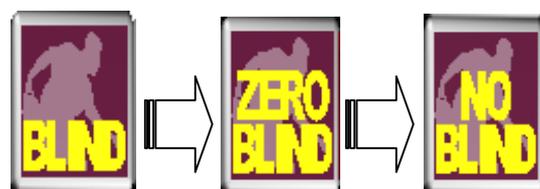
## SET/RESET BOWLERS AS BLIND OR ZERO BLIND

❶ BLS Vacancy bowlers will be entered as BLIND bowlers. To set the bowler as a temporary player use the substitution or edit the bowler and remove the blind status.

- **Joystick:** press the **Enter** key, move to the **Edit bowler** tab and press the **Enter** key to confirm
- **Keyboard:** use the shortcut key, **Edit bowler** on the keyboard or press the **Enter** key, use the arrow keys to move to the **edit bowler** tab and press the **Enter** key to confirm

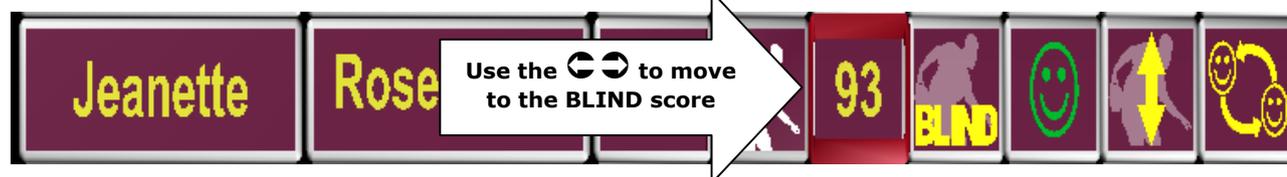
The default selection is on the **CANCEL** button (to QUIT from the bowler's console just press Enter):

- Use the RIGHT  key to move on to the player's fields
- use  keys to move on the line of player that needs to set or reset as Blind



The BLIND is a "toggle" button that changes the blind status each time by pushing Enter:

- Press the **Enter** key one time to set the bowler as **BLIND**
- Press the **Enter** key one more time to set the bowler as **ZERO BLIND**
- Press the **Enter** key one more time to reset the bowler as **NO BLIND** (regular player)



- If the **BLIND SCORE** needs to be changed, move to the blind score field; when the field is highlighted, change the blind score using the number keys on the keyboard or the numeric key on the joystick menu



- Use the  keys to choose another player to edit or use the  key to select **OK** to confirm and close
- When on **OK** press the **Enter** key to confirm

## SUBSTITUTE BOWLERS

- **Joystick:** press the **Enter** key, move to the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press the **Enter** key, use the arrows to move to the **edit bowler** tab and press **Enter** to confirm

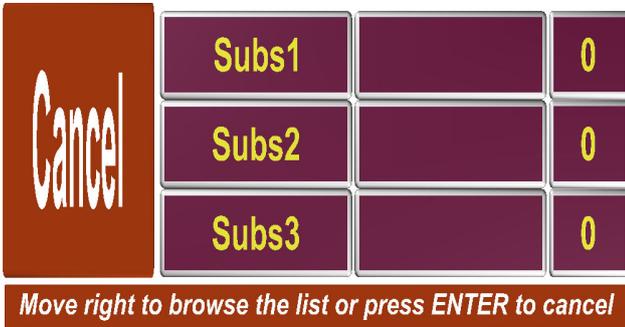
The default selection is on the **CANCEL** button:

- Use the RIGHT  key to move to the player fields
- use  keys to move to the line of the player that needs to be substituted

Use the RIGHT  key to move to the SUBS field



- press **Enter** to call the substitution list



- Use the RIGHT  key to move onto the player fields to make a choice for a subst



- Use the  keys to Browse the substitute list
- Highlight the desired substitute and press **Enter** to confirm the choice



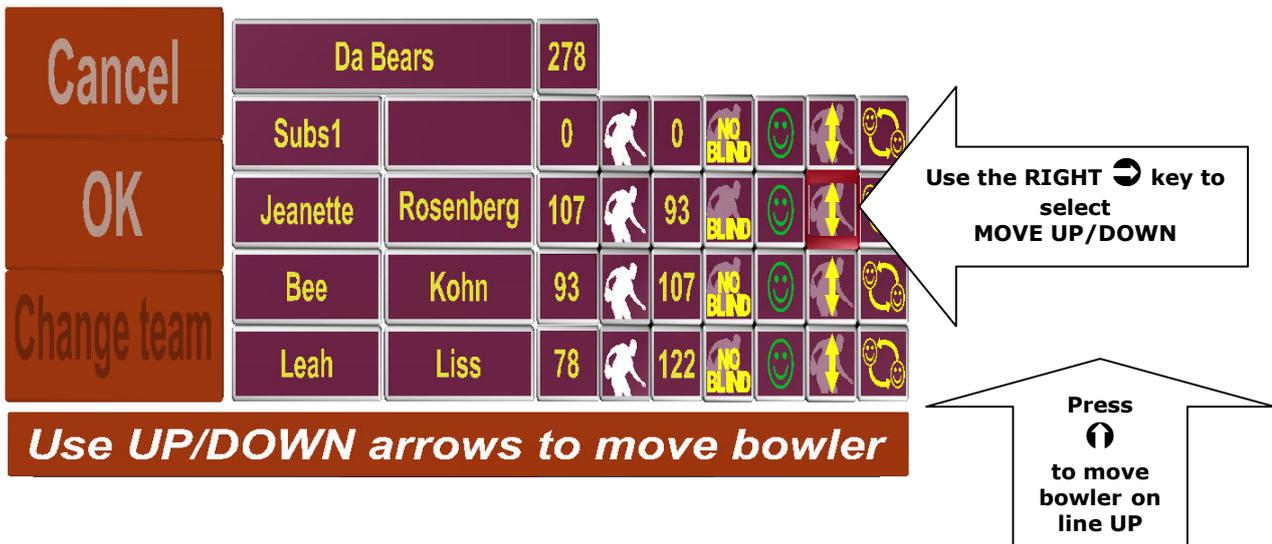
- Back to bowler's list, use the  keys to choose another player to edit or use  to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

## CHANGE THE BOWLERS LINEUP

- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT  key to move onto the player fields
- use  keys to move on the line of player that need to be MOVE up or Down in the line

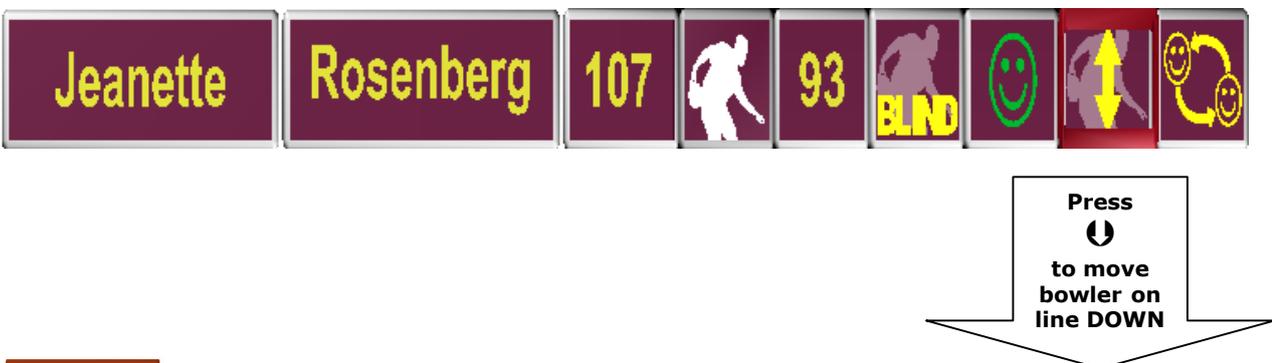


Cancel OK Change team	Da Bears		278						
	Subs1		0		0	NO BLND			
	Jeanette	Rosenberg	107		93	BLND			
	Bee	Kohn	93		107	NO BLND			
	Leah	Liss	78		122	NO BLND			

Use the RIGHT  key to select MOVE UP/DOWN

Press  to move bowler on line UP

Use UP/DOWN arrows to move bowler



Jeanette	Rosenberg	107		93	BLND			
----------	-----------	-----	---	----	------	---	---	---

Press  to move bowler on line DOWN



Cancel OK Change team	Da Bears		278						
	Jeanette	Rosenberg	107		93	BLND			
	Subs1		0		0	NO BLND			
	Bee	Kohn	93		107	NO BLND			
	Leah	Liss	78		122	NO BLND			

Move right to start edit or press ENTER to confirm

- Back to bowler's list, use the  keys to choose another player to edit or use  to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

## SWITCH THE LANE SIDE

- **Keyboard:** use the shortcut key **Swap Team** on the keyboard, lanes switched immediately; otherwise press **Enter**, use arrows to move on **Swap Team** tab and press **Enter** to confirm
- **Joystick:** press **Enter**, move on the **Swap Team** tab and press **Enter** to confirm

## REMOVE BOWLERS

- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT  key to move onto the player fields
- use  keys to move on the line of player that need to be **Removed**

Cancel  OK  Change team	Da Bears		278								
	Jeanette	Rosenberg	107	93	BLIND	😊	↕	🔄			
	Subs1		0	0	NO BLIND	😊	↕	🔄			
	Bee	Kohn	93	107	NO BLIND	😊	↕	🔄			
	Leah	Liss	78	122	NO BLIND	😊	↕	🔄			

Use the RIGHT  key to select **PLAYER STATUS**

**Press ENTER to toggle the Deleted status**

The **PLAYER STATUS** is a “toggle” button that changes the status each time by pushing **Enter**:

- Press **Enter** one time to set the player to **Deleted** status



Bee

DELETED

93

🏏

107

NO BLIND

😞

- Press **Enter** one more time to reset the player to regular status



Bee

Kohn

93

🏏

107

NO BLIND

😊

Cancel  OK  Change team	Da Bears		278								
	Jeanette	Rosenberg	107	93	BLIND	😊	↕	🔄			
	Subs1		0	0	NO BLIND	😊	↕	🔄			
	Bee	DELETED	93	107	NO BLIND	😞	↕	🔄			
	Leah	Liss	78	122	NO BLIND	😊	↕	🔄			

**Move right to start edit or press ENTER to confirm**

- Back to the bowler’s list, use the  keys to choose another player to edit or use  to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

ⓘ The players will be removed only when pressing OK to confirm the choice. Removed players will be added to the substitutes list and could be resumed on the lanes using the ADD Player function.

## ADD BOWLERS

### REMARKS

It is possible to ADD to a lane a removed bowler or Substitute bowlers only.  
It is not possible to add a bowler if the Substitute list is empty; in this case call the Front Desk and ask them to ADD a bowler

- **Joystick:** press **Enter**, move on the **Add bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Add bowler** on the keyboard or press **Enter**, use the arrows to move to the **Add bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

Cancel	Subs1	0
	Subs2	0
	Subs3	0

Move right to browse the list or press ENTER to cancel

- Use the RIGHT key to move onto the player fields to make a choice for a subst

Cancel	Dolores	Siegel	68
	Bee	Kohn	93
	Subs2	0	
	Subs3	0	

Press ENTER to select player or use ARROWS to browse the list

- Use the keys to Browse the substitute list
- Highlight the desired bowler and press **Enter** to confirm the choice

Cancel	Da Bears		278		
	Subs1	0	NO BLND		
	Jeanette	Rosenberg	107	93	BLND
	Bee	Kohn	93	107	NO BLND
OK	Leah	Liss	78	122	NO BLND

Move right to start edit or press ENTER to confirm

- Back to bowler's list, use to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

## SKIP OR UNSKIP BOWLERS

- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT  key to move onto the player fields
- use  keys to move on the line of player that need to be **skip**



Cancel OK Change team	Da Bears		278				
	Jeanette	Rosenberg	107		\$		
	Subs1		0		0	NO BLIND	
	Leah	Liss	78		122	NO BLIND	
	Bee	Kohn	93		107	NO BLIND	

Use the RIGHT  key to select SKIP/UNSKIP

**Press ENTER to toggle skipped mode**

The **SKIP STATUS** is a "toggle" button that changes the status each time by pushing **Enter**:

- Press **Enter** one time to set the player to the **SKIPPED** status



- Press **Enter** one more time to reset the player to the **Regular** status




Cancel OK Change team	Da Bears		278				
	Jeanette	Rosenberg	107		93	BLIND	
	Subs1		0		0	NO BLIND	
	Leah	Liss	78		122	NO BLIND	
	Bee	Kohn	93		107	NO BLIND	

**Move right to start edit or press ENTER to confirm**

- Back to bowler's list, use the  keys to choose another player to skip or use  to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm



## EDIT TEAM NAME - HANDICAP

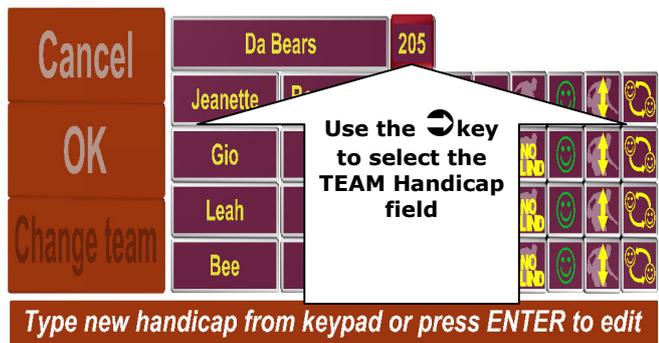
- **Joystick:** press **Enter**, move on the **Edit bowler** tab and press **Enter** to confirm
- **Keyboard:** use the shortcut key **Edit bowler** on the keyboard or press **Enter**, use arrows to move to the **edit bowler** tab and press **Enter** to confirm

As a default, the selection is on the **CANCEL** button:

- Use the RIGHT  key to move onto the player and Team fields
- Use  keys to move on the line of the player that needs to be **Edited**



- Type the new **Team name** using the letters key
- Press **Enter** to confirm



- Type the new **Team Handicap** using the number keys
- Press **Enter** to confirm



- Back to the bowler's list, use  to select **OK** to close and confirm
- On **OK** press **Enter** key to confirm

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