

Score Cards Help

The Score Cards website allows users to create Score Cards for games. Score Cards allow a person to easily keep electronic scores for a wide variety of games and will keep the history of the games you have played. A Score Card makes it easy to keep score, because it knows about the game you are playing, how it is scored, and it does the math for you!

To explore the website, from the landing page, click the Demo Mode button. You will be logged in as the demo user and will be able to explore the features of the website.

To create your first Score Card, first, from the landing page, click Register. All that is needed is an email address and a password, no credit card number or other personal information is required. Anyone can use the site, but free accounts are limited to one Score Card.

When logged in as the Demo User, you will see the home page as shown in Figure 1. If logging in to a new account, there will be no Score Cards, Clubs or Players shown on the home screen.

Once logged in, creating a Score Card is fast and easy. First create a Club, then select a Game, add the Players, assign Players to teams if applicable, then click New Card and the Score Card will be created.

Referencing the callouts on Figure 1, the following explains what can be done from the home page.

- 1) Click this icon to access your account details. From the dialog that opens you will be able to change your password, display name, email address or delete your account. You will also be able to use PayPal to purchase a membership. This icon will be green if you have an active membership.
- 2) Click this icon to change the language of the website.
- 3) This select control will contain the list of Score Cards that have been created by the logged in user. Select the desired Score Card.
- 4) Click this button to open the selected Score Card.
- 5) Click this icon to open a dialog box that will allow you to delete the selected Score Card.
- 6) This row shows what is selected and will be used to create a Score Card. The text displays the Club, Game and number of Players selected.
- 7) When enabled this button will be green and if clicked will create a new Score Card. If the button is not green, the required number of players have not been selected or assigned to teams to allow creating a Score Card.
- 8) Click this icon to open a dialog and add a new Club. You will be asked to enter a club name and optionally a club description. Clubs allow Score Cards to be organized. For example, club names could be:
 - Wednesday Bridge Club
 - Games with the kids
 - Weekly with Bob and TomAt least one Club is required, but any number can be created.
- 9) This area displays a list of the Clubs that have been created. Click the radio button next to the Club you want to use when creating a Score Card.
- 10) Use this icon to open a dialog that allows you to change the name of the Club.
- 11) Use this icon to open a dialog that allows you to delete the Club.
- 12) Type in this control to search for a game. Only games that match the search text will be displayed.
- 13) The list of available games is displayed in this area. The selected game will be used when creating a Score Card. Additional games will be added over time.

If the game you are looking for is not on the list, the Generic Game will allow a Score Card to be created that works for most games. Team and players can be assigned to the Score Card and the Score Card will electronically keep track of the score and games history, although it will not know specific details of the game being played.
- 14) Some games, when selected, will show additional options. For example, some games can be played with either teams or individuals. Click the radio buttons to configure the game as desired.
- 15) This line shows whether the proper number of Players has been selected. The icon will be green when the proper number of players has been selected and a new Score Card can be created.
- 16) Click this icon to add a Player.
- 17) If the selected Game can be played with teams, controls to edit team names will be displayed in this row. Team names cannot be blank or duplicated.

- 18) This area shows the list of players that have been created. The list is displayed in alphabetical order. Click the check box in the row with the players name to add the player to a team or to a game when the game is played with individual players.
- 19) Click this icon to edit a player's name or nickname.
- 20) Click this icon to delete a player.

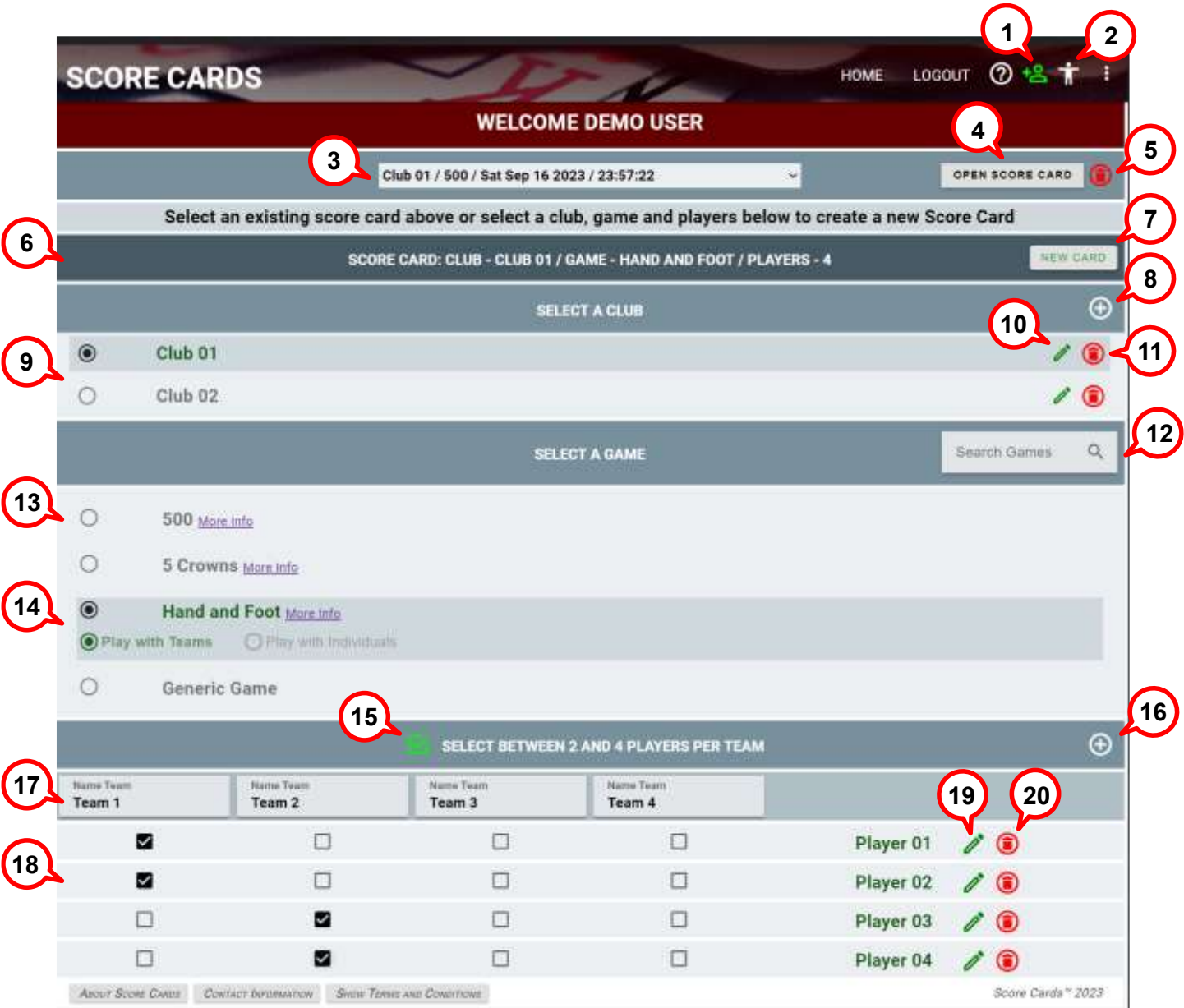


Figure 1

An example Score Card is shown in figure 2. Score Card details will vary depending on the game, but most will have the following features.

- 1) The Score Card will have a name. When a Score Card is created it will be given a generic name that is a combination of the Club name, game name, date, and time. The Score Card name can be changed.
- 2) Each player in the game will be listed in this row. The order in which the players' names appear can be set to the order in which players are sitting at the table. The player highlighted can be used to indicate the first/next dealer. The first/next player can be set. After a round/hand is completed, the player highlighted will move to the right and from the last player on the right to the first player on the left.
- 3) Clicking this button opens a dialog that allows the order of the players to be adjusted. The order of players cannot be adjusted once the game has started (first hand/round has been saved). The dialog also allows the first/next dealer to be selected.
- 4) If the game is played by teams, this row shows the team names and the players on the team. The row may show other information such as the number of the game being played.
- 5) Clicking this icon opens a dialog that allows printing a score sheet that can be used to manually score a game. The sheet will include Team and Player names and may also include notes about how the game is played or scored.
- 6) In some games a second icon will be displayed. Clicking this icon opens a dialog that allows printing a score sheet for each player in the game. For games that are only played by teams, this score sheet can be used by individual players to keep track of their score when playing in a progressive style tournament.
- 7) Most Score Cards have a row that is used to enter the score of a round/hand of the game. The user enters bids, team scores or individual scores on this row, then clicks Save to save the round. After saving a round, the Score Card will determine if the game is over. If the game isn't over, the Score Card will allow the next round/hand to be played. If the game is over, the Score Card will show who won the game, display the results of the game and allow a new game to be started.
- 8) This icon appears when the Score Card allows the game to be restarted. When a game is in progress, clicking this icon will clear any partial rounds/hands that have been played and restart the game.

- 9) This row shows the round/hands played during the game that is in progress. Rounds/Hands are sorted so that the most recently played is displayed at the top of the list.
- 10) This section displays the list of games played on this Score Card. The list of games is sorted so that the most recently played game is listed at the top of the list.
- 11) This section displays information about the game.
- 12) Clicking this icon allows the user to change the name of the Score Card
- 13) This icon will be displayed when the Score Card allows aspects of the game to be customized. Clicking the icon opens a dialog that allows the user to edit game parameters.
- 14) Clicking this icon opens a dialog that allows the user to print a list of all the games played on this Score Card.
- 15) Clicking this icon opens a dialog that allows the user to download a JSON formatted file with the results of all the games played on this Score Card.

SCORE CARDS

HOMELOGOUT?

CLUB 01 / 500 / SAT SEP 16 2023 / 16:00:06

1213

3

2

4

5

6

7

8

9

10

11

14

15

500 Scoring and Notes

Bids are worth the following points

Bid	Spades	Clubs	Diamonds	Hearts	No Trump
7	140	160	180	200	220
8	240	260	280	300	320
9	340	360	380	400	420
10	440	460	480	500	520

Figure 2