J & K BRACKETS PRO

Operator's Manual

The complete step-by-step guide to running a bowling bracket tournament — from a blank session to the final payout slip.

Bracket & Reverse Bracket pools • Game Pots • Mystery Pot • Eliminator • Blind Doubles
Handicap & Scratch • Tablet Scoring • Full Reports & Payouts

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0.1 Installing the program

J & K Brackets Pro runs on **Windows 10 or 11**. There is **one** program — the free demo and the full version are the same download. What unlocks it is your license key (Section 0.3).

Download and install

1. Go to **jkbracketspro.com** and click **Download Free Demo**. The installer lands in your Downloads. Its name ends in the version number, for example `JK_Brackets_Pro_Setup_1.1.15.exe`.
2. If your browser questions the download, **keep it**. In Edge: click the ⋮ next to the file, choose *Keep*, then click the **small arrow on the Delete button** and choose *"Keep anyway."* In Chrome: click *Keep*.
3. Open the downloaded file. If Windows says *"Windows protected your PC"*: click **More info**, then **Run anyway**.
4. The installer runs in seconds and the program opens.

> **Why the warnings?** Windows shows them for any brand-new program until its publisher certificate is fully established. The download is safe, and these notices fade away on their own as more operators install the program.

Updates

When a new version is out, the program tells you: an **UPDATE AVAILABLE** box when it opens and a gold update bar at the top of the screen. Click **Install** and the program closes the normal way (you are asked to save your session) and setup starts by itself. You can also download the installer from jkbracketspro.com and run it — it upgrades in place. The program checks for updates when it opens and every two hours while it is open; while it is open it only shows the bar, so nothing interrupts a tournament. **Your tournaments, settings, and license are never touched by an update.**

0.2 Demo mode — the free test drive

Until a license is activated, the program runs in **demo mode** — you'll see a red **DEMO MODE** strip across the top with an **Activate License** button.

WHAT'S UNLOCKED IN DEMO

Everything. Every feature and every add-on — brackets, reverse brackets, game pots, mystery, eliminator, blind doubles, even live tablet scoring — works so you can genuinely try the whole program. There is **no time limit**, and no signup or internet is required.

THE THREE DEMO LIMITS

Limit	What it means
16 bowlers, 2 brackets per bowler per group	Big enough to see everything work; too small to run a real session on.
DEMO watermark	Every printout renders in full professional layout with a large diagonal DEMO stamp over it.
No saving or loading	Close the program and the practice session is gone. Nothing is stored.

> **When you buy, nothing gets reinstalled.** Enter your license key in the same install and it unlocks on the spot — full-size sessions, saving, clean printouts.

0.3 Your license — activating, renewing, moving

Activating your license

1. Buy at **jkbracketspro.com**. Your **license key** arrives by email.
2. In the program, click **License** (or the **Activate License** button on the demo strip).
3. Type or paste your key and click **Activate**. It takes a few seconds.

> **Internet is needed only for that one moment.** Activation talks to our server once to register your computer. Day to day, the program runs **fully offline** — league night does not depend on the center's Wi-Fi.

The rules, in plain English

- **One license = one computer.** Your license is registered to the computer you activate on.
- **The license is checked once, when the program opens — never during use.** The program will **never** stop, lock, or interrupt you in the middle of a tournament. Ever.
- **Renewal is yearly**, on the anniversary of your purchase. Renewing keeps your license, updates, and support active.

Renewal reminders — you can't miss it

- **Email reminders** start **90 days** before your renewal date.
- A **gold reminder banner** appears inside the program starting **60 days** before, getting more noticeable as the date nears.
- If the program is online when you open it near renewal time and you're on auto-pay, it can **renew itself quietly** — you just see the banner disappear.

If your license lapses

Period	What happens
First 30 days after expiry (grace period)	**Everything still works.** A banner counts down the grace days as a reminder. No feature is cut off.
After the grace period	The program goes **read-only**: you can still open, view, and print every past tournament, but you can't start new sessions or build brackets. Renewing restores full function immediately.

> **Your data is never held hostage.** Even fully expired, every tournament you ever ran stays on your computer, openable and printable.

New computer?

Your first transfer each license year is free, instant, and self-service. Just install the program on the new computer and activate with your same key — the license moves automatically, and the old computer doesn't need to be turned on, online, or even alive (a dead PC is the most common reason for a transfer). Your renewal date

does not change — buy January 1, transfer in June, you still renew January 1. Need to move again in the same license year? That counts as another computer and needs another license — email **jkbracketspro@yahoo.com**.

Add-ons

Add-on modules (tablet scoring, reverse brackets, mystery, eliminator, blind doubles) attach to your base license and **renew together on the same date** — one payment, one date, everything covered.

What's new in version 1.1.15

What	In short
Deleting a bowler after building	Every bracket group that bowler was built into is now marked "Needs Rebuild", so rebuilding takes the deleted bowler out of all of them (Section 5).
Missing average	Clicking **Save Entry** with the Average box empty now always says "Enter this bowler's average first" (before, it could do nothing at all).
Eliminator handicap	The Eliminator now figures handicap exactly like brackets and game pots on every handicap setting (Section 22).
Faster on big nights	**New From Saved**, the Blind Doubles tab and the Session Report, Refund List and add-on report previews open much faster.
Report previews	Fixed a rare error message when a report window opened right after another report was printed.

What's new in version 1.1.14

What	In short
Refunds tab	Clicking the **Refunds** tab in the top row opens the refund list again. In versions 1.1.12 and 1.1.13 the tab did nothing when clicked (Section 10).

What's new in version 1.1.13

What	In short
Bowlers with no entries	When you build or rebuild brackets, the program names any bowler on the session who has no entries and asks if you want to hide them from the score sheets and iPads. Click **Yes** and they stay off the score sheets, the iPads and Enter Scores, so they never hold up a game. They stay on your bowler list for next week (Section 6).
One-sided printing	Bracket sheets and every other report now print one-sided on every printer, including printers set to print on both sides (Section 13).

What's new in version 1.1.12

What	In short
Easier-to-read tabs	The tab names are bigger and bold, and the screen you are on shows solid gold, so you can always see where you are (Section 2).
Refunds moved up	The **Refunds** tab is now in the top row, right after **Print / Reports** (Section 2).
Group Type buttons	In Group Setup the group types are buttons that look like the tabs. The one you picked shows solid gold (Section 4).
Bracket preview prints landscape	The **Print** button in the bracket preview now prints the same landscape sheets as the gold **Print** button (Section 13).
One-sided printing	Every report prints one-sided, even when the printer is set to print on both sides (Section 13).
Update checks	The program also checks jkbracketspro.com for updates, and checks again every two hours while it is open (Section 0.1).

What's new in version 1.1.7

What	In short
New From Saved	Start a session from one you saved before. It copies the groups, the session settings and every bowler's name. You enter each bowler's lane, average and entries (Section 3).
Name suggestions	In a session made with New From Saved, the names from that session pop up as you type a bowler's name (Section 5).
Delete several sessions at once	In Open Session, hold Ctrl and click each one, then Delete (Section 3).

What's new in version 1.1.5

Version 1.1.5 lets you run side action on **any games** of a session, up to **30 games**. Your saved sessions open and pay exactly as before. Here is what changed and where to read more.

What	In short
Up to 30 games	Group Setup has a **GAMES IN THIS SESSION** box. It starts at **3**; type a bigger number for longer events (Section 4).
Brackets on any 3 games	For each bracket and reverse bracket group you type the **Starting Game** and **3** in **Games** — for example Starting Game 4 for Games 4–6 (Section 4).
Pick the games for pots	Game Pots, Mystery Pot and Blind Doubles: tick the games each one covers, or **Select All** (Section 4).
Eliminator start and end	Choose the **Starting Game** and **Ending Game** (at least 2 games). Every game cuts the field in half; the last game pays (Section 9).
"Side Pots" are now "Game Pots"	Same pot, new name on the screens and reports. The bowler Entry Forms still say SIDE POTS.
Pick what to print	On Print / Reports, **Print** and **Preview** ask which games set you want (Games 1–3, Games 4–6 ...) when there is more than one (Section 11).
Tablet scoring	3 games per screen with arrows, a scanned QR code always asks for the PIN, scoring restarts by itself when you reopen the session, it turns itself off after an hour with no scores, and a red **Stop Tablet Scoring** button (Section 8).
Faster score entry	Moving to the next bowler is quick even in very big sessions.
Type A for ALL	On Add Bowlers, typing `A` in a bracket box marks the bowler ALL (Section 5).
Ties for 2nd split	When bowlers tie for 2nd in a bracket, they split the 2nd-place money, rounded up (Section 12).
Refunds at build	After a build, if anyone is owed a refund the program says so and offers to print the Refund List (Section 6).
Handicap cap	New **Cap score + handicap at 300** box in Session Handicap Settings (Section 4).

1 What this program does — the big picture

J & K Brackets Pro runs the side action at your bowling tournament — brackets, game pots and payouts. You create the **events** (called **groups**), enter your **bowlers** and how many entries each one buys, **build** the brackets, enter the **game scores**, and the program figures out every **winner, tie, and payout** and prints professional sheets for the bowlers and the front desk.

THE SIX THINGS A "GROUP" CAN BE

Group type	What it is
Bracket	A standard 8-person single-elimination bracket played over **3 games in a row** — Games 1→2→3, or any 3 games you choose with the Starting Game (e.g. 4→5→6). Highest score each round advances. Winner and runner-up are paid.
Reverse Bracket	Same 8-person bracket, but its 3 games are played in **reverse order** — for Games 1–3: **Game 3 first, then Game 2, then Game 1**. Highest score still wins each round.
Game Pot (High Game)	A per-game pot — highest game(s) win. Not a bracket. (Called "Side Pot" before 1.1.5.)
Mystery Pot	A pot where the program **automatically draws** random mystery numbers for the chosen game(s) — drawing until a bowler matches, so there is always a winner.
Eliminator	A survival pot over the games you choose (Starting Game to Ending Game). Every game before the last cuts the field **in half** (odd field: half + 1 advance); the paid places after the last game split the pot.
Blind Doubles	A doubles pot — each entrant is paired with a random partner drawn from the other entrants (**the same partner for every game it covers, or a new random draw each game — operator's choice**); the best team totals win.

SCRATCH VS. HANDICAP

Every group is either **Scratch** (raw pinfall) or **Handicap** (each bowler's handicap is added to their score). Handicap is calculated for the whole session from a percent of a base score (for example **90% of 230**): a 217-average bowler gets `90% × (230 − 217) = 11` pins per game. You only ever type a bowler's **average** — the program computes the handicap.

> **The normal order of operations:** Group Setup → Add Bowlers → Build Brackets → Enter Scores → Print / Reports (and Payouts). You can always go back and change something, but if you change entries after building, the affected groups will say "*Needs Rebuild.*"

2 The main window & navigation

Along the top you'll see the title **J & K BRACKETS PRO**, the active **Session** name in the center, and an **Autosaved** time on the right. Below that are two rows of buttons.

PRIMARY ROW (YOUR MAIN WORKFLOW, LEFT TO RIGHT)

Button	What it opens
New Blank Session	Starts a fresh, empty tournament.
New From Saved	Starts a new session from one you saved before — same groups, settings and bowler names (Section 3).
Open Session	Loads a previously saved tournament.
Save / **Save As**	Saves the current tournament (Save As gives it a new name).
Group Setup	Create/edit the events (groups) and set the session handicap.
Add Bowlers	Enter bowlers, averages, lanes, and how many entries each buys per group.
Build Brackets	Turn the entries into actual brackets.
Enter Scores	Type in each bowler's game scores.
Print / Reports	Preview and print every sheet and payout.
Refunds	The running refund list (Section 10). Moved up from the module row in 1.1.12.

The tab you are on shows **solid gold**, so you can always see which screen is open.

MODULE ROW (THE ADD-ON POTS & TOOLS)

Tablet Scoring **Game Pots** **Mystery** **Blind Doubles** **Eliminator** **Entry Forms**

These open the payout/management screens for each add-on pot, the tablet-scoring pairing screen, and the printable bowler entry forms (Section 4.1).

> **Autosave:** the app quietly autosaves as you work (you'll see the time update top-right). Still press **Save** after major steps so your named file is current, especially before printing final payouts.

3 Sessions — new, open, save, autosave

Start a new tournament

1. Click **New Blank Session**.
2. Click **Save As** and give it a clear name (e.g. `7-8 Thursday Night`).
3. Now build it up: Group Setup → Add Bowlers → Build → Scores.

Start from a saved session (New From Saved)

1. Click **New From Saved**.
2. Pick the session to start from (newest is at the top) and click **Create New Session**.
3. The new session has the same groups, handicap settings, games in this session, and every bowler's name. Lanes, averages, entries, scores, brackets, payouts and refunds are not copied.
4. Click **Save As** and give the new session its own name.
5. In Add Bowlers, click each bowler, type their lane, average and entries, and click **Save Entry**. Anyone who isn't bowling tonight: just leave them on the list with no entries. A bowler with no entries is ignored — never in a bracket, never holding up scores — and stays on your list for next week. When you build brackets, the program asks if you want to hide them from the score sheets and iPads (Section 6). Add new bowlers as usual.

> A bowler can't be saved without an average. If you click **Save Entry** with the Average box empty, the program says "Enter this bowler's average first" and puts the cursor in the Average box.

Open an existing tournament

1. Click **Open Session**.
2. Pick the session from the list and confirm.

> **Delete several sessions at once:** in Open Session, hold Ctrl and click each one (or Shift-click for a range), then click **Delete**. One confirmation lists them all. Deleted sessions can't be brought back.

> Sessions are stored as one file per tournament in `Documents\J_K_Brackets_Sessions`. The program keeps automatic safety backups and autosaves there too.

> **Don't open the same session in two windows at once.** If you do, the app warns you (it uses a lock file). Editing the same tournament from two windows can lose changes. Work in one window at a time.

Saving

- **Save** — writes your current tournament to its file.

- **Save As** — saves a copy under a new name (good before you try something).
- Autosave runs on its own; the top-right time shows the last autosave.

4 Group Setup — building your event list

This is where you define every event bowlers can enter. The left panel is the **ACTIVE GROUPS** list; the right panel is the **Group Setup** form.

Set the session handicap first

Top-right of Group Setup is **Session Handicap Settings**: **Handicap %** and **Of** (base). For example **90** of **230**. Type your values and click **Apply**. This applies to *every* handicap group in the session.

Under it is **Cap score + handicap at 300**. Tick it and no bowler's score plus handicap counts for more than 300 in any handicap group. Leave it unticked to add the full handicap.

Games in this session

The **GAMES IN THIS SESSION** box is how many games this session has, from **1 to 30**. It starts at **3**. For a longer event, type the number and press `Enter` — do it before you make groups that use the later games. Every group must fit inside this number: if a group would use a game past it, the program tells you to raise GAMES IN THIS SESSION first. You can't lower the number below a game a group already uses — change that group first.

> Sessions saved before 1.1.5 open showing 3 (or the highest game their groups use) and work exactly as they did.

Create or edit a group

1. Click a **Group Type** button: Bracket, Reverse Bracket, Game Pot, Mystery Pot, Eliminator, or Blind Doubles. The one you pick shows solid gold.
2. Type a **Group Name** (e.g. `SCRATCH BRACKETS`, `HANDICAP HIGH GAME POT`).
3. Fill the fields that appear for that type (they change by type — see the table below).
4. Check **Handicapped** if this group uses handicap scoring; leave unchecked for scratch.
5. Click **Save / Update Group**. It appears in ACTIVE GROUPS.

> To **edit** an existing group, click it in ACTIVE GROUPS — its settings load into the form. Change what you need and click Save / Update Group again.

Fields by group type

Type	Key fields you'll set
Bracket / Reverse Bracket	**Entry Fee** (per bracket), **First Place** and **Second Place** payout amounts, **Handicapped**, **Starting Game** and **Games**. Type the **Starting Game** — `1` for Games 1–3, `4` for Games 4–6, and so on — and type `3` in **Games**. A bracket always uses 3 games in a row, so the group won't save until both are filled in and Games is 3.
Game Pot (High Game)	**Entry Fee**, **Retain Per Entry $** (what the house keeps), and which **game(s)** pay: tick each game's box, or click **Select All** / **Clear**. How many **places** pay is chosen later — in the payout pop-ups when you build, or any time on the **Game Pots** tab.

Mystery Pot	**Entry Fee**, **Retain**, and which **game(s)** the mystery uses (tick the games, or **Select All**). The mystery numbers themselves are drawn **automatically by the program** (Section 9).
Eliminator	**Entry Fee**, **Retain Per Entry $**, **Handicapped**, **Starting Game** and **Ending Game** (at least 2 games, no later than GAMES IN THIS SESSION). Prizes/places are set in the payout pop-ups when you build, or any time on the **Eliminator** tab.
Blind Doubles	**Entry Fee**, **Retain**, which **game(s)** it covers (tick the games, or **Select All**), and the **partner draw format** — **same partner all games, or a new random draw each game (your choice)**. Prizes/places are set in the payout pop-ups when you build, or any time on the **Blind Doubles** tab.

> **Where payout places get decided:** Group Setup defines the pot (type, name, fee, retain, games, format). **How many places pay and the amounts** are approved in the **payout pop-ups during Build** — and can be changed any time afterward on that pot's own tab (Game Pots / Mystery / Eliminator / Blind Doubles in the module row).

Reorder the ACTIVE GROUPS list (drag & drop)

> **New:** you can **drag a group up or down** in the ACTIVE GROUPS list to change its order. Press and hold on a group, drag it to the new spot, and release. The order sticks (it's saved automatically) and it controls the order things appear later — for example the order of the payout-approval pop-ups when you build, and the order groups are listed on reports. A plain single click still just selects a group for editing.

Other buttons

- **Delete Group** — removes the selected group (and its entries). Use with care.
- **Load Basic Template** — drops in a starter set of common groups so you don't build from scratch.

4.1 Entry Forms — printable bowler entry forms

Open **Entry Forms** (module row). It builds printable entry forms for your bowlers straight from **Group Setup** — you don't type anything in. Bowlers fill one in at the desk to show what they want to enter, and the desk uses it to collect the money.

What's on the form

- At the top: **PLEASE PRINT CLEARLY**, then **NAME**, **LANE #** and **AVERAGE** lines.
- **One line for every group** in Group Setup, with its price — for example **$5.00 BRACKETS** with a **# OF BRACKETS** line to fill in.
- Groups are sorted into sections by the games they cover, under a heading such as **GAMES 1–3** or **GAMES 3–5**.
- **Side pots** are listed with a name line and the games they cover, e.g. **(COVERS ALL 3 GAMES)**.
- **TOTAL DUE** at the bottom. The right side of each form is left open for the desk to write dollar amounts.
- **Two forms per sheet** — cut on the dashed line.

> Prices and games come straight from Group Setup. Change a group there and the next form you print matches. Forms carry **no session name**, so the same forms work for every session set up the same way.

Step by step

1. **Set up your groups first** in **Group Setup**. If there are no groups yet, the Entry Forms tab tells you so.
2. Open **Entry Forms**. A small picture of the page shows on the left, with **Recommended: PORTRAIT** or **LANDSCAPE** and the reason (how many lines the form has to hold).
3. Click **Portrait** or **Landscape**. The recommended one fits your groups best, but either one prints — the form resizes itself to fill the page.
4. Click **Preview** to see the exact page. From the preview you can **Print** or **Close**.
5. Click **Print** to send it to your selected printer, or **Save as PDF** to keep a copy you can email or print somewhere else.

Two events at once? One form for both

At an association tournament you may run two events at the same time — for example team and doubles plus singles — each in its own session. A bowler still fills out **one** form:

1. **Save the other session first**, so the form has its latest prices. (Included sessions are read from their last save; the program never changes them.)
2. In the session you have open, click **Include Another Session...**, pick the other event from the **Saved Sessions** list and click **Include**.
3. Each session becomes its own section in the **Sections** list. Type an optional **Title** for each, like **TEAM AND DOUBLES** or **SINGLES**. A title replaces the GAMES line on the form; leave it blank and the form shows the

games (GAMES 1–3).

4. Use the ▲ and ▼ arrows to choose which section prints first. **Remove** takes an included session off the form. The open session always stays.

Reprint after any change. Added a group or changed a price? Print new forms — old ones won't match. The **How to Use** button on the Entry Forms tab shows these steps inside the program.

Add-ons and demo mode: add-on groups (Reverse Brackets, Mystery Pot, Eliminator, Blind Doubles) print on the form only if your license includes that add-on, so a Base Package form shows brackets and side pots. In demo mode every group prints, with a large **DEMO** watermark.

5 Add Bowlers — the roster & entries

Open **Add Bowlers**. Here you enter each bowler once, and set how many entries they buy in **each** group.

Add a bowler

1. Type the bowler's **Name**.
2. Type their **Lane** and **Average** (the average drives their handicap automatically).
3. For each group, type how many **entries** they're buying: a number for brackets (e.g. `5`), or `1`/`0` for a pot (in or out).
4. Press `Enter` (or the add button) to save the bowler and start the next.

> **Handicap is automatic.** You never type a handicap number — type the **average** and the app computes handicap from the session's % & base (Section 4).

> **Name suggestions:** in a session made with New From Saved, typing in Bowler Name shows up to 8 names from the session you started from. Click one, or use the Down arrow and Enter, to load that bowler. Esc closes the list.

#ALL bowlers (enter every bracket)

Instead of a number you can mark a bowler **ALL** for a bracket group. **ALL means "put me in every bracket in that group."** If the group builds 10 brackets, an ALL bowler is seated in all 10. This is common for a house pro or a bowler who wants maximum action. On reports an ALL bowler's count shows as the actual number of brackets they ended up in. Because every ALL bowler takes a seat in *every* bracket, ALLs raise the group's bracket count — **the full math, including what happens past 7 ALLs in one group, is explained in Section 19.**

> On the Add Bowlers screen, each bracket-group row has a **gold ALL button** — click it to mark the bowler ALL for that group (click again / type a number to undo). You can also just type `A` in that group's box — it does the same as clicking ALL. A bowler can be ALL in one group and a plain number in another.

> **Lots of groups?** With more than 10 groups the list scrolls. Each box keeps its full size, `Tab` moves to the next group's box, and after you save a bowler the list goes back to the top for the next one.

The Group Status panel

The status panel on the Add Bowlers screen shows, for each bracket group, the **demand** — the bracket count driven by the biggest buyer — and how many **more entries are needed** to fill that count cleanly. Use it during signups to see at a glance which groups need a push ("Needs 3 more") before you build.

> **After you build,** each bowler's entry boxes show the **actual built counts** — including ALL bowlers, whose box shows the real number of brackets they landed in. What you see is what was built.

Editing after building

If you change a bowler's **entries** after you've already built, a **pop-up reminds you immediately when you save the edit**, and that group is marked **"Needs Rebuild"** on the Build screen. Rebuild it so the brackets match the new entries. Renaming a bowler is handled automatically — the name is updated inside the already-built brackets too. Deleting a bowler after you've built marks every group that bowler was in "Needs Rebuild" — rebuild them so the deleted bowler comes out of the brackets.

6 Build Brackets

Open **Build Brackets**. You'll see a **Build Summary** and a table of every bracket group with its **Paid entries**, **Estimated Brackets**, **Byes**, and **Status**.

Build

1. Check the box next to each group you want to build (groups that need building are pre-checked).
2. Click **Build Selected Groups**.
3. If any bowler on the session has no entries, a **Bowlers With No Entries** box names them and asks "*Hide them from the score sheets and iPads?*" Click **Yes** and they stay off the score sheets, the iPads and Enter Scores, so they never hold up a game. Click **No** and everyone shows, as before. Either way they stay on your bowler list for next week — nobody is deleted. The question comes up again every time you build or rebuild. Give a hidden bowler an entry and they show again.
4. Confirm the **Max Byes** question if asked, and approve any **payout** pop-ups (they appear in the order of your ACTIVE GROUPS list).
5. The status changes to **Built** and the counts lock to the real built numbers.
6. If anyone is owed a refund, a **Refunds Due** box says how many bowlers and the total, and asks "*Print the Refund List now?*" Click **Yes** to print it, or **No** to print it later from **Refunds**.

> **Blind Doubles partners are drawn at build.** When you build, the program draws and locks the Blind Doubles partners for every game the pot covers, so the pairings are settled before anyone bowls.

> **A bracket group that can't make a legal bracket is not built.** If a group doesn't have enough *different* bowlers to fill a bracket, the program says so in a **Brackets Not Built** message, does not build that group, and puts **every entry in it on the Refund List**. Everything else in the session builds and scores normally.

HELPFUL BUTTONS

- **Select Needs Rebuild** — checks only the groups that changed since the last build.
- **Select All** / **Clear Selection** — quick check/uncheck.
- **Byes & Payout** — change the session's **max byes** and **bye payout** amounts any time, not just at build. Changing the bye **payout** takes effect immediately (payouts are computed live — no rebuild). Changing **max byes** is structural, so affected groups will show *Needs Rebuild*.

> **ALL-bowler explosion warning.** Because every ALL bowler raises the bracket count for everyone, several ALL bowlers together can multiply a group into hundreds of brackets. If a build is about to balloon like that, the program **warns you first** with the projected count so you can confirm or trim before anything is built.

About brackets, seats, and byes

- Every bracket has **8 seats**. If there aren't enough entries to fill every seat, the empty seats become **BYE**s.

- **BYEs are seated randomly throughout the brackets** — spread across brackets and shuffled into random seat positions just like bowlers. There is no "bye bracket," and no predictable bye seat.
- A bowler is never placed in the same bracket twice; their entries spread across different brackets.
- Seats are a **random blind draw** — the same bowlers won't cluster together every time, and no one is stuck in the top seat.
- **Max Byes** controls how many empty seats a bracket may have before the program shrinks the count instead. Most rooms use **1**.

> **Bracket numbering.** Once built, brackets are numbered **globally 1…N** across the whole session — scratch brackets first, then handicap. Reverse brackets are numbered on their own 1…N. This same number appears on the printed bracket sheet, the Bowler Bracket List, *and* the individual payout slip, so everything cross-references cleanly.

7 Enter Scores

Open **Enter Scores**. Enter each bowler's pinfall for every game the session's groups use (raw scores — the program adds handicap where needed). The screen shows a box for each of those games, up to 30.

1. Select a bowler (or use **Next / Previous Bowler**).
2. Type each game's score.
3. Move to the next bowler. Scores save as you go.

More than 15 games? The boxes show 10 games at a time. Use the **Games 1–10** / **Games 11–20** / **Games 21–30** buttons to switch.

Brackets, alive lists, and payouts recalculate from these scores automatically. A game is only used once **every** bowler in it has a score entered, so partial games never leak onto a sheet early.

A **tie** in a match is allowed — the program keeps both bowlers alive and, at the final, splits the prize (see Section 12). If you'd rather break a tie, adjust a score with the bowlers present.

8 Tablet Scoring (iPad / Android)

Scorekeepers at the lanes enter scores on iPads or Android tablets; every score flows live to your desktop, and your desktop stays in charge of everything. **Tablets connect through the J&K cloud:** as long as your computer is online, tablets can use **any** internet connection — the center's Wi-Fi (guest or staff) or the tablet's **own cellular data**. There is no network setup: no matching Wi-Fi names, no firewall questions, no arguing with venue equipment. A tapped-in score confirms green in a few seconds. If the building has no internet at all, the program automatically falls back to classic same-Wi-Fi mode (Section 8.1).

> **Tablet Scoring is a licensed add-on** (with its own yearly renewal, or included in the Full Bundle) — the license lives on your **desktop**, like every feature. The tablet *devices* themselves need nothing: no app purchase, no per-device license — any iPad or Android browser can pair, and you can connect as many devices as you want.

8.0.1 The Tablet Scoring screen (desktop) — what every button does

Control	What it does
Set Operator PIN	Sets the PIN tablets must enter to log in. Set it once — the readout shows **PIN: SET (locked in program)**.
Start / Connect Tablet Server	Turns scoring ON. The button turns green (**Show Pairing QR — Server On**) and the screen shows this session's QR code, the session code, and a **Connection** line that tells you which road the tablets are taking: **Connection: J&K CLOUD (works on any WiFi / cellular)** when your computer is online, or **Connection: LOCAL WiFi** when it isn't (Section 8.1). While the server runs, the desktop is kept awake so tablets never lose sync (normal power settings return when you close the program).
Connection Help	Checks this computer's side of tablet connections (server, firewall, network) and explains, in plain words, what to do if a tablet still can't load the page. Mostly useful in LOCAL WiFi mode — in CLOUD mode there is nothing venue-side to fight.
Stop Tablet Scoring	Turns tablet scoring off for this session (after you confirm). Use it when the session is over. The PIN and session code are kept, so you can start again later.
New Session Code	Issues a fresh pairing code for this session. Every tablet must scan/log in again. Use it if you ever want to force all devices off (wrong tablet paired, staff change, etc.).
Mark Entered Scores Synced	Marks the scores you typed at the desktop as synced/acknowledged, clearing their pending highlights in the grid.
Alive List	Jumps to the alive-list report for handing out between games.
PIN / Session Code readout	Right side of the toolbar: confirms the PIN is set and shows the current session code (e.g. **0257**).

The desktop screen also has the full score grid — **you can score right here too**: tap a score cell to enter or change a score; tap a bowler's lane number to reassign their lane. The left panel (Device name, Assigned Lanes, **Apply Lane Selection**) is the same lane-range picker the tablets see.

8.0.2 Setting up tablets — step by step

1. Make sure **this computer is online** — the venue's Wi-Fi is fine (tap through any welcome page first), and your phone's hotspot works too. Tablets need internet of their own: the venue's Wi-Fi *or* their own cellular. *(No internet in the building at all? Scoring still works — see Section 8.1.)*
2. On the desktop: open **Tablet Scoring**, set the **Operator PIN** (first time only), then click **Start / Connect Tablet Server**. The QR code appears — check the **Connection** line says **J&K CLOUD**. *The very first time on a computer, Windows asks one administrator question (it names **netsh**) — click **Yes**. It sets up the no-internet fallback mode so it's always ready (Section 8.1).*
3. On each tablet: scan the QR with the camera app — the scoring page opens in the browser. (No camera? Type the address shown on the screen **exactly**, including everything after the question mark.)
4. Enter the **operator PIN** to log in.
5. Give the device a name (e.g. *iPad 1*) and pick its **lane range** (START to END), then **Apply Lane Selection**. That tablet now shows only its lanes' bowlers. **Keep each lane range on only ONE tablet per session** — two devices editing the same lanes invites conflicting edits.
6. Optional but recommended: use the browser's **"Add to Home Screen"** so the scoring page installs like an app and opens full-screen.

> **Scanning the QR code always asks for the PIN.** Opening the page from a QR scan asks for the operator PIN every time, even on a tablet that logged in before. A tablet opened from its home-screen icon stays logged in.

> **Session codes are per-session.** Each session has its own unique pairing code; a **new or renamed session issues a new code and every tablet must log in again**. That's deliberate — a tablet from last week's session can't accidentally score tonight's.

8.0.3 During play — colors, lineup changes, and the Order Lock

> **Sessions with more than 3 games:** the tablet shows **3 games at a time**. Use the arrows at the top to move to the next or earlier 3 games. Each tablet remembers which games it was on.

> **Alive lists on the tablet.** Tap **Alive List**, then **Brackets** or **Eliminator**. Pick the games set, then the list: for brackets, *Bowler bracket list*, *Alive after Game* (first and second game of that set); for reverse brackets, *Reverse bowler bracket list* and *Survived Game* lists (these fill in once the set's last game is in); for Eliminator, *Alive after Game* for each game before the last. A list is dimmed until all of its scores are in. Tablets show names, bracket numbers and ALIVE/OUT only — never money.

The color legend (shown above the grid) tells you each score's sync state at a glance:

Color	Meaning
Waiting (white)	No score yet.
Pending sync (yellow)	A score was entered and is on its way / not yet acknowledged everywhere.

Synced (green)	Desktop and tablets agree — the score is in.
Changed / needs re-sync (orange)	A score was changed after it had synced — the change still needs to flow through. Investigate if it stays orange.
Problem / rejected (red)	The entry was rejected or conflicted — re-enter it (usually at the desktop).

Changing the lineup: on the tablet you can **drag bowlers to reorder** them, edit a bowler's **Pos**, and change their **Lane**; on the desktop, tap a lane number in the grid to reassign it. Position/lineup changes sync to the desktop's Enter Scores screen and the score sheets.

> **The Order Lock.** Once the bowlers are lined up in the right order, tap 🔓 **Order Unlocked** at the top of the tablet page. It turns green — 🔒 **Order Locked** — and the lineup is frozen: dragging a bowler's name just scrolls the page, and the Pos / Lane buttons refuse with a reminder. **Score entry is not affected.** Tap it again to unlock when a change is genuinely needed, then re-lock. The lock is remembered on that tablet — it survives sleep, page refreshes, and reopening the app — so an accidental scroll can never shuffle the order mid-tournament.
>
> **Don't confuse it** with the red 🔒 **Lock** button, which locks the *whole tablet* behind the operator PIN. The Order Lock only protects the bowler order.

8.0.4 Score corrections — before and after printing

- **Before a game's reports are printed:** just change the score — on the tablet or the desktop. It re-syncs and every bracket, alive list, and payout recalculates automatically.
- **When a game is finished:** the desktop pops a **"ready to print"** reminder. Clicking its **OK** confirms the game: it **locks (turns gray) on the tablets** so lane-side fingers can't change a settled game by accident, and the Mystery Pot draws its number for that game. The reminder appears even if tablet scoring was turned off, as long as the session uses tablets.
- **After a game's reports are printed:** make any correction **at the desktop** — that's the rule, because desktop corrections trigger the **reprint warnings** that tell you exactly which already-printed sheets are now stale and need reprinting. (Tablet-side, the finished game stays locked.)

8.0.5 Starting, restarting and turning off

- **The same QR code keeps working.** Close the program and reopen the session (save it after you first start tablet scoring) — tablets that were logged in reconnect with the same link.
- **Scoring restarts by itself.** If you reopen a session that used a tablet in the last 12 hours and its scores aren't finished, tablet scoring turns back on quietly. If no tablet was used recently, it stays off — nothing goes to the cloud unless you are using tablets.
- **It turns itself off after an hour with no scores**, so a session left open overnight isn't left running. Start it again from the Tablet Scoring screen when you need it.
- **Stop Tablet Scoring** turns it off right away.

8.1 How tablets connect — cloud first, Wi-Fi fallback

How tablet scoring works now. When your computer is online, tablets connect through the **J&K cloud**: your desktop and the tablets each make a normal, secure internet connection — the same kind as opening a website — and meet in the middle. Because nobody has to reach *across* the venue's Wi-Fi to anybody else, the things that used to break scoring at bowling centers simply don't apply:

- **Guest Wi-Fi that walls devices off from each other** — doesn't matter.
- **Matching network names, firewalls, antivirus port rules** — not needed.
- **Tablets can even skip the venue's Wi-Fi entirely** and use their own cellular data.

The Tablet Scoring screen always tells you which mode you're in, right under the QR code: **Connection: J&K CLOUD (works on any WiFi / cellular)** or **Connection: LOCAL WiFi (same network required)**.

> **What CLOUD mode needs** — just two things online:
> 1. **This computer** — venue Wi-Fi is fine (tap through any welcome/agree page first), and your phone's hotspot also works: only the computer needs it, right at the desk.
> 2. **Each tablet** — venue Wi-Fi *or* the tablet's own cellular. Welcome pages: open the tablet's browser and tap through once before scanning.

No internet in the building at all? The program notices by itself and starts in **LOCAL WiFi** mode — the classic way: your computer serves the scoring page directly and every tablet must be on the **same Wi-Fi network** as the computer. Everything below applies to LOCAL mode only; in CLOUD mode you can skip it.

> **LOCAL mode setup — the one-time Windows question.**
> The first time you start tablet scoring on a computer, Windows shows its standard administrator question (it names **netsh**, a built-in Microsoft Windows component). **Click Yes.** The program opens the scoring doorways (ports 8765–8784) on every kind of Wi-Fi while every other door stays locked. You never see the question again on that computer. Clicked **No** by accident? Just start tablet scoring again — the question comes back.

LOCAL mode and antivirus firewalls. Norton, McAfee, Bitdefender, AVG and Avast *replace* the Windows firewall and ignore its rules. If tablets can't connect in LOCAL mode and you run one of those, add one rule in its **Firewall › Traffic/Port Rules**:
ALLOW · INBOUND · TCP · ports 8765–8784 · all networks
("Allowing the program" is not the same thing — that list controls the program reaching *out*, not tablets reaching *in*. You need the port rule.)

LOCAL mode at a venue with no internet: a small travel router or access point ($20–$40) gives you your own Wi-Fi anywhere — it needs power only. Prefer the 2.4 GHz band for range, put it out where the lanes are, and walk a tablet to the far lanes to confirm coverage before you rely on it. Because it's the same network everywhere you go, LOCAL mode works identically at every center.

> **Quick checklist when a tablet won't connect**
> 1. Look at the **Connection** line under the QR code. **CLOUD?** → the tablet's own internet is the issue: make sure it's on Wi-Fi or cellular, tap through any welcome page in its browser, re-scan.
> 2. Says **LOCAL WiFi** but the venue has internet? → this computer isn't online — join the venue Wi-Fi (or your phone's hotspot), tap through its welcome page, then restart tablet scoring.
> 3. In LOCAL mode: tablet on the **same** Wi-Fi? Antivirus port rule (above) in place?
> 4. Click **Connection Help** on the Tablet Scoring screen — it checks this computer's side and tells you in plain words what's left.

If the QR code won't open on the tablet, open the tablet's browser and type the address shown on the Tablet Scoring screen by hand, **exactly as shown, including everything after the question mark** — then enter the operator PIN.

9 The Pots — Game Pots, Mystery, Eliminator, Blind Doubles

Each add-on pot has its own screen (module row) for setting prizes/draws and viewing results. Bowlers opt into a pot by having `1` in that group on the Add Bowlers screen.

Game Pots (High Game)

Highest game(s) win, for each game the pot covers. On the **Game Pots** screen you set how many **places** pay and confirm amounts. Use the built-in quick-calc to split the pot across places.

Mystery Pot

The program draws the mystery numbers for you — automatically. You choose which game(s) the mystery uses when you set up the group (Group Setup). The program draws random numbers behind the scenes **until a bowler matches — so there is always a winner for every mystery game. When it draws:** in a session that uses tablets, when you click **OK** on that game's "ready to print" reminder; in a desktop-only session, as soon as the game's last score is entered. Once drawn, the numbers **never change** — if a score is corrected, the program re-checks the same numbers in the same order (an earlier number can now win); if none match anymore, it keeps them and draws on until one does. Open **Mystery** to see the drawn numbers and who matched. Winners split that game's net pot evenly (rounded up to whole dollars).

Eliminator

An Eliminator runs from its **Starting Game** to its **Ending Game** (set in Group Setup, at least 2 games). **Every game before the last cuts the field in half** — the low half of the survivors is out after each game. With an odd number, **half + 1 advance** (the extra bowler survives, never an extra cut); bowlers tied at the cut all advance. The last game pays: the paid places split the pot by the places/prizes you approve at build (or adjust on the **Eliminator** tab). Reaching a later game always ranks above anyone knocked out earlier. The "Alive After Game" reports (one for each game before the last) and the Final Results show who's still in. Entry fee and retain are set in Group Setup.

Blind Doubles

Each entrant is paired with a random partner drawn from the other entrants — **the same partner for every game it covers, or a new random draw each game: your choice, set in Group Setup**. The best combined team totals win. Prize places are approved at build (or adjusted on the **Blind Doubles** tab). If there's an odd number of entrants, the odd bowler is refunded automatically. The partners are drawn when you build (Section 6).

> All pots reconcile to their pool: **paid = collected − retain**, split by the rules, with any rounding handled so the house/retain absorbs it. Nothing pays out in cents.

10 Refunds

Open **Refunds** to see the running refund list. Refunds happen automatically in a few situations, for example:

- A bowler bought more bracket entries than can be placed (an "over-buyer") — the extra, un-placeable entries are refunded.
- The odd bowler in a Blind Doubles pot with an odd number of entrants.
- Every entry in a bracket group that couldn't make a legal bracket (Section 6).

Right after a build, if anyone is owed a refund, the program offers to print the Refund List.

The list stays available until you **Clear Refunds**, and it can be printed/previewed like any other report.

11 Print / Reports — every report explained

Open **Print / Reports**. Each report is a card with a **Preview** and a **Print** button (and some have quick-select options). Preview opens on screen; Print sends straight to your selected printer.

> **Choosing the games.** When a session has more than one games set (for example brackets on Games 1–3 *and* 4–6), **Print** and **Preview** on the **Brackets / Game Pots**, **Alive Sheet** and **Eliminator** cards first open a chooser: pick the games set (bright = all its scores are in, dim = not yet) and the list you want, and it prints or previews right away. The Score Sheet does the same when the session has more than 6 games.
> **Print Multiple Reports** lists every games set separately, too.

Report	What it shows
Session Report	The whole-tournament summary: entries, pools, retain, and payouts per group plus totals.
Bowler Entered List	Every bowler and how many entries they have in each group (great for the front desk).
Score Sheet	Blank/filled score grid with a column for each game. Up to 6 games per page — longer sessions continue on a new page with the games in the heading (e.g. **SCORE SHEET - GAMES 7-8**). Has a Regular and a Reverse version.
Alive Sheet → Bowler Bracket List	For each bowler, the exact **bracket numbers** they're seated in. Also does "Alive After Game" (who's still in after the first and second game of each games set) and a Reverse Bowler Bracket List. Reverse brackets also have **Survived Game** lists, which fill in once that set's last game is in (a reverse bracket is decided all at once).
Brackets / Game Pots	The actual printed **bracket sheets** (6 per page, landscape). Quick-select Regular Brackets, Game Pots, or Reverse Brackets. Each group starts on a new page, in Group Setup order.
Mystery / Blind Doubles	Results and payouts for those pots.
Eliminator	Alive-after-game lists for each game before the last, and final results. Each Eliminator group prints on its own page, in Group Setup order.
Payout	The master payout sheet — who won what, with one money column for each kind you ran (brackets, reverse, game pots, mystery, eliminator, blind doubles) in Group Setup order.
Individual Bowler Payout	A one-bowler slip: their scores, every bracket/pot they won, and a grand total. Prints one, or **Print All** for everyone who won.

> **Reading a bracket sheet.** Each bracket shows the 8 seats down the left (its first game), the second-game advancers in the middle, the final on the right, and the **WINNER** + prize (and 2nd place) in the winner block. The heading starts with its games, e.g. **GAMES 4-6**. The big number is the bracket's global number. Reverse brackets are marked and play their games last to first. If two bowlers tie for 2nd, both names show with **$N EACH**.

> **Individual slips can be multiple pages.** A heavy winner's slip now flows onto extra pages automatically (with the bowler's name and "Page X of N" on each), so a long list of wins prints in full and readable.

12 How the money works — payout rules

These are the rules the program follows so every sheet reconciles and nothing pays in cents.

BRACKETS

- **First place** and **second place** pay the amounts you set for that group (e.g. $25 and $10).
- **Bye brackets pay less.** A bracket that contains a BYE (an empty seat) uses the session's **bye payout** amounts — for example **$22 first / $8 second** instead of $25/$10. This is why a bowler's total can end in an odd number even with no ties.
- **Ties round up.** If bowlers tie for first, the 1st + 2nd money is pooled, split evenly, and **rounded up to the whole dollar** (a 2-way tie for $25+$10 = $35 ÷ 2 = $17.50 → **$18 each**). No payout ever has cents.
- **Ties for 2nd split the 2nd-place money.** If the winner is clear but two or more of the other finalists tie for the best non-winning score, they split 2nd place, rounded up ($10 ÷ 2 = **$5 each**).

REVERSE BRACKETS

Identical money rules; the only difference is the games are played **last to first** (Games 1–3: **3** → **2** → **1**). Highest score still advances. Reverse brackets are counted and paid as their own separate pool.

HANDICAP

In a handicap group, each bowler's handicap (Section 1/4) is added to every game before comparing. High-average bowlers get little or no handicap, so handicap events favor lower-average bowlers — a strong scratch bowler can legitimately win few or no handicap brackets.

THE POTS

Every pot pays out **collected − retain**, split by that pot's rules, with rounding handled so the house/retain absorbs the odd cents. Winners split evenly, rounded up to whole dollars.

> **Blind Doubles pays in EVEN dollars.** Because a doubles prize is split between **two partners**, every Blind Doubles place is rounded **up to the next even dollar** so the two can split it cleanly in cash. Example: a $144 pool at 70/30 works out to $100.80 / $43.20 — the program pays **$102 / $44**. The couple of extra dollars come out of the retain and show on the report as a round-up adjustment.

> **The Session Report before and after scores.** Until every score is in, the Session Report shows what each group **will** pay (for example a Mystery game that hasn't been drawn yet counts its full prize). Once all scores are in, it shows what **was** paid. The final report is only final after the last score.

> **Why totals can look "odd."** Flat $25/$10 bracket money can only ever total a multiple of $5. If a bowler's total isn't a multiple of $5, it's because of **bye-bracket wins** (e.g. $22) or **tie splits** ($18, $12, …). Both are correct, expected behavior.

13 Printing & printer setup

- The app prints to your **saved/selected printer**. If "nothing prints," first confirm that printer is the right one and is online.
- Bracket sheets print **landscape**, 6 brackets per page, high-resolution for crisp lines and names — from the gold **Print** button and from the **Print** button in the bracket preview. Most other reports print **portrait**.
- Every report prints **one-sided**, even when the printer is set to print on both sides.
- **Preview** first to check a report looks right, then **Print**.
- The **Print / Reports** screen also lets you print a packet of several reports at once.

Bracket sheets are designed for **Letter** paper. If a report ever looks cut off or squeezed, check that the printer chosen in **Printer Setup** is the right one and has Letter paper loaded.

Printing before all scores are in? If you preview or print the Session Report while the session's games aren't all scored yet, the program asks you to confirm first. Mid-session prints are fine for a progress check — just remember to **reprint the final report after the last score goes in**, since payouts recalculate live.

14 Run-a-tournament checklist (start to finish)

1. **New session** → **Save As** with a clear name.
2. **Group Setup:** set the session handicap (% of base). Check **GAMES IN THIS SESSION** (3 unless your event is longer). Create every group (brackets, reverse, pots), scratch and handicap, with its Starting Game and Games (brackets) or ticked games (pots). Drag them into the order you want.
3. **Entry Forms**: print bowler entry forms for the desk (two per sheet — cut on the dashed line). Running two events at once? Include the other session so one form covers both.
4. **Add Bowlers:** enter each bowler's name, lane, average, and their entry counts per group (use **ALL** where wanted; **1/0** for pots).
5. **Build Brackets:** Select the groups, **Build Selected Groups**, approve the pop-ups.
6. Print the **Bracket Sheets**, **Bowler Bracket List**, and **Score Sheet** for the desk and lanes.
7. **Bowl the squad.** Enter scores as games finish (desktop **Enter Scores** or **Tablet Scoring**).
8. Set up any pots (Game Pots / Mystery / Eliminator / Blind Doubles) and confirm their prizes.
9. When every game is in, open **Print / Reports** → **Payout** and print the payout sheet.
10. Print **Individual Bowler Payout** slips (or **Print All**) to hand out winnings.
11. Check **Refunds**, print if needed, and **Save** one last time.

> **Before you pay out:** make sure every game is scored for everyone. Reports recompute live, so a late score change re-adjusts ties and totals — reprint the final if a score changes after you printed.

15 Glossary

Term	Meaning
Group	An event bowlers can enter (a bracket, reverse bracket, or a pot).
Games in this session	How many games the session has (1 to 30, starts at 3). Every group must fit inside it.
Starting Game	The first game a bracket (3 games in a row) or Eliminator uses.
Game Pot	A high-game pot (called "Side Pot" before 1.1.5).
Entry	One purchase in a group. In brackets, each entry = one seat in one bracket.
Bracket	An 8-person single-elimination tree; winner + runner-up paid.
Reverse bracket	A bracket played Game 3 → 2 → 1 (highest still wins).
BYE	An empty seat in a bracket. Byes auto-advance; bye brackets pay a reduced amount.
#ALL	A bowler entered in *every* bracket of a group.
Scratch	Raw pinfall, no handicap.
Handicap	Pins added to a score based on average (e.g. 90% of 230 minus average).
Retain	The amount per entry the house keeps from a pot (not paid out).
Alive	Still in contention (used by Alive-After-Game and Eliminator reports).
Needs Rebuild	A built group whose entries changed — rebuild to sync the brackets.

16 Troubleshooting & FAQ

"NOTHING PRINTS."

Check the selected printer is correct and online. Try **Preview** first — if the preview looks right, the issue is the printer selection, not the report.

THE PREVIEW OPENED TWICE.

A single Preview click should open one window. If you see two, click once and wait a moment before clicking again (rapid double-clicks are now guarded against). Report it if it persists.

A BOWLER'S PAYOUT TOTAL "ENDS IN A 9" / ISN'T A ROUND NUMBER.

Correct behavior. It comes from **bye-bracket wins** (reduced amount, e.g. $22) and/or **tie splits** (rounded up, e.g. $18). Flat wins alone would total a multiple of $5.

A BOWLER IS IN "ALL" THE BRACKETS.

They're marked **#ALL** for that group (Add Bowlers). That's intentional — ALL means every bracket. Change the entry to a number if that wasn't intended, then rebuild.

MY GROUP SAYS "NEEDS REBUILD."

You changed entries after building. Go to **Build Brackets**, use **Select Needs Rebuild**, and **Build Selected Groups** again.

THE BRACKET NUMBERS DON'T MATCH BETWEEN SHEETS.

They should now match everywhere (sheets, Bowler Bracket List, and individual slips all use the same global 1…N numbering; reverse brackets have their own 1…N). If they don't, make sure you reprinted after the latest build.

HANDICAP LOOKS WRONG.

Check the **Session Handicap Settings** (% and base) in Group Setup and click **Apply**. Handicap = `% × (base − average)`, floored, and only applies to handicap groups.

PART II

How Everything Works — Under the Hood

You don't need this part to run a tournament — Part I is enough. This part explains **why** the numbers come out the way they do, so you can answer any bowler's question with confidence.

17 How a bracket actually plays out

Every bracket has **8 seats** in four first-round pairs (seats 1&2, 3&4, 5&6, 7&8). It resolves one game per round. The table uses Games 1–3; a bracket on other games works the same way on its own 3 games (e.g. 4, 5, 6).

Round	Game used	What happens
Round 1	Game 1 (Reverse: Game 3)	Each of the 4 pairs bowls; the **higher score advances**. 4 winners.
Round 2 (semis)	Game 2	The 4 winners form 2 pairs; higher advances. 2 finalists.
Final	Game 3 (Reverse: Game 1)	The 2 finalists bowl; **higher wins**. The other finalist is the runner-up.

REVERSE BRACKETS

Exactly the same tree, but the games are consumed **Game 3 → Game 2 → Game 1**. Highest score still advances every round. That's the *only* difference — money and structure are identical. Reverse brackets are counted and paid as their own separate pool and numbered on their own 1…N list.

WHAT A BYE DOES

A **BYE** is an empty seat. In any match against a BYE, the real bowler automatically advances (a BYE can't out-bowl anyone). Byes are scattered to random seats, not dumped at the bottom. Because a bracket with a BYE collected one fewer entry, **it pays the "bye" prize you set** (Section 18).

TIES INSIDE A BRACKET

If two (or more) bowlers tie for high in a match, **everyone tied advances** — so a bracket can legitimately carry 3+ bowlers into the final. At the final, if the top score is tied, **all the tied bowlers are co-winners** and split the prize (Section 18). The program never silently drops a tied bowler.

> **Nothing shows until it's real.** A game's results only appear once **every** bowler in that bracket has a score for that game entered. This stops half-finished games from printing early winners or advancers.

18 Round-ups — the rule and the "why"

Two iron rules: **(1) a payout never has cents**, and **(2) when a prize is split, it rounds UP to the whole dollar.**

THE RULE

1. Take the money to be shared (for a bracket tie for 1st, that's **1st + 2nd combined**).
2. Divide it evenly among the tied winners.
3. **Round each share UP** to the next whole dollar.

WHY ROUND *UP* AND NOT DOWN OR NEAREST?

So a **winner is never shortchanged.** Rounding down would pay a winner less than their fair share; rounding to nearest would sometimes shortchange them. The program always rounds **up**, and the few dollars of overage are **absorbed by the pot's retain / the house** — never taken from another winner. In short: **bowlers round up, the house eats the rounding.**

WORKED EXAMPLES (BRACKET 1ST = $25, 2ND = $10)

Situation	Math	Each winner gets
Clean win (no tie)	—	$25 (1st), $10 (2nd)
2-way tie for 1st	($25 + $10) ÷ 2 = $17.50	**$18** each (no separate 2nd paid)
3-way tie for 1st	($25 + $10) ÷ 3 = $11.67	**$12** each
Win in a **bye** bracket	the bye prize you set	**$22** (1st), **$8** (2nd)

> **This is why a total can look "odd."** Flat $25/$10 wins can only ever add up to a **multiple of $5**. If a bowler's total isn't a multiple of 5, it's because of **bye-bracket wins** ($22/$8) and/or **tie splits** ($18, $12, …). Both are correct.

ROUND-UPS IN THE POTS

Every pot pays **collected − retain = net**, split evenly among the winners and rounded up to whole dollars, with the retain/house absorbing the round-up.

> **Zero-retain pots.** If you set a pot's retain to $0, the round-up has nothing to absorb, so the payout can end up a **few dollars over** what was collected (the house covers it). If you don't want that, set a small **retain per entry** so the pot keeps enough to cover rounding.

19 #ALL bowlers — the math (and what happens past 7 in a group)

An **#ALL** bowler is placed in **every bracket** of a group. That's powerful — and it drives the bracket count in a way that surprises people, so here's exactly how it works.

THE KEY IDEA

Every bracket has 8 seats. If a group has **k** ALL bowlers, then **every** bracket must contain all k of them, leaving only **(8 − k)** seats for the regular ("manual") entries. So the number of brackets is about:

brackets ≈ (manual entries) ÷ (8 − number of ALL bowlers)

WHAT THAT MEANS AS YOU ADD ALLS (REAL ENGINE NUMBERS, 80 MANUAL ENTRIES)

# ALL bowlers	Seats left for others	Brackets (80 manual)	Notes
0	8	10	Normal.
1	7	11	Normal (a house pro, etc.).
2	6	13	Still fine.
4	4	20	Getting large.
6	2	40	Very large.
7	**1**	**80**	Only **one** regular bowler fits per bracket — count ≈ the entire manual field.
8	**—**	**100**	**Past 7, the divide-by-seats formula would break — so the engine switches to a controlled climb** (roughly +25% per additional ALL). Counts keep growing, but they can never "run away" into the thousands like the old math could.
9		**125**	
12		**244**	
16		**596**	

> **Past 7 ALLs is still big — but it's controlled, not runaway.** At 7 ALLs there's one open seat per bracket, so the count already ≈ your whole manual field. Beyond that the engine grows the count on a capped curve (the numbers above are measured from the real build engine) — large, deliberate, and bounded. The old "divides by zero and explodes into thousands" behavior no longer exists.

THE SAFETY WARNING

Before building, if a group has **8+ ALL bowlers** (or the count is far above what it would be without the ALL flags), the program pops up **"Large Build — Confirm ALL Bowlers."** It lists each offending group like:

```
SCRATCH BRACKETS: 9 ALL bowlers → 125 brackets (about 10 without the ALL flags)
```

- Click **No** if it was a mistake — go to Add Bowlers and change those ALL flags to numbers, then rebuild.
- Click **Yes** only if you truly meant it (the build still works — it's just very large).

> **Good to know:** the build itself stays fast even at thousands of brackets. The real risk of a huge build is that **viewing or printing** thousands of bracket sheets can freeze the screen. Normal play uses **0–2** ALL bowlers per group.

ALL BOWLERS AND MONEY

- An ALL bowler is **charged for exactly the brackets they end up in** — so they're **never refunded** (there's nothing extra to refund).
- They can win/place like anyone else. Because they're in every bracket, a strong ALL bowler can win a lot (that's how a "$799 / $1159" total happens — see Section 18 for why the last digit isn't a round 5).
- A bowler can be ALL in one group and a plain number in another.

20 How the build sizes brackets, byes & refunds

When you click **Build Selected Groups**, for each group the program:

1. Counts the paid entries (regular numbers, plus each ALL bowler counted as one seat per bracket).
2. Figures the **fewest brackets** that seat everyone **8 to a bracket**, never placing a bowler twice in the same bracket.
3. Fills any leftover seats in the last bracket(s) with **BYE**s — but only up to **Max Byes**. If a smaller bracket count would waste fewer seats, it uses the smaller count instead (fewer byes).
4. **Randomly draws** the seats (no clustering, no fixed top seat), then records the brackets.

MAX BYES

This is the most empty seats a bracket may carry. Most rooms use **1**. Higher values allow more partly-empty brackets; the program still prefers the option that wastes the fewest seats.

OVER-BUYER REFUNDS

A bowler can hold **at most one seat per bracket**. If someone buys **more entries than there are brackets**, the extra entries can't be placed anywhere — so those are **automatically refunded** and show up on the Refunds screen.

> **Example.** A pool builds 36 brackets, but Justin bought 40 entries. He can only be in 36 of them (one seat each), so his **4 un-placeable entries are refunded**. (ALL bowlers never hit this — they're charged for exactly what they're in.)

21 How each pot resolves (deeper)

GAME POT (HIGH GAME)

For each **paid game**, the highest game score(s) win. The pot for that game is split among the number of **places** you set. Handicap game pots add each bowler's handicap to the game first.

MYSTERY POT

The operator picks which game(s) the mystery uses in Group Setup. Once all scores for a mystery game are entered, the program **automatically draws random numbers behind the scenes until a bowler matches** — a mystery game always produces a winner; there is no manual draw and no "closest" rule. Everyone who matches the drawn number shares that game's net pot evenly (rounded up to whole dollars, no cents).

ELIMINATOR

Every game before the Ending Game cuts the surviving field in half (lowest scores out; an odd field advances half + 1 — the extra bowler survives; ties at the cut all advance). The last game pays: the paid places split the net pool by the **places/prizes** approved at build or adjusted on the Eliminator tab. Anyone who reached a later game ranks above everyone knocked out earlier, whatever the score.

BLIND DOUBLES

Each entrant is paired with a **blind (random) partner**; the two scores make a **team total**. The best team totals win the places you set. If there's an **odd number** of entrants, the odd one out is **refunded automatically** (and shows as 0 in the Blind Doubles column on the Bowler Entered List). The partner draw format — **same partner all games or a new random draw each game, operator's choice** — is set in Group Setup. **Every place pays an even-dollar amount** — rounded up to the next even dollar so two partners can always split a prize cleanly (see Section 12).

> **Every pot reconciles.** For all four pots: **paid = collected − retain**, split by the pot's rule, rounded up to whole dollars, with the retain/house absorbing the round-up. No pot ever pays out in cents, and no pot pays more than the net pool (except the zero-retain round-up case in Section 18).

22 Handicap & scoring mechanics

HOW HANDICAP IS FIGURED

For the whole session you set a **percent** and a **base** (e.g. 90% of 230). Each bowler's handicap is:

handicap = percent × (base − average), dropped to a whole number, never below 0.

Example: 90% of (230 − 217) = 90% × 13 = 11.7 → **11 pins** per game. A 230+ average bowler gets **0**. You only ever type the **average** — the program does the rest, and only **handicap groups** add it to scores. Scratch groups use raw pinfall.

> **Why a strong bowler can lose every handicap bracket.** In handicap events, lower- average bowlers get a big head start (lots of pins). A 217-average bowler (11 pins) is giving away 40–60 pins a game to a 150s bowler — so it's completely normal for a top scratch bowler to win few or no handicap brackets while cleaning up in scratch.

HOW SCORES DRIVE EVERYTHING

- Enter raw pinfall for each game (desktop or tablet). The program adds handicap where needed.
- A game is only **used** once **every** bowler who needs it has a score — so partial games never leak onto a sheet.
- Brackets, alive lists, and payouts **recompute automatically** from the current scores. Change a score and ties/totals re-adjust.

> **If you change a score after printing,** the payout re-adjusts (ties can flip, totals move). **Reprint the final** payout and any affected slips so the paper matches the screen.