

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 • Side Pots • Mystery Pot • Eliminator • Blind Doubles
Handicap & Scratch • Tablet Scoring • Full Reports & Payouts

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0.1 Installing the program NEW

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 file `JK_Brackets_Pro_Setup_1.0.0.exe` lands in your Downloads.
- 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

To update, just install a newer setup file over the old one — it upgrades in place. **Your tournaments, settings, and license are never touched by an update.**

0.2 Demo mode — the free test drive NEW

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, side 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 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 NEW

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 **30 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 a *second* transfer in the same license year? That one goes through support (**jkbbracketspro@yahoo.com**) with a small reset fee.

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.

1 What this program does — the big picture

J & K Brackets Pro runs the money side of a bowling bracket tournament. 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 FIVE THINGS A "GROUP" CAN BE

Group type	What it is
Bracket	A standard 8-person single-elimination bracket. Games 1→2→3, highest score each round advances. Winner and runner-up are paid.
Reverse Bracket	Same 8-person bracket, but the games are played in reverse order: Game 3 first, then Game 2, then Game 1 . Highest score still wins each round.
Sidepot (High Game)	A per-game pot — highest game(s) win. Not a bracket.
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 — Games 1 and 2 each cut the field in half (odd field: half + 1 advance); the paid survivors after the finals split the pot.
Blind Doubles	A doubles pot — each entrant is paired with a blind partner (same partner all games 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 $90\% \times (230 - 217) = 11$ 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.
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 three game scores.
Print / Reports	Preview and print every sheet and payout.

MODULE ROW (THE ADD-ON POTS & TOOLS)

- Tablet Scoring
- Side Pots
- Mystery
- Blind Doubles
- Eliminator
- Refunds

These open the payout/management screens for each add-on pot, the tablet-scoring pairing screen, and the refunds list.

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.

Open an existing tournament

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

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.

Create or edit a group

- 1 Pick the **Group Type** radio: Bracket, Reverse Bracket, Sidepot, Mystery Pot, Eliminator, or Blind Doubles.
- 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 .
Sidepot (High Game)	Entry Fee , Retain Per Entry \$ (what the house keeps), and which game(s) pay. How many places pay is chosen later — in the payout pop-ups when you build, or any time on the Side Pots tab.
Mystery Pot	Entry Fee , Retain , and which game(s) the mystery uses. The mystery numbers themselves are drawn automatically by the program (Section 9).
Eliminator	Entry Fee , Retain Per Entry \$, Handicapped . Prizes/places are set in the payout pop-ups when you build, or any time on the Eliminator tab.
Blind Doubles	Entry Fee , Retain , 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 (Side 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.

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.), or / for a pot (in or out).
- 4 Press (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).

#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). A bowler can be ALL in one group and a plain number in another.

The Group Status panel **NEW**

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.

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 Confirm the **Max Byes** question if asked, and approve any **payout** pop-ups (they appear in the order of your ACTIVE GROUPS list).
- 4 The status changes to **Built** and the counts lock to the real built numbers.

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 **BYEs**.
- **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 **Game 1, Game 2, Game 3** pinfall (raw scores — the program adds handicap where needed).

- 1 Select a bowler (or use **Next / Previous Bowler**).
- 2 Type Game 1, 2, 3.
- 3 Move to the next bowler. Scores save as you go.

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.
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.

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

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 and that game **locks (turns gray) on the tablets** so lane-side fingers can't change a settled game by accident.
- **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.)

8.1 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 — Side 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.

Side Pots (High Game)

Highest game(s) win. On the **Side 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). As soon as all the scores for that game are entered, the program draws random numbers behind the scenes **until a bowler matches — so there is always a winner for every mystery game.** Open **Mystery** to see the drawn numbers and who matched. Winners split that game's net pot evenly (rounded up to whole dollars).

Eliminator

Games 1 and 2 each cut 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). The paid survivors after the finals split the pot by the places/prizes you approve at build (or adjust on the **Eliminator** tab). The "Alive After Game 1 / Game 2 / Finals" reports show who's still in. Entry fee and retain are set in Group Setup.

Blind Doubles

Each entrant is paired with a blind partner — **the same partner for all games, 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.

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.

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.

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 (Game 1/2/3). 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 1/2" (who's still in) and a Reverse Bowler Bracket List.
Brackets / Sidepots	The actual printed bracket sheets (6 per page, landscape). Quick-select Regular Brackets, Side Pots, or Reverse Brackets.
Mystery / Blind Doubles	Results and payouts for those pots.
Eliminator	Alive-after-game and final results.
Payout	The master payout sheet — who won what across brackets, reverse brackets, and pots.
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 (Game 1), the Game 2 advancers in the middle, the Game 3 final on the right, and the **WINNER** + prize (and 2nd place) in the winner block. The big number is the bracket's global number. Reverse brackets are marked and play Game 3 → 2 → 1.

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.

REVERSE BRACKETS

Identical money rules; the only difference is the games are played **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.

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. Most other reports print **portrait**.
- **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.

If a report ever looks cut off or squeezed, print it from Preview and choose your paper size/orientation in the Windows print dialog. Bracket sheets are designed for Letter landscape.

Printing before all scores are in? If you preview or print the Session Report while games 1–3 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). Create every group (brackets, reverse, pots), scratch and handicap. Drag them into the order you want.
- 3 **Add Bowlers:** enter each bowler's name, lane, average, and their entry counts per group (use **ALL** where wanted; **1/0** for pots).
- 4 **Build Brackets:** Select the groups, **Build Selected Groups**, approve the pop-ups.
- 5 Print the **Bracket Sheets**, **Bowler Bracket List**, and **Score Sheet** for the desk and lanes.
- 6 **Bowl the squad.** Enter scores as games finish (desktop **Enter Scores** or **Tablet Scoring**).
- 7 Set up any pots (Side Pots / Mystery / Eliminator / Blind Doubles) and confirm their prizes.
- 8 When all three games are in, open **Print / Reports** → **Payout** and print the payout sheet.
- 9 Print **Individual Bowler Payout** slips (or **Print All**) to hand out winnings.
- 10 Check **Refunds**, print if needed, and **Save** one last time.

Before you pay out: make sure all three games are 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).
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 <i>every</i> 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 =

$\% \times (\text{base} - \text{average})$, 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:

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 reduced "bye" prize** (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	$(\$25 + \$10) \div 2 = \$17.50$	\$18 each (no separate 2nd paid)
3-way tie for 1st	$(\$25 + \$10) \div 3 = \$11.67$	\$12 each
Win in a bye bracket	fixed reduced prize	\$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:

$$\text{brackets} \approx (\text{manual entries}) \div (8 - \text{number of ALL bowlers})$$

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 **BYEs** — 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)

SIDE 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 side 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

Games 1 and 2 each cut the surviving field in half (lowest scores out; an odd field advances half + 1 — the extra bowler survives). The paid survivors after the finals split the net pool by the **places/prizes** approved at build or adjusted on the Eliminator tab. The "Alive After Game 1 / Game 2 / Finals" reports show who's still in.

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 Game 1/2/3 (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.