Leamington and District Fair Play Thursday Pool League

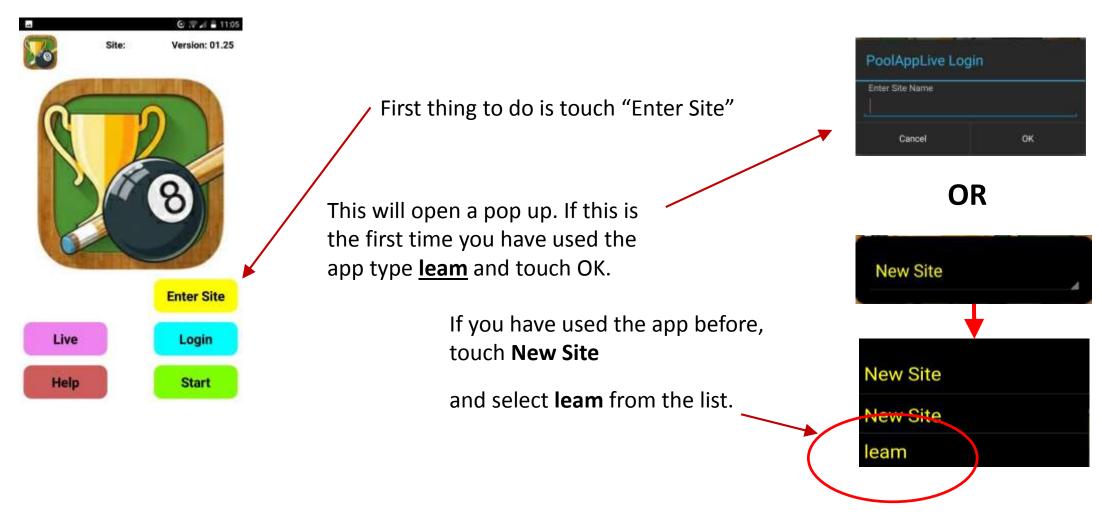


App Usage Guide

leam pool site

David Larner

Version 2.0 20th April 2018 When you first download and open the app, this is the screen you see.



leam is our site name and this links the App to our league.



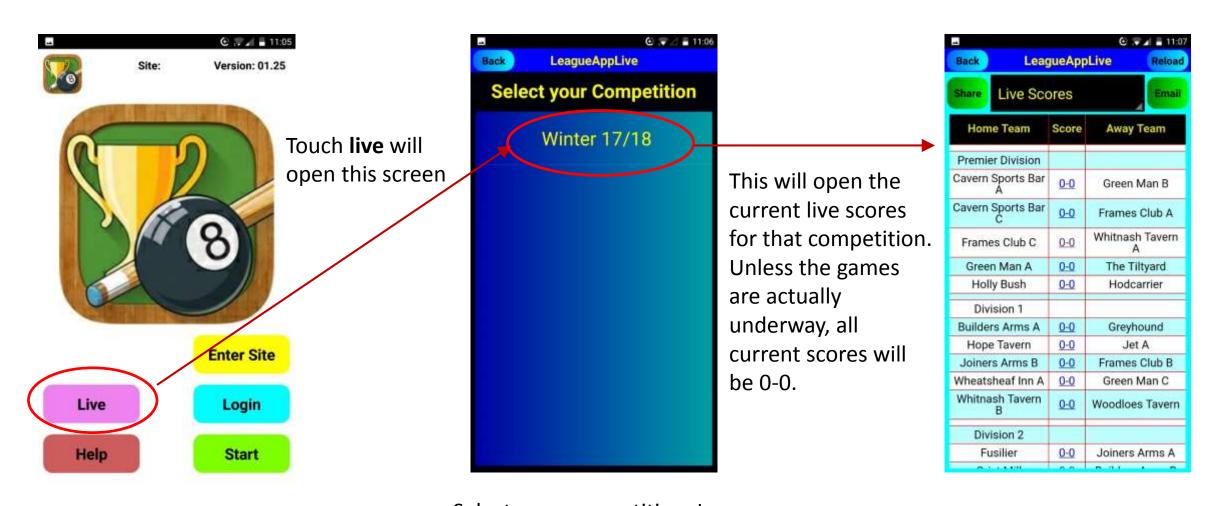
You should see leam as the site name at the top of the screen. If not, go back to the previous step.

You should also see "Clear Site" instead of Enter Site. If you touch clear site and OK, you will need to start again from the previous step. So, **DO NOT clear site.**

If you touch Help, it will display some basic help instructions.

Login and Start we will cover later in the guide.

Touch **Live** to display the current competition's live scores, fixtures, results, tables and player stats. There is no need to login to see this information and this is what most players will use.

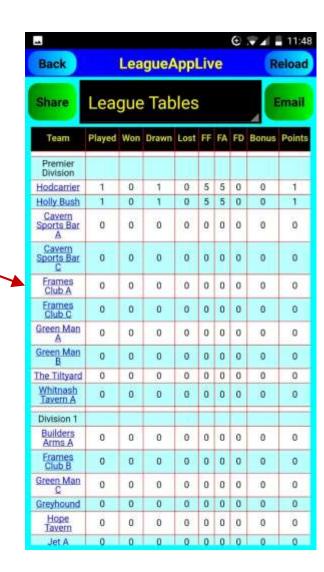


Select your competition. In this case, Winter 17/18 but in future there will be other competitions on the list.

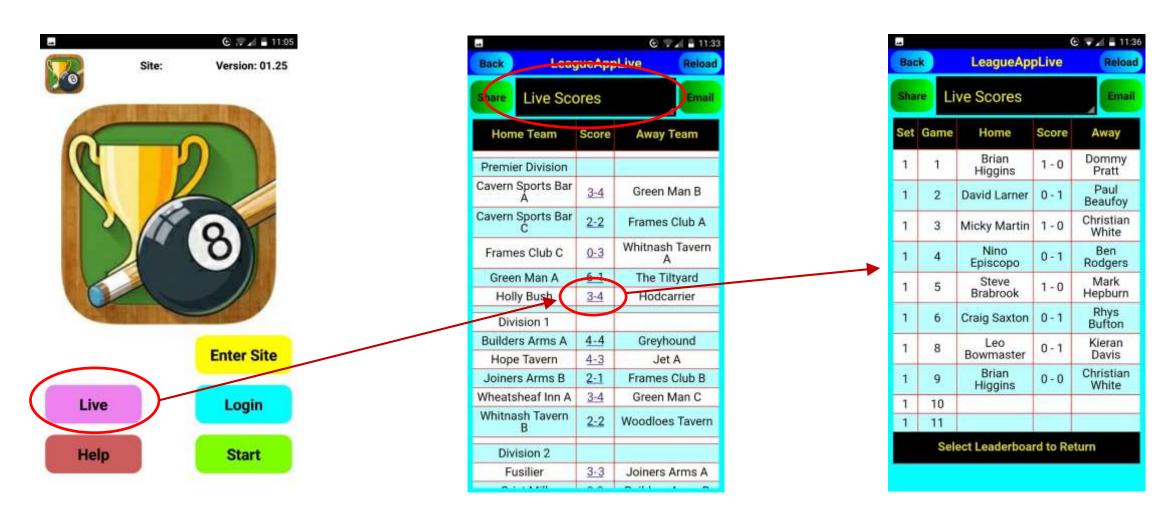


Touch the black banner will open a list of options. Select either live scores, results, league tables, player stats or fixtures depending on what you want to view. The screen will change accordingly.





Anyone can access the "live scores" at any time during the match. You do not need to login for this. Touch Live and Winter 17/18 as the competition and if a match is in progress you will see the current score. Touch the score and it will open up details about the match so far. Who played who. Who won/lost etc. In this example, Hodcarrier are winning 4-3 at Holly Bush and Brian Higgins is currently playing Christian White.



Leamington & District Fair Play League



Thursday night pool league covering Leamington, Warwick and Kenilworth.



You don't need to use the app for this information. All live scores, results, fixtures, league tables and player stats can be viewed on the website at leam.LeagueAppLive.com

leam.LeagueAppLive.com

How to enter match scores and results on the app......

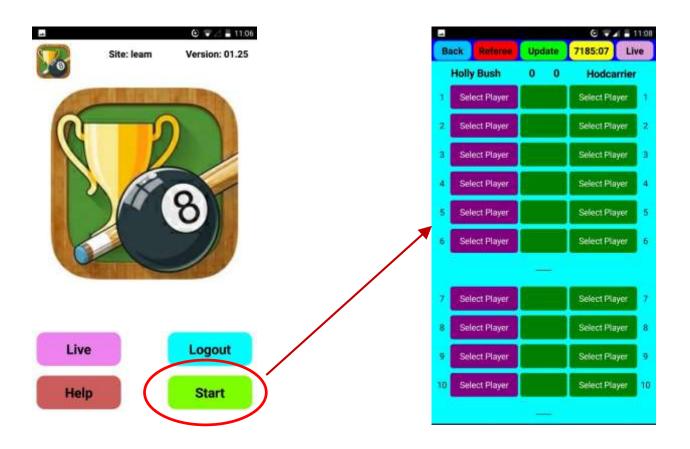


Touch login

Enter the PIN number provided to you. This is unique for your team.

Tip: if you want to change your PIN number to something more memorable, contact David Larner to change it.

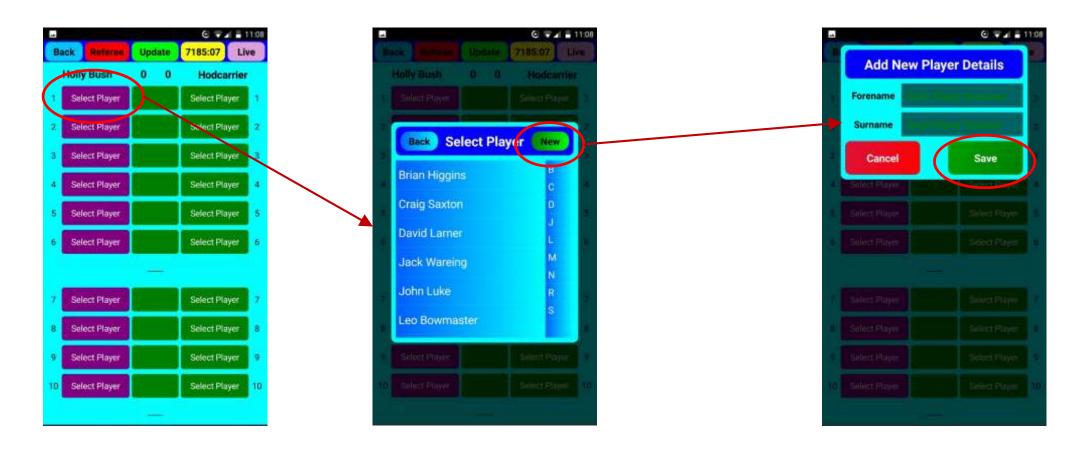
You should now see this screen.



When you are ready to play the match, touch **Start**

This will open up the scorecard screen for your next match. If there is more than 1 match listed, select the one you are playing.

You are now ready to select your players and play the match. The opposition captain should have a similar screen on their smartphone. You select your players on your screen, and the opposition captain selects their players on their screen. Home team on the left and away team on the right.

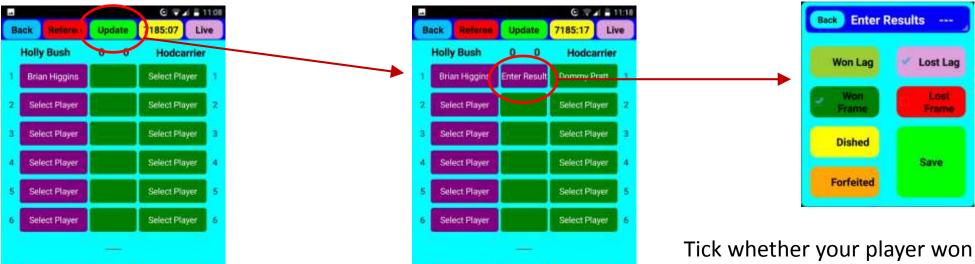


Touch Select player

You will then see a list of players registered for your team. Touch the player's name that will play this frame.

Note: All new players will require the registration fee (currently £1) to be paid within a set time decided by the league committee.

If you want to register a new player not on your list, touch **New** and type in the player's Forename and Surname in the boxes provided. Touch **Save** and this player will now be available to select from your list.



Select Player

Select Player

Select Player

Select Player

Select your player. When the opposition team captain has selected their player, touch **Update** and both player's names will appear on both screens. Note: Some smartphones update automatically when both players have been selected.

Select Player

When the game has been played, touch **Enter Result**.

Select Player

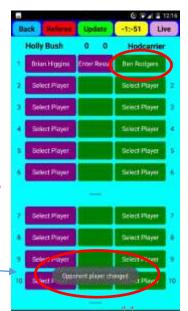
Select Player

Select Player

Select Player

Note: Only 1 captain needs to enter the result. The opposition captain's screen will update automatically. Tick whether your player won or lost the frame and optionally, tick "won lag" or "lost lag" or whether the player "dished" from the break.

Tip: DO NOT change player once a player has been selected without consulting the opposition captain. Player changes at any time during the match will display a warning message on the opposition captain's screen.





Once the result has been entered, the winning player's name will appear in Green and the Losing Player's name will appear in Red. The score at the top of the screen will update.





Continue with the match, adding players one frame at a time and entering the results until the match is complete.



Once the match is complete, touch back (or the back button on your smartphone) to exit the live scoring screen.

Touch Finish to finish the match.

<u>Very Important</u>: **DO NOT** finish the match unless the match has actually finished.

Once the match is confirmed as finished, it will not be possible to change the scores.

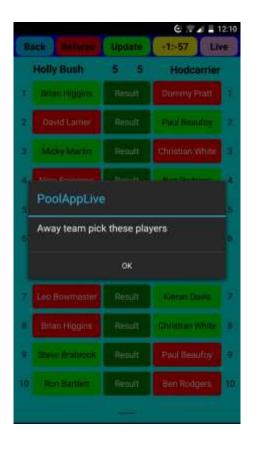
Tip: You can exit the live scoring screen at any time during the match and return to it by touching "Start" from the home screen. You do not have to wait until the match is complete. This is useful if you want to do something else on the phone like take a call, send a message or check the internet/social media, etc, during the match. The app does not tie up your phone and the scores so far are automatically saved.

Once a match is confirmed as finished, Results, Player Stats and League tables are automatically updated on the app and on the website:

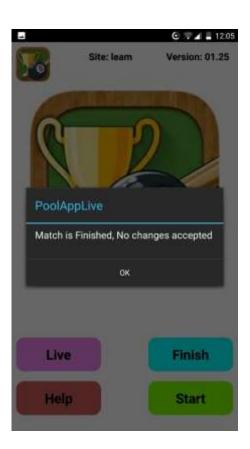
leam.LeagueAppLive.com



Common "Error" messages.....

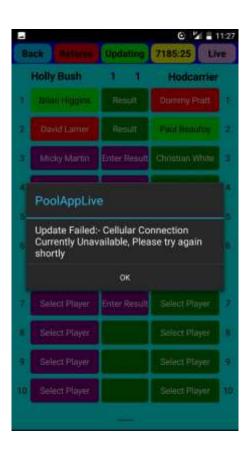


You are trying to select a player from the opposition team. Touch OK and let the opposition captain select their player.



You are trying to make changes to a match that has been marked as completed (finished).

Note: If the match has been finished by mistake, contact David Larner.



You do not have a wifi or GPRS signal. Try and connect to wifi or if possible move to an area with better mobile reception.

Any problems, questions or feedback, please contact David Larner

E-mail: leam-secretary@outlook.com

Mobile: 07801480084