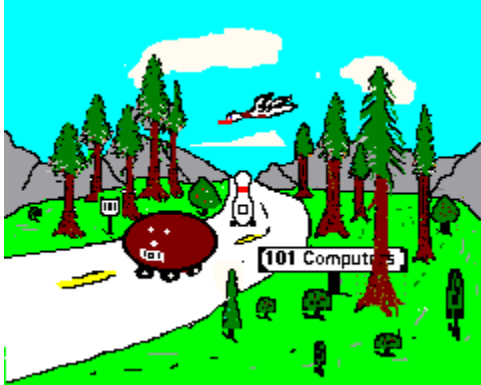


Bowl101w



Welcome to Bowl101w for Windows

- [Introduction](#)
- [Menu Commands](#)
- [Common questions](#)
- [Obtaining technical support](#)
- [About Bowl101w](#)
- [Shareware](#)
- [Register Bowl101w](#)

File

- Load
- Save
- Save As ...
- Do Another League...
- Change Drive/Directory...
- Create New League...
- Delete Files...
- Remove League...
- Start League Over...
- Backup .BW? Files...
- Restore .BW? Files...
- Exit

Input

With this option you can input weekly scores do a makeup game or setup a new league.

- Weekly Scores
- Makeup Games
- Startup

Edit

- [Teams](#)
- [Bowlers](#)
- [Subs](#)
- [High Games](#)
- [Startup](#)
- [Swap Two Bowlers](#)
- [Swap Sub with Bowler](#)
- [Add New Sub](#)
- [Remove Sub](#)
- [Recall Hidden Sub](#)
- [Add Two New Teams](#)
- [Remove Last Two Teams](#)
- [Arrange Team Order](#)
- [Zero all Scores](#)
- [Edit Date and Starting Lane](#)
- [Adjust Lane Schedule](#)
- [Update High Games](#)
- [Split Season](#)

Print Menu Options

- [Standing Sheet](#)
- [Recap Sheet](#)
- [Alternate Standing Sheet](#)
- [Defined Alternate Standing Sheet](#)
- [Score Sheets](#)
- [Individual Recap Sheets](#)
- [Final Averages](#)
- [Most Improved](#)
- [Handicap Sheets](#)
- [Average Sheets](#)
- [Schedule](#)
- [Readme File](#)
- [Print Screen.txt](#)

Team Sorts

Team Sorts offers you many ways to sort the high games and series

- Scratch Series (Week)
- Handicap Series (Week)
- Scratch Games (Week)
- Handicap Games (Week)
- Total Pins Scratch (Year)
- Total Pins + Hndcp (Year)
- High Game Scratch (Year)
- High Game Handicap (Year)
- High Series Scratch (Year)
- High Series Handicap (Year)

Bowler Sorts

- Scratch Series (Week)
- Handicap Series (Week)
- Scratch Game (Week)
- Handicap Game (Week)
- Average
- Total Pins
- High Scratch Game (Year)
- High Scratch Series (Year)
- High Handicap Game (Year)
- High Handicap Series (Year)

These options will allow you to sort the bowler's scores in many different ways. You can sort on male, or female as well.

Utilities

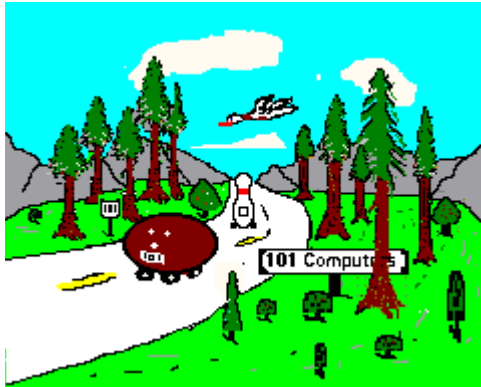
In the utility menu, you have these options...

- Configure Awards
- Awards (Week)
- Awards (Year)
- Prize Fund
- Name and Address Database
- Convert Bowl101 Database
- Convert Bowl101 Dos files
- Write Delimited File

Help

- [Contents](#)
- [Search on help](#)
- [Common questions](#)
- [Learning bowl101](#)
- [About bowl101](#)
- [Obtaining technical support](#)

About Bowl101w



Bowl101w was developed after extensive consultation with Bowling Establishment Proprietors, League Bowlers and Touring Professionals. It provides sophisticated yet easy-to-use Bowling League Secretarial services which remove the drudgery from these tasks.

Some of the features of Bowl101 are:

Functions are accessed via Pull Down Menu Boxes.

From 1 to 6 games per session.

Multiple Leagues may be established.

A League can consist of more than 40 teams with 1-10 bowlers per team.

A league schedule may be 36 weeks or more.

Provision is made for position rounds in lane assignments.

League scoring is provided for all popular types.

Statistics are maintained for the League, Teams, Bowlers and Substitutes.

A Bowler Name and Address Data Base for each League.

Significant milestones, team and individual, are maintained for the current week and Year To Date.

Teams, bowlers and subs may be added, swapped, or deleted at any time.

Scores may be changed at any time.

League, team, and bowler information may be edited, at any time, after Startup.

Various league types are provided for (Mixed, All Male, All Female, adult junior, etc.).

Printouts Include;

1. Standings.
2. Alternate Standing Sheet
3. Weekly Recap.
4. Score Sheets for the next week by Team and Lanes.
5. Final Averages.
6. Individual Recap Sheets at the end of season.
7. Prize fund to distribute prize money.
8. Sorts, weekly or year to date.

All printouts may be edited before printing. A file called Screen.txt is generated so you can bring it into a word processor.

In short Bowl101 addresses all facets of the League Secretaries duties on a league, team, and individual basis for the current week, season and season's end.

Backup Datafiles

To backup your files from the hard drive to a floppy disk, select this option. You can selectively backup the files, or back all of them up.

When you do a total backup, the bwk files which holds the names and addresses of the bowlers are also backed up.

This will also backup the bwk files .

The BWK files are the names of the teams, bowlers and subs along with the global variables generated in Startup.

Arrange Bowler Order

When you are using Match Point, you may want to arrange bowler order so the program can pair the bowlers up for wins and losses.

Select the bowler you wish to be first by clicking on them with the mouse, or arrow down to them and press the space bar or enter.

This will move the bowler to the next box on the right.
Repeat until all of the bowlers you want to enter scores for are in the right box and in the proper order.

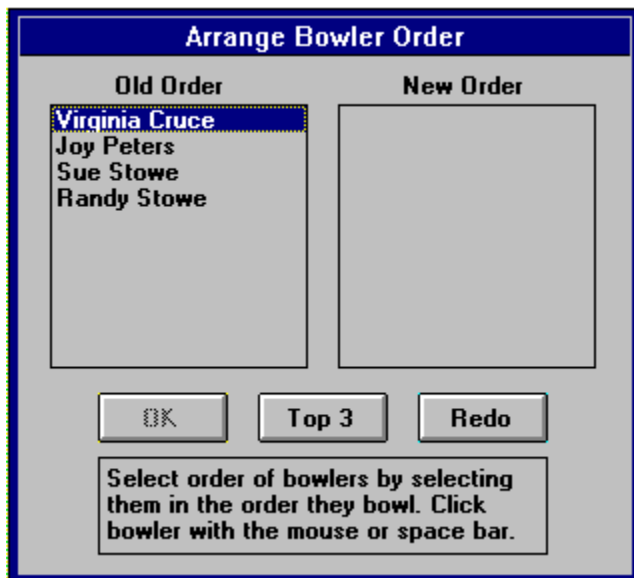
You can select the top x bowlers and get the first bowlers that normally bowl, or select them in bowler order.

You will notice the OK button is not available until you have the required number of bowlers.

If you want additional bowlers, keep selecting them and then click OK.

You may only have up to 10 bowlers and subs on a team at a given time.

You can use swap bowlers if you have a special need to have more than ten, just swap the bowlers off the team and replace them with the ones you want, still keeping the number of bowlers and subs to ten or less.



You can click OK when you have selected enough bowlers, you do not have to select them all.

Bowlers and subs not in the right box will not appear when you enter scores.

Change Drive Directory

You can change drives or directories, but it is of little value as all of your files are contained in directories off the Bowl101w directory.

Create a New League

You can have many leagues using Bowl101w, to create a new league.

Choose Create New League from the [Files Menu](#)

You will be asked for a league name.

Choose one the describes your league such as...

- WEDAM
- FRIMIXED
- BANTAMS
- JUNIORS

You are creating a subdirectory by this name, so choose a name with 8 characters or less with no spaces.

Delete Files

This option is used only if you have created an extra file.
All files are needed at the end of year for the individual recap sheets.

Edit Bowlers / Subs

This option will allow you access to any score for a bowler for that week. You may page down to the next bowler or page up for the previous bowler. Edit Bower and Edit sub use the same edit screen, it looks like this.

Sub Number 1			
Sub's Name	Gwen	Middle Initial	Last Name Nickel
Game 1 Scratch	0	Avg. Calculate or Keep	
Game 2 Scratch	0	Calculate Average <input checked="" type="radio"/>	
Game 3 Scratch	0	Keep Average <input type="radio"/>	
Game 4 Scratch	0	Last week's Hndcp	10
Game 5 Scratch	0	Number of Charges	0
Game 6 Scratch	0	High Game Scratch	0
Series Scratch	0	High Series Scratch	0
Total Pins Scratch	2500	High Game Handicap	0
Games Bowled	15	High Series Handicap	0
Entering Average	151	Games/Points Won	0
Last Weeks Avg.	166	Games/Points Lost	56
Current Average	166	Class	0
Handicap	11	Sex	Female <input checked="" type="radio"/>
		Male	<input type="radio"/>
		Junior Male	<input type="radio"/>
		Junior Female	<input type="radio"/>
		Number of 175's	0
		Number of 200's	0
		Number of 450's	1
		Number of 500's	0
		Number of 600's	0
		Number of 700's	0
		Phone	707-443-8136
		Delete / Hide <input type="checkbox"/>	

Buttons: OK, Exit, Help, < Back, Next >, [Keypad Icon]

You can edit any score for the bowler or the sub using this form.

The option to calculate keep is to allow you to keep the bowler's average for several weeks. The number of weeks to keep the average can be modified in Startup.

The Delete/Hide option is for the subs. If this is selected, the sub will not show up on the printouts, or when you select subs while entering scores.

This check box will not appear when you edit a bowler.

You may undelete subs from the Edit Menu by selecting Recall Hidden Sub.

Comment Editor

Options to print next to bowler's Name

- Last weeks series
- Entering averages
- Percentages
- Ind. points / wins
- Bowler's handicap
- Leave it blank

Print schedule options

- Final Standings
- Next week position round
- Next week regular week

If you save data after modifying these options, your settings will now be the default settings

Edit Teams

You may edit any of the following items under Edit Teams.

- Games Points Won To Date
- Games Points Lost To Date
- Game 6 Scratch
- Class or Division
- High Team Series Handicap
- High Team Series Scratch
- High Team Game Handicap
- High Team Game Scratch
- Games Bowled
- Peterson Points
- Games Points Lost
- Games Points Won
- Total Pins + Handicap
- Total Pins Scratch
- Series Scratch
- Game 5 Scratch
- Game 4 Scratch
- Game 3 Scratch
- Game 2 Scratch
- Game 1 Scratch
- Team Name

Most Improved

Options for most improved bowler are..

- Include Bowler with 0 ent Avg
- Include subs in most improved
- Print All Bowlers
- Print All Jr. Female Bowlers
- Print All Jr. Male Bowlers
- Print All Female Bowlers
- Print All Male Bowlers
- Most Improved after

The most improved bowler is found by using the average and subtracting the entering average.

Both the average and entering average can be found by using Edit Bowler/Sub under the Edit Menu

Input weekly scores

This is the heart of the program where all scores are entered and calculations made for high games, averages, wins and losses etc.

When you enter scores, the team totals will be calculated and printed on the screen.

If you would like a hard copy, select Print. This will print the form to the current printer.

[4] Buggy Nymph Girls						
<u>Bowler's Name</u>	<u>Hndcp</u>	<u>Gm1</u>	<u>Gm2</u>	<u>Gm3</u>	<u>Total</u>	
Roxie Paxton	36	0	0	0	0	
Audrey Ralston	37	0	0	0	0	
Diane Lesh	32	0	0	0	0	
<input type="button" value="OK"/>	<input type="button" value="Cancel"/>	<input type="button" value=" <"/>	<input type="button" value=" >"/>	0	0	0
<input type="button" value="Get Sub"/>	<input type="button" value="Edit"/>	<input type="button" value="Print"/>	<input type="button" value="Help"/>	0	0	0
<input type="button" value="Calculator"/>	<input type="checkbox"/> Manually enter wins	0	0	0	0	0

OK

Suspend

< Go back one team

This will allow you to go back one team and edit the scores, or just check your data entry.

> Go ahead one team

This will let you go to the next team, it is a short cut actually, if you use the top bowlers on the roster, it will take you to the next team and not ask for subs or have you arrange bowlers.

Get Sub

Edit

Print (Print Form)

Forfeit. / Manually enter wins.

Calculator <F3> You may also press the calculator icon to turn it on and off.

[4] Buggy Nymph Girls						
Bowler's Name	Avg	Gm1	Gm2	Gm3	Total	
Roxie Paxton	137	0	0	0	0	
Audrey Ralston	136	0	0	0	0	
Diane Lesh	142	0	0	0	0	
		0	0	0	0	
OK	Cancel	<	>			
Get Sub	Edit	Print	Help	10	10	30
	<input type="checkbox"/> Manually enter wins	10	10	10	30	
Total Average for Buggy Nymph Girls		415				
Total Average for 101 Computers		428				

If you use Difference between team averages, you will be allowed to enter the total team averages before entering scores. This is handy if you have subs or the bowlers don't have an average yet for the opposing team.

Total Average for bowlers

One more thing to cover is the Blind Score.

Entering a Blind Score is done by pressing B and then Enter.

This will take the bowler's average and deduct the number of pins as set in screen 3 of the startup and make the score a minus number.

If in screen 3, you elected to have a 10 pin drop for the blind score and a bowler has an average of 156, then when you press B and Enter, the score will become -146.

The team will be credited with the scores, but the bowler will not.

Choose League

Once you have Created a New League you can select Choose League and a list of your leagues will appear in a dialog box and you can select that league.

You can have unlimited number of leagues with Bowl101 and the leagues will be maintained in separate directories

Pair Teams

Check here, if this week is a split season

This will allow you to zero the team standings, it will bring up a list of choices.

Increment Schedule by 1.

Decrement Schedule by 1.

This will alter the lane schedules.

Position Round.

Arrange teams in position round order.

Use Regular Schedule.

Arrange teams automatically in the lane order.

Manually Pair Teams.

Lets you put the teams in any order you want.

Back up Schedule x weeks.

Lets you move the schedule back a number of weeks.

Week Number.

The week that you are bowling

Starting Lane.

The lane the first team bowls on.

Date Bowled.

The date you bowl.

Pair Teams

Lane 3	Lane 4
[7] The Lucky Strikes	[5] Mattson Construction
[8] # 8	[6] Redwood Belles
[3] 101 Computers	[1] Screw Ups
[4] Buggy Nymph Girls	[2] McMurray & Sons

[Edit Options]

- Use Regular Schedule
- Position Round
- Manually Pair Teams

Decrement Schedule by 1

Increment Schedule by 1

Back up Schedule x weeks 0

Date Bowled 12-25-1996

Week Number 16

Starting Lane 3

OK Cancel Help Check here, if this week is a split season

Prize Fund

This option is a great help at the end of year.

Fill out the screens and the program will tell you how much money you need to get from the bank, how many 100's 50's 20's 10's etc and print labels.

Print Handicaps

This will print one or two pages showing the bowels handicap based upon their average.

Print 2nd Page will print the second page and give more averages
Subtracted from ie 200
Handicap ie .80

Remove League

Use this option to remove a league that you are through with.
This will erase all files on that directory and remove the league from the disk
None of your other leagues will be effected.

Save Data

When you enter scores you must save your data when you are done. Bowl101 saves one file fore each week bowled + 00start.bwl which contains all of the team names and the bowlers names.

Print Score Sheets

Plain paper score sheets, text

Plain paper graphic score sheets

Pre printed full sheet , carbonless

Pre printed Score sheets, carbonless

Total bowlers handicaps

Total bowlers averages

Print team handicaps

[Print next to bowler's name] [PrintTotals Below Bowlers]

Don't print bowler's name

Print bowlers Average

Print bowlers handicap

[Print schedule options]

Next week regular week

Next week position round

Sort Options

Sort on junior female bowlers

Sort on junior male bowlers

Sort on female bowlers

Sort on male bowlers

Ignore scores with games

Split Season

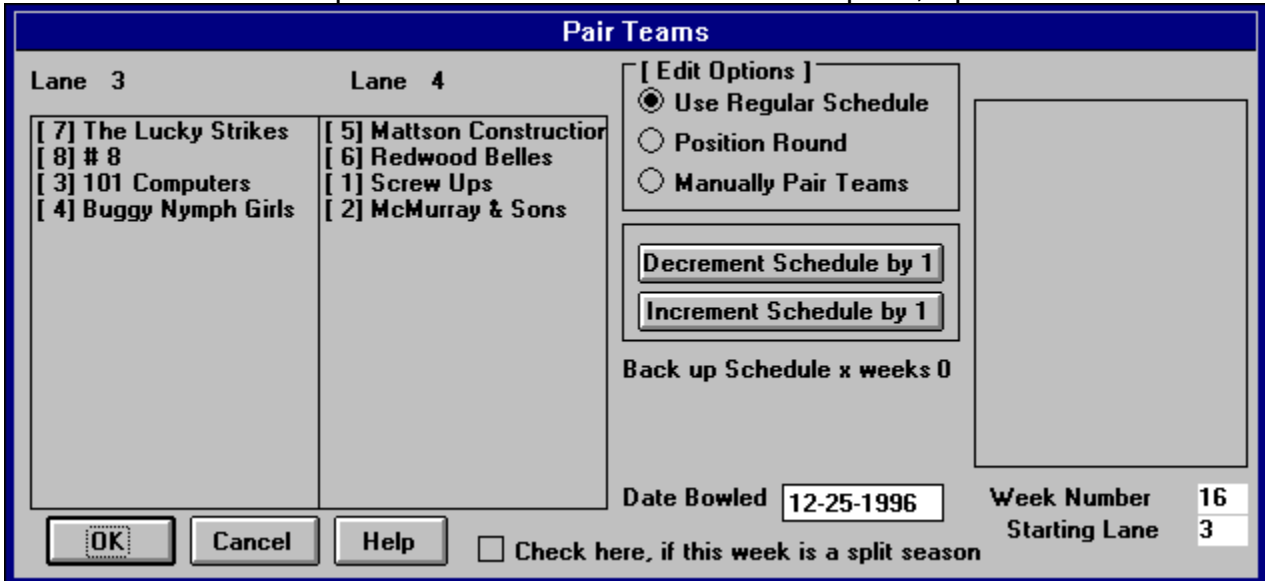
On a split season you have several options you can...



To bring up this dialog box

Check the box where you pair teams that says

Check here if this is a split season or select the edit menu option, Split Season.



You may preview the changes before you continue and change your mind if not satisfied.

Configure Awards

Bantam Jr. awards are pre set

High series (Female) [500]

High series (Male) [700]

High game (Female) [275]

High game (Male) [298]

Over average series [125]

Over average game [100]

These are the defaults and can be set to anything if you have special needs

League and Officer's Names (Screen 1)

- League name
- League association
- Sanction number
- League president's name
- President's phone number
- League vice president
- Vice president's phone number
- League secretary
- Secretary's phone number
- League treasurer's name
- Treasurer's phone number
- Days between dates bowled, {usually 7}
- What was the first date bowled
- Convert English date to Euro

Scoring System and Handicaps (Screen 2)

Scoring System and Handicaps (Screen 2)

Scratch league
 Individual handicap league {Total of all bowlers handicaps}
 Team handicap {Total average subtracted from base amount}
 Difference between team averages {One team gets a handicap}
 Field System

Mixed league
 Adult junior league {4 separate high game classes}
 Match point, {bowlers are paried head to head}
 Peterson points, {Teams receive 1 point for every 50 pins}
 Most pins over average gets match points
 The team that receives the point gets the blind match point
 Team receives points for scratch and handicap games won

Handicap for male (.80)	.85	Subtracted from (200)	180
Handicap for female (.80)	.85	Subtracted from (200)	180
Team handicap (.80)	0	from (700) -700 = 100% over	0
Maximum handicap a male is allowed. Enter 999 if not used			999
Maximum handicap a female is allowed. Enter 999 if not used			999
Minimum handicap. Usually 0 {-99 = 100% of negative hndcp}			0
Total ind hndcp can't exceed x pins of ent avg {0 if not used}			0
Averages can't drop below x pins of entering avg {0 if not used}			0

OK
Exit
Help
< Back
Next >

If subtracted from for team is negative, handicaps under 0 is 100 percent

- Team receives points for scratch and handicap games won
- Adult junior league {4 separate high game classes}
- Mixed league
- Field System
- Most pins over average gets match points
- Peterson points, {Teams receive 1 point for every 50 pins}
- Match point, {bowlers are paried head to head}
- The team that receives the point gets the blind match point
- Averages can't drop below x pins of entering Avg {0 if not used}
- Total Ind Hndcp can't exceed x pins of ent Avg {0 if not used}
- Minimum handicap. Usually 0 {-99 = 100% of negative hndcp}
- Maximum handicap a female is allowed. Enter 999 if not used
- Maximum handicap a male is allowed.
- Team handicap _____ (.80)
- Subtracted from (200)
- Handicap for female (.80)

Handicap for male (.80)

Difference between team averages (One team gets a handicap}

Team handicap (Total average subtracted from base amount)

Individual handicap league(Total of all bowlers handicaps}

Scratch league

If subtracted from for team is negative, handicaps under 0 is 100 percent

Number of Teams and other Options (Screen 3)

Number of Teams and other Options [Screen 3]	
Number of teams in this league	E
Total number of bowlers allowed on one team	3
Number of bowlers on the team that bowl each time	3
How many games do you keep last years Handicap (0 - 21)	6
Number of games bowled each night (1-6)	3
How many weeks have been bowled, (Total)	14
Move schedule back how many weeks (# of positions rounds)	0
Number of points does a team receive if they win one game	1
Number of points if the team wins total wood or series	1
No. of individual points for winning one game (Match Point)	0
No. of individual points for winning the series (Match Point)	0
What is the highest score a bowler can bowl, usually 300	300
Number of pins to drop for a blind male bowler .10 = 10%	10
Number of pins to drop for a blind female bowler .10 = 10%	10
Number of games before tracking most pins over average	21
Number of decimal places in averages (0-3) 3=Carryover	0
Number of schedules to print on standing sheet Normally one	2
Highest lane bowled on, or last lane of first half if split league	0
We start our second set on lanes or first lane if not split	0
Number of points for high team game	0

- How many weeks have been bowled, (Total)
- No. of individual points for winning one game (Match Point)
- No. of individual points for winning the series (Match Point)
- Number of decimal places in averages (0-3) 3=Carryover
- Number of schedules to print on standing sheet Normally one
- Highest lane bowled on, or last lane of first half if split league
- We start our second set on lanes or first lane if not split
- Number of points for high team game
- Number of games before tracking most pins over average
- Number of pins to drop for a blind male bowler .10 = 10%
- Number of pins to drop for a blind female bowler .10 = 10%
- What is the highest score a bowler can bowl, usually 300
- Number of points if the team wins total wood or series
- Number of points does a team receive if they win one game
- Number of games bowled each night (1-6)
- Move schedule back how many weeks (# of positions rounds)
- How many games do you keep last years Handicap (0 - 21)
- Number of bowlers on the team that bowl each time
- Total number of bowlers allowed on one team
- Number of teams in this league

Print and Sort Options (Screen 4)

Print and Sort Options [Screen 4]

<input type="checkbox"/> Manually enter wins and losses <input type="checkbox"/> Manually enter team handicap <input checked="" type="checkbox"/> Place teams in lane order on standing sheets <input type="checkbox"/> Zero high games every week <input checked="" type="checkbox"/> Print subs phone number on standing sheets <input type="checkbox"/> Print total pins for team on standing sheets scratch <input checked="" type="checkbox"/> Ask for subs before entering scores <input type="checkbox"/> Zero secondary wins and losses weekly <input type="checkbox"/> Print wins and total wins on standing sheet <input type="checkbox"/> Show team points on standings, no total losses <input type="checkbox"/> Remove percentages from standing sheets	<input checked="" type="radio"/> Sort standings on wins and losses <input type="radio"/> Sort standings on percentages <input type="radio"/> Sort standings on divisions										
<p>[Options for high games (175 - 200 etc)]</p> <input type="radio"/> Print Number of 175 games as usual <input type="radio"/> Replace 175 games with entering average <input type="radio"/> Replace 175 games with match points <input type="radio"/> Replace with pins over entering average	<p>[Set Precedence in this order]</p> <input type="radio"/> One award in each category <input checked="" type="radio"/> HSeries HGame SSeries SGame <input type="radio"/> SSeries SGame HSeries HGame <input type="radio"/> HGame HSeries SGame SSeries <input type="radio"/> SGame SSeries HGame HSeries <input type="radio"/> No precedence win all categories										
<p>[High Games and Series]</p> Sort and print on how many <input style="width: 40px; text-align: center;" type="text" value="3"/>	<p>[Sort Precedence]</p> <input type="radio"/> Sort precedence always <input checked="" type="radio"/> Sort precedence after data entry										
<p> <input type="button" value="OK"/> <input type="button" value="Exit"/> <input type="button" value="Help"/> <input checked="" type="checkbox"/> Bowl101w's Editor </p> <p> <input type="button" value=" < Back"/> <input type="button" value=" Next >"/> Name of Editor <input style="width: 150px;" type="text" value="BOWLEDIT"/> </p>	<p>Margins to use for Write Font Size</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 25%;">Left</td> <td style="width: 25%;">.2</td> <td style="width: 25%;">Right</td> <td style="width: 25%;">.3</td> <td style="width: 20%;"></td> </tr> <tr> <td>Top</td> <td>.25</td> <td>Bottom</td> <td>.22</td> <td style="text-align: right; width: 20%;">12</td> </tr> </table>	Left	.2	Right	.3		Top	.25	Bottom	.22	12
Left	.2	Right	.3								
Top	.25	Bottom	.22	12							

High Games and Series

- Sort and print on how many

Sort Precedence

- Sort precedence after data entry
- Sort precedence always

Options for high games (175 - 200 etc)

- Replace 175 games with entering average
- Print Number of 175 games as usual
- Replace 175 games with match points
- Replace with pins over entering average
- Sort standings on divisions
- Sort standings on percentages
- Sort standings on wins and losses
- Show team points on standings, no total losses
- Print wins and total wins on standing sheet
- Zero secondary wins and losses weekly
- Ask for subs before entering scores
- Print total pins for team on standing sheets scratch
- Print subs phone number on standing sheets
- Zero high games every week
- Place teams in lane order on standing sheets
- Manually enter team handicap

- Manually enter wins and losses

Set Precedence

- No precedence win all categories
- HSeries HGame SSeries SGame. Hndcp Series. first Hndcp game next etc.
- SSeries SGame HSeries SGame Scratch Game first Hndcp Scratch Game etc
- HGame HSeries SGame SSeries
- SGame SSeries HGame HSeries
- One award in each category
- Editor

The editor is an option where you can specify an external editor such as Windows Write.

When you select Write, you can specify the margins and font size.

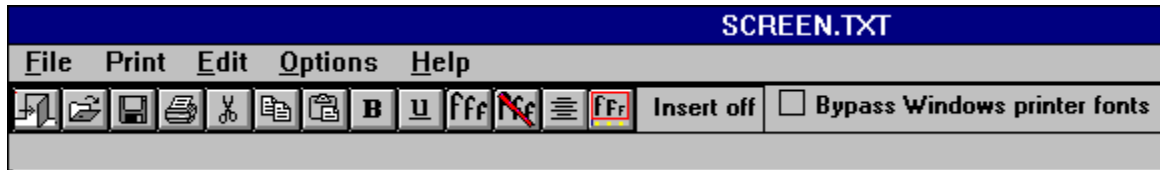
If you try it and you get an error that says "Can't print outside these margins", then go back to this screen and put in the margins that Write will accept with your printer.

Track High Games (Screen 5)

You can change these defaults if you wish, and the results will print out under alternate standings.

- Track and print the number of {Default 175 games}
- Track and print the number of {Default 200 games}
- Track and print the number of {Default 450 series}
- Track and print the number of {Default 600 seires}
- Track and print the number of {Default 700 seires}
- Track and print the number of {Default 500 series}

Text Editor



- New
- Open
- Save As
- Page Setup
- Print Setup
- Print
- Exit

When you print anything from Bowl101 you are taken to a text editor where you can edit before you print.

None of the options are saved and if you did save them they will be erased when you print anything again.

You can select fonts and then save the setup under options, save settings.

Schedule Options

- Weeks bowled
- Total number of
- Days between
- Starting Date
- Starting Lane

Print Options

- Print subs phone numbers
- Position Round
- Print teams by team number
- Print scores if zero
- Print as they bowled
- Print nothing
- Print this weeks handicap
- Print last weeks handicap

You have the option to print the recap sheet several ways, with the current handicap, or handicap for the week bowled.

Convert Utility

You may convert all of your datafiles from the Dos version of Bowl101 to the Windows version.

You may also convert the Name and Address Datafile with the Convert Utility.

Once you select this option, the program will change to the Bowl directory.

From there, change your league directory by double clicking on the directory.

When you in your league directory, select all files and convert them to the Windows format.

Any changes to a team name or bowler's name will be detected and you will be prompted to pick the old name from a list of names.

You will only have to pick a name once, as the program will remember the old name and the new name and when the name is encountered again, the program will use the newly selected name.

If the name does not appear on the list of bowlers, it is because you have deleted them in an earlier week. Select the option Not Listed at the bottom of the form.

You can add them later under Add New Sub if you need them and edit there current information in there.

Date and Starting Lane

- Enter the date
- Last lane bowled on
- Lowest lane number
- Week number
- Starting lane

Enter the information requested.

Using the lowest lane and the last lane will allow you to start a split season on a different set of lanes and the program will wrap back to the lowest lane when it reaches the last lane.

Introduction

Bowl101 is an easy to use bowling league management program for Windows. It will handle over 60 teams and unlimited number of leagues.

Bowl101w has all the features needed to do your league stats and in an easy to use format.

The following options are available through the main menu.

- Files
- Input
- Edit
- Print
- Team Sorts
- Bowler Sorts
- Utility
- Register
- Help

Bowl101w will also print reports needed to post at the lanes. These reports include.

- Standing Sheets
- Recap Sheets
- Alternate Standing Sheets
- Awards
- Individual Recap Sheets
- Final Averages
- Most Improved Bowler
- Handicap Sheets
- Schedule
- Score Sheets

All reports generate a file on the disk called SCREEN.TXT

SCREEN.TXT

A file that can be imported into a word processor.

Selecting no margins and a courier font (proportional spaced font)

You can edit, create macros and do many things to the sheets before printing.

Standing Sheets

This is the main sheet posted at the lanes.

It includes the league information such as president, secretary association, team standings, high games, schedule, bowler's standings and sub's standings

You may modify items in the standing sheet by editing Screen 4 of the Startup. Some of the items you may change are

- Total points for the teams, you may print them scratch or handicap.
- Sort on percentage instead of by wins and losses.
- Show wins and total wins.
- Zero weekly wins and losses each week.
- Print standings and place teams in lane order (Teams and bowlers stats)
- Zero high games every week
- Show team points only, no lost column
- Remove the percentage column.

Recap Sheets

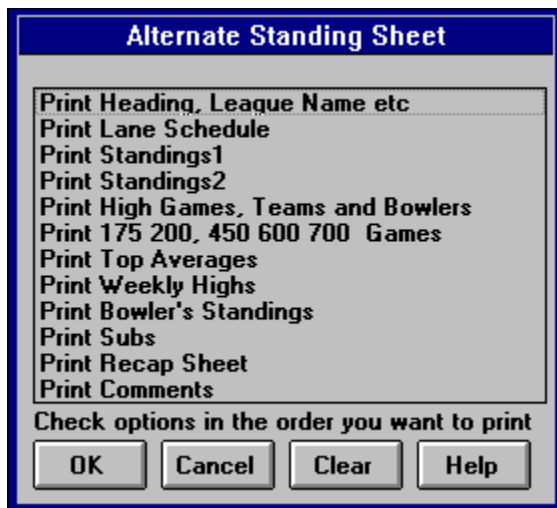
This printout will show what the bowlers and teams bowled.
You can select an option (As they bowled) which will show
the handicaps used when they bowled

Alternate Standing Sheets

The Alternate Standing Sheet will allow you to choose what options you wish to print.

These options are...

- Heading
- Schedule
- Standings 1
- Standings 2
- High games
- 175 200 games
- Top averages
- Weekly highs
- Bowler's standings
- Subs
- Recap sheet



When you select anything to print, it will move up the next available spot. The alternate standing sheet will print in the order you have them selected here.

Any item not selected will not print.

Once you have defined the alternate standing sheet, you can select Defined Alternate Standing Sheet and what you have selected this time will print each week without having to select it again.

To modify the way it prints, select Alternate Standings and select the new order.

Awards

These awards are the awards turned into the ABC, WIBC or YABC

They include...

- High games
- High series
- Over average game
- Over average series
- Triplicate
- Bantam and junior awards
- Separate categories for male and female

You can also configure these awards with the following options

Award Category	Count	Value
Over average game	[100]	100
Over average series	[125]	125
High game (Male)	[298]	298
High game (Female)	[275]	275
High series (Male)	[700]	700
High series (Female)	[500]	500

Bantam & Jr. awards are pre set

- Show awards after data entry
- Show male awards
- Show female awards
- Show junior male awards
- Show junior female awards

OK Cancel Defaults

Individual Recap Sheets

This option will print one sheet for each team, bowler and sub.
This will show the following scores...

- Each game bowled
- Games won
- Games lost
- Series
- Average
- High game
- High series
- Number of 175, 200, 450, 500, 600, 700 series
- Number of pins over entering average

Final Averages

The final average will show...

- Bowler's name
- Games bowled
- Total pins
- Average
- Final average

You have several ways to print them

- Print All Bowlers
- Print All Jr. Female Bowlers
- Print All Jr. Male Bowlers
- Print All Female Bowlers
- Print All Male Bowlers

Most Improved Bowler

Shows the most improved bowler along with...

- Bowler's name
- Games bowled
- Average
- Entering average
- Number of pins over entering average

Handicap Sheets

This will show you the handicap for each average.
You can select any amount for the handicap and subtracted from
and the printout will show you the handicap for each average.

Schedule

The schedule will print the schedule for the number of teams you have. You can also insert position rounds at any point and the printout will adjust the schedule accordingly.

You can also use the Position Round to insert a holiday.

When the schedule comes up on the screen, edit the Position Round to reflect the holiday.

Schedule Options

Week Number 1
Week Number 2
Week Number 3
Week Number 4
Week Number 5
Week Number 6
Week Number 7
Week Number 8
Week Number 9
Week Number 10
Week Number 11
Week Number 12
Week Number 13
Week Number 14
Week Number 15
Week Number 16

1. Enter starting date
2. Total number of weeks bowled
3. Days between dates bowled
4. Starting lane.

Starting Date
01-08-1996

Total number of weeks
League bowls (33) 33

Days between
dates bowled 7

Starting Lane 1

OK Cancel Help

This option is for a printout only and has no effect on the schedule the program uses. Use the Adjust Lane Schedule for this purpose.

Score Sheets

Scores sheets allow you to print the bowlers information on 3 part carbonless forms, or on plain paper.

There are several to choose from.

You can select several options and configure the sheets to print the information you want on the score sheets.

Print Score Sheets

Type of form

- Pre printed Score sheets, carbonless
- Pre printed full sheet, carbonless
- Plain paper graphic score sheets
- Plain paper score sheets, text

[Print next to bowler's name] [Print Totals Below Bowlers]

<input type="checkbox"/> Print bowlers handicap	Total bowlers handicaps	<input type="checkbox"/>
<input type="checkbox"/> Print bowlers Average	Total bowlers averages	<input type="checkbox"/>
<input type="checkbox"/> Print team handicaps	Don't print bowler's name	<input type="checkbox"/>

Number of lines between teams on scoresheets [Print schedule options]

- Next week regular week
- Next week position round

OK Cancel Help

Check the box with the options you wish printed next to the bowler's name.

The option of number of lines to print between sheets offer you an adjustment for your printer, if the page creeps on you and you need one less line between sheets, use the option, number of lines between sheets.

This has a default value which should work, but you can adjust if needed.

Next week regular week and next week position round offer you different schedules. If you have a position round, the teams will be paired according to the wins and losses.

Menu Commands

- Files
- Input
- Edit
- Print
- Team sorts
- Bowler sorts
- Utilities
- Register Bowl101
- Help

Search on help

This will allow you to search the help topics and pick the topic you wish help with. Select the key word and you will be taken to the screen that explains the topic in detail.

Common questions

Question...

How do you do a split season.

Answer.....

You do a split season by entering the scores, when the teams appear, you will have a check box to click if this is a split season. You will have several options from here.

Question...

How do you enter a blind score?

Answer.....

Press B for the score, the program will turn the B into that person's score minus 10 pins.

You can manually override this and put a score in by entering their score with a - number.

See [Blind Score](#) for more information.

Question...

Can I stop in the middle of entering scores and resume at a later time?

Answer....

Yes, you can click on suspend after entering any team and the program will allow you to save your data.

Just select Input weekly scores to continue entering the data, the program will start you where you left off.

Question...

Total wins and losses don't compute properly.

Answer.....

You have not set the number of points per game and series properly Edit Startup and enter the proper number of points for each game and series. If you enter 1 point per game and 1 for series, you will have a possible 4 wins, 1 for each game and 1 for series.

Question...

In the second week, I found an error in a bowlers score that wasn't caught when entering the data for week 1. How do I fix this.

Answer.....

The easiest way is to use the makeup function and redo the scores. This option will recalculate all scores after you complete the makeup.

Question...

My subs are not receiving recognition for high games bowled.

Answer.....

If your subs are eligible for high games and series, you must place them on the team as a member of the team before entering scores. Another option. If you have a 5 man team, and allow 2 subs for each team, enter 7 for number of bowlers.

Question...

Lane assignments don't work or the teams don't match up correctly.

Answer.....

If the lane assignment is incorrect, then the problem lies in the week number and the position rounds to date.

The proper lane assignment file is obtained by subtracting the week number from the position rounds to date.

Question...

I discovered an error after pressing ENTER while entering scores.

Answer.....

Easy, just click on the score to edit and put in the new score.

Question...

It didn't ask for the average for a bowler I told the computer to calculate, but did for the ones I told to keep.

Answer.....

Right, the computer needs to know the average of the bowlers you wish to keep the average for. It will calculate the average for the others.

It will ask you for the handicap for the bowlers that don't keep their average only for the first game, after this the computer knows the average and can calculate the handicaps for you.

Question...

All subs are eligible for high games and series but they are also allowed to bowl on other teams, they are on the team roster, how can they bowl for another team.

Answer.....

For this you need to move this bowler to that team before entering the scores.

Use the swap sub/ bowler option to move the bowler to the sub roster and then up to the other team. See docs for a better description.

Question...

I have several blank positions on the teams, is there any way to keep from having to give them the same scores each week?

Answer....

Yes, just list these bowlers as Blind. When the program zeros out the scores before entering this weeks scores it will look for every bowler called BLIND.

If a bowler is found, it will keep the score you gave it the last week.

Question...

I have to manually enter the lanes the teams bowl on, I thought I had auto lane assignments.

Answer....

You will have to copy the lane assignment file to your working disk. If you have 12 teams the copy 12LANES.ASN to your working disk and the lane assignment will work for you. If you have a problem and wish to contact me, please include a printout of the Startup data so I can see how you have the program set up.

Learning bowl101

Bowl101 is easy to learn, it amounts to loading your last weeks data, selecting input scores from the input menu, checking to make sure the teams are paired properly and entering the scores.

All that is left is to save the data and print the standing sheets.

The first week it is a little harder as you have to enter all of the team information and names of the teams and bowlers, the scoring system and a few more options in the Startup

Startup

This is where you enter the name of the league, secretary, president etc.

Enter the date you bowl, the starting lane and other information needed for the first week.

- League and officers name [Screen 1]
- Scoring System and Handicaps (Screen 2)
- Number of Teams and other Options (Screen 3)
- Print and Sort Options (Screen 4)
- Track High Games (Screen 5)

Last weeks series

This what they bowled last week and is printed next to the bowler's name.

Entering averages

This is the entering average, the average the bowler came in with.

Be careful using this option, as it can be confused with the current average if printed next to the bowler's name.

Percentages

The percentage is the percentage between the wins and losses for the bowlers.

Ind. points / wins

Individual points or wins can be printed next to the bowler's name if this box is checked.

Bowler's handicap

This is what is usually printed next to a bowler's name when it is a handicap league. The handicap is calculated on a base amount minus the average times a percentage.

Example if your handicap is .80 of 200 and your average is 167 then your handicap will be 26.

All decimals are dropped, there is no rounding on the handicap

$$\begin{array}{r} 200 \\ - 167 \\ \hline 33 \end{array}$$

$$\begin{array}{r} 33 \\ \times .80 \\ \hline 26.4 \end{array}$$

The handicap will be 26

Leave it blank

If you leave it blank, it leaves more room for a bowler's name.
Nothing prints next to the bowler's name.

Final Standings

This will print <Final Standings> on the standing sheet instead of the lane schedule.

Next week position round

This will print the schedule in standings order, first place team first, second next etc.

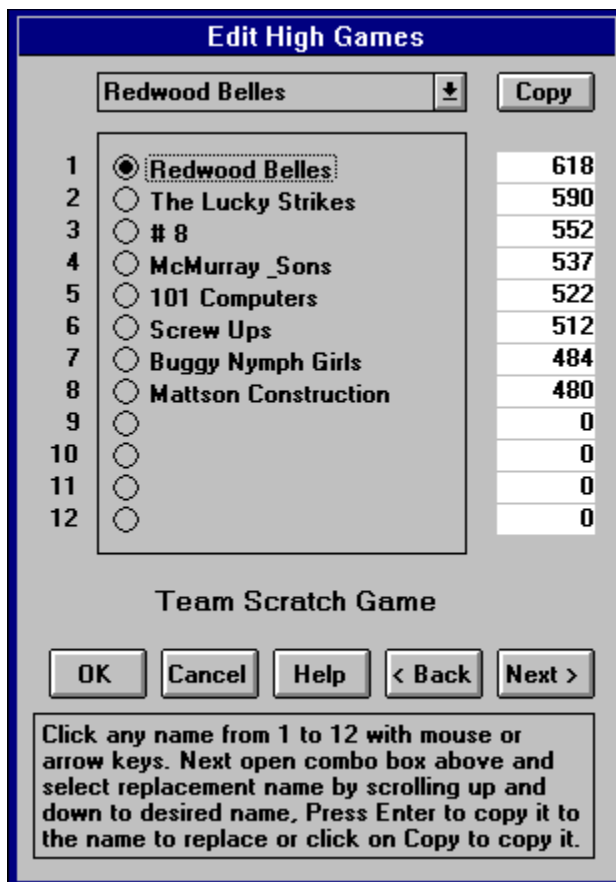
Next week regular week

This will print the regular schedule below the heading.

Edit High Games



With this screen, select the team or bowler's score you wish to edit. You will be taken to this screen.



Now to edit a score, just click on the score to edit and replace the score.

If the team or bowler's name isn't one of the 12 names, click on the 12th name and then bring down the list of names with the down arrow on the list bowlers and click copy next to it.

Now click on the score and replace the score.

When you press enter, the scores will resort and place them in the proper order.

To remove a bowler click on their score and give them a zero and press Enter.

This will move them to the bottom of the list and will be dropped off then next time you enter scores.

You may notice some bowler's scores are a minus number, this is normal if you are using one of the precedence options, if a bowler has more than one award, the program will give bowler a minus score for one of the scores.

This will prevent the score from showing up on the high games on the standing sheet, but allow the program to bring it up again once it becomes eligible.

The program only checks against the first high score, otherwise the program may not print any scores if you have 6 or 8 teams for the lower precedence.

Swap Two Bowlers

Select the first team one of the bowlers are on.
Select the bowler you wish to swap.
Select the second team and the second bowler.
Confirm the swap.

Add New Sub

Use this option to add a new sub to the list of subs.

You will be taken to the [Edit Sub](#) screen and you can enter the name and averages.

Remove Sub

This option hides a sub from view.

The scores remain and can be recalled to use for the individual recap sheets or final average at the end of year.

Recall Hidden Sub

Use Edit and Recall Hidden Sub to recall a sub that has been hidden. When a sub is recalled, they will show up on the standing sheet and on the sub list.

Add Two New Teams

Use this option to add two new teams.

This will make room for the bowlers on the team as well.

The teams added will be added to the end of the team list.

Choose Arrange Team Order if you wish to move them to another location.

Remove Last Two Teams

This will remove the last two teams and the bowlers on the teams.

If you must remove teams that are not the last two teams, select Arrange Team Order.

Any bowler on the team will be lost. To retain these bowlers, create enough dummy subs under Edit and Add New Sub to hold these bowlers.

Now Swap Sub Bowler and swap the bowlers for the dummy bowlers.

Now the Bowlers are on the sub list and the dummy subs are on the team, now remove the last two teams.

Arrange Team Order

This option will let you select any team to be the first team and the second and so on.

Select the team you want to be number 1 , this will place that team as number 1 and then select team 2 and 3 until all of the teams are in the proper order.

You can use this option to arrange the teams so you can remove the last two.

Load

This is the first option taken before you can do anything with Bowl101w.
This loads in last weeks information or 00start.bwl which contains the league names, bowler's names etc.

You must load the previous weeks data before most of the menu options will open up.

When you load last weeks data, the information you enter will be appended to this week and then saved out as the new week.

You will have one file for each week you bowl plus 00START.bwl.

Number of subs

This option will allow you to place subs on the team temporarily.
It will bring up a list of subs to choose from.
If no sub is listed, you may add them.

Select Sub

Place the cursor on the sub you wish to place on the team.
If more than one sub is called for, pick one sub and click OK
and then pick the next sub.

The program will continue to ask for subs until the number of subs
you requested has been reached.

Select Team

Select a team to edit or a team the bowler is on, so you may edit the bowler.

Choose the team by double clicking on the team or highlighting it and clicking OK.

Select Bowler

Select Bowler will allow you to pick a bowler to edit or swap.
Click on a bowler and click OK or double click and it will accept the bowler.

New

This will simply clear the screen.

You can use this option in conjunction with Cut, Copy and Past.

Bring in a screen, select some text, select New and then Paste or Ctrl V

Now you have a clear screen and just the text you selected is displayed.

Cut

Cuts the selected text.

Select text by dragging the mouse over the text while holding the left mouse button.
Ctrl X will cut the text, Ctrl C will copy the text and Ctrl V will past text.
Ctrl is the Control key.

Hold the Control key and press X to cut the text.

Select Text

Select text by using the mouse and dragging it over the text while holding down the left mouse button, or holding the Shift Key and using the arrow keys.

Copy

To copy text, Select Text and then press Ctrl C to copy.

Open

Opens a file for editing.

This editor will bring in files saved in the ascii format.

You can modify a printout such as the schedule and save it under a different name.

When you need the schedule, select Load and load in the schedule you saved.

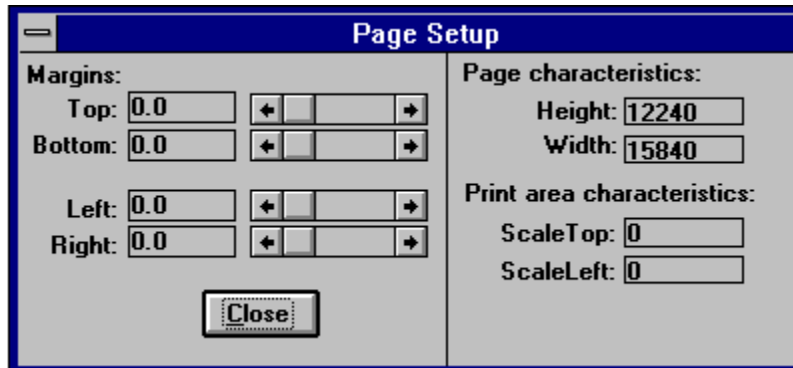
Do not use Screen.txt for a file as this is used by Bowl101 and changes constantly

Save As

If you modify a file, such as the schedule and want to save for future reference. Select Save As and save it as Schedule.txt.

Next time you need the schedule, select Open and load Schedule.txt.

Page Setup

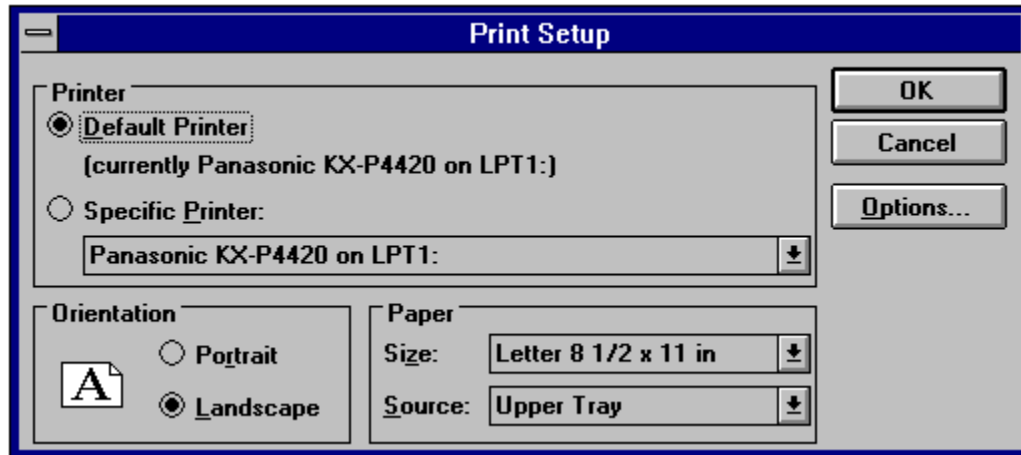


The screenshot shows a 'Page Setup' dialog box with a blue title bar. It is divided into two main sections. The left section, titled 'Margins:', contains four rows of input fields: 'Top: 0.0', 'Bottom: 0.0', 'Left: 0.0', and 'Right: 0.0'. Each row has a text box with the value '0.0' and a small control box with left and right arrows. Below these fields is a 'Close' button. The right section, titled 'Page characteristics:', contains two rows: 'Height: 12240' and 'Width: 15840', each with a text box. Below these are two more rows: 'ScaleTop: 0' and 'ScaleLeft: 0', each with a text box.

Modifying the margins can be done by selecting the margins, top and bottom.

If you select too large of a margin the print will wrap around on the printer.

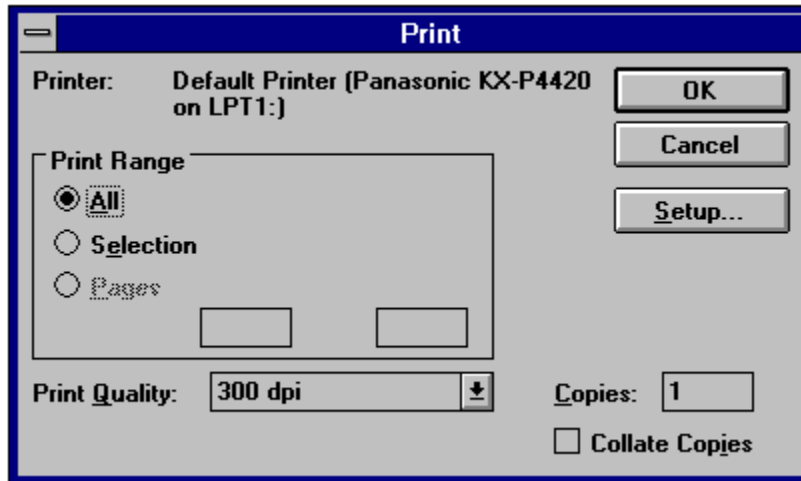
Print Setup



Selecting printers can be done from this dialog box. You can also set the orientation of the paper from Portrait to Landscape

Print

This will allow you to print the text in the editor.
You can print all of the documentation or selected text.



The image shows a classic Windows-style dialog box titled "Print". The window has a blue title bar with a minus sign on the left. The main area is light gray. At the top left, it says "Printer: Default Printer (Panasonic KX-P4420 on LPT1:)". To the right of this are three buttons: "OK", "Cancel", and "Setup...". Below the printer information is a section titled "Print Range" enclosed in a thin black border. Inside this section, there are three radio buttons: "All" (which is selected), "Selection", and "Pages". Below the "Pages" radio button are two empty rectangular input boxes. At the bottom left, there is a label "Print Quality:" followed by a dropdown menu showing "300 dpi" and a small downward arrow. To the right of this is a label "Copies:" followed by a text input box containing the number "1". At the bottom right, there is a checkbox labeled "Collate Copies" which is currently unchecked.

Save As ...

Saves the information entered or edited in Bowl101w.

You must save data before exiting Bowl101w after you edit anything in Bowl101.

If you are changing anything in one week and save it, the program will warn you that the file already exists it is okay to replace this file with then new information.

If you just want to save it, without asking select Save.

Do Another League...

Do another league allows you to change to another league to process the data.

You can run multiple leagues with Bowl101.

Start New Season...

This will allow you to remove all files for the year, copy the current average into the entering average and zero all of the rest of the scores.

This will delete all files in the league directory and save one file 00START.BWL.

You will also be given the opportunity to Arrange Team Order.

This will also move the bowlers on the team. They will follow their teams.

Restore .BW? Files...

When you Backup Data you can restore the files if you loose your data on the hard drive.

Select Restore and you may restore all data or selectively restore files.

Exit

Exit ends Bowl101.

If you have modified anything in the stats, and try to exit without saving, Bowl101 will warn you before allowing you to exit.

Obtaining technical support

If you need help with Bowl101 and the manual or help screens don't offer the answers you need, feel free to call me at 707-725-9750.

We are in California and don't keep office hours, so you may call as late as 10:PM. or as early as 9:Am 7 days a week

You don't have to be a registered user to obtain technical support. It is my belief that if you can't get the program to run properly, you will never register.

So feel free to call me with any problems or suggestions. I work on the program daily to make Bowl101 the best program available at any price.

We also have Internet access and you can email me at...
bowl101@humboldt1.com

You can also visit our web site at....
<http://www.humboldt1.com/~bowl101>

We always keep the most current version of Bowl101 on line there and on our BBS at

707-725-9745

You can also Fax us at 707-725-1334 24 hrs.

Makeup Games

Use this option if you have a team or two that don't bowl their regular schedule and must make up the game at a later date.

You may enter the scores for the teams that are there and enter 0 for the makeup teams.

You might select forfeit and the program will ask you for the wins and losses for the makeup teams.

To run the makeup, load the last weeks data as usual, and select the teams to make up and enter the scores.

The program will update the makeup week and the last week and save your data.

This feature is available in the registered version.

Handicaps

Handicaps for bowling range from team handicaps to individual handicaps.
The handicaps supported by Bowl101 are as follows.

Team handicap

Difference between team averages

Individual handicaps

Field system

These are all variables and may be set to different values in Screen 2 of the Startup

Team handicap

This handicap is the total averages of the bowlers subtracted from a base amount and multiplied by a percentage.

Example:

Your team handicap is .80% of 800 and you have 4 bowlers on the team with averages of...

149
158
177
158

The total 642 is subtracted from 800 and multiplied by .8 and the handicap is 126

149		
158		
177		
<u>158</u>	800	158
642	- <u>642</u>	<u>.80</u>
	158	126.4

The decimal is always dropped
so the handicap is

126

Difference between team averages.

Only team gets a handicap when using this option.

Both teams bowlers averages are summed and the lowest total is subtracted from the highest and the difference is multiplied by the percentage.

If the handicap is .80 of the difference the handicap is computed as follows.

Team 1 averages Team 2 averages

159	166
125	152
175	188
<hr/>	
459	506

506	$47 * .80 = 37.6$
459	The handicap is 37 as the decimal is dropped.
<hr/>	
47	

Individual handicaps

Individual handicaps are computed by subtracting the bowlers average from a base amount and then multiply this amount by the percentage.

Example

The handicap is .90 of 200

The bowler's average is 167 their handicap will be 29

To compute the handicap, subtract the average from 200

200

167

33

$33 * .90 = 29.7$ The handicap is 29
as the decimal place is dropped.

Field system

The field system is not implemented at this time.

The field system is where the team that bowls the highs game gets a set amount of points, such as 9 for a 10 team league.

The second team gets 8, the third team 7 etc.

If you would like this option, let me know as we probably have implemented it already.

League name

League and Officer's Names (Screen 1)	
League name	14dec11.bwl
Sanction number	
League president's name	Beverly Storer
League vice president	Karen Brazil
League secretary's name	Sue Stowe
League treasurer's name	
League association	Humboldt
President's phone number	[] 442-7742
Vice President's phone number	[] -
Secretary's phone number	[] 725-9750
Treasurer's phone number	[] -
What was the first date bowled	12-11-1996
Days between dates bowled, {usually 7}	7
<input type="checkbox"/> Convert English date to Euro	
OK Exit Help Next >	

This is the name of your league, Friday Night Special, Thursday Night Mixed etc.

League association

The association is the name of the association such as Humboldt.

Sanction number

The sanction number is the number given by the Bowling Association to identify your league.

League officer's name and phone number

Enter the officer's name and phone number here.
Information entered here will print on the Standing Sheets.

If you leave any of the names and phone numbers blank in this screen, the standing sheet will not print this person or the heading.

Days between dates bowled, {usually 7}

This will allow the program to calculate the dates properly.

The program will add this amount to the date to print the date you bowl next time.

Usually you bowl once a week, so enter 7 here and if you bowl on 08/07/1996 the program will calculate 08/14/1996 for the date for next week.

What was the first date bowled

The program needs to know the first date bowled so it can give a printout with the proper date.

It also uses this date for the filenames used in Bowl101.

Convert English date to Euro

If this option is checked, the date is entered in English, but all printouts are converted to Euro.

Example if this box is checked and the date is entered as 08/22/1996 all printouts will show 22/08/1996.

Team receives points for scratch and handicap games won

This option is not used by many leagues.

You will double the wins and losses for the league.

The program will calculate the wins and losses scratch and again for handicap.

If you have 1 point for each game won, the program will now give you 2.

Adult junior league {4 separate high game classes}

This will give you extra high games on the standing sheets.
You will have high games for the adults, and for the junior bowlers.

You may also use this option for classes in the league instead of adult junior.

You can set the sex for each bowler as 1 for male, 2 for female 3 for junior male and 4 for junior female.

You could set the 3 and for averages below a certain average and the lower bowlers will show on the standing sheets for high games and series.

Mixed league

A Mixed League is where you have male and female bowlers bowling together. This will give an extra category for the high games on the standing sheets

Most pins over average gets match points

This option has the bowlers paired together and the bowler who gets the most pins over the average or closest to their average will receive the match point.

This is seldom used but provided for those who do use it.

Peterson points, {Teams receive 1 point for every 50 pins}

This is not implemented at this time.

This option is sometimes confused with Match Points where the bowlers are paired head to head.

Match Points

Bowlers are paired head to head when entering scores and each bowler receives points for beating their opponent.

You can set the Startup to give from 0 to 9 points per game and 0 to 9 points for series

The team that receives the point gets the blind match point

Use this option only if you use Match Points. If you have a blind bowler the team that wins the game, will also receive the match point for the blind bowler instead of the bowler paired against it.

Averages can't drop below x pins of entering Avg {0 if not used}

This will prevent an average from dropping below x pins of their entering average.
The true average will show up on the Final Average.

Total Ind Hndcp can't exceed x pins of ent Avg {0 if not used}

This prevents the total handicap from exceeding x pins of the bowlers average.
This option is seldom used.

If you enter 10 here and the total averages of the team is 625 and the entering averages total 600, then the total average the program will allow is 610.

Minimum handicap. Usually 0 {-99 = 100% of negative hndcp}

This prevents the handicap from dropping below a set value.
If you enter 0 here then a -12 handicap will be converted to a 0

If you enter -99 then the negative handicap will be based on 100%

Maximum handicap

This will prevent a handicap from exceeding a set amount.

If you want to limit the handicap to 50 then any bowler who has a handicap exceeding 50 will have their handicap converted back to a 50.

A bowler with a handicap of 58 will only be given a 50 for a handicap.

Individual handicap league

Check this box if you total the handicaps of each bowler to make up the team handicap.

If you have 3 bowlers on a team and their handicaps total 78 then the team handicap will be 78.

Subtracted from for team is negative

If you make the handicaps for the team .80 of -700 then any handicap that drops below 0 will be calculated on 100% instead of 700

How many weeks have been bowled, (Total)

This is the week number and is asking for the number of times the teams have bowled.
If they haven't bowled yet, enter a 0.
Bowl101 maintains this variable for you by incrementing it each week.

If you have bowled 5 weeks, then Bowl101 will make this number 5
This number is incremented when you enter scores.

No. of individual points for winning one game (Match Point)

This is the number of individual points and is only used in match play

No. of individual points for winning the series (Match Point)

This is only used in match point where the bowlers are matched head to head. This will give a bowler x pins for winning the series.

Number of decimal places in averages (0-3) 3=Carryover

This is how many decimal places you want to show in the averages, if you elect 0 and the average calculates to 167.99 then the average will show as 167

If you elect one decimal then the average will show as 167.9.

If you have two decimal points then the average will show 167.99.

All handicaps are based on no decimal places, this option is only for show.

If you change this option and wish to recalculate the averages, select Edit Bowers and select the first bowler on the first team.

Click Next until all of the bowlers are stepped over.

This recalculates the averages and when you print the standings sheet, the new averages will appear with two decimal places.

The carry over is not the decimal place of the averages but the pins carried over.

Number of schedules to print on standing sheet Normally one

This will print up to 9 schedules on the standing sheet.
Normally you only print 1, but you have the option to print from 0 to 9.

Highest lane bowled

You can set the lane schedules up so you can split the lanes up on the alley or fix it so if you start a position round with the first team bowling on a higher lane than the starting lane, the program will wrap the schedule around after reaching the highest lane.

Example.

If you start on lane 1, then enter 1 for the lowest lane bowled on in the startup or edit date and starting lane and enter 10 for the highest lane, assuming you have a 10 team league.

If you decide to start the first place team on lane 3 for the position round, the schedule will place lane 3 as the starting lane and go up to lane 10, where it will wrap back to lane 1 again.

You may use this if you must split you league up and start one set on one set of lanes and the second on the next set.

Number of points for high team game

This option is not used very often, but it will allow an extra point for the high team game of the pair of teams bowling.

Number of games before tracking most pins over average

Enter a number, usually 21 here and the program will not calculate the entering average for any bowler with 0 for entering average until they have bowled 21 games. When they bowl their 21's game the program will calculate their average and give their entering average the amount calculated.

This average will be used to compare against their final average for the most improved bowler.

Bowlers that come in with an entering average will not be effected by this option.

Blind Drop

This will allow you to set a number usually 10 to subtract from a bowler's average for the blind scores.

A blind score is entered as a negative number ie -150 if you want the bowler to have a 150 score.

This will inform the program that you wish to give 150 pins to the team, but the bowler didn't bowl and award them no pin fall or games bowled.

If you place a 10 in the number of pins to drop for a blind score and the bowler has a 164 average and you enter B for the bowler's score, the program will convert this B into a -154.

If you enter the number as a decimal ie .10 then the program will drop the score 10% of their average a 164 average will receive a 16 pin drop and convert their score to a -148.

What is the highest score a bowler can bowl, usually 300

Entering a 300 here will prevent you from entering anything larger than 300 while entering scores.

If you enter a number larger than this the program will beep and make you re enter the scores.

In Candle pin you can bowl a perfect game of 450 so this option is to allow you to enter scores for candle pin.

Points Won

This is the number of points won by the team if they win one game (Usually 1)
If the team bowls 3 games and wins all 3 then they will win 3 points.

The team can also win points for series or total wood.

Points for series won

This is the number of points awarded the team if they win total wood or series.

If you enter 2 in this option and the team wins 1 point for game and 2 for series and they win all games they will receive 5 points if they bowl 3 games.

Games bowled (1-6)

You can bowl from 1 to 6 games with Bowl101 but usually it is 3 games that are bowled each time.

The program will adjust the data entry screen for the number of games bowled.

Move schedule back how many weeks (# of positions rounds)

You can adjust the schedule if you need to move it forward or backward a week or more.

You can enter a positive number to move schedule back or a negative number to move it ahead.

Another way to change the schedule is to use the Adjust Lane Schedule under the Edit menu of the Main Menu.

Lane 3	Lane 4
[7] The Lucky Strikes	[5] Mattson Construction
[8] # 8	[6] Redwood Belles
[3] 101 Computers	[1] Screw Ups
[4] Buggy Nymph Girls	[2] McMurray & Sons

Decrement Schedule by 1

Increment Schedule by 1

Back up Schedule x weeks 0

Week Number 16

Starting Lane 3

Schedule is for next week.

OK Cancel Help

If you want to move the schedule back one week, click on Decrement Schedule.

To move it ahead, click on Increment Schedule.

You can also set the Week number or the Starting Lane here.

Keep average and handicap for how many games

Some leagues like to keep the averages from changing dramatically for the first few weeks. If this the case in your league and you wish to keep the handicaps and averages for 21 games, enter 21 here.

You will also have to edit the bowlers and for the new bowlers click on the calculate button and for the bowlers with established averages click on keep.

When the new bowlers bowl, their average will change each week from week 1, but the bowlers with established averages, their average will remain the same until they bowl 21 games, where the program will automatically change the keep to calculate for the bowlers and their average will be calculated thereafter.

Number of bowlers

There are two variables for the number of bowlers, the number of bowlers on a team and the number of bowlers that actually bowl.

If you have 5 bowlers on a team and 5 actually bowl, then enter 5 in both places.

If you have 7 bowlers on a team and only 5 bowl, enter 7 for the number of bowlers on a team and 5 for the number of actual bowlers.

Number of teams

This one is easy, enter the number of teams on the league, from 2 to 100 or more.

If you have an odd number of teams, enter the next highest number to make the number of teams even.

If you have 7 teams, then make the number of teams 8.

Average Sheets

This will print a sheet showing the averages for any given series

Readme File

The Readme file contains information available after the manual has been printed and added to Bowl101w.

Print Screen.txt

This will allow you to print multiple copies of the last report you printed. If you modified a report, saved it, you may select this option and print out multiple copies of the report without editing it again.

This file "Screen.txt" will remain until you print any other report.

Scratch league

A scratch league is a league that takes the actual number of pins bowled and no handicap is awarded.

Swap Sub with Bowler

Use this option to bring in a new bowler or replace a bowler with a sub.

Select the sub to swap.

Select team the bowler is on.

Select the bowler to swap

Press OK

Zero all Scores

This will allow you to zero all scores and start again.

This is handy if you are playing with Bowl101 to get the feel of it.

You can leave the team's and bowler's names here and just zero the scores to start over.

Adjust Lane Schedule

You can adjust the lane schedule forward and backward with this option. Select increment schedule to move it ahead and decrement schedule to move it back.

The schedule that shows here is next weeks schedule and is what will print on the reports.

Lane 3	Lane 4
[7] The Lucky Strikes	[5] Mattson Constructior
[8] # 8	[6] Redwood Belles
[3] 101 Computers	[1] Screw Ups
[4] Buggy Nymph Girls	[2] McMurray & Sons

Decrement Schedule by 1

Increment Schedule by 1

Back up Schedule x weeks 0

Week Number 16

Starting Lane 3

Schedule is for next week.

OK Cancel Help

The program will attempt to do this for you automatically when you have position rounds, but if you have snow days or holidays, this will allow you to change the schedule the program uses.

Shareware

Shareware is where you try before you buy.

You can try Bowl101 for 30 days to see if you can use the program.

If you decide you can use it and continue to use it, you must [Register Bowl101](#)

Register Bowl101

To register Bowl101..

Call us at 707-725-9750 We are in California and don't maintain working hours so you can call at any reasonable hour.

The price of Bowl101w for Windows is \$59.95 + \$5.00 Shipping and handling.

We take Visa Mastercard and Discover.

We can also give you a web address where you can download the registered version of Bowl101.

Or select Register under the main menu for Bowl101w.

This will bring up a registration form.

Fill out this form and mail it or Fax it to 101 Computers.

When we receive the form, we will promptly send you the registered version of Bowl101 and a printed manual.

When you receive the Registered version, install it over the Shareware version and all of your data files will still be there and will be compatible with the registered version.

The registered version will install over the Shareware version without losing any data, you simply install Bowl101 and keep going, the only difference you will see is you will now have all of the end of year utilities and I will have been paid for writing Bowl101w.

You will also receive an offer to purchase a CD with thousands of Shareware programs on it for \$5.95 + Shipping and handling.

The distributor for the CD is.

JCS Marketing, Inc
P.O. Box 1216
Lakeville, MN 55044

You must receive Signed bonus certificate from 101 Computers proving you registered Bowl101w before they will honor the certificate.

Blind Scores

A Blind score is where a bowler isn't present and scores from that bowler will be included in the team scores, but not effect the bowler used to hold the blind scores..

To accomplish this, enter scores as a negative number ie. -150 if you wish the scores to be a 150 score for each game for the team.

You can also enter B for the score and it will convert their average into their average minus 10 pins or what you specify in the Startup on Screen 3.

The scores entered as a minus score will only effect the team scores.

<u>Bowler's Name</u>	<u>Hndcp</u>	<u>Gm1</u>	<u>Gm2</u>	<u>Gm3</u>	<u>Total</u>
Roxie Paxton	36	166	146	152	464
Audrey Ralston	37	-126	-126	-126	378
Diane Lesh	32	118	120	174	412
<hr/>					
		410	392	452	1254
		105	105	105	315
		515	497	557	1569

Control buttons: OK, Cancel, <, >, Get Sub, Edit, Print, Help, Manually enter wins

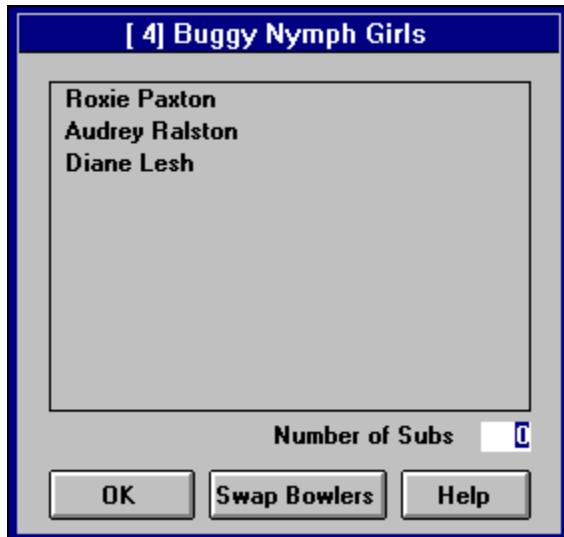
As you can see in this picture, Joy Peters used a -118 for a score, because her average was 128. Although the total for this bowler appears at the right, no score was given to her.

This score was entered by pressing B <ENTER> and the B turned into the -118 scores after the Enter key was pressed.

You can also force any blind score in by typing it in manually starting with a - sign.

If you want a bowler to have a blind score of 150 then enter it as -150.

Get Sub



This is where you would select a sub to go onto a team, Swap a bowler with a sub or create a new sub while entering scores.

You enter subs on the fly with Bowl101 and if you need to enter a new sub, select New Sub and the program will take you to the Edit Sub

You may also swap a bower with a sub by selecting the sub and then the bowler you wish to swap with.

Edit Handicap

Under special circumstances, you may want to edit the bowler's handicaps or the total team handicaps.

Clicking on this button will allow you to do this.

Print (Print Form)

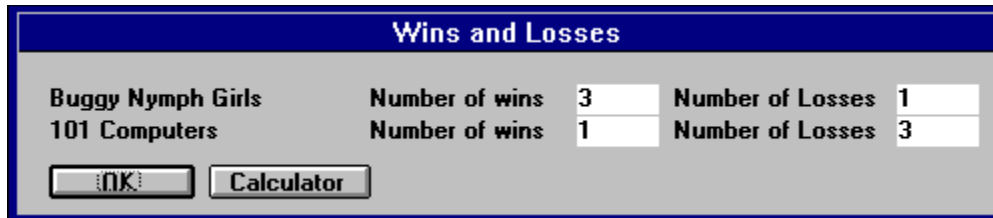
If you want, you may print the scores for the team and bowlers, the program will ask you to confirm the operation in case you slip with the mouse.

Forfeit. / Manually enter wins.

If you want, you can manually enter the wins and losses.

If you select this box, the program will stop after you enter the scores for the last team and let you enter the wins and losses manually

You would use this function if you have have a blind team, or a special need to alter the wins and losses.



Wins and Losses				
Buggy Nymph Girls	Number of wins	3	Number of Losses	1
101 Computers	Number of wins	1	Number of Losses	3

Buttons: [OK] [Calculator]

As you can see, you may enter the wins and losses for each team.

Name and Address Database

The name and address database stores all of the bowlers information except for the scores.

Their name, address, phone number, social security number etc can be retrieved in this option.

The screenshot shows a software window titled "Names and Addresses" with a menu bar containing "Files", "Sort", and "Print". The form contains the following fields and values:

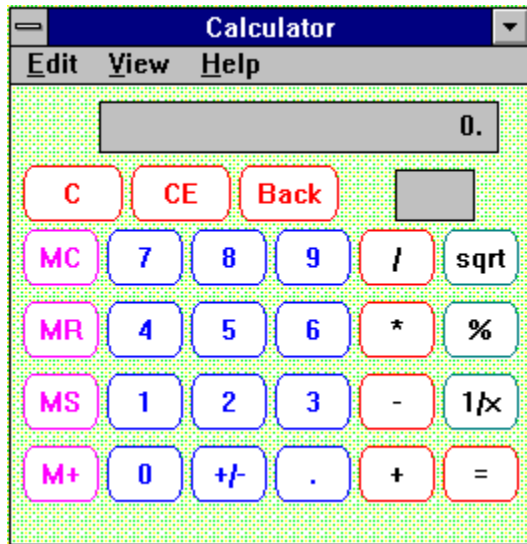
Name	Sue Stowe
Sex	Female
Address	250 Annahy Dr
City	Fortuna
State	CA
Zip	95540
Birthday	
Age	0
Phone Number	707-725-9750
S.S. Number	
Card Number	
Sanction Number	
Amount Charged	0
No. of Charges	0
Team Number	
Sanction Date	

At the bottom of the window are five buttons: "OK", "Exit", "< Back", "Next >", and "Help".

These are the fields you may enter and track for each bowler and sub.

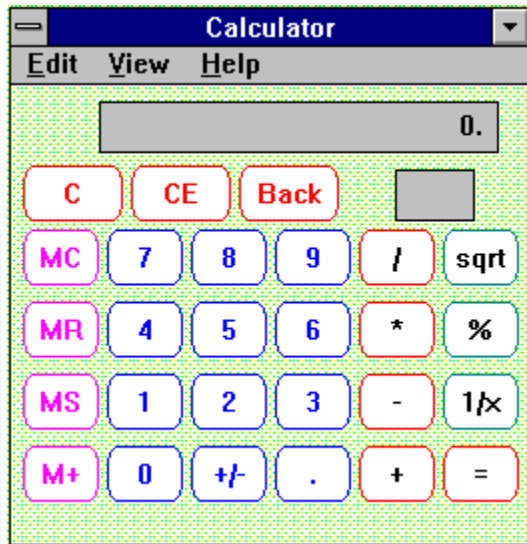
Calculator

This is Windows Calculator and it is available by pressing F3 while entering scores or editing bowlers or subs.



Calculator <F3>

The Calculator is Windows Calculator and can be brought up with the <F3> key while entering scores or editing bowlers or subs.



Save

Save saves your data without asking if you to confirm the operation.
The box at the bottom of the screen will turn from modified to unmodified showing you have saved your data.

Defined Alternate Standing Sheet

Once you set up the alternate standing sheet, you can print the items selected by selecting this option.

This will print the alternate standings as you selected it in [Alternate Standings](#)

Write Delimited File

This will allow you to use an external program to do different operations on the data from Bowl101.

The data file is written in comma delimited format so it can be taken into a spread sheet.

Three files are created, Team.Txt, Bowler.Txt and Sub.Txt .

The following is the order of the delimited file.

- Name of team bowler or sub
- Game 1
- Game 2
- Game 3
- Game 4
- Game 5
- Game 6
- Geries
- Grand total
- Games bowled
- Entering average
- Average
- Newhndcp
- Oldhndcp
- High scratch game
- High scratch series
- High game handicap
- High series handicap
- Games won
- Games lost
- Calculate or keep average
- Sex
- Deleted

The actual file looks like this.

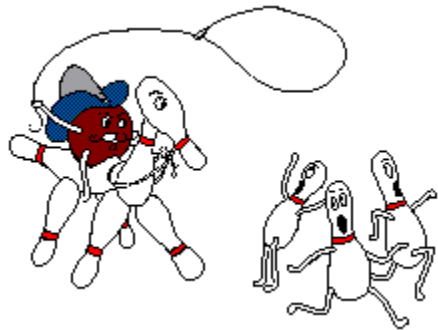
```
"Joy  
Peters",173,91,153,0,0,0,417,417,3,128,128,128,44,44,0,173,417,217,549,1,3,0,0,0,0,0  
,0,0,2,2  
"Sue  
Stowe",139,119,157,0,0,0,415,415,3,168,168,168,10,10,0,157,415,167,445,1,3,0,0,0,0,  
0,0,0,2,2  
"Susie  
Freese",160,115,117,0,0,0,392,392,3,114,114,114,56,56,0,160,392,216,560,3,1,0,0,0,0,  
0,0,0,2,2
```


Clipart

We have put together a collection of Clipart pertaining to Bowling.
These are cartoon characters to put in newsletters on the standing sheets, by using
Write as your editor.

We have over 75 clipart pictures as of now, 01/09/97 and they sell for \$15.00 You can
call fax or just mail, in the form. You don't have to register to purchase them.

Here is one of the clipart pictures.



Windows Plain and Simple

We have completed a book on Windows, called Windows Plain and Simple

It is an easy to read book that gives plenty of ideas and hints on computers but is mainly for Windows 3.1.

It explains how to run multiple programs at the same time, cut and copy text and pictures from one program to another, arrange the desktop, change colors and much more. Windows is powerfull, but the manuals are much to large and don't explain things in a straight forward way or give you enough examples on how to run Windows and the utilities that are provided with Windows.

Computers Plain and Simple

We have completed a book on computers, called Computers Plain and Simple, it is an easy to read book that gives plenty of ideas and hints on computers but is mainly for Dos.

Computers Plain and Simple explains how to set up a computer, make directories copy files and do most of the things needed in a dos environment. We are also have a Windows version called Windows Plain and Simple that will show you many things about Windows in an easy read and understand format, with lots of tricks that you can do with Windows to make it more productive.

Position Rounds.

This is where the teams are arranged according to the wins and losses.
The team with the highest number of wins, bowls the next highest and so on.

The [Comment Editor](#) is where you can tell Bowl101 if next week is a position round.

You can also tell it before entering scores in [Pair Teams](#).

Register

- Register Bowl101
- Clipart
- Windows Plain and Simple
- Computers Plain and Simple

Editor

This option will allow you to use an external editor for printing reports from Bowl101w. If you choose Write as your external editor, enter WRITE in place of BOWLEDIT.

Bowl101 will now use Write, it has a short routine that sends the necessary keys to format the text and change the font to Courier 10 pitch.

If you use a different editor, you must specify the path, ie

C:\WPWIN60\WPWIN

If you want to use the Dos Edit, the you specify

EDIT.COM

Track High Games (Screen 5)

This option allows you to change what you track and print for the high games.
This printout is Print 175 200 600 700 series in the Alternate Standings printouts.

Update High Games

If you want to recompute high games from the first week, this option will allow you to do that.

The program will compute the high games and allow you to save the files after being recomputed or just do a test and see what the output would look like without saving.

This option will also recount the number of 175 200 games and 450 500 600 series. This is handy if you want to change the default values and then have the program recount them using the new values.

Print Documentation

This will print to the screen or printer the documentation for Bowl101w.
Most of your questions will be answered with this and the help screens.

If you have additional questions or suggestions, see [Obtaining Technical Support](#).

We will answer any questions you may have trying to run Bowl101w even before you register.

Glossary

A	B	C	D	E	F	G	H	I	J	K	L	M
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

B

Blind

D

Difference between team averages

Blind

A bowler that is not present, their scores are counted for the team but not for the bowler. Blind scores are entered as a negative number. ie -140.

Difference between team averages

This is where only one team gets a handicap. The two team averages are added up and the low total is subtracted from the high total and the difference is multiplied by a percentage to arrive at the team handicap.

Example

Team A	Team B
130	150
160	175

290	325

Team B	325
Team A	290

	35

$$35 * .80 = 28$$

Team A gets 28 points handicap

