Bowl101w

Documentation
By
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Preface

Bowl101 is a very easy program to use, it will handle multiple leagues with many different types of scoring systems.

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 Bowl101w 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 60 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 BOWL-101 addresses all facets of the League Secretaries duties on a league, team, and individual basis for the current
> week, season and season's end.

Getting started

Here is all you have to do.
1.   Install Bowl101.
2.   Run Bowl101.
3.   Create your league.   >>>>>> If you check the box "Create new league"that says Create a dummy
4.   Configure Bowl101.   play league you can save yourself a consideral amount of time, buy
5.   Input scores.   testing Bowl101 with known data to see how it runs before setting up
6.   Print out your standing sheet.   your league with yourdata. See the help screen for more information
                                                  "Creat a new league)"

With Windows, installing Bowl101 is easy, just insert the disk in the drive, type the drive letter followed by a colon, Setup and press OK
Here is an example...

Installing Bowl101
From files, in Windows 3.1, click on run and type...

A:SETUP   <ENTER> or
B:SETUP

Now just follow the prompts, Bowl101 will install itself into the Bowl101w directory.
When it is complete, you will have a program group with the Bowl101w icon and the help icon.

From Windows95, it is almost the same, choose Start, Run and type A:Setup.

Now that Bowl101 is installed and you have the icon on the screen, just click or double click on it and it will start running.

Create a new league
It will ask for a league to create, just keep it simple and choose a name like WEDAM for Wednesday morning, MIXED, BANTAM, SCRATCH, well you get the idea, keep it to 8 characters or less with no spaces, if you want a space use the underscore instead. "_".

Start a new league
After you create league, Bowl101 will ask you if you wish to start a new league, restore data from a floppy or convert dos files to the Windows format.

If you are using Bowl101 for the first time, then you will want to start a new league.

Convert files from Dos version
If you are using Bowl101 for Dos, then select convert, this will convert your files and leave the original one where it is so you can run both versions until you get the feel of the Windows version.

You can convert one week or the entire league. We will cover convert later in the documentation.

Start a new league
If you start a new league, you will be taken to the configuration menu, where you will be asked for the league name, officers and phone numbers.

Configure Bowl101
This part is easy. Enter the date bowled, or 7 days prior to the starting date as the program will add 7 days to this and put it on the printouts.
If you bowl once a week, then enter 7 for the days between dates bowled.

Now you will be taken to screen 2 which consists of type of scoring system and handicaps.
A liberal use of the help screens will explain things as you go, but I will explain a few things here also.
We have set up most of the check boxes and filled in the handicaps for you, this is only a guideline and should be changed if necessary.

Bowl101 will handle both team and individual handicaps at the same time if necessary, but if you use team handicaps, the individual handicaps will only be for high games and series, the program will use the team handicaps for wins and losses.

If you use difference between team averages, then leave the option (From 700) at 0 as the program uses the difference between the averages for this amount.

If you don't understand one of the questions, leave it at the default, this will be correct for about 99 percent of the time.

Do not check the box that says team receives points for scratch and handicap games won.
This will double the points, you will get a point for scratch games, and again for handicap games.

But if your league wants to do this, then it is here for you.

You can click on the next button, or the OK button now to go to screen 3, number of teams and other options.

The number of teams is easy, how many teams do you have on this league.

Next is how many bowlers?

Number of bowlers that bowl each time, is usually the number of bowlers, but some leagues carry more bowlers than actually bowl so you would enter that amount next.

Number of games, this is usually 3, but can be from 1 to 6.

How many weeks have been bowled (Total), if this is the first week, then it should be 0 for this field and the next one, move schedule back.

This is used by the program during position rounds, it will adjust itself each position round to move the schedule back one week for every position round.

Highest score is usually 300, this will tell the program to beep and make you re enter any score over 300.

Number of games before tracking most pins over average, usually 21.

What this does is waits until any bowler with a 0 entering average bowls 21 games and then copies the average into the entering average field and this is used for most improved bowler at the end of the year.

Number of decimal places, most leagues use 0, but you can use up to two and if you really want to get fancy, you can set it to 3 which will result in two decimal places, but instead of being the decimal place, it will be the carry over. If you are confused, don't use 3, I wrote it and I can't explain it, but it works <grin>.

Number of schedules on the standing sheet, this is usually 1, but you can print next week and the week after if you want, just be careful if you have position rounds, the program doesn't know what the position rounds will be two weeks in advance,

Highest lane bowled on. This is the last lane your league bowls on, the next option is the lowest lane.

This is used if your league wants to move the teams on position round night, first place team moves up a set of lanes, the program will print the schedule up to the highest lane and the wrap back to the lowest lane.

If you want to start on lane 3 and you have 6 teams here is what the schedule will do.

Lane
1 2 3 4 5 6
Schedule
5 6 1 2 3 4

On screen 4, you can leave everything at the default for now we will explain this screen in greater detail later in the documentation.

The next screen, Screen 5, is the input options, it wants to know how many points for games won and for the series.

Enter the number of points for each game and series, if you bowl 3 games, and award 1 point for each game and 2 for the series, then you can receive 5 points if you win all games.

The individual points is for match play, where bowlers bowl head to head and are awarded points for winning their match.

In this case, a team can get up to 27 points a night or more.

Only use this if you are using match point and arrange bowlers against each other before the match.

Number of points to drop for blind. This will deduct this amount from the bowl's average while entering scores, Just press B for the score, and the program will convert it to a score 10 pins or the magic number entered here and also convert it to a negative number.

This is only to let the program distinguish between a blind score and a regular score.
A bowler with a 167 average will be given a -157 score if you press B for blind.

If you enter .10 then Bowl101 will give them a 10% drop instead.

A vacancy score is for a score for a non existent bowler.

When the leagues start, sometimes you don't have enough bowlers to fill the teams, so you would use a pre set score for that bowler.

What ever you enter for a vacant bowler, is what Bowl101 will enter for a score when you press V for a score instead of entering a score.

Some leagues don't have enough teams to fill a league and must bowl with a blind team.
This next option will take care of this situation.

Enter the number of pins a team must beat their average by in order to take the win.
Next enter the blind team number, this will always force Bowl101 to make the opposing team from the blind team to bowl the required number of pins to be awarded the win.

The next set of check boxes is pretty clear, maybe the turbo key needs explaining.

If the turbo key box is checked, you won't have to press Enter after each score, just enter the scores and Bowl101 will advance to the next game.

If you have a score under 100, the you must press Enter or enter the score with a leading 0
ie 098 for a 98 score to automatically advance.

This next screen Track high games, Screen 6 will allow you to set the program to track the number of 175 200 600 series etc.

These are just defaults, and can be changed to suit the league.

The last screen Configuration Summary, this will show you how many points any team can win.

This will save you a lot of time if you have the startup set incorrectly, you will notice it before entering scores and you will be able to correct it easily before going on.

After you confirm the Configure Bowl101 is correct, you will be asked to enter the teams and bowlers.

When this is complete, Bowl101 save the first file and it will be called 00START.BWL.
Each file after that will be saved as the week number, the date and extension of .BWL.

Now Bowl101 is ready to go, just select Input from the main menu and Input Weekly Scores.

Bowl101 will pair the teams for you automatically and let you enter subs on the fly and supply you with a handicap, all you do is enter the scores, Bowl101 will do the rest.

If you are just playing to get the feel of Bowl101, press the ` key, it will plug in some random numbers for you so you can get some bogus scores entered quickly to check out the printouts and other options.

But if you are doing it for real, enter the scores, the handicap will appear after the three games for any bowler without an average.

After the scores are entered, the program will prompt you to save your data and will supply you with the proper filename.

After entering the scores, you will want to get a printout.

To make things simple for the first time, select Standing Sheet.

Notice all of the options you have in the comment editor, if you change any of these settings, be sure to save your data again, by selecting Files and Save.

Next time you run Bowl101, these options will now be the default settings.

When the standing sheet comes up, it will come into a full screen editor, where you can view it, edit it and print it.

That is it, that is how easy Bowl101 is to run.

Now we will get into all of the features found in Bowl101, starting with the menu options and working down.

Files
Open
This will open the desired league.
Bowl101 will do this automatically for you when you run Bowl101, but if you would like to view another week, use this option. Select Open and pick the week to open from the list of files available.

Save
This will save any changes made to Bowl101 without prompting for filename, Bowl101 usually has it already.
Bowl101 will prompt you to save if you edit anything or input weekly scores.
It will also provide you with a filename that contains the week number, the month and the date, the filename will look like this.   01JUN22.BWL
The first two characters is the week number, then the month, date and the filename.

Save as
This will do the same as save, but it will prompt you for the filename before saving.

Do another league
This will bring you up with a screen and allow you to choose another league if you do more than one league with Bowl101w.
Your data should be saved before selecting this option or a warning to that effect will appear on the screen and ask you to save it.

Change drive/directory.
This will allow you to change drives or directories, this is seldom used, but may be used to load data from another disk, but you would be better off restoring data using Restore BW? from the files menu.

Create a new league
Just as it seems, this will allow you to create a new league so your datafiles will be stored in a different directory from your other league.
Choose names such as WEDAM, MIXED, FRINIGHT, JUNIORS etc.
Just keep it under 8 characters and avoid punctuation.

When you create a new league, it will ask you if you wish to Enter startup data now? If this is a new league and you are starting from scratch, than answer Yes.
If you have data from Bowl101 and wish to convert it, answer No and then select Backup bw? files from the files menu. Have a backup disk with your BWL files in drive A: or B: and follow the programs prompts.

Remove league
This will allow you to completely remove a league and all files connected to it.
Do this only after you do your individual recap sheets as you will need all of the files to do this.
You might want to backup BW? files using the backup feature on the disk and save the information on a floppy disk so you can restore them if any questions arise about last years data.

When you select this option, it will give you ample warning before removing your files and directory containing your league.
Once you commit, it will delete all files in that directory and then remove that directory and no trace will remain.

Start new season.
This will have you load your last weeks datafiles into the computer and ask you if you really wish to do this, as it will delete most of your files and leave you with your names of the teams, bowlers and subs as well as their addresses.

When you commit to this, it will ask you if you wish to keep the bowlers entering average. What this does is to copy their current average to their entering average, delete all of the BWL files and save one file called 00START.BWL the first file with no scores other than the entering average.

Next time you do your league, only one file will show up when you load data and that will be 00START.BWL. It would be a good idea to backup your data to a disk before doing this as all files will be removed and you won't have access to them if a question arises about the league.

Backup BW? files.
This option will allow you to make a copy of your datafiles on a floppy disk, (highly recommended). If you ever loose your hard disk or have files get corrupted on your hard disk you will be glad you had the files backed up.
All you will have to do is to restore them and you are up and running again.
Think how long it would take to re enter all of the weeks you lost.

Restore BW? files.
This will allow you to bring the files back from a floppy disk to repair a damaged or lost file. Just select restore BW? files and you will have an option to backup one or more files
This box is the same for the backup and restore except for the title at the top of the box.
If you click on Total, you will backup or restore all files in the list. If you choose Selective you can pick and choose any file or files by clicking them with a mouse or use the arrow keys to go to the file and click it with the space bar.

Once you have selected the files to backup or restore, simply click on OK or press the tab key until it is highlighted and press Enter.
If you decide not to proceed, then choose Cancel and nothing will be copied.

Exit.
The last option is exit, this will let you out of Bowl101w and prompt you to save your data if you haven't already.

Input.
Input weekly scores
From the main menu, select Input Weekly Scores. You will be taken to a screen that will allow you to alter the way the teams are paired up, such as Position rounds or Manually pair the teams to put them in any order you wish,, but most of the time, you will want to input the scores using the regular schedule.

You will have options to Increment or decrement the schedule to allow for position rounds. It also has a check box if your league uses a Split season.

The screen will look something like this.
The teams will appear in lane order as the bowled and on the lanes specified by the lane schedule.

If you wish to alter the schedule, then click on one of the edit options in the middle of the screen. Position round or Manually pair teams.

You also have the option to adjust the schedule by incrementing or decrement lane schedule by changing the number of position rounds to date.
When this information is complete, you will be asked for the number of subs.
This will show the team at the top and the bowlers on the team in the box below.

If you have one or more subs, then select the number and insert it in the box titled Number of subs.
When you select one or more, it will bring you to a screen and allow you to select a sub or enter a new sub.
You will be able to select the order of the bowlers in the next screen.
You will select the bowlers and subs in the order that they bowl. When they are selected, you will now be able to enter their scores. To select the bowlers in the proper order, move the cursor over the name of the first bowler and press enter, or
just click with the left mouse button.

The selected bowler will move to the top, or to the next available position, when you have selected the proper number of bowlers, the OK button will come on and you can select OK and be taken to the input score screen which next and shown at the bottom of this page.

All you have to do now is to enter the scores for each bowler.
If you don't have to ask for subs or arrange bowlers, you can press the left of right button and you will be taken to the next team or the previous teams without being asked for the number of subs. Page up and Page down works too.

If you must have a sub, you can always ask for one by selecting the get sub button and the program will allow you to select a sub. The program will beep if you try to go beyond the first team or beyond the last team. You must select OK to have the computer complete the last team, as all of the scores are calculated there and you cannot go back after you select OK. Press OK only when you are sure you don't have to make any changes.

If you decide to stop in the middle of data entry, you can select the suspend button
and it will ask you if you wish to suspend data entry and resume at a later time.

You also have an icon for a calculator, click it to turn it on and again to turn it off.

You can also select Get Sub to ask for another sub, Cancel to bail out, Print to print the form to the printer hand help to bring up additional help.

Click on the manually enter wins if you have a forfeit and want the program to ask you for the number of wins and losses for the pair of teams.

Save data
When all of the scores are entered, you will be asked to save your data.
The format for the file name is 01JAN01.BWL.
The first two characters are the week number, followed by the month, followed by the date and then the extension BWL

A screen will appear with the proper filename already supplied. Just select OK and your data will be saved and be ready for you next week.

After your data is saved to the disk you may print out your standing sheets and or score sheets to post before next weeks bowling.

Makeup games.
This is a handy option that will allow you to input scores for teams that didn't show up at their regularly scheduled time.
Select the week to makeup and then the teams to makeup.
Now enter the scores for those two teams and the program will update the scores for those two teams.

Configure Bowl101 and add teams.
The only difference between this menu option and the configure Bowl101 (startup) under Edit is that this option will allow you to go through all of the teams, bowlers and subs.

Edit teams bowlers subs.

Edit Teams
This will allow you to edit any score that the team has, the screen is pretty self explanatory. To edit the team, just select the team to edit from the list box.
Use the mouse or arrow keys and space bar to select the team you wish to edit and then select OK. You can scroll though the teams using the < > boxes at the bottom of the edit team screen.
You will be taken to the edit team screen or you can press the Cancel button and
be taken back to the main menu.
Remember to save your data after you make any changes to the teams
Most of this should be pretty clear except maybe the Class or Division. This will allow you to sort this category first before wins and losses, if you set the startup to sort on divisions, This is on screen 4 of the startup.

Edit bowlers
This will bring up the edit team screen so you can pick the team the bowler is on and then bring up a similar screen with the bowlers on it so you can choose the bowler you wish to edit. The edit bowler screen looks like this. As you can see you have the ability to edit any portion of the bowlers scores.
The averages and handicap will be calculated based upon the number of games and the total pins. The only way to alter this is to have the program keep the averages and the bowler doesn't have more games than the number of games to keep averages in the startup on screen 3. Remember to save your data if you make any changes.

Edit subs.
This is exactly like edit bowlers except you won't be asked for a team.

Find name.
This will allow you to quickly find a bowler or sub, they will be brought up into a sorted list to pick from.

Edit high games.
This option will allow you to alter the high games for the teams or bowlers.
You will have a box of option buttons to select what you wish to edit and looks like the box on the next page.
Just pick the team or bowler high game or series you wish to edit and you will be taken to the next screen where you can actually edit the games or series.
To change a name, simple pull down the combo box that lists all of the names and click on the one you wish to replace. First click on the name you wish to replace so it is selected.

Add teams bowler subs
Bowl101 is pretty flexible, you can add or remove teams or subs.
To remove teams, only the last two teams can be removed. Simply use the arrange team order to put the teams to remove as the last two teams.
Create enough dummy subs to swap for any bowler you wish to keep and swap the bowlers for these new subs.
Now select remove last two teams and they will be will be dropped.

Bowl101 will create a dummy sub and swap this sub for the bowler you wish to remove and then hide this bowler.

Edit date and starting lane.
You can select this option is your date needs adjusting or you start on a different set of lanes.
If you out in the lowest lane and the highest lane, you can start on a different lane and the program will wrap around back to the lowest lane, this is used in position rounds or if your league must split its lanes.

Adjust lane schedule.
With this option you can easily adjust the schedule forward and backward if the need arises If you must adjust the schedule forward, click on Increment schedule by 1
To go back, click on Decrement schedule by 1.

Split Season.
There are two ways to set up for a split season. One way is to use the option in the Edit Menu the other way is to select the check box where you pair the teams before data entry under Input Weekly Scores.

Configure Bowl101 (Screen 1)
To configure Bowl101 you will be asked to fill in 5 screens, the first is the league name and officers.
Just fill in the blanks, nothing strange about this screen except the what was the first date bowled, actually this is the date one week before you bowled, the program will always add 7 to this date for the printouts.
Or you can change the 7 to any number in the days between dates bowled.
The next check box, Convert English to Euro will take the date on any printout and convert it to European format ie 07/22/1997 will become 22/07/1997

Scoring systems and handicaps (Screen 2)
Scratch League
Individual Handicap League (Total of bowler's handicaps)
Team Handicap (Total bowler's average times percentage)
Difference between team averages (One team gets a handicap) Field System   Highest game points [ ] Points between teams [ ]
Mixed league Adult junior league {4 separate high game classes}
Match point, {bowlers are paired head to head}Peterson points, {Teams receive 1 point for every 50 pins}Most pins over average gets match points
he team that receives the point gets the blind match point
Team receives points for scratch and handicap games won
Handicap for male   (.80)
Subtracted from Male   (200)
Handicap for female   (.80)
Subtracted from female (200)
Team handicap   (.80)

If using difference between team averages, enter the team handicap
and leave subtracted from at 0.
If you use team handicaps and individual handicaps, the team handicaps will be used for wins and losses, the individual handicaps will only be used for high games and series.

Maximum handicap a male is allowed.	Enter 999 if not used
Maximum handicap a female is allowed.	Enter 999 if not used
Minimum handicap, male Usually 0	{-99 = 100% of negative hndcp}
Total Ind Hndcp can't exceed x pins of ent Avg	{0 if not used}
Averages can't drop below x pins of entering Avg	{0 if not used}

If subtracted from for team is negative, handicaps under 0 is 100 percent
Configure Bowl101

Type of league.
Mixed league
This is where you separate male and female bowlers. The only difference is the high games, some of the sorts and the final averages.
Adult junior
You will now have up to 4 categories for the high games and sorts.
a. Male.
b. Female.
c. Junior male.
d. Junior female.
Match point
This is where the individual bowlers get points and are paired up to match up with their opponent before entering scores. Team receives points for Scratch and Handicap games won

Handicaps.
Handicap for male
This usually .80 but can range for .60 to 100 percent

Subtracted from.
This usually 200, but can range from 160 to 230.
If your handicap is .80 of 200, supply that information here.
You would take the bowlers average, subtract it from 200 and multiply by .80 or what ever your league decides to set the handicap at. Example, a bowler has an average of 168. You would calculate the handicap like this.200 - 168 = 32. 32 times .80 = 25.6 you would drop the decimal portion and their handicap would be 25. You always drop the decimal, don't round it up or down.

Handicap for female.
This is similar to the handicaps for male, but it does not have to be the same .

Team handicap
This is only used if you add up the averages of the bowlers to determine the handicap. This is the multiplying factor, so if you have a handicap of .80 of 700 then you would enter .80 in this box.
If you have handicaps for bowlers and teams, the bowlers handicaps will only count for high games and series, the wins and losses will be determined by the team handicap.

Subtracted from (Team)
This is only used if you are using a team handicap and is determined by adding up the bowlers averages. This would be something like 700. So a team handicap may be something like .80 of 700.
The 700 may be any number, the handicap is determined by adding the averages of the bowlers together and then multiply by the team handicap. An example might look like this.

The total averages for the team add up to 580, so you would take 580, subtract it from 700 and then multiply by .80 for a handicap of 96 700 - 580 times .80 = 96 If you are using the difference between team averages, you would the subtracted from field to 0.

Maximum handicap
This defaults to 999, so if you don't care about the maximum handicap, leave it at 999, but if you don't want the handicap to exceed a certain amount, then place that amount in this field.

Minimum handicap.
You may wish to limit the minimum handicap of a bowler. If this is the case, then enter the lowest handicap allowed here.
You have a special option available, so don't use -99 use a -98 if you want the handicaps to drop anywhere below 0.
If you use a -99 then any handicap that drops below 0 will be calculated at 100 percent.

Total hndcp. can't exceed x pins of ent. average.
This is rarely used. but if you must use it, this will keep the handicaps from going over your entering average by the number placed here.

Averages can't drop below x pins of entering average.
This will keep the average from dropping below the entering average by the number you enter here.
If your entering average is 160 and you put 5 in this field, your average will never drop below 155. This option is rarely used.

Number of teams and other options (Screen 3)
This screen is pretty easy, the number of bowlers is the number of bowlers that bowl each time, the actual number of bowlers is how many bowlers you have on the roster.

How many weeks have been bowled?
This is updated by Bowl101, It starts at 0 for the first week and increments by 1 each week.
Move schedule back how many weeks is also incremented by Bowl101 each time you have a position round. This will be subtracted from the week number to give you the proper lane assignment schedule.

Number of games before tracking most pins over average is used by Bowl101 to insert the entering average for the bowlers, if you enter 21 here, all bowlers with 0 for an entering average will get their average copied into the entering average after the bowl 21 games. Those with an entering average will be left alone. This option is only used for the most improved bowler at the end of the year.

You can print from 0 to 9 schedules on the standing sheets, usually only 1 is printed.
Highest lane bowled on is easy. We start our second half on lane, might need some explaining.
If your league is split, part of the league bowls on lanes 1 through 6 and the other half bowls on lanes 33 to 40, then you would put 33 in the option "We start out second half on lane".
This has another use as well. If all of your teams bowl on lanes 1 though 6, then you would put 1 for the next option, and the program will allow you to move the first place team to lanes 3 for the first position round and the program will go up to lane 6 and then wrap back to lane 1, you can move the first place team each split.

Print and sort options (Screen 4)
Place teams in lane order on standing sheets

This will align the teams on the standings it two different ways.
The teams will be opposed to each other in the order the bowl.
The program can then calculate the difference between team averages and put this information on the screen.
Or put the teams in 1,2,3,4 order on the left and 5,6,7,8 down the right side.

Print subs phone number on standing sheets
This will print the subs on the standing sheets with their phone numbers after the scores.
This will produce only one column for the subs.

Print subs phone number on standing sheets
This will print the subs on the standing sheets with their phone numbers after the scores.
This will produce only one column for the subs.

Print total pins for team on standing sheets scratch.
This will print the total pins and high games for the teams on the standings without handicap.
If you don't select this option, it will print them with handicaps.
you can change this anytime and the program will print as selected here.

Print wins and total wins on standing sheet
This will give two columns for the wins and losses, one for the wins for the week the other for the year.
If you don't select this option, it will print for the year only.

Show team points on standings, no total losses
This will only show the points won, no losses, the program will continue to track them but won't print them.

Remove percentages from standing sheets
This will remove the percentage column from the standing sheet.

Remove team averages from standing sheets
This will remove the team average from the standing sheets.
You can turn this on or off during the season.

Print 175 games as usual.
In the Alternate standing sheet, you can print the number of 175 200 600 700 series, this set of options will allow you to modify these options and print something else in place of the 175 games.

Track and high game sort options.
This will let you select how many high games to sort and print on the standing sheet.
Normally you would print 3 places, but you can go as high as 12 and as few as 0

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, or any other word processor. You can create a macro that sends the necessary keys to format the text and change the font to Courier 10 pitch.

If you want to use a different editor, you can use the Browse for name of editor and search for your favorite editor instead of trying to remember the path and filename such as C:\WPWIN60\WPWIN
If you were to search for Write.exe, search in the Windows directory for Write.exe and when you find it, click on OK and the path and filename will replace Bowledit.
If you want to use the Dos Edit, the you specify EDIT.COM

The only drawback to using another editor, is the font, if you don't use a proportional font, the none of the columns will line up, as most fonts are proportional fonts, and Bowl101 needs a Mono spaced font.
The reason for this is the printouts are lined up by spaces between the fields to print and a mono spaced font is ideal for this, the W is exactly the same width as the I and therefore will keep the text in alignment.
Using a proportional font will not line up the columns.

The work around is to bring the Screen.txt file into the editor and select all the text and then change to a Courier font, this will line up everything perfectly, unless the margins are too wide and the text wraps around.

To make things easier for you we created a macro capability to do this for you once you find the keystrokes it takes to line things up, then just click on macro editor and you can enter these key strokes one time and Bowl101 will enter them for you each time you print using this editor.

The help screen will give a little more detail on how this is done, but if you play with it, it will be easy to do.

Sort standings on divisions
This will sort by divisions first. Bowl101 will allow you to put the teams in divisions so you can sort them differently.
The program will sort by divisions first, wins next series last.
You can also sort on wins or percentages.

Set Precedence
This is where you can decide how you want the high games to print.

No Precedence.
You can win as many awards as you can, you can show up several times in each category.

HSeries HGame SSeries SGame
· HSeries Handicap Series
· HGame   Handicap Game
· SSeries   Scratch Series
· SGame   Scratch Game

You will be listed in Hi Handicap Series if you qualify and not in any other category.
One award in each category will print only one bowler or team per category.

If the program finds you have bowled a high handicap series and a hi handicap game and you have set up for
HSeries HGame SSeries SGame the program will award you with Handicap series and turn your high handicap
game into a negative number so it will sort to the bottom of the list of high games.

Now if you are bumped off of hi handicap series, then the program will detect this and convert the hi handicap
game you bowled into a positive number and resort it.
You will now show as a hi handicap game and not a high handicap series

The program only sorts to the number of places to show and print for high games.

Points for winning one game. This usually 1 but can be 2 or 3
Points for winning total wood. This can be 0 but can be 1 or 2
Individual match points game. This is only used for match play
Individual match point series. This is only used for match play

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.

Number of pins for a vacancy male bowler V = Vacancy
This is the number the computer will insert for a score when you press
"V" for Vacancy.
You can have a different number for a male bowler and a female bowler.
If you don't want the total pins or games won for a vacant bowler, then enter the vacant score as a negative
number, ie if you wish the vacant score to be 140 and you don't want to let the vacant bowler's number of games
or total pins to increment, then enter the 140 as -140.
Just add a minus in front of the score as you would a blind score.

Teams must bowl the team average less x pins against blind.
This is used if you have a blind team and they must bowl x pins of their average in order to win the game.
If you must bowl within 10 pins of your average, then enter 10 here and then select the blind team in the next
option, Please enter the blind team number.

Manually enter wins and losses.
If you check this box, the program will stop after you enter all of the scores for the teams and have you manually enter the wins and losses for all teams.
Use this option only if you have a scoring system not supported by Bowl101.
You can temporarily set this while entering scores, so if you have one or two teams you must manually enter scores for you can set it for those two teams.

Manually enter team handicap.
You can manually enter the team handicaps if this box is checked, but it is better if you let Bowl101 enter the handicap if you don't use an unusual handicap.

Zero high games every week.
If this box is checked, you will receive new high games every week.
The program will zero out the old high games and issue new ones.
If this box is not checked, then the bowlers will have to beat the existing high games before they will be placed on the high game list.

Zero secondary wins every week.
This will zero the weekly wins and losses that print on the standing sheets.
It will only show these wins and losses if you have the option box set in Configure Bowl101

Ask for subs does nothing at this time. You can bypass asking for subs by clicking > or next instead of OK when entering scores.

Turbo Key
This a quick way to enter scores, this is the only place where the turbo key has any effect.
What is does is to allow you to enter scores without pressing Enter.
After the third number keystroke the program will automatically advance to the next field.
If you have a two digit number to enter, you can enter it with 0 and then the numbers ie 097 if you have to enter 97, or enter 97 and press Enter.

This will allow you to alter what is printed on the alternate standing sheet under print 175 200 677 700 series.

Arrange team order
This option will let you select any team to be the first team and the second and so on.
Select the teams in the order you want to be by double clicking on each team, or highlighting them and pressing the space bar.
As you select them, the team names will move from the left list to the right list and now be in the order you select them.
You can click on Redo if you wish to start over, Cancel if you change your mind, the teams will not be changed, or Ok when you are satisfied with the new order and the teams will be in this new order.
Save your data when you complete this operation.
You can use this option to arrange the teams so you can remove the last two teams.

Arrange Bowler Lineup
This will allow you to change the lineup of your bowlers. Select the team the bowler is on and then click on the bowler you want to be first in the lineup, then second etc until all of the bowlers are in the correct lineup.
If you make a mistake and wish to start over, just click Redo and the list box be as it was before you started.
Save your data then though to retain this lineup.

Update Scores Yearly
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.

Zero all scores
This will allow you to zero all of the scores for various reasons, usually for starting over. It will allow you to keep the average and entering averages for next year, but the best way to do all of this is to select start new season under Files.

Print.

Standing sheet.
The standing sheet is the most used output of Bowl101w, it contains all of the information needed to post at the lanes

Recap sheets.
This is a printout of the bowlers and team scores it shows their averages, handicaps, series, averages and that type of information.

Alternate standing sheet.
This will allow you to define how you want to print out your standing sheets.
You can choose from a wide variety of things to print, below is a list.

You can reorder the placement of the options selected, that is you can select any item in any order, the first one you select will go to the top and that will be the first one to print. Any item selected will have a > in front of the option. Any item that doesn't have a > will not print, so you can select what you want in any order.

You can change the order at any time, by selecting the Clear button.
After you define the alternate standing sheet, the use defined alternate standing sheet to print it, this way you won't have to redefine it every time you wan to print.

Defined alternate standing sheet.
This will print only the items selected in the alternate standing sheet list when you select print alternate standing sheets.

If you wish to alter the defined alternate standing sheet, select Alternate standing sheet again and redefine it.

Score sheets.
The score sheets are sometimes known as the recap sheets. This is what you print out and take to the alleys and the bowers scores are entered onto these sheets.

You have several types to choose from.
1   3 part carbonless forms.
        These are preprinted forms which I can supply, see the order form at the back of the book. They have all
        the lines drawn and the program can print the team names and bowlers names in the proper places.

2.   Plain paper score sheets.
        These are forms you can print out on your printer and the program supplies the lines and inserts the
                names and averages in the proper places.

Individual recap sheets
This is what you print at the end of the year, this will print one sheet for each team, bowler or sub.
This is inluded in the registered version of Bowl101, but we do supply a text file to show you what the output would look like if you print out an individual recap sheet.

Final averages.
These are the options you can select when you print the final averages, male, female etc.
You can also ignore any score lower than the number you place in the input field.
The bowlers will be sorted by last names and printed to the screen or printer as selected.

[14]

Most improved.
This is included in the Registered version of Bowl101 and prints out their average and the entering average and computs the most improved bowler.

Handicap sheet.
A sheet that will allow you to print all the handicaps for a given set of numbers, such as .80 of 200, will give you a printout of all of the handicaps for all of the averages.

Average sheet.
This will give you a printout of all of the averages for any series.

Schedule.
This will let you print and add dates to the lane assignment schedule.
The schedule that prints is determined by the number of teams set up in the startup.

Readme file.
This will let you know of any changes in the program or manual if any since the manual went to print.

Modified screen.txt.
This will allow you to print multiple copies of anything you have changed after you have saved it, such as the standing sheet or recap sheet. It will also allow you to print multiple copies.
This is only valid until you print something else and then the screen.txt file will be replaced by the new printout.
Example, print the standing sheet and it will come up into a full screen editor.
Now modify it by changing the date or anything on the screen.
Select files and save it.
Now if you select print modified screen.txt it will bring up the screen you modified.
This will be saved as long as you don't replace the file by printing anything else
from the program.

Sorts.
You will be able to sort on just about any score you want for the teams or bowlers.
Series.
Game.
Average.
For the year or the week.
You can sort by scratch or handicap, just select the option you want.
If using the bowler sorts, you will be allowed to sort on male, female and junior bowlers.
You can also set a number of games to ignore, if you don't want to print anyone that doesn't have 21 games, enter 21 in the filed that says "Ignore scores lower than".

Utilities.
With Bowl101w you have a few utilities that might be of help, they are as follows.

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.

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

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.

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.
These are the fields you may enter and track for each bowler and sub.
You can also print lables on laser lables or on tractor feed lables.

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.

[16]

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
· Series
· 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",173,91,153,0,0,0,417,417,3,128,128,128,44,44,0,173,417,217,549,1,3,0,0,0,0,0,0,0,0,2,2
"Sue_Stowe",139,119,157,0,0,0,415,415,3,168,168,168,10,10,0,157,415,167,445,1,3,0,0,0,0,0,0,0,0,2,2

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 purchace them.

Accessories.
These are other items 101 Computers has to offer.
Computers Plain and Simple. A book for novice users about Dos.
Windows Plain and Simple, one for Windows 3.1
Clipart explained earlier.
Recap sheets, 3 part carbonless score sheets, any quantity for .13 each (Pair of teams)

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 $49.95 + $5.00 Shipping and handling.
We take Visa Mastercard and Discover and American Express.
You can also register over our secure web site at http://www.humboldt1.com/~bowl101
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 Randy Stowe at 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.
You will also receive a spiral bound manual which is much more complete than this document.
You will also get all of the end of year utilities.