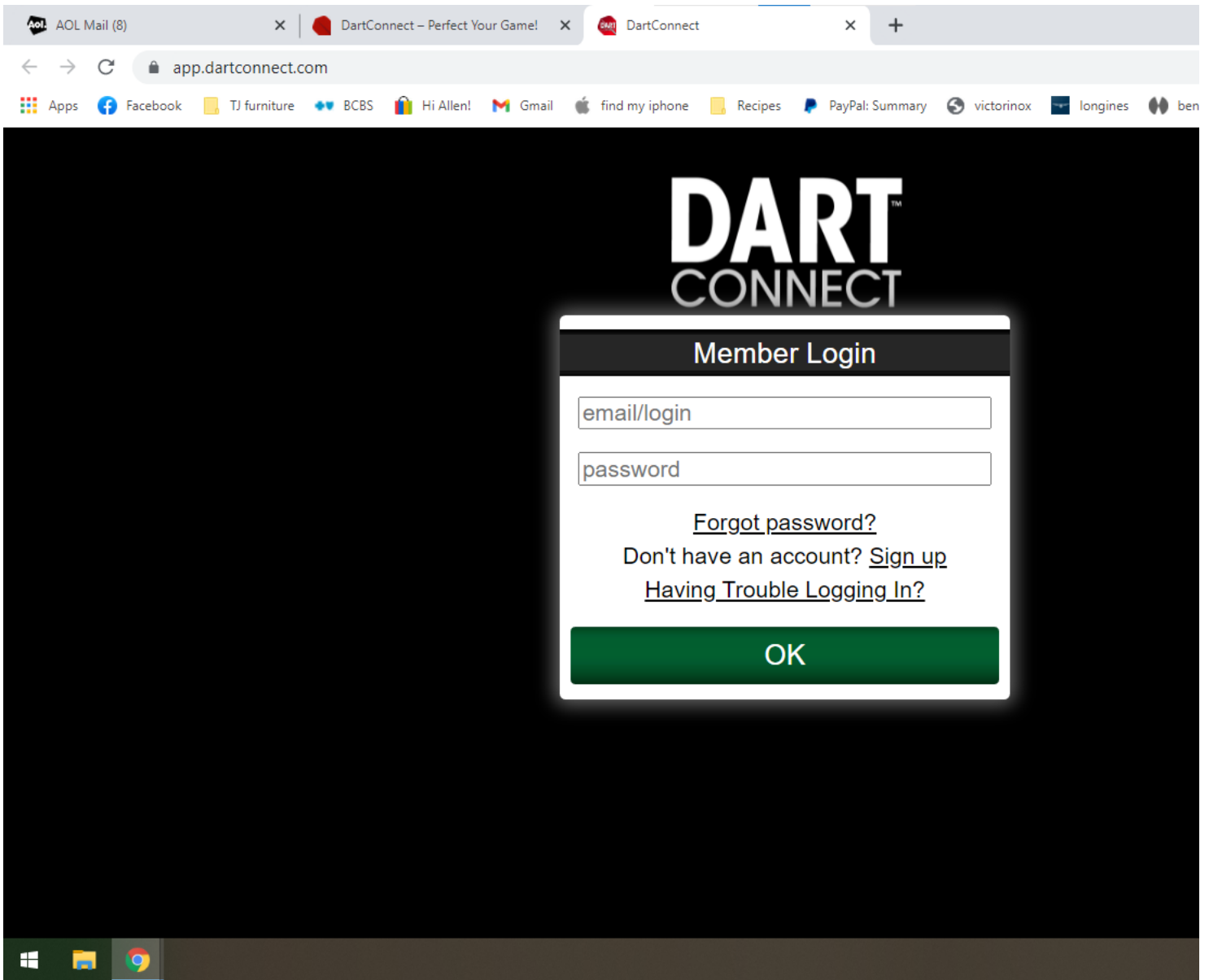


MCDA DARTCONNECT SCORING INSTRUCTIONS

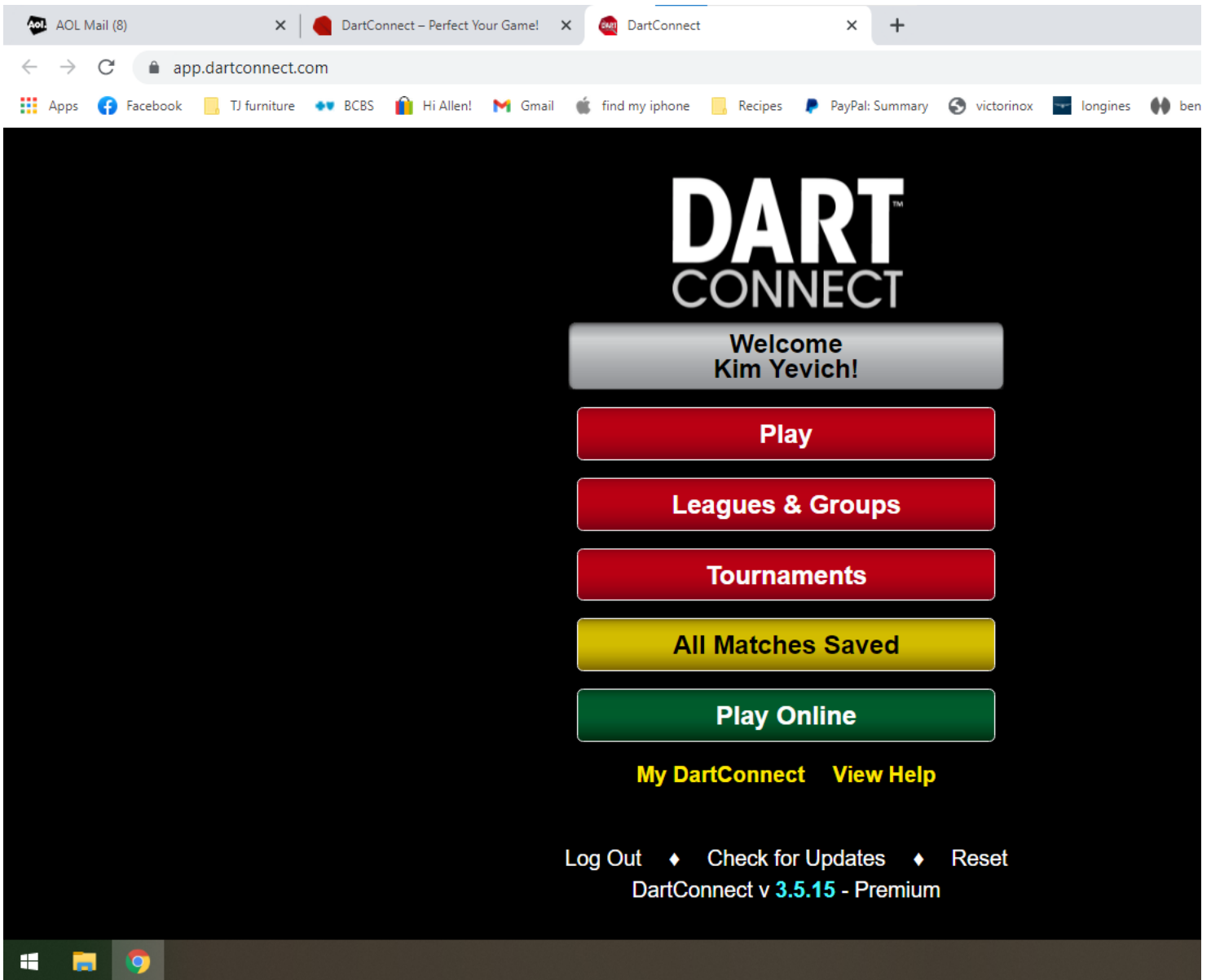
Important notes:

- The abbreviation DC stands for Dartconnect.
- The term LEG shown in DC is what our league members commonly call a GAME.
- Our match format is rather unusual and requires that we enter the number of points for a leg (game) prior to starting the game. You will see instructions below. We need to assign the following number of points for each leg:
 - Singles 401 leagues - 1 point
 - Doubles Cricket games - 2 points
 - Singles 301 games - 1 point
 - Singles Cricket games - 1 point
 - Doubles 501 games 1 and 2 - 2 points
 - Doubles 501 game 3 - 3 points
- Access the DC scoring app through www.dartconnect.com (click on OPEN THE SCORING APP) or through the DC shortcut icon you may have already created on your tablet.
- In order to be able to score a league match on your tablet/pc, you must have a DC account (free guest account is OK) and the email address you have setup on your DC account must match the email address that is entered for you on your team roster on DC. This is how the DC app recognizes your sign in as a league member. I have entered rosters for the league, including player email addresses, according to the roster lists that captains provided to me. If you are on the DC scoring app and you do not see access to the league, this is almost guaranteed to be an issue associated with your login. Logout of the scoring app, and sign in with a correct DC account log in that matches the email of a player on your roster.
- Through DC scoring, you will often see BACK and UNDO buttons. You can feel free to use these buttons to correct scores, redo player selections before you actually start a game, etc.

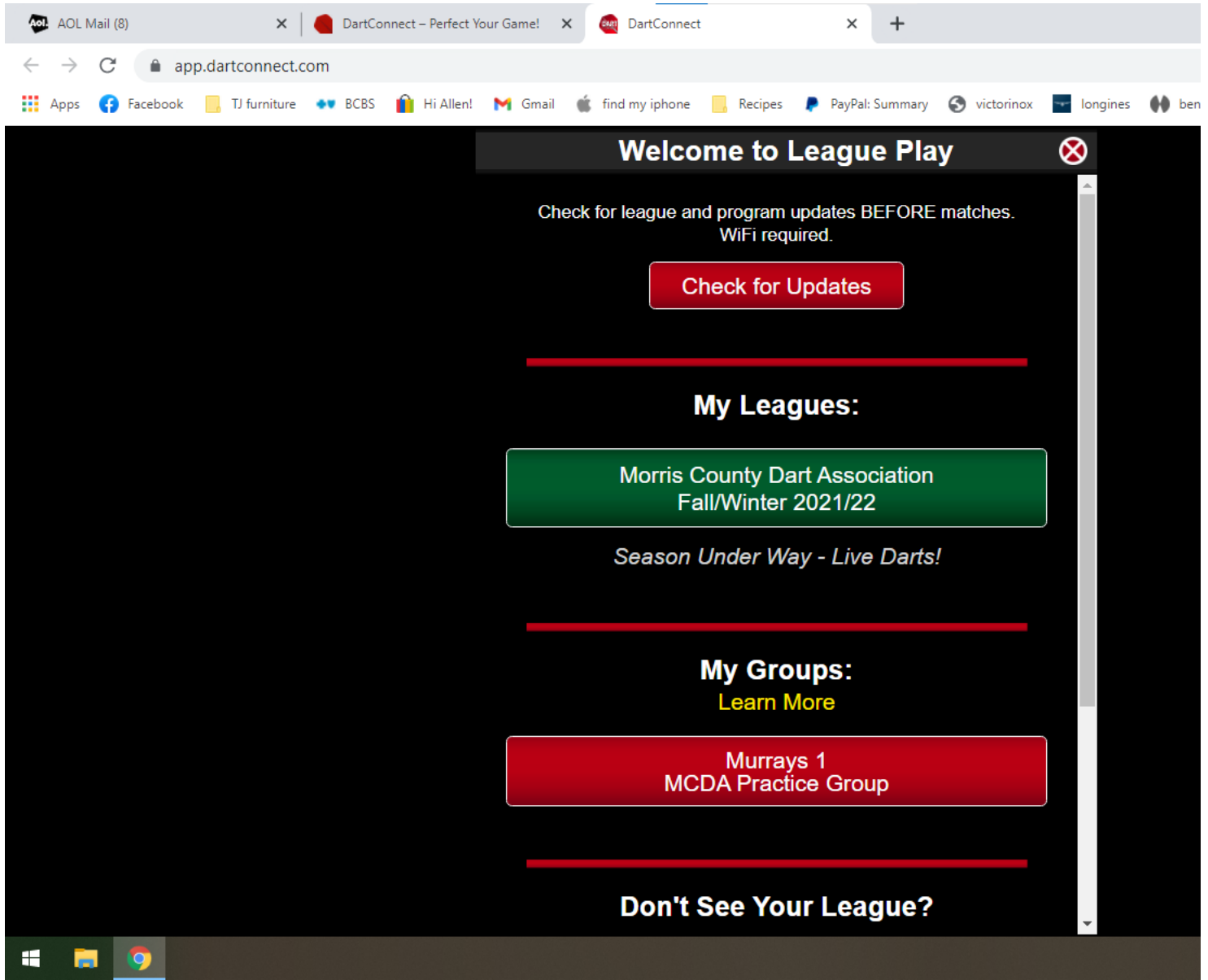
The following instructions show various examples that should allow you to start a match, setup player lineups, assign point values to games, score a game, and end and save the match. If you feel you are already familiar with everything, that's great! But keep please refer to these instructions if you run into any problems during your match, rather than call me at 8 PM while I am also playing a match. In other words, don't attempt to reach out for help unless you first look at these instructions for help.



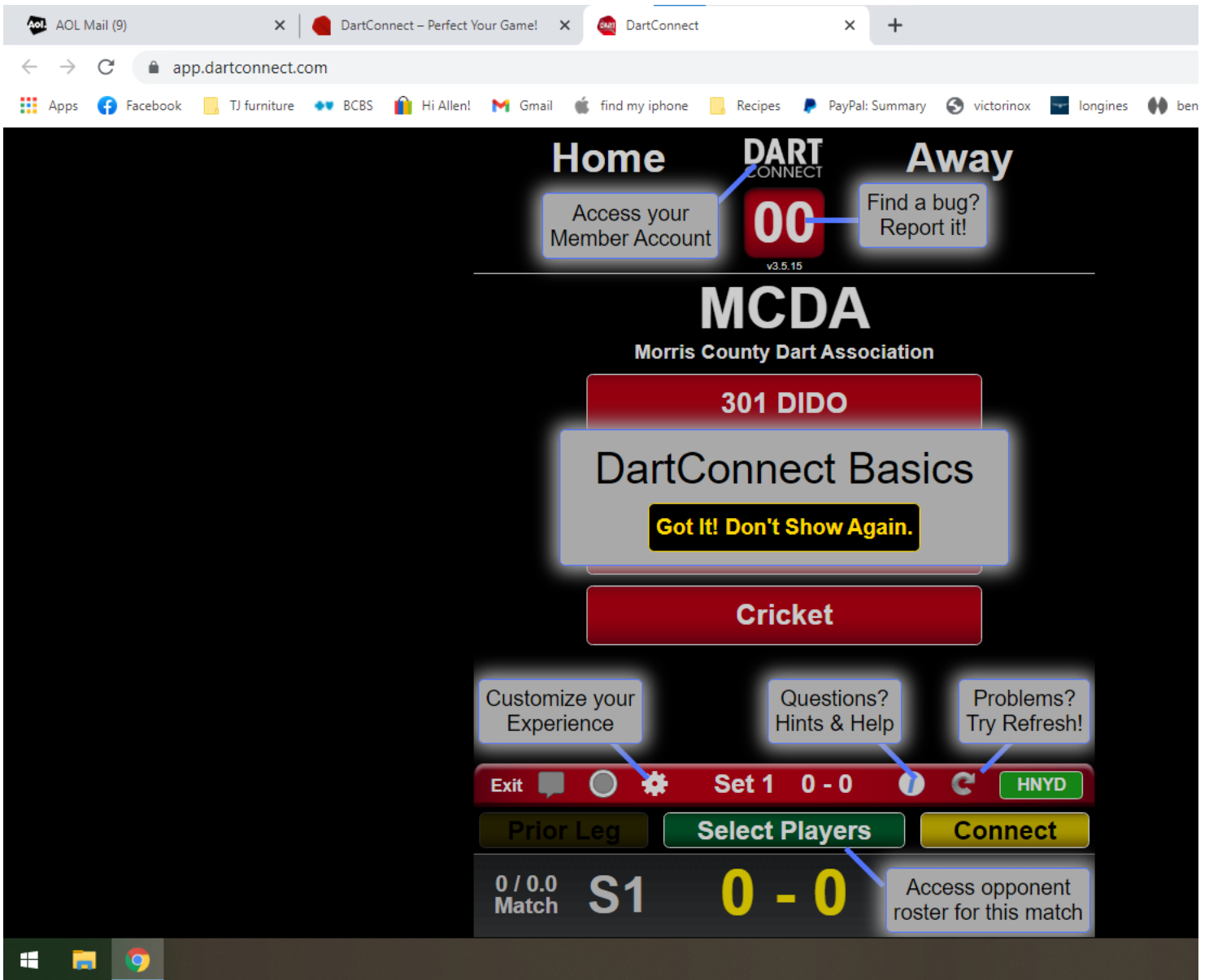
- Log into DC scoring app using an account log in for a DC account that is also associated with the email address for someone that is on your league roster.



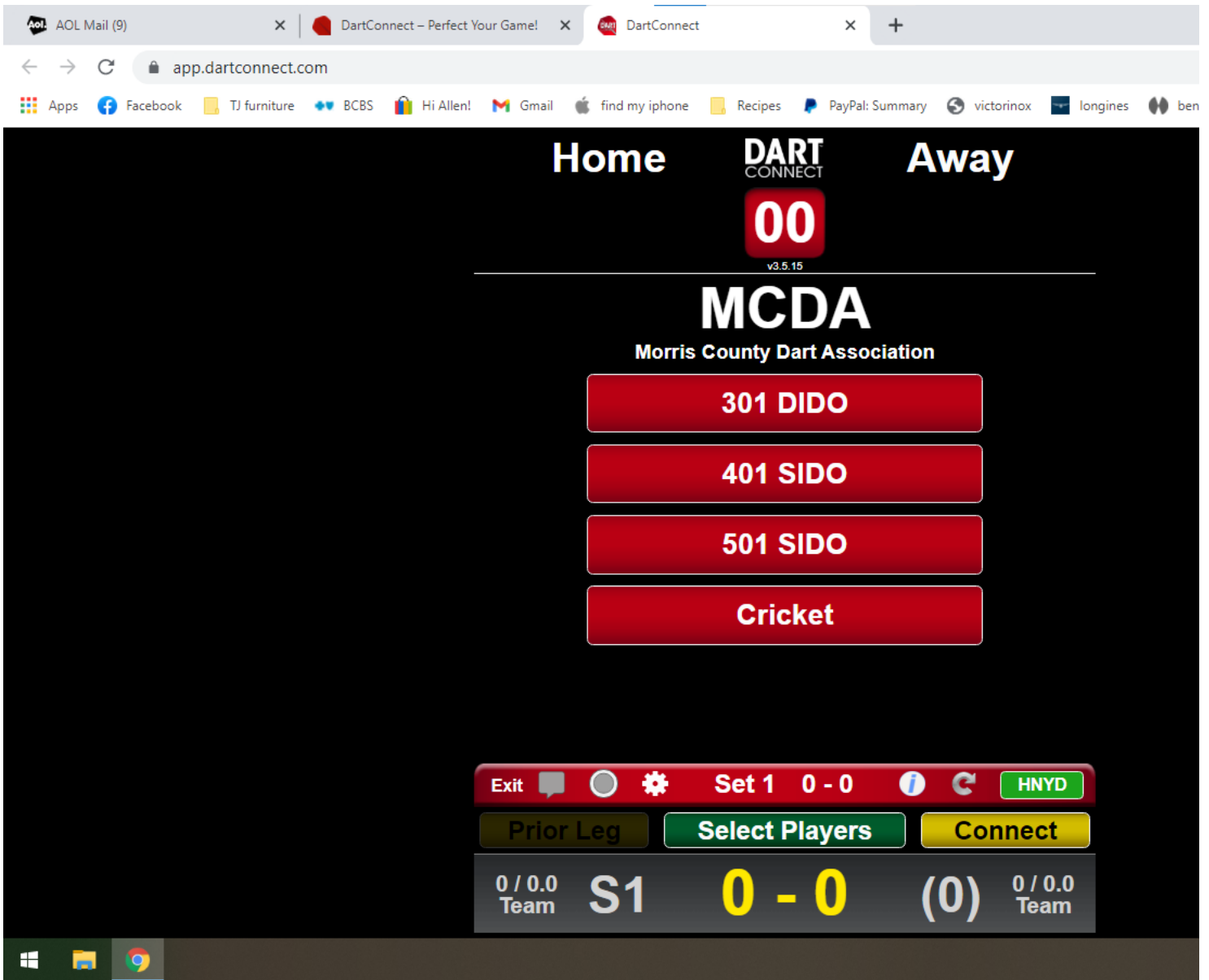
- Click on CHECK FOR UPDATES
- Then click on LEAGUES & GROUPS



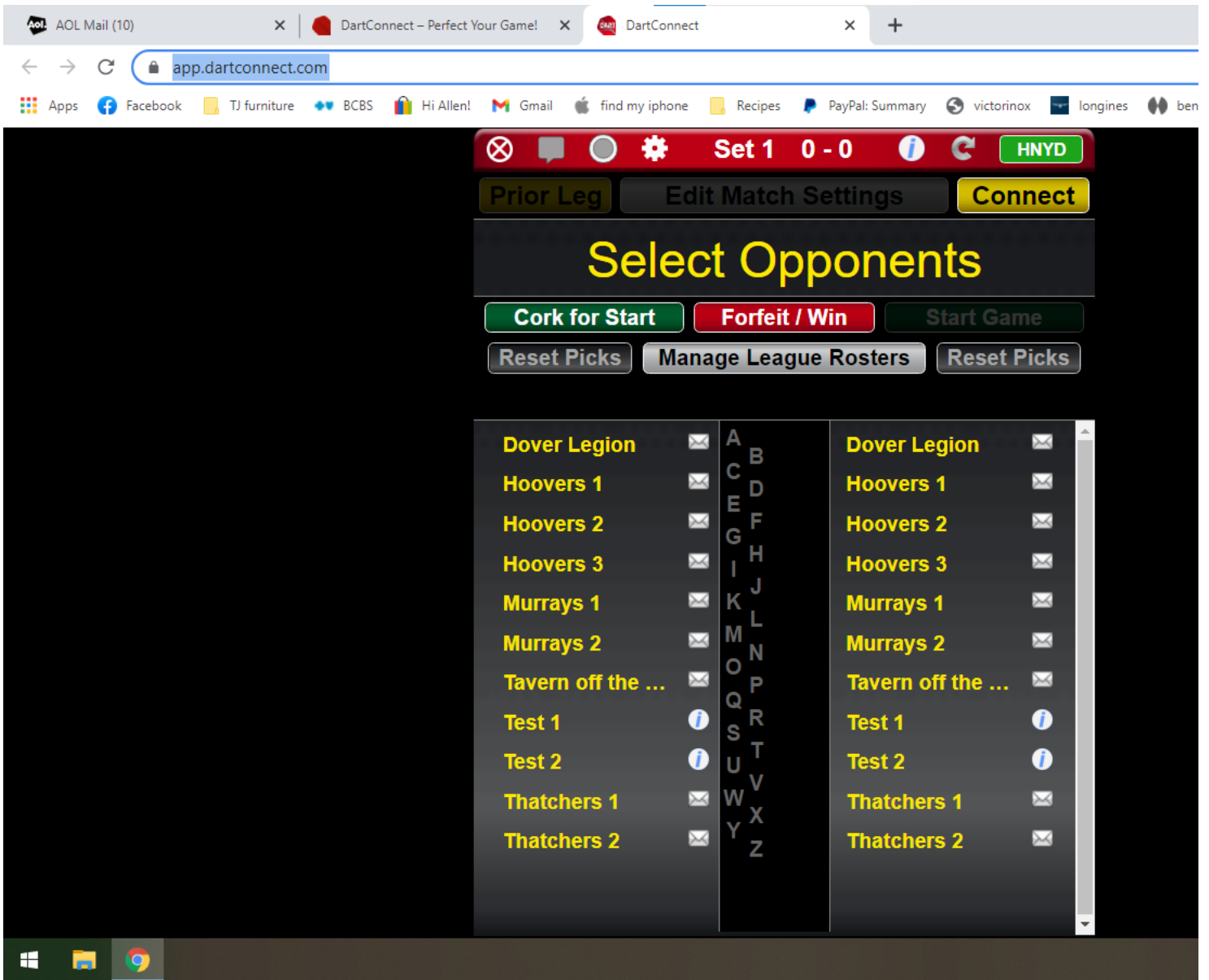
- Click on MORRIS COUNTY DART ASSOCIATION under MY LEAGUES



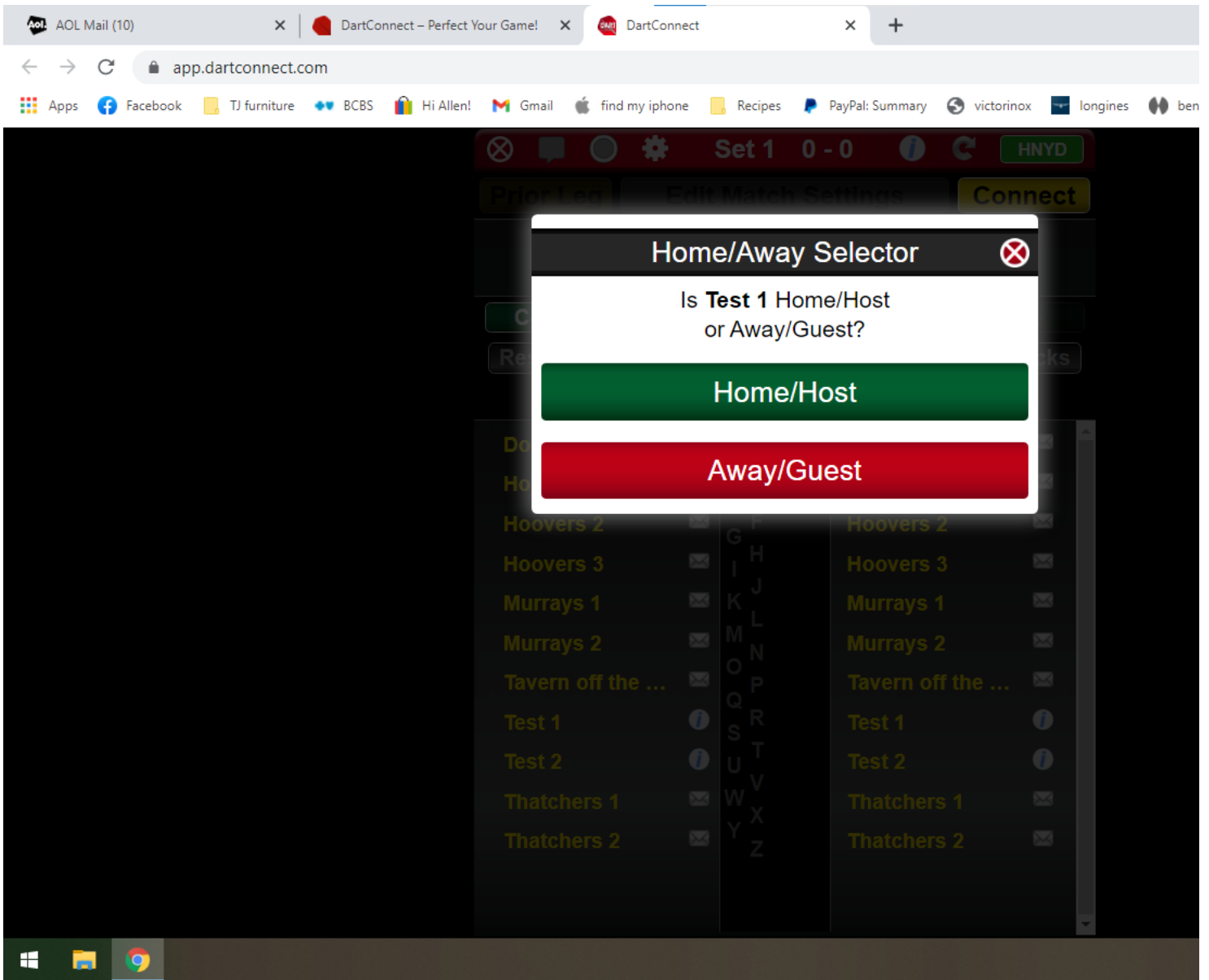
- Click on GOT IT! DON'T SHOW AGAIN



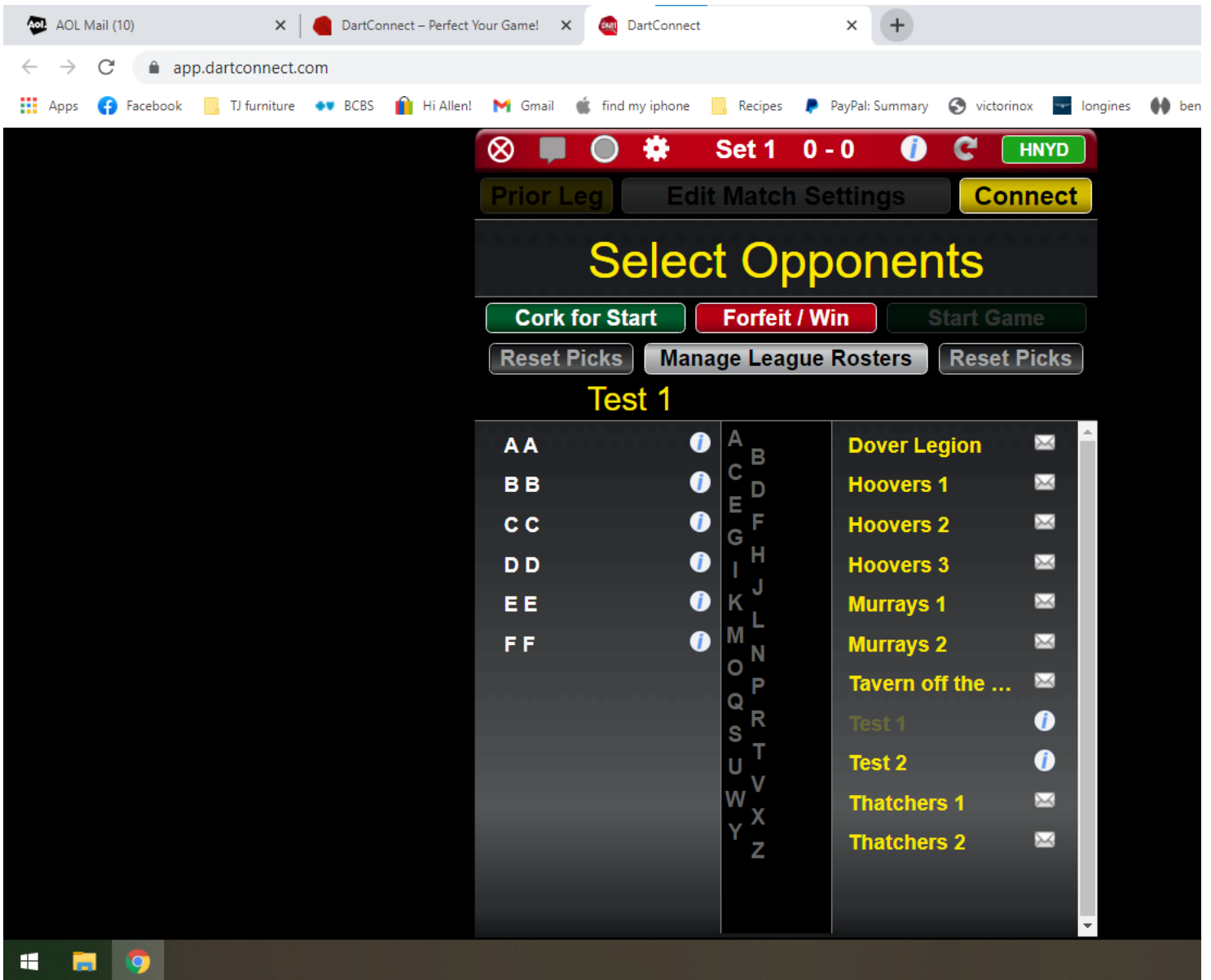
- Click on 401 SIDO (SIDO means single in, double out)



- Click on your team name. For this example, I am going to setup a match for teams TEST 1 vs TEST 2

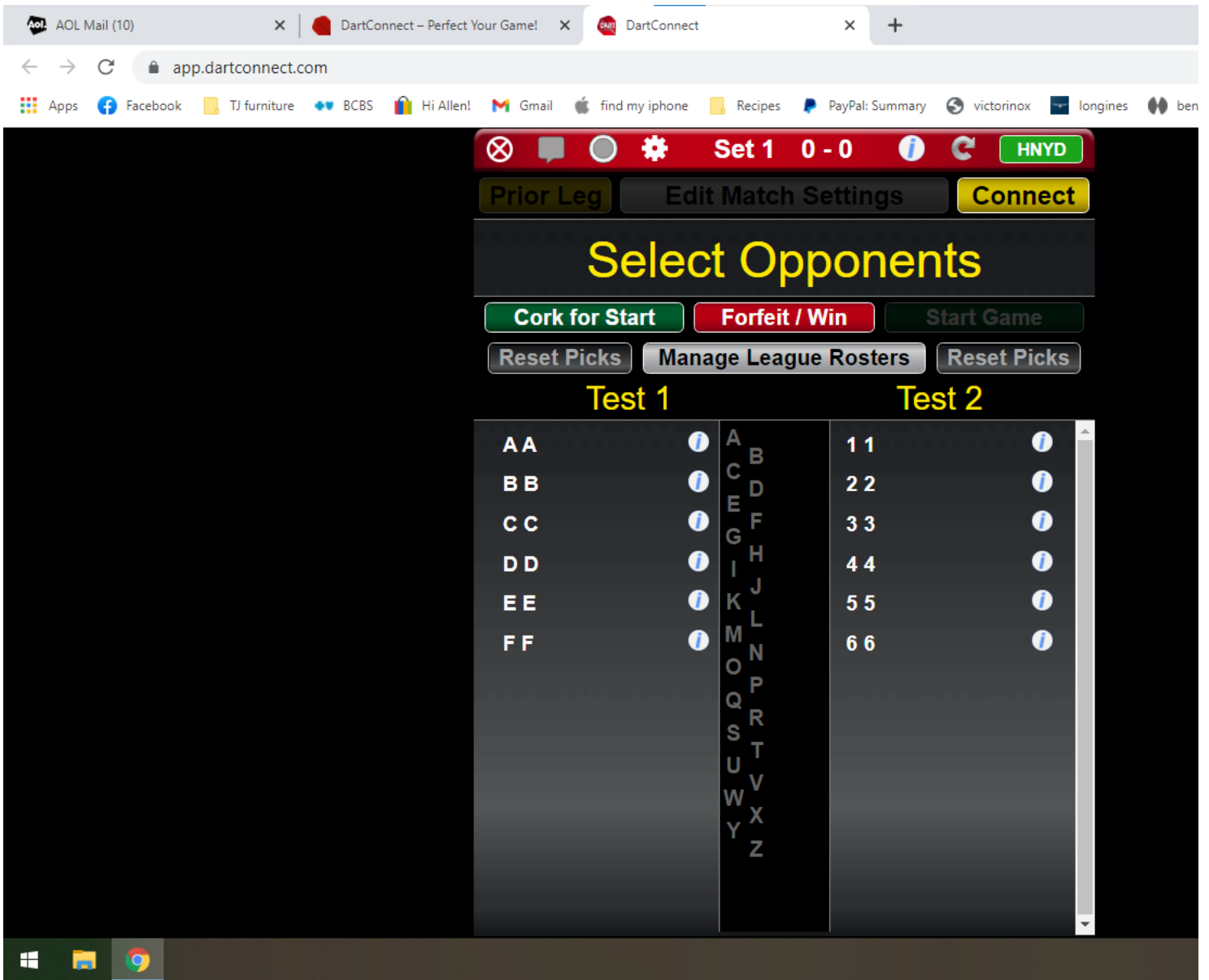


- Click on HOME/HOST to establish your team as the home team



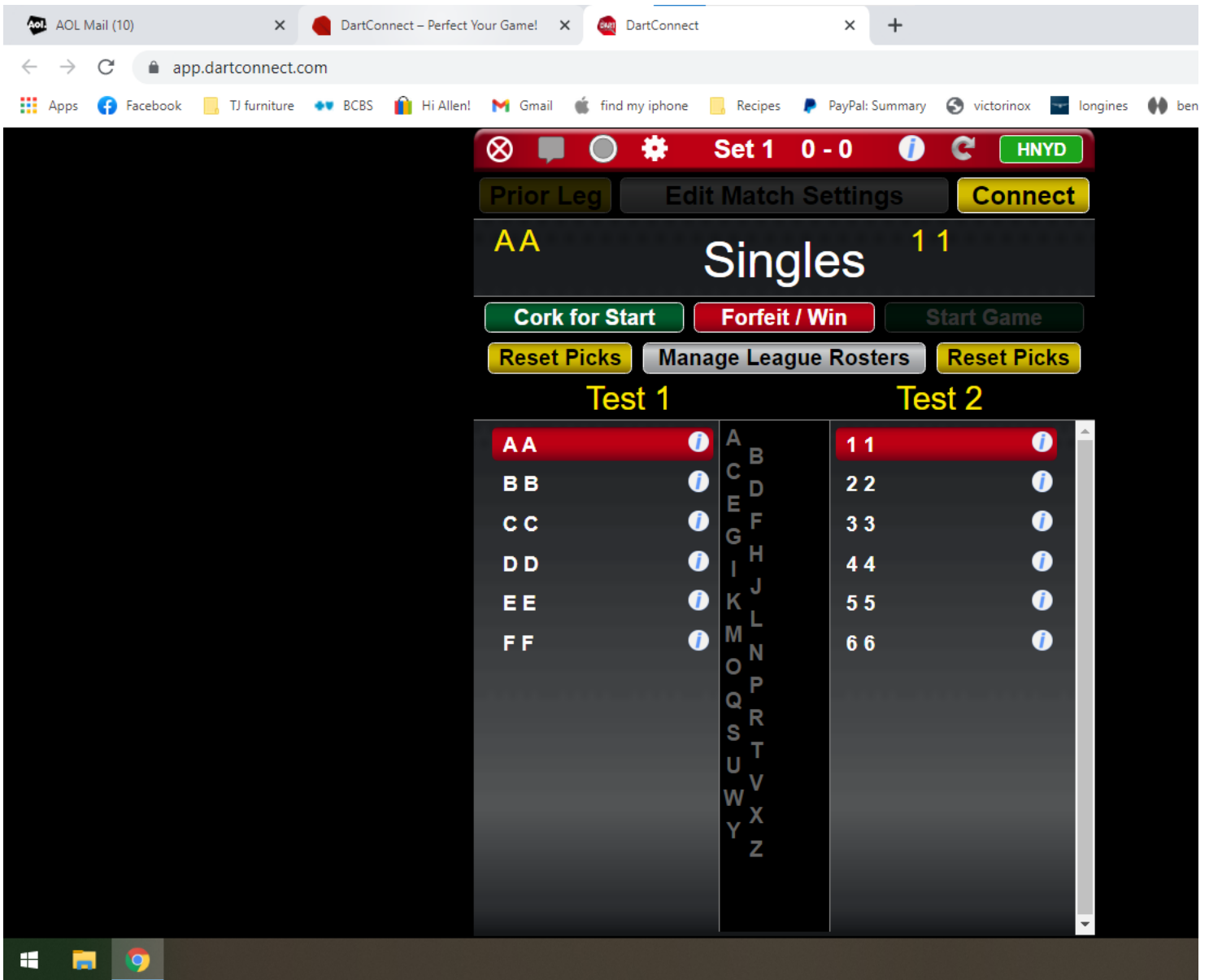
- Note: AA, BB, CC etc are fictitious player names. This will normally show the names of your team members.

- Click the name of the opposing team. Test 2 for this example.

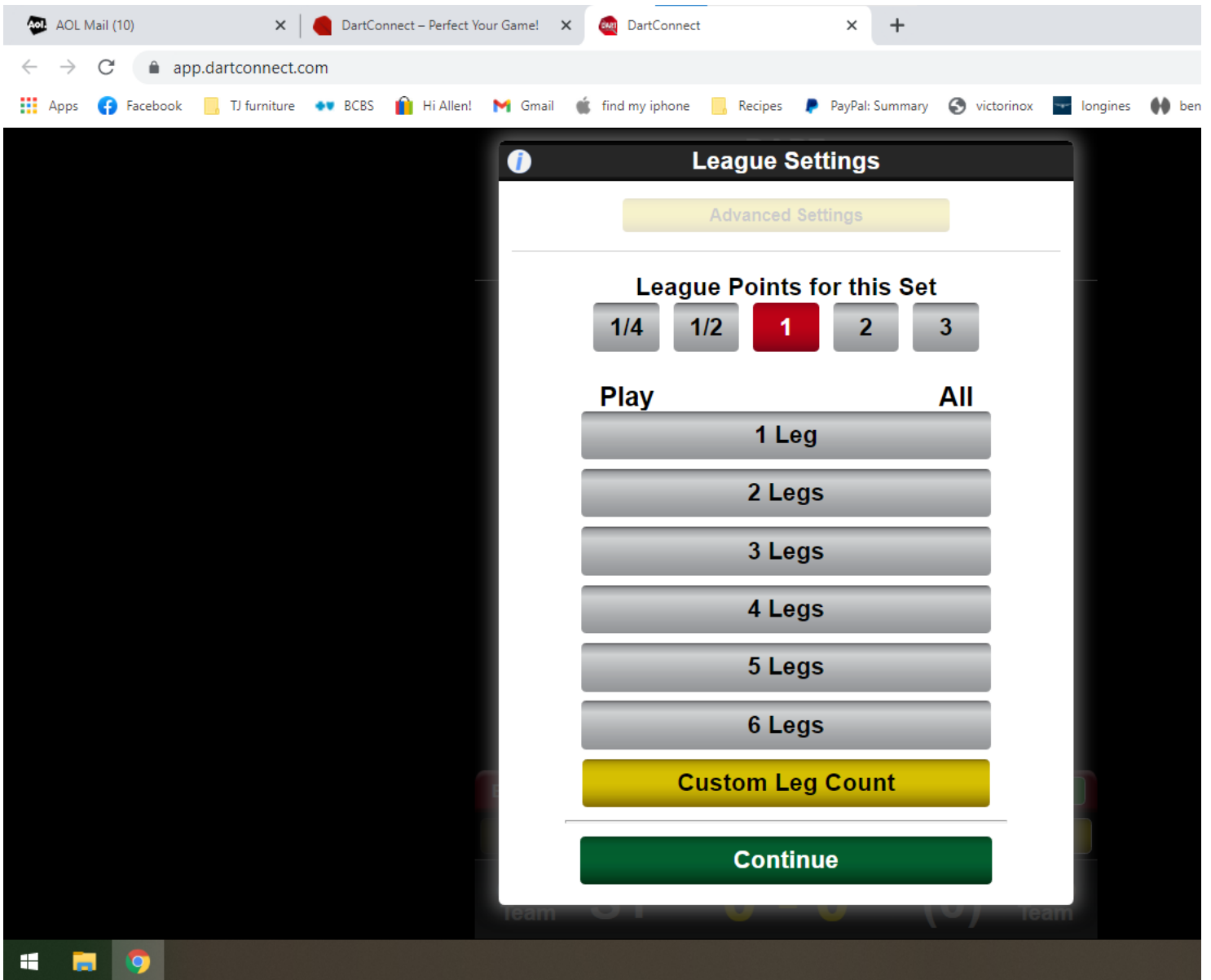


- Note: 11, 22, 33, etc are fictitious names for players on Test 2 teams.

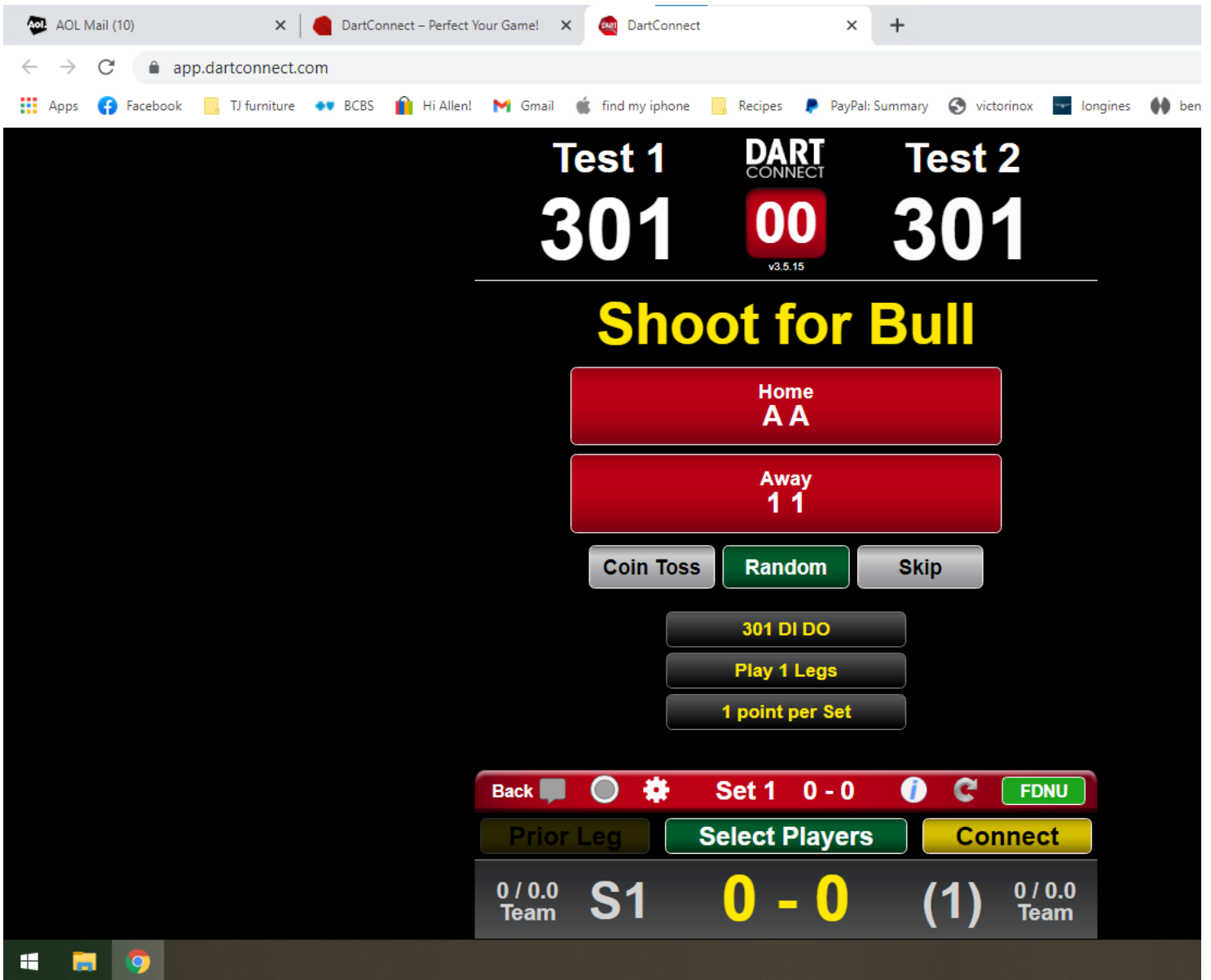
- The players of each team are now shown. Click on the player for each team that will play this game.



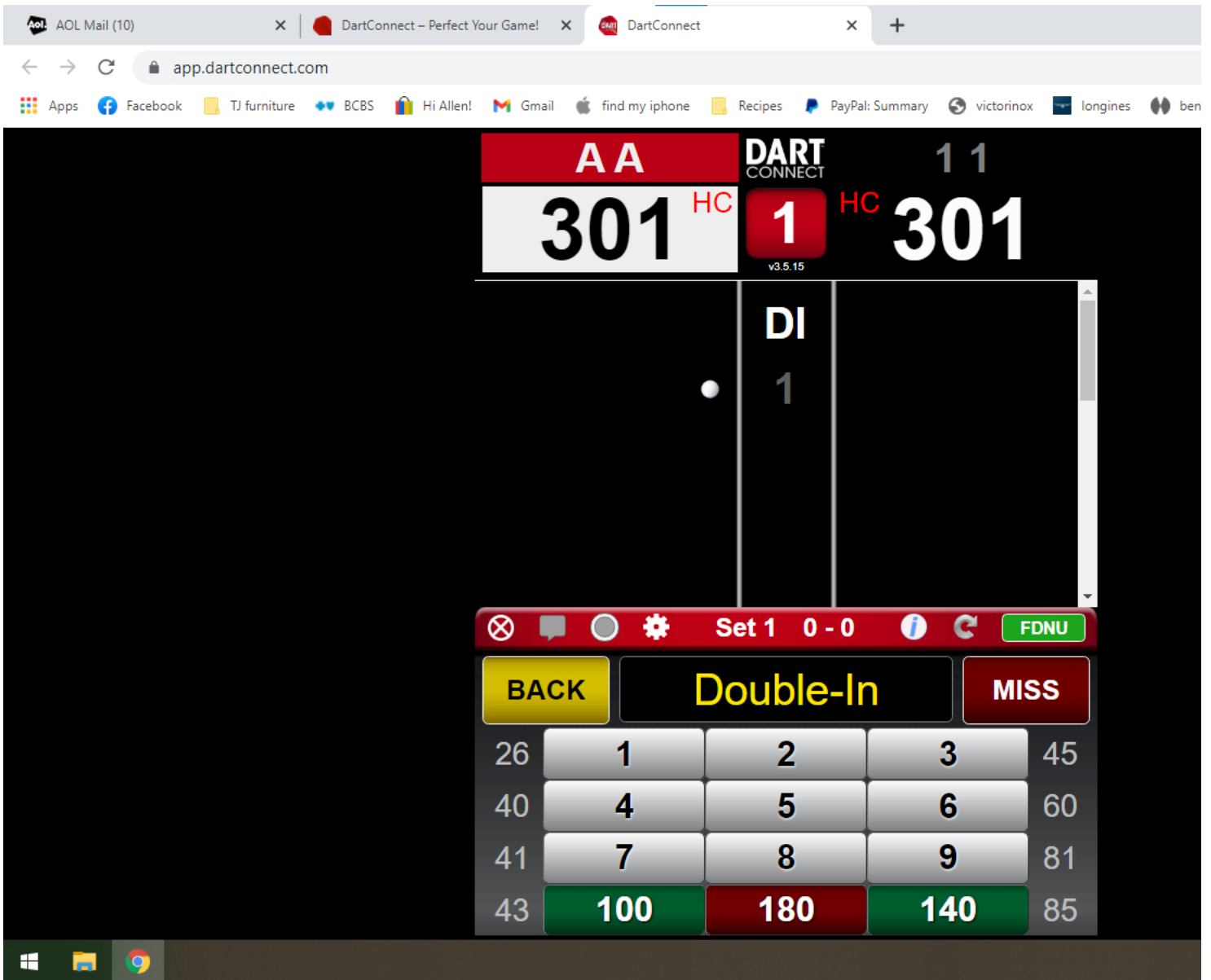
- Click on cork for start. Both players throw a bullseye. Closest to bull shoots first. If both players throw a single bullseye, then throw again. etc



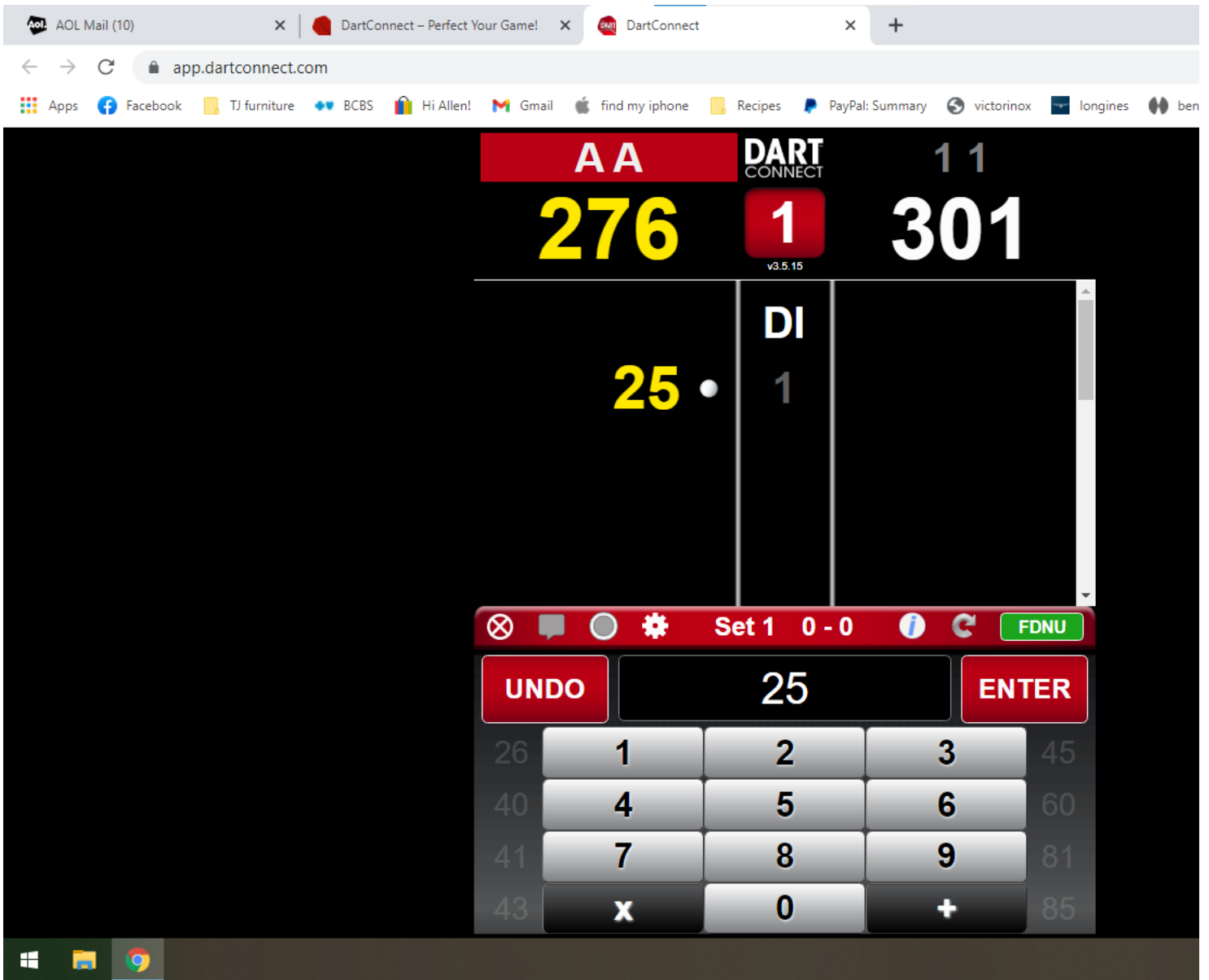
- DC will prompt you to enter the number of legs (games) and points for the game. One leg is always chosen. League points for this set should be selected according to the points table shown in the beginning of these instructions. In this case, singles 401 is 1 point. Click continue.



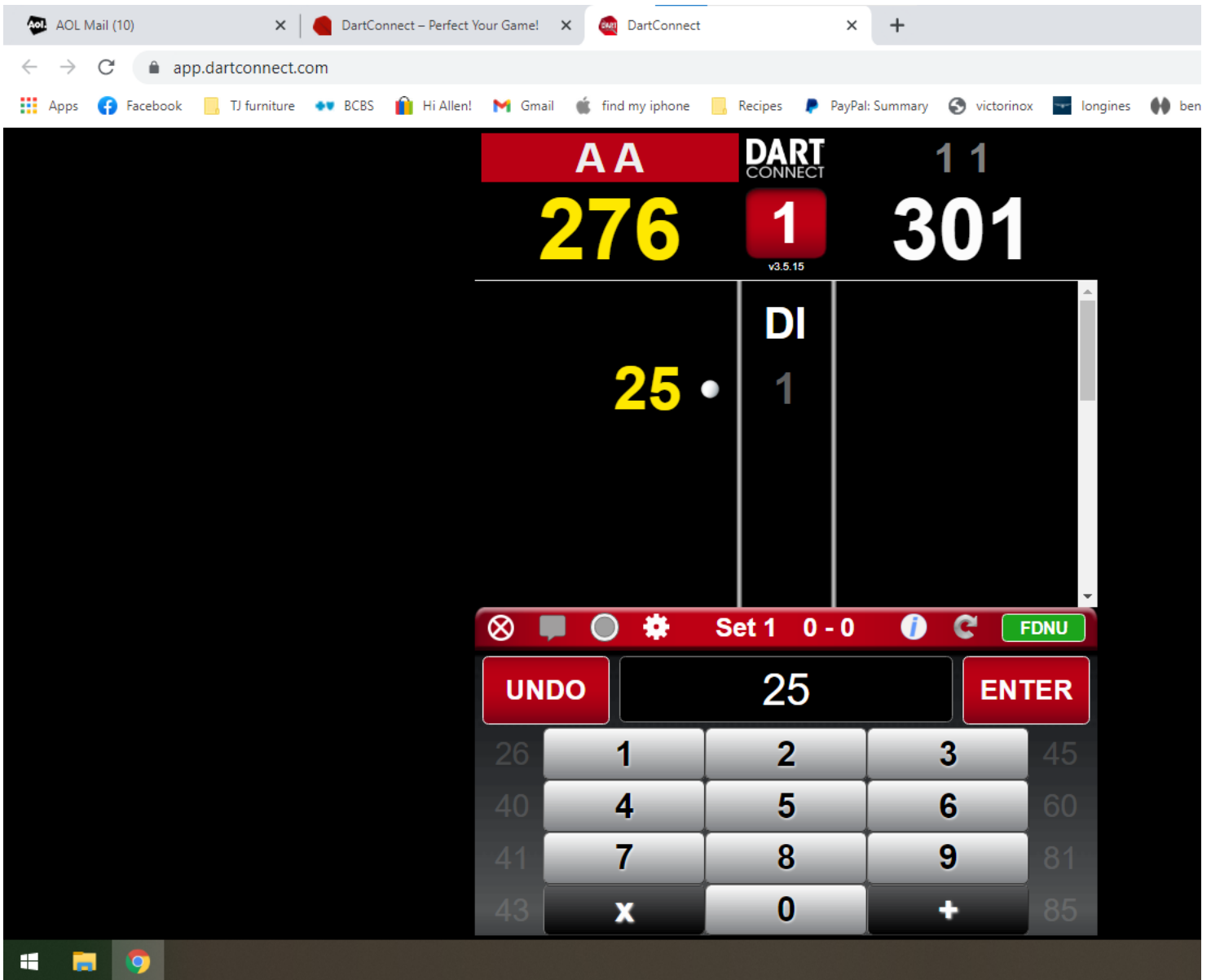
- Click on player name of person that won the bullseye throw and will shoot first. In this example, I will select player AA



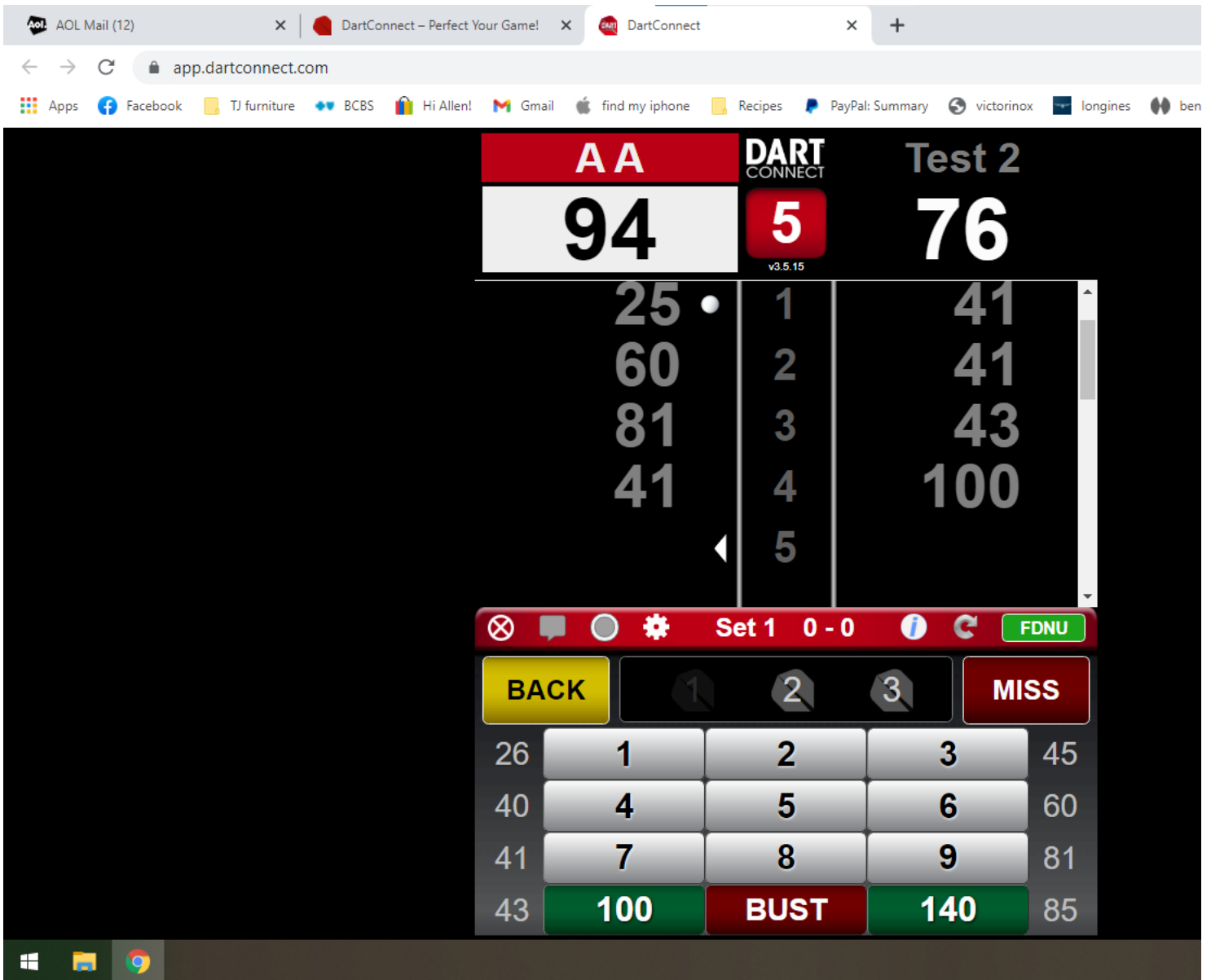
- Player AA shoots first and score is typed. You can enter a score. Or, once any digit 1 through 9 is pressed, you can use Calculator to calculate score. Or, shortcut score button can be used for common scores shown, 26, 40, 41, 100, etc.



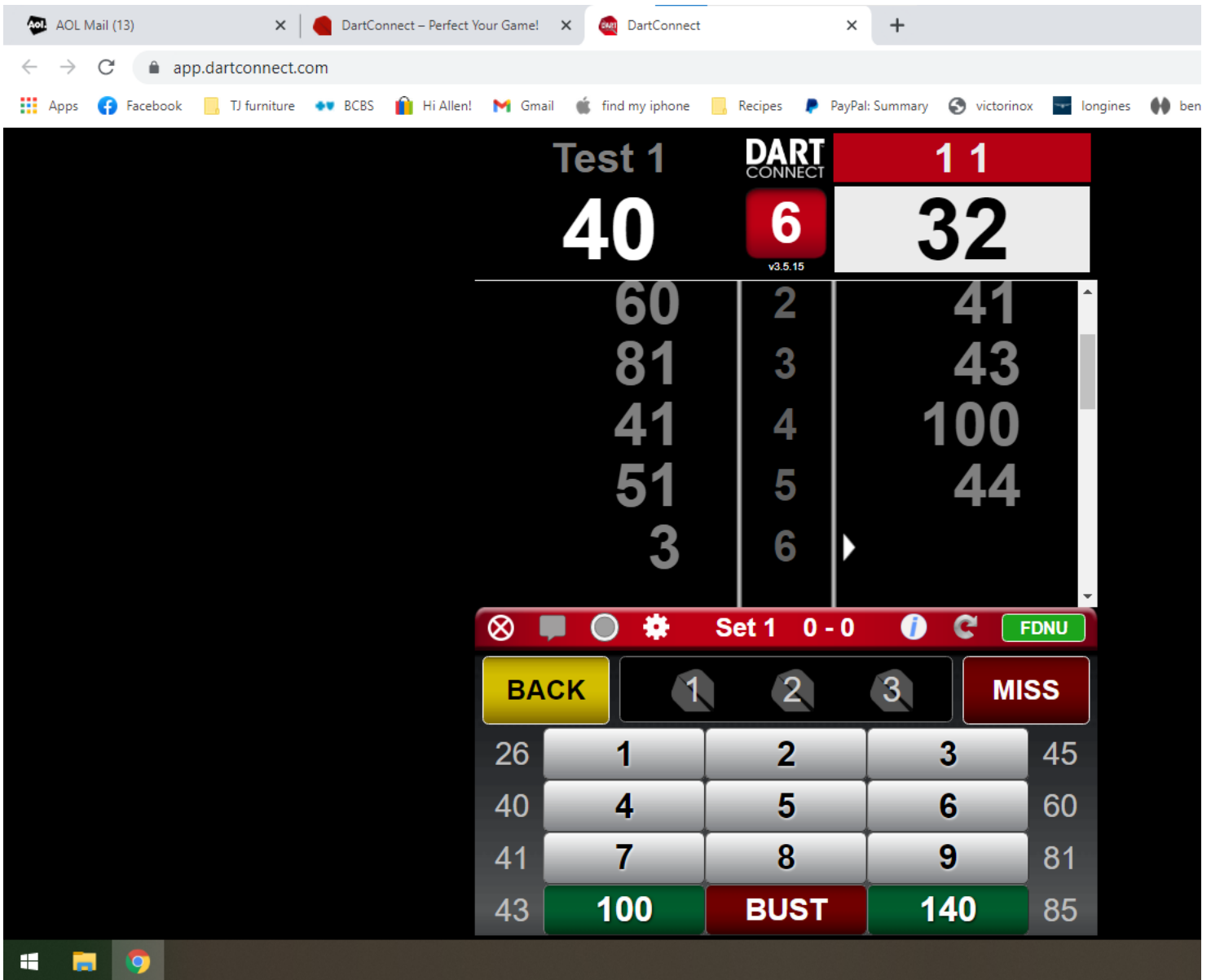
- If entering manual score count (25 in this case), hit enter. Shortcut scores do not require to hit enter.



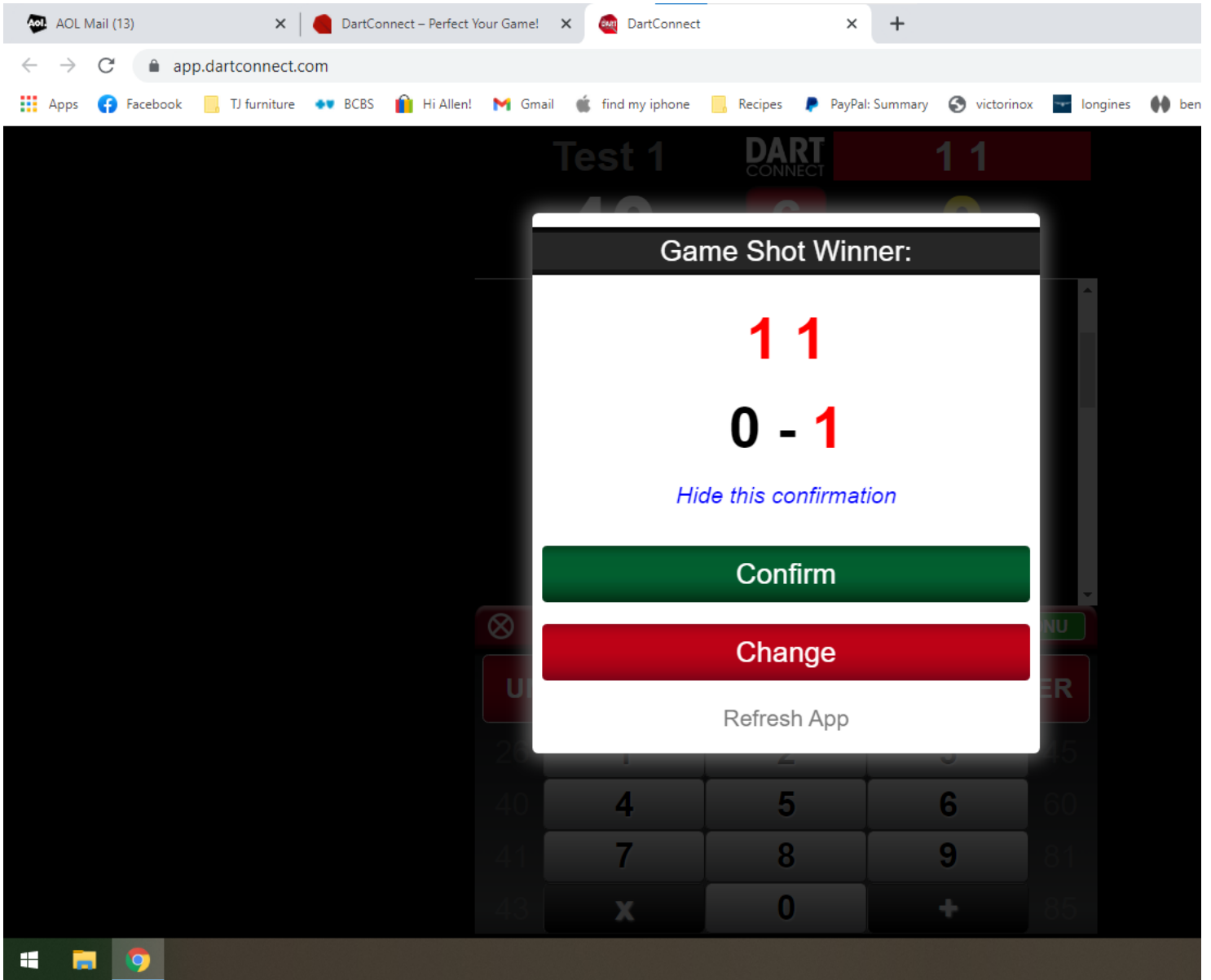
- Continue to score the game. If no score is made (for example all three darts are outside of scoring area), hit miss.
- In O1 games, once the player's score is down to an achievable winning out, it will show shortcut button (flight icons with the numbers 1, 2, and 3).



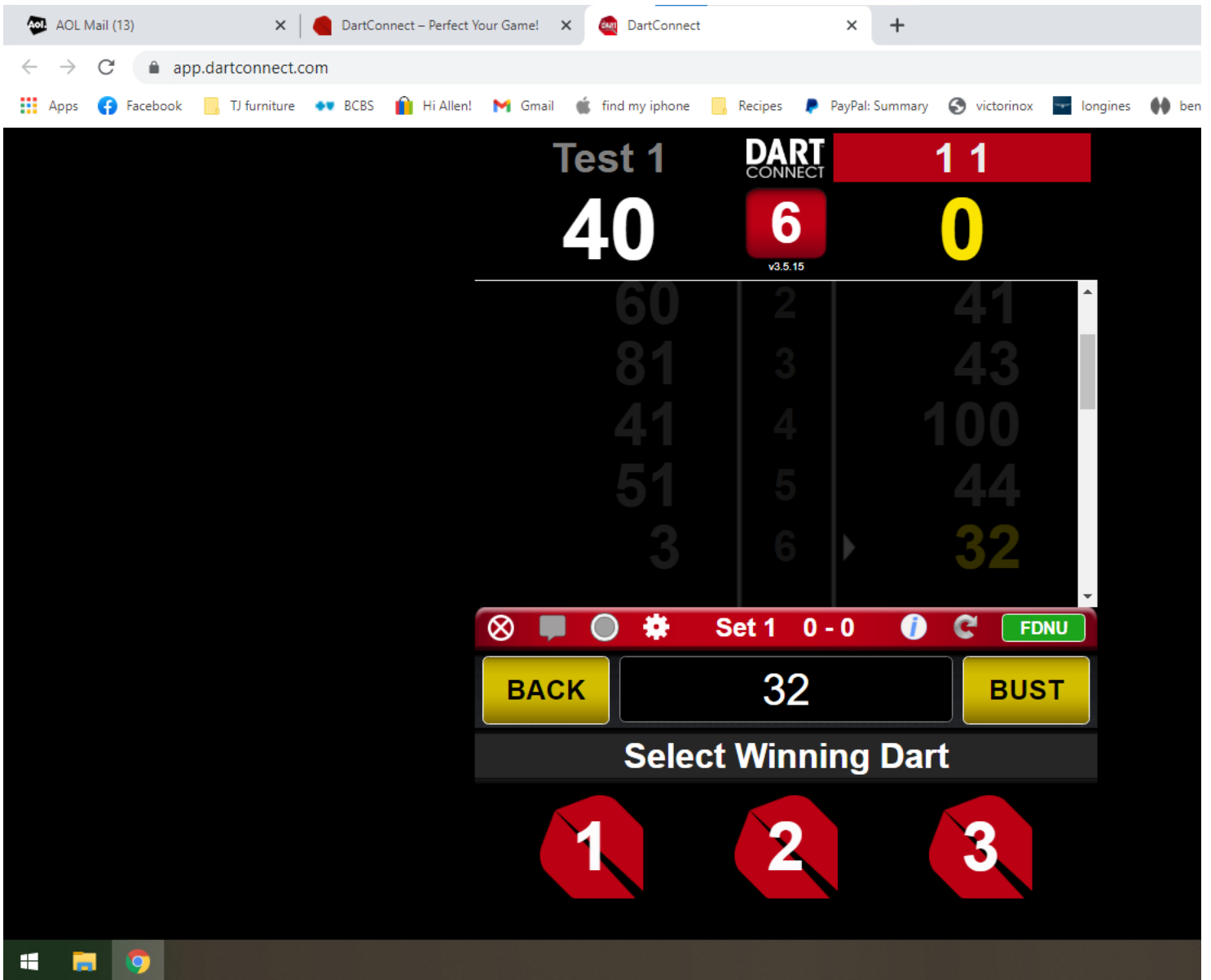
- In the above example, player AA is down to 94 and if he hits 94 out during this turn, you can click the shortcut icon (flight icon) for the number of darts it took in the last turn to finish the game. If player AA hit 94 out and it took all 3 darts of this turn, click on the flight with number 3. Otherwise, you can enter score if winning dart is thrown.
- If player AA busts (hits more than 94 this turn, or hits 93 to leave 1 remaining), hit the BUST button
- In this example, I will enter a couple more scores to setup another round where player AA has 40 left and player 11 has 32 left.



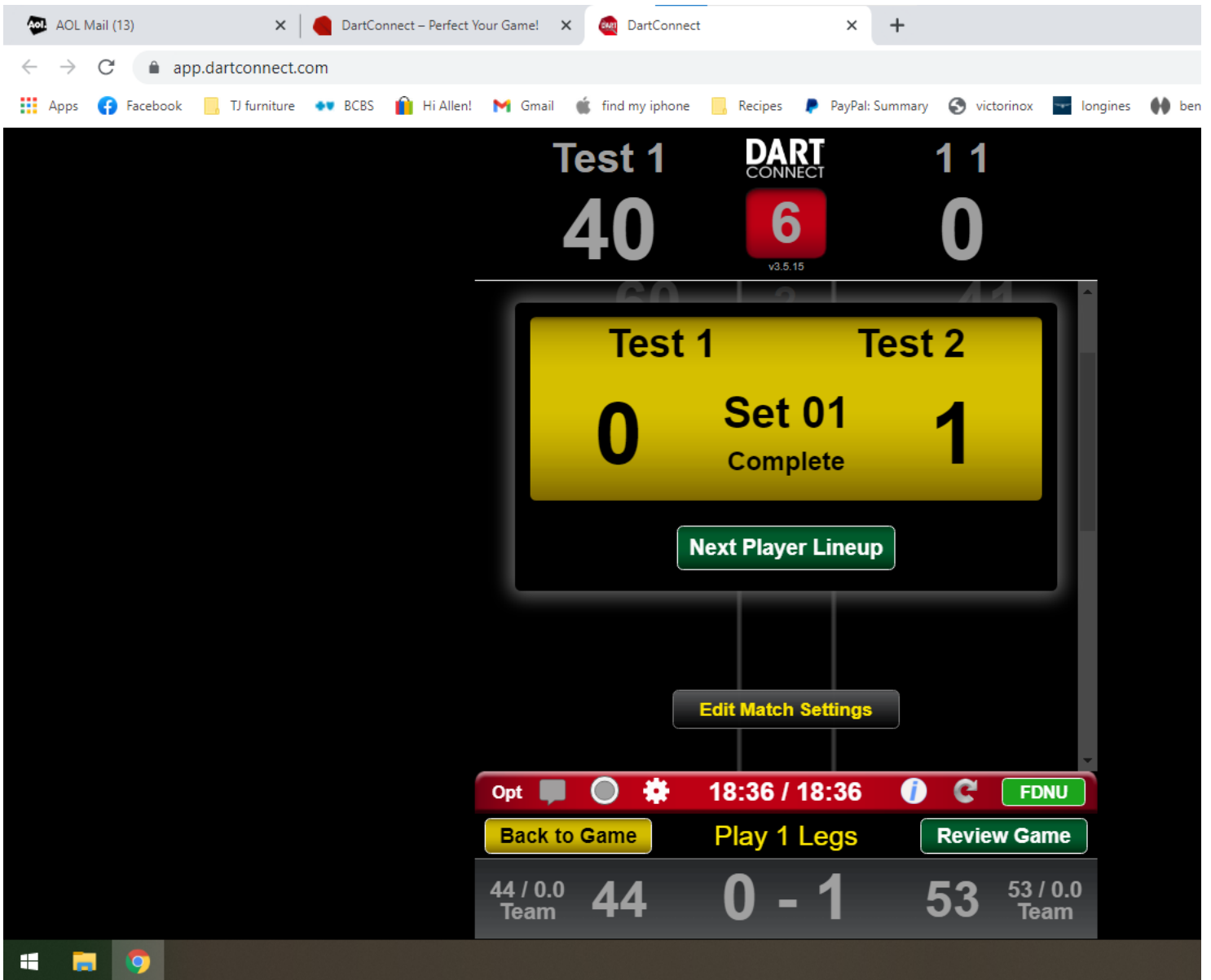
- You can continue to enter scores as needed, if players do not finish game yet.
- If a player busts, hit BUST
- If a player throws all three darts off of the scoring area while attempting to hit the double out, hit MISS.
- If a player hits the winning throw, you can either hit the shortcut out buttons (flights with 1, 2, 3) according to how many of the three darts the player took to hit the winning dart. Or you can enter 32 for example, if player 11 hit the out (in which case it will later prompt you to enter the number of darts thrown in the last round by the winning player)
- In this case, I will enter 32 for player 11 to finish the game.



- The screen then shows the winner, click on CONFIRM.

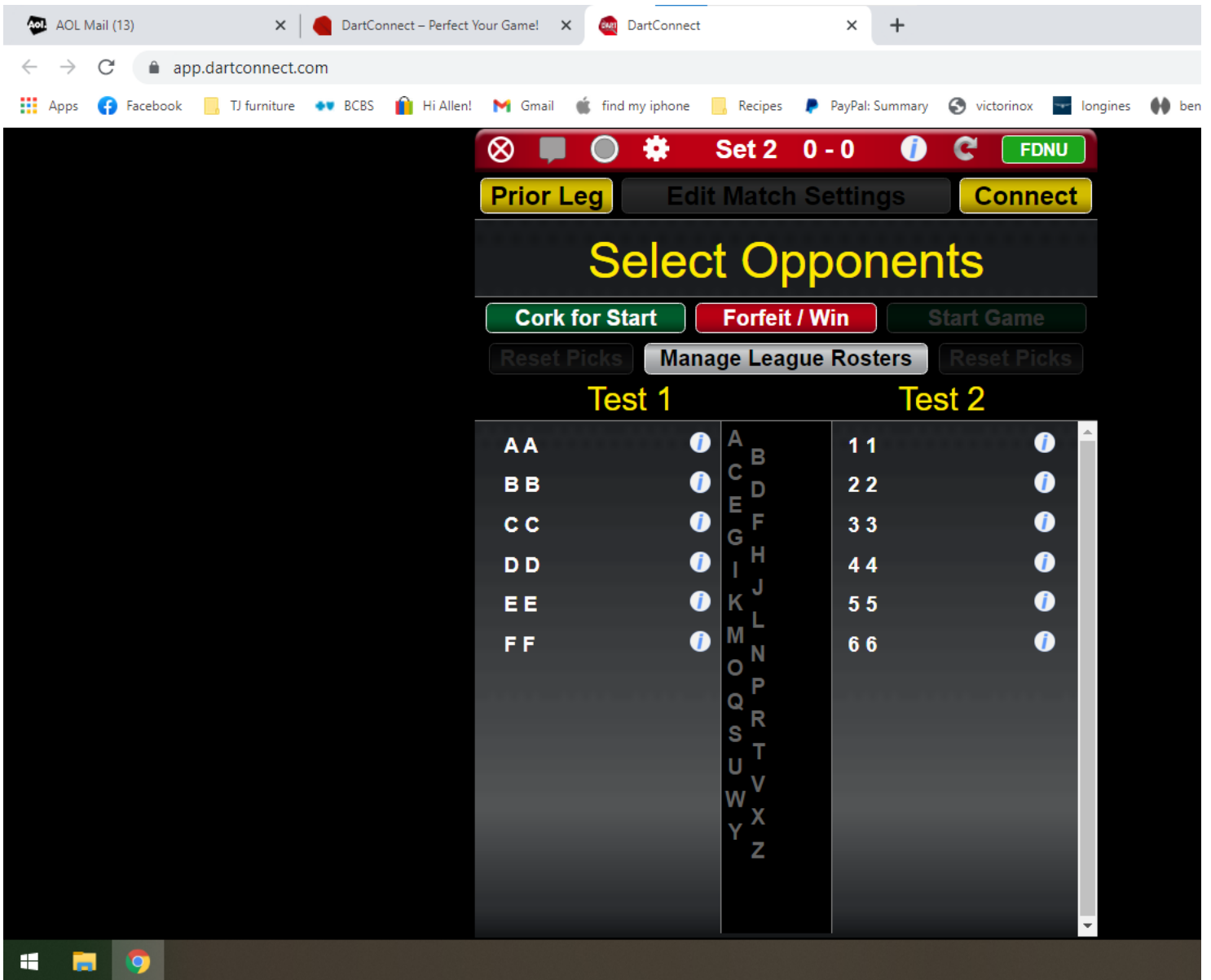


- Because I entered 32 to close the game, it then prompts me to choose how many darts the player threw in the winning round. Click on 1, 2, or 3.



- It shows the result of that game and the current total team score for the match in yellow, as shown above. NOTE: at the end of games like this, it's the only time it will show the current match score (in yellow), so please note the current match score and make sure it's correct.

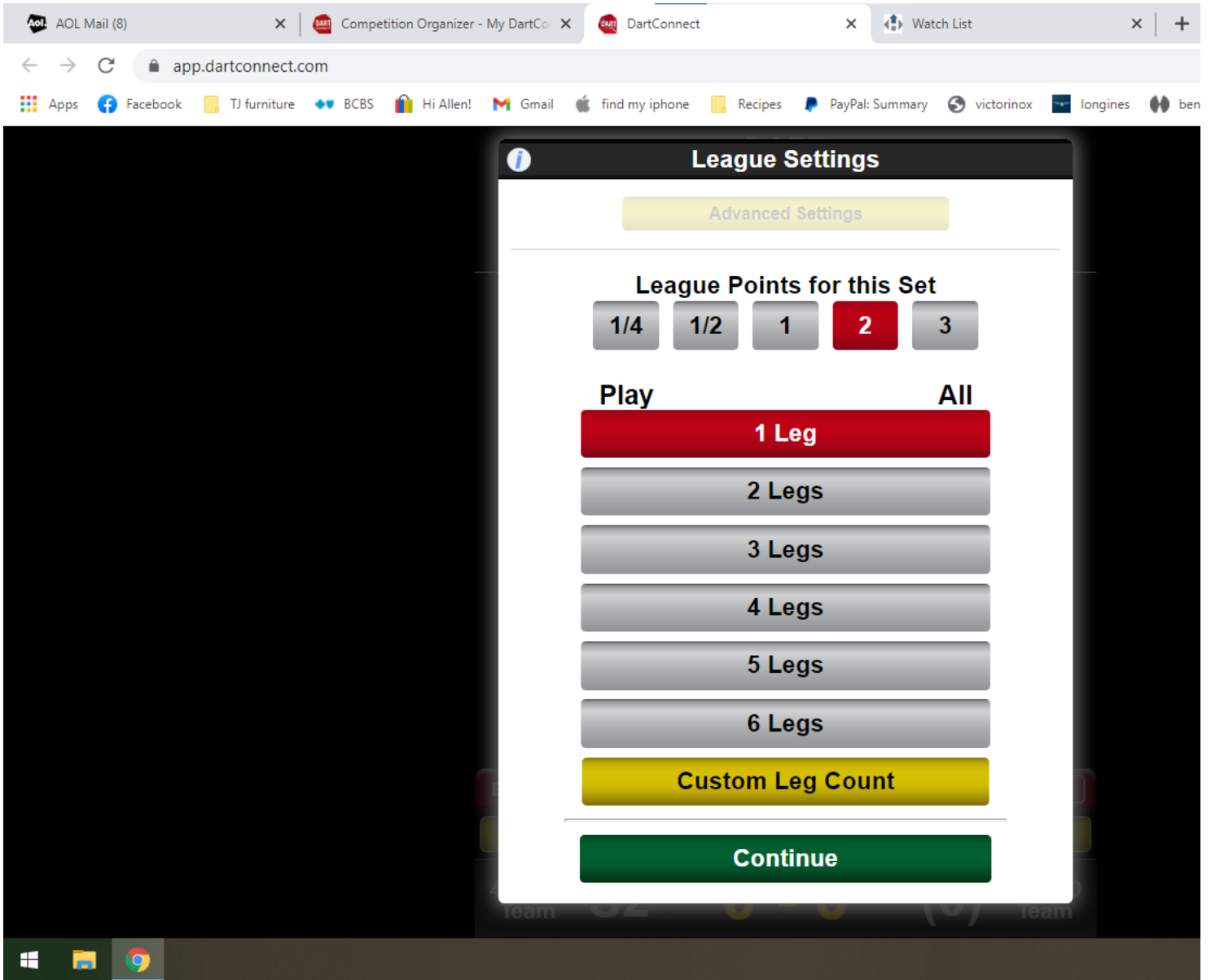
- Click on NEXT PLAYER LINEUP and it will revert back to selecting players for the next game.



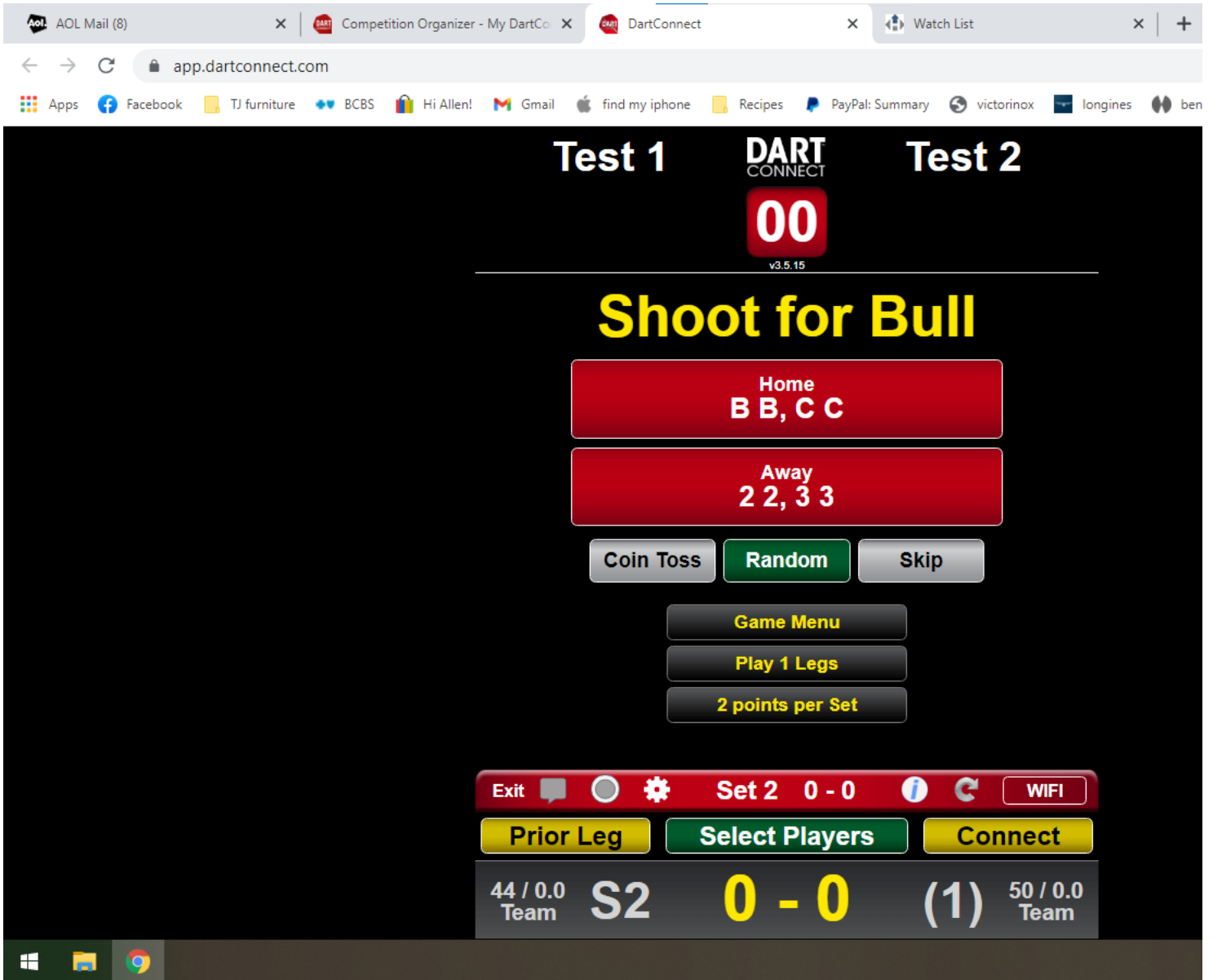
- Repeat the above instructions for 3 more singles 401 games.
- When it's time to play the first doubles cricket game, you will click on two players for each team for each team to play. The two players will then be highlighted in red. In this example, I am using players BB, CC, 22, and 33.



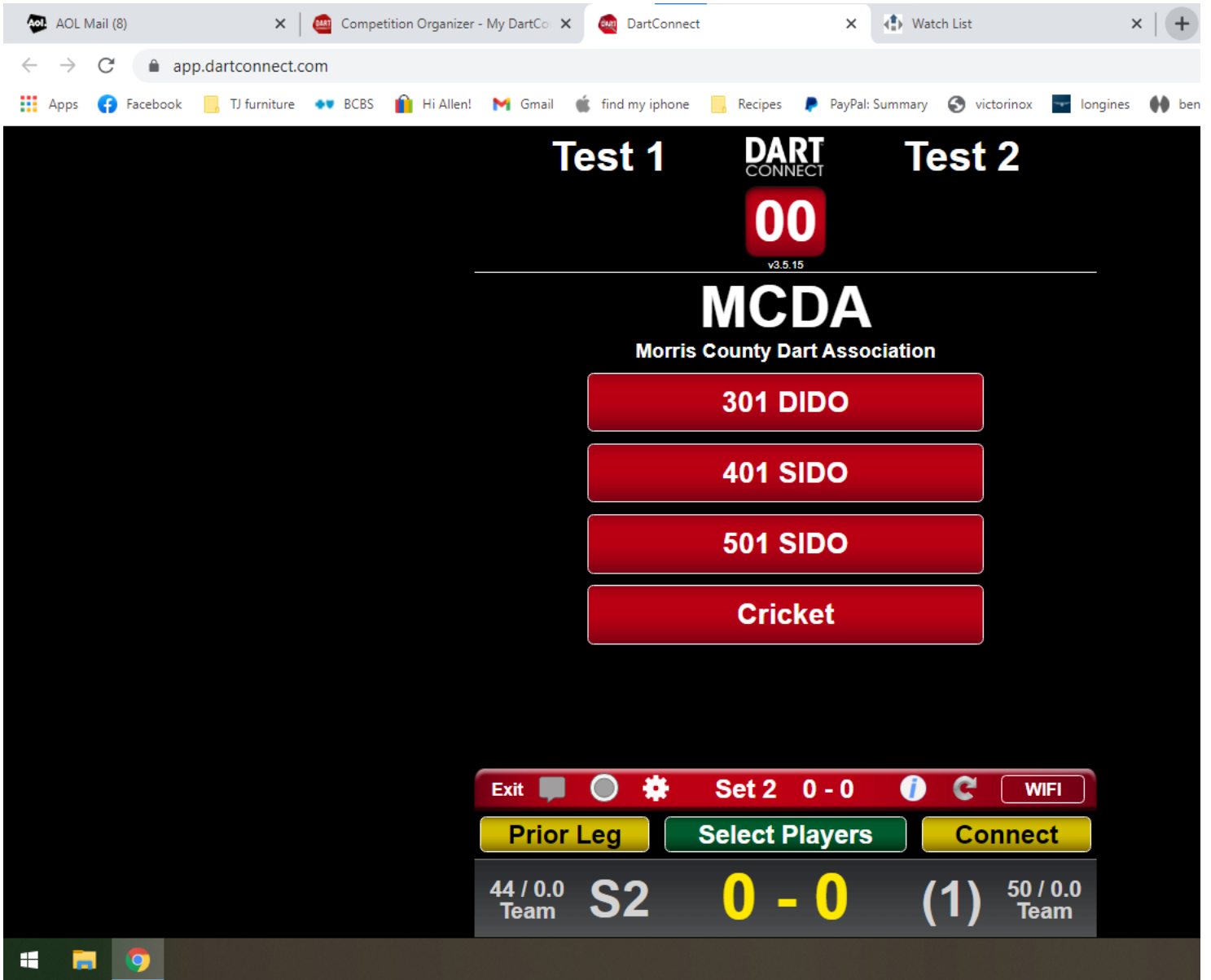
- Then click CORK TO START and have one player from each team throw at the bullseye to see which team shoots first.
- After clicking cork to start, you will again be prompted to select the league points for the game. For doubles cricket, select 2 points and 1 leg.



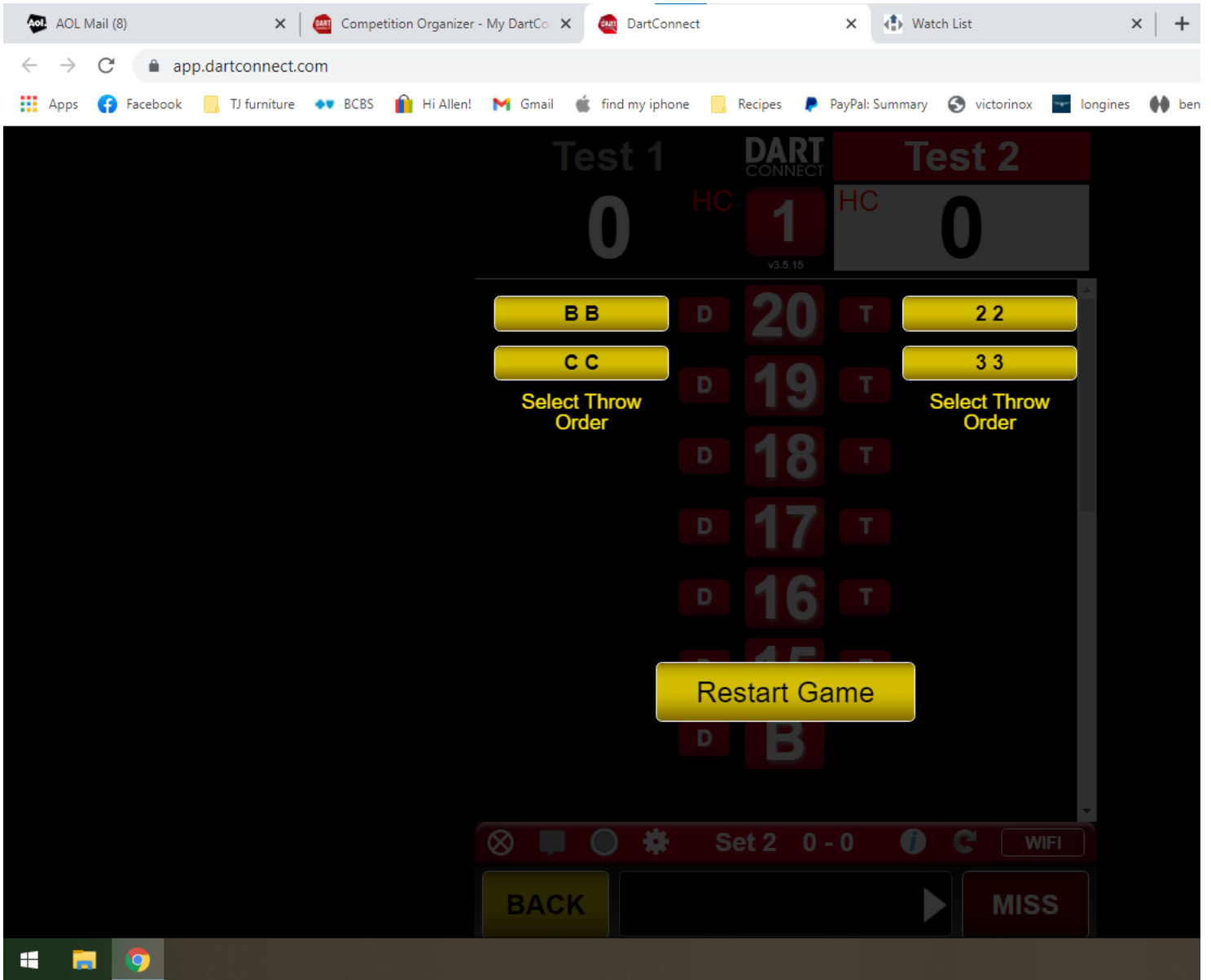
- Click continue and you will see the below screen.



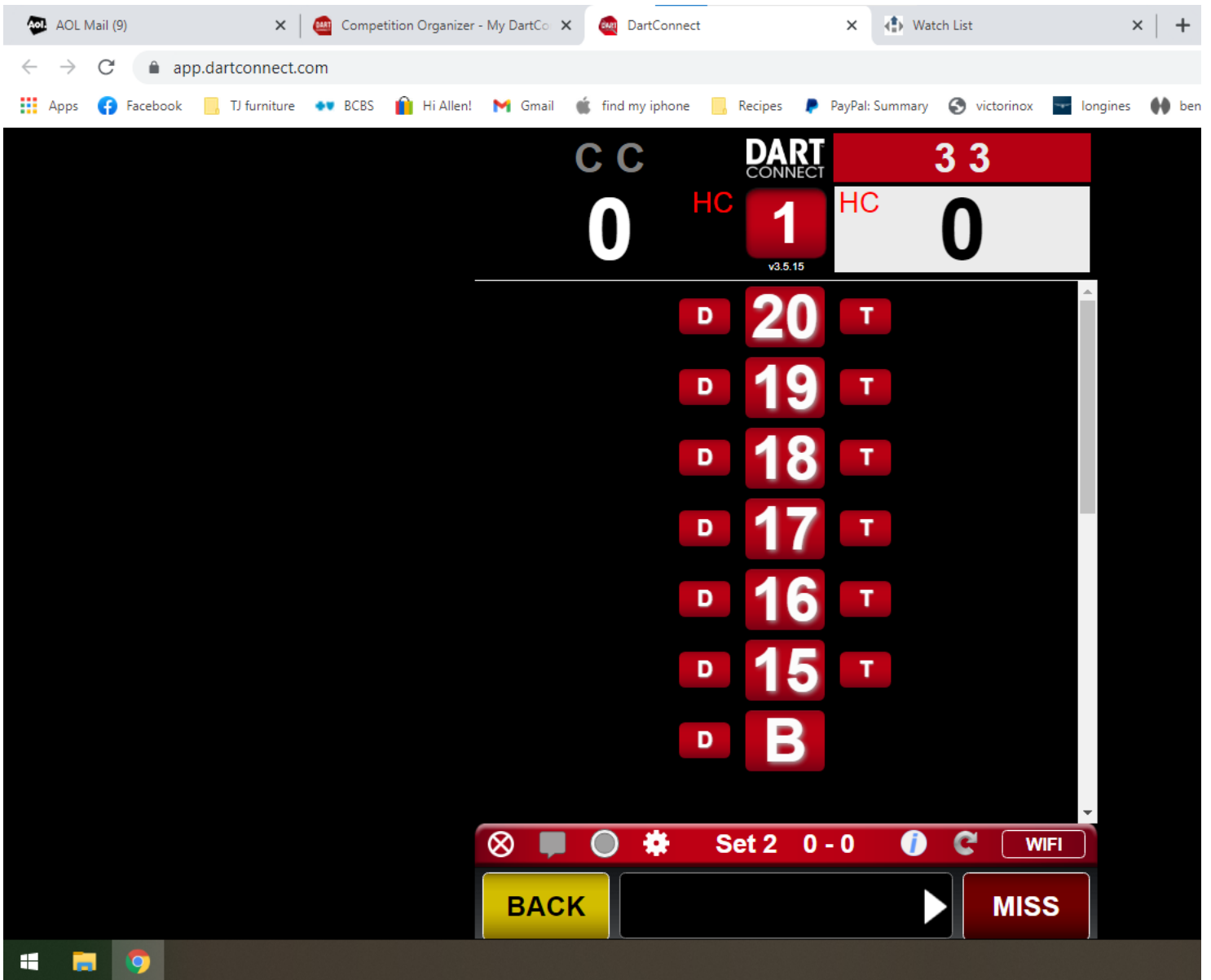
- Click on the team that won the bullseye shoot and will start the game. In this example, I will select the away team of 22 and 33.



- Next click on CRICKET
- The below screen will be shown and all 4 player names are shown in yellow.



- Click on the player from each team that will throw the first round for their team. In this case, I will select CC and 33.



- As you can see, the game is beginning with the away team shooting first, and player 33 shooting first for their team.

- You can then proceed to score the double cricket game. After each turn score is entered, the screen will show the name of the player this is to be shooting the current round.

- Cricket marks can be entered as follows:

single mark (1) - click on the center number (20,19, etc) once for one mark

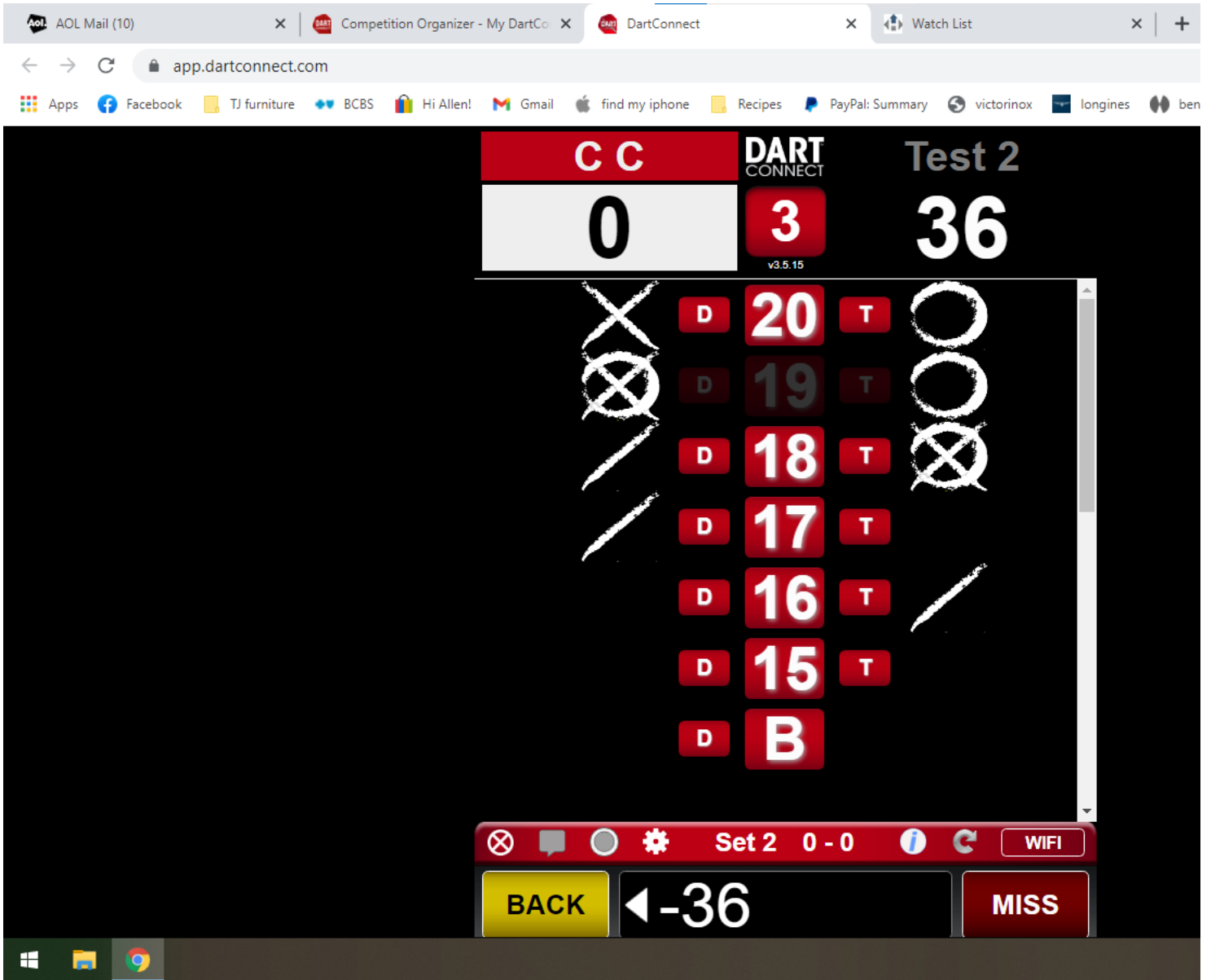
double (2) - click on the D to the left of the number

triple (3) - click on the T to the right of the number

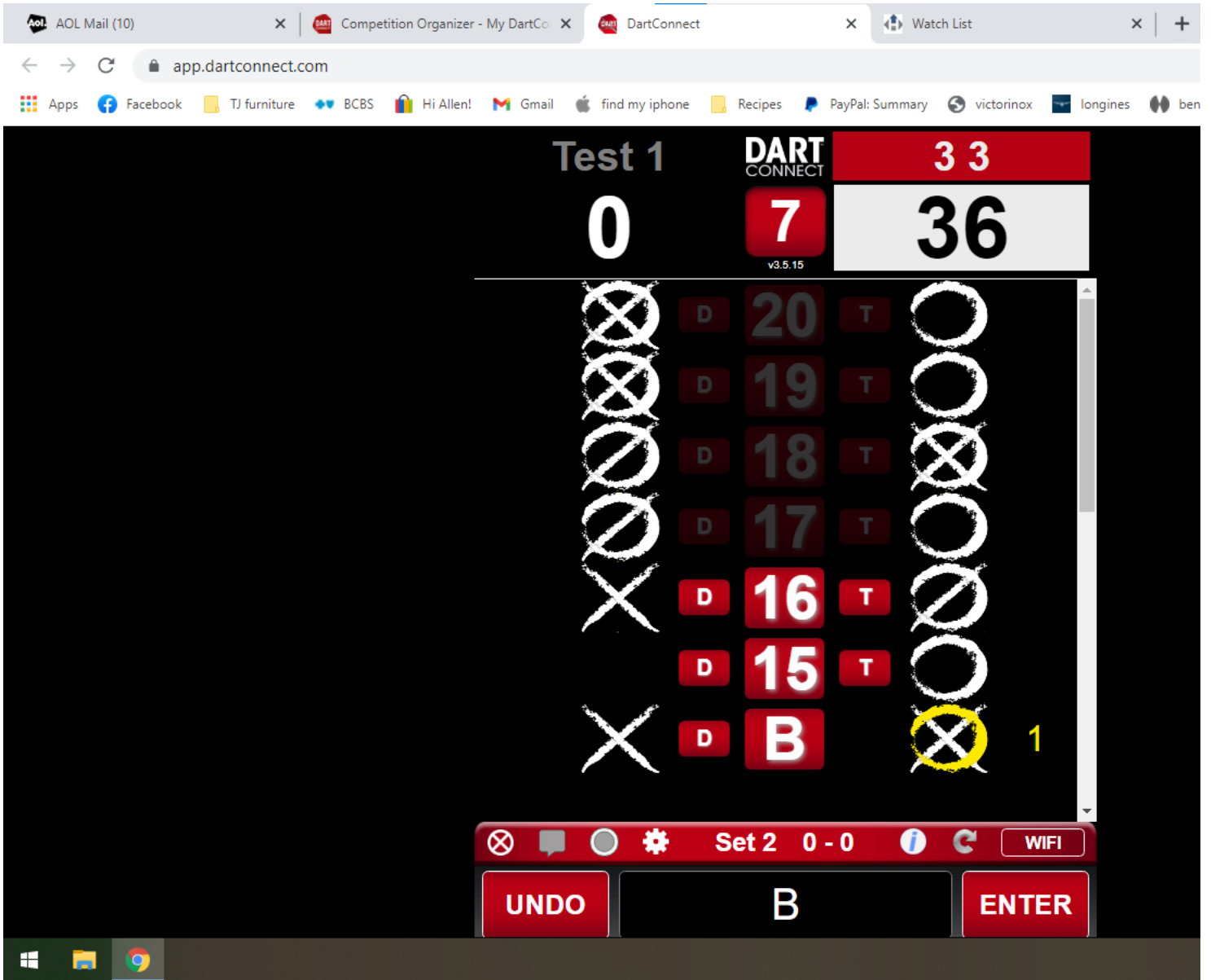
- NOTE: You must click the entries for each dart properly. Single marks should be entered as one click of the number. For example if the player hits three single 20s, click on the 20 three times. If the player hits a triple 20 and two single 20s, click on 20 twice and the T next to the 20 once. Dartconnect tracks statistics for triple hit percentage, miss %, etc. Thus, you should not, for example, click on a Triple (T) if a player hits 3 singles. If you do this, it causes inaccuracies in statistics for the player.

- For each round you can only click 3 entries for scoring. So, if a player hits 5 marks on the 20, the scoring app will not allow you to enter 5 single marks. Instead, you must enter a triple and 2 single marks.

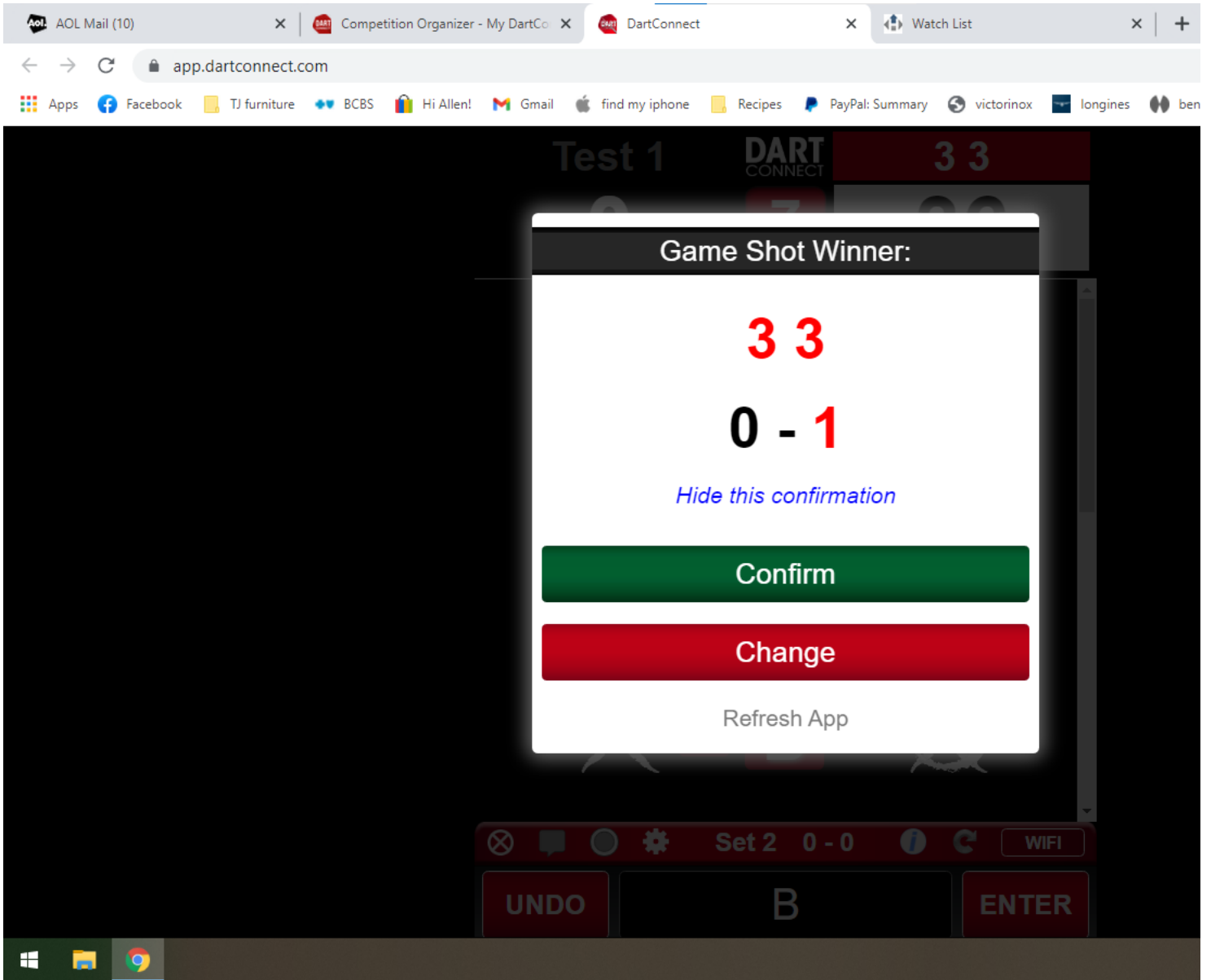
- Mid game, it should look something like below:



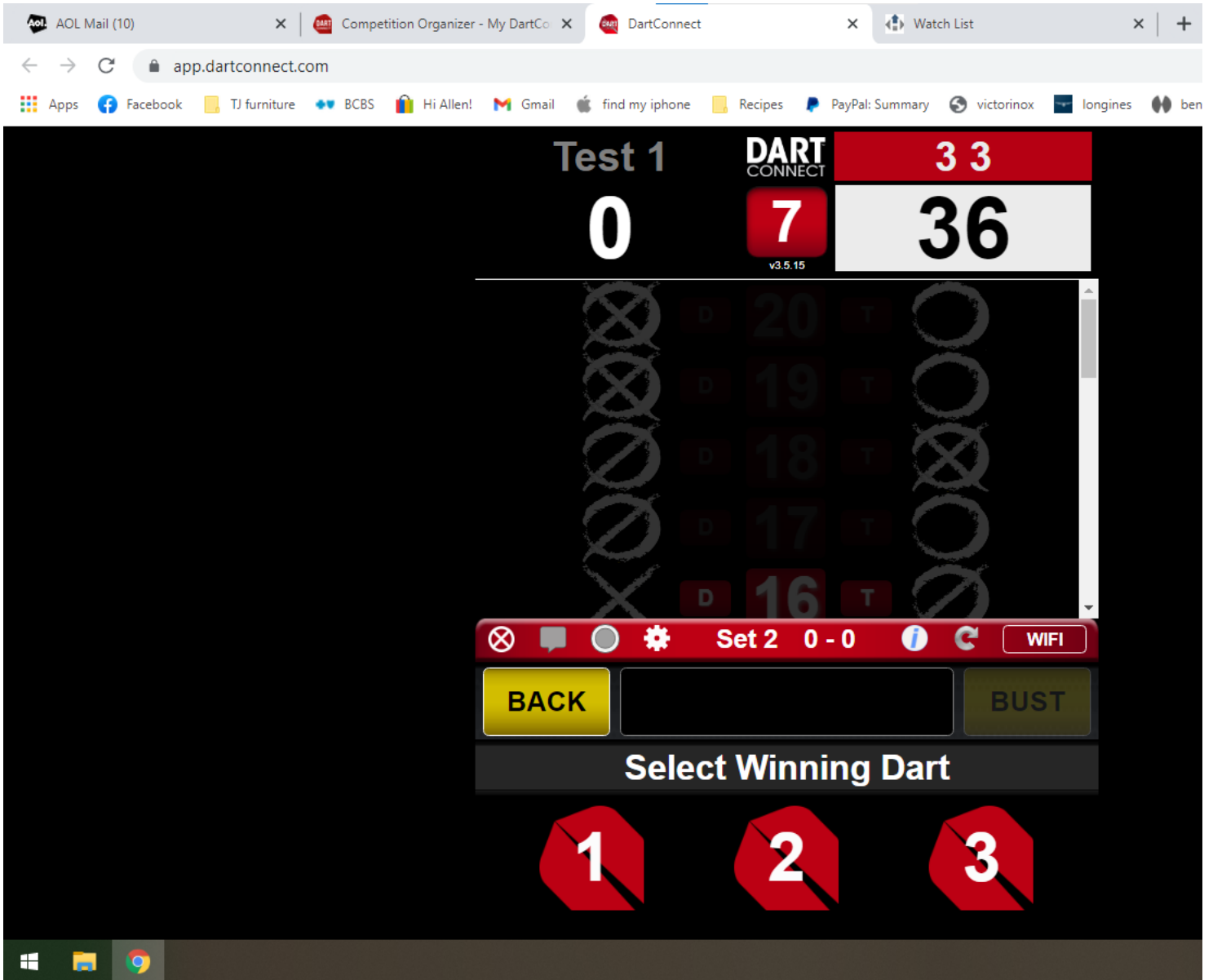
- The end of the cricket game may look like this:



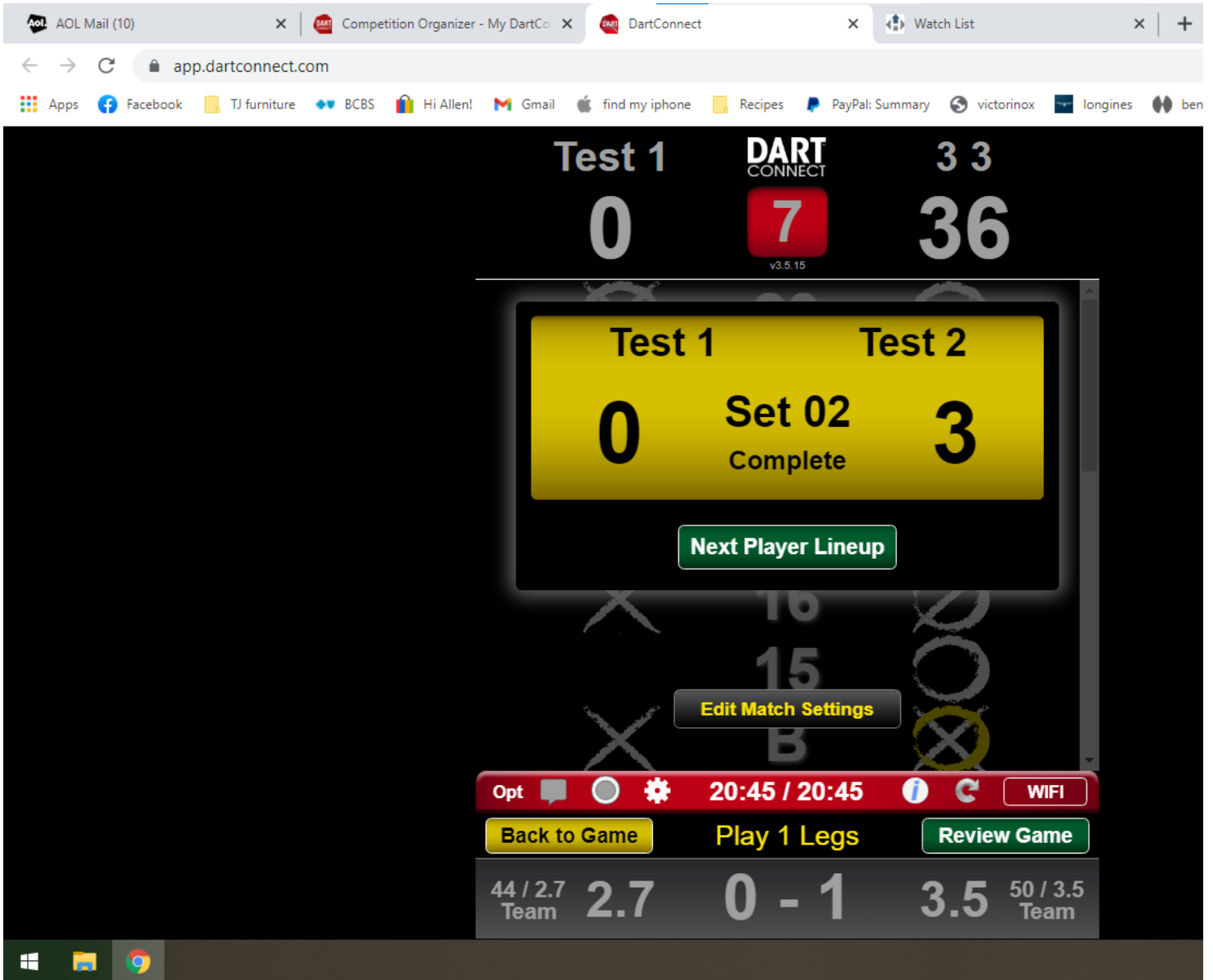
- Click enter to enter that final scoring round and you will see this.



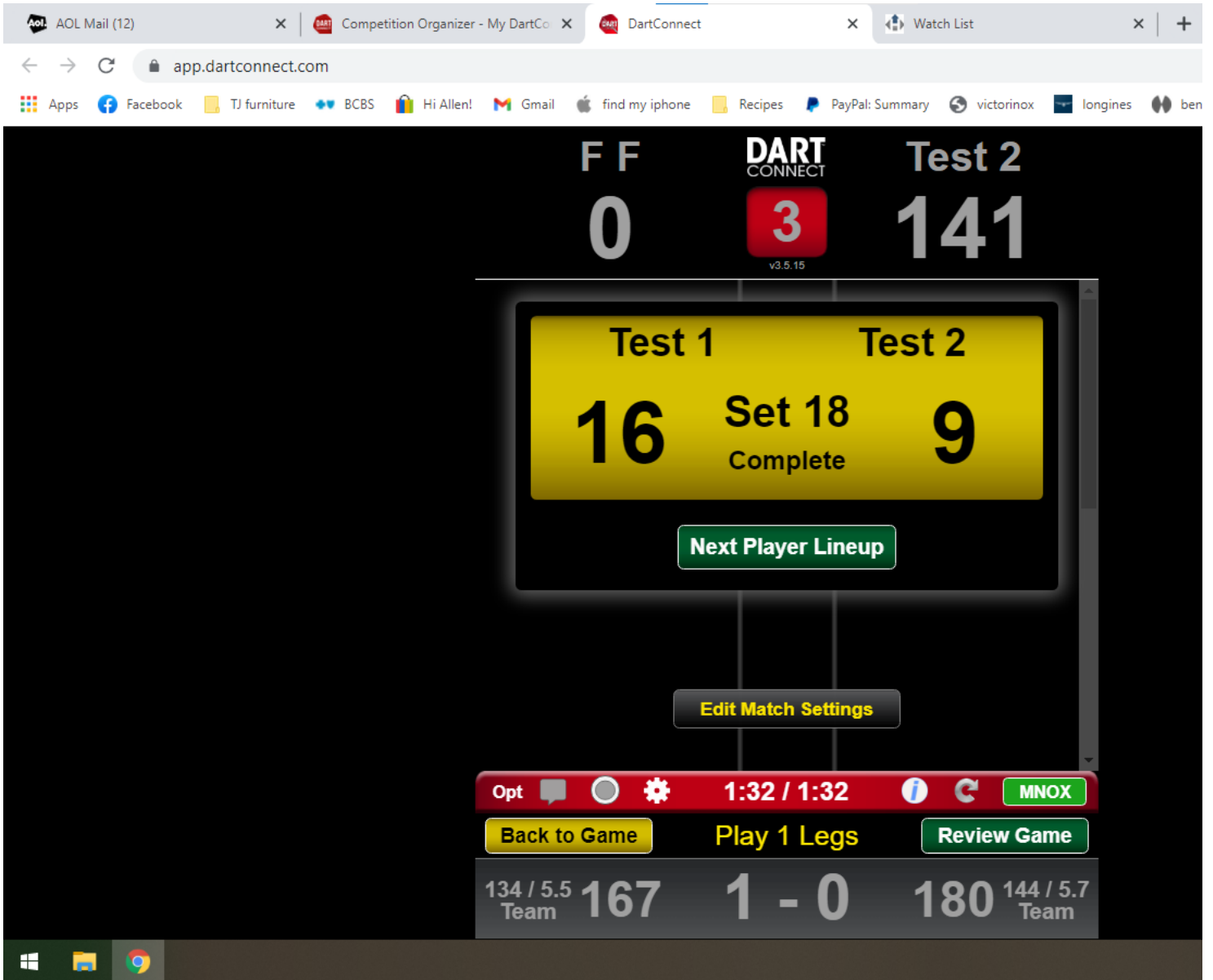
- This shows the result of the game and asks you to CONFIRM. Click confirm. You will see this.



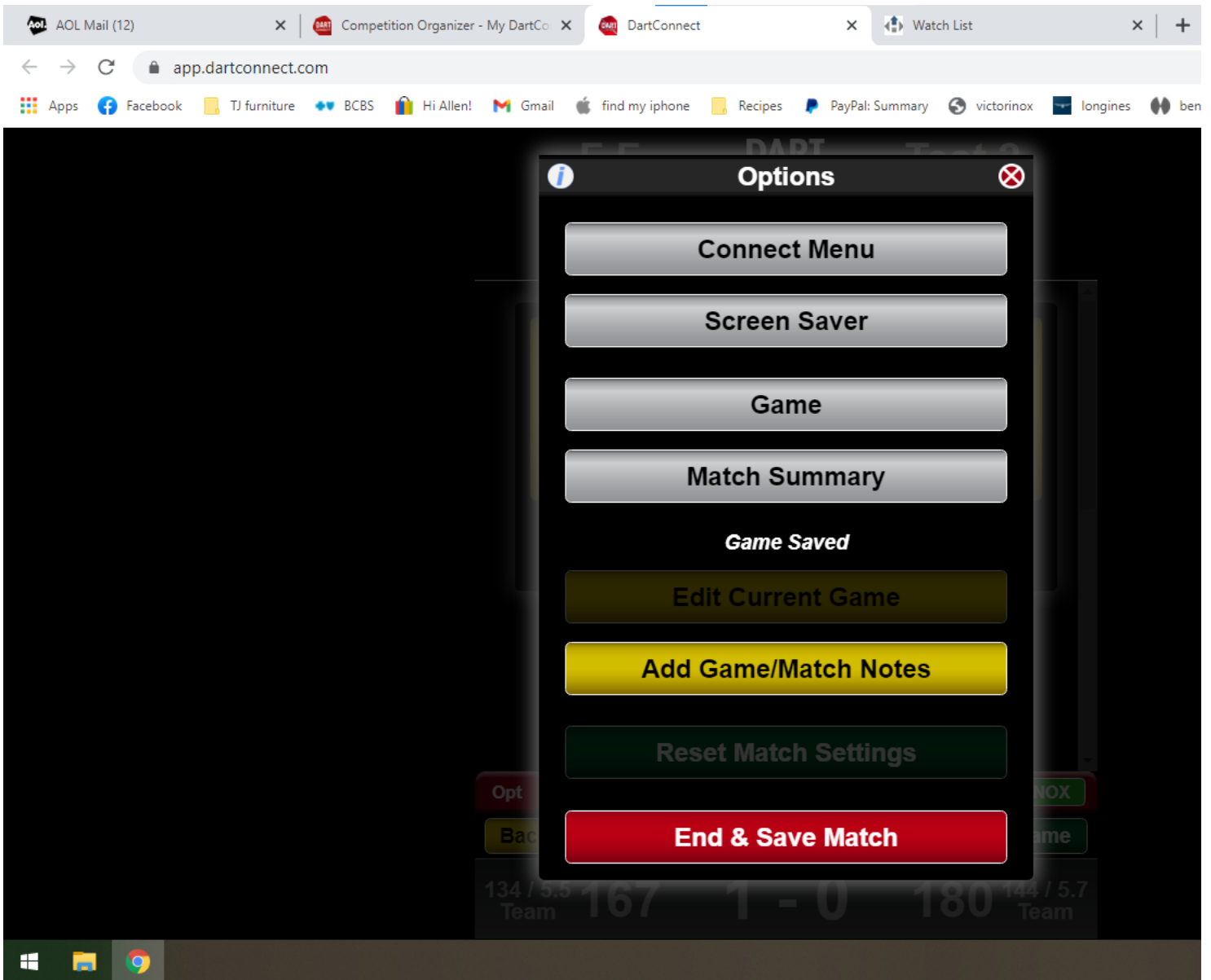
- Just like in 01 games, it prompts you to enter how many darts (out of 3) the last shooter had to throw in the last round to finish the game. Click on 1, 2, or 3. You will see this next.



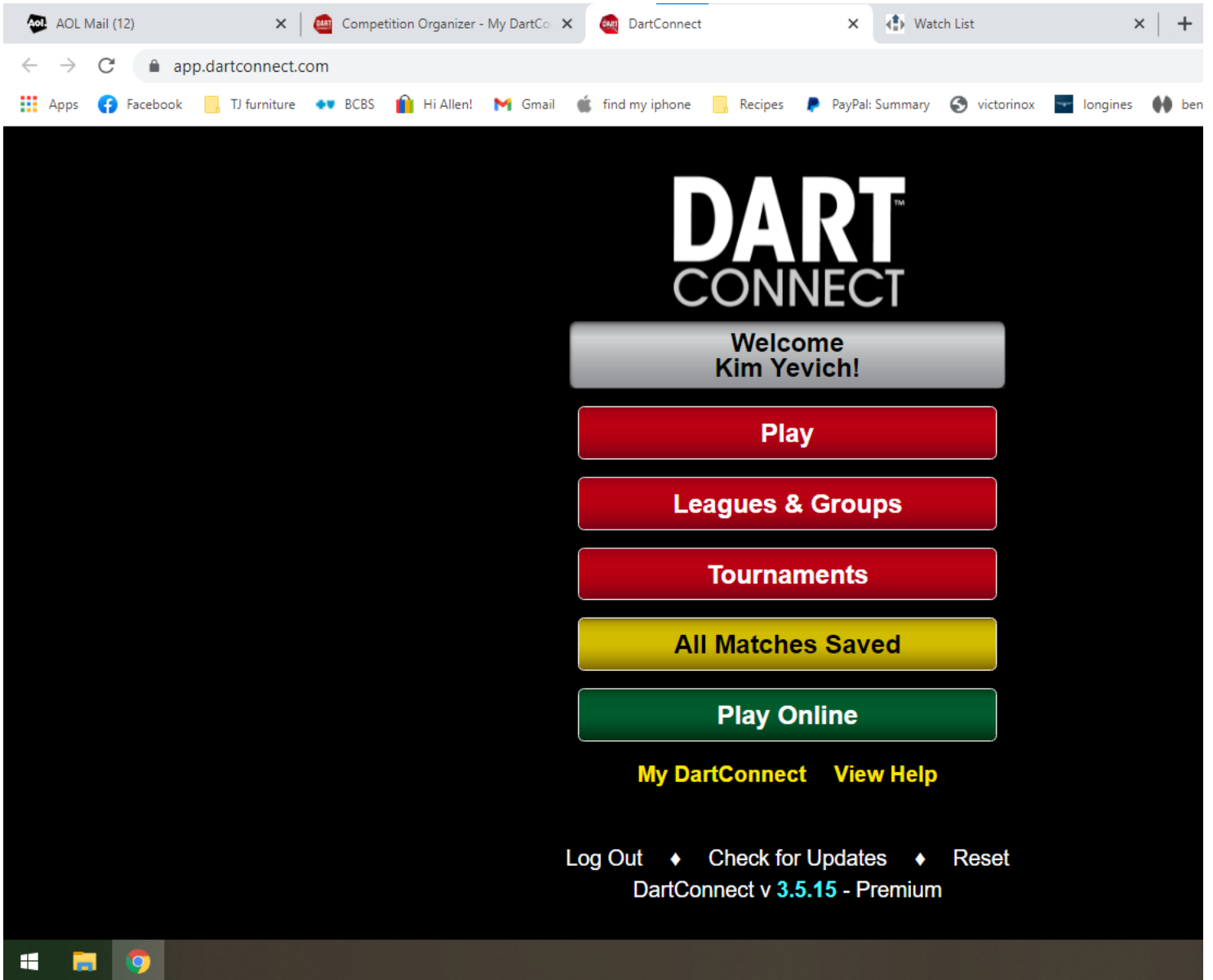
- As you can see, it again shows the current match score: 3-0, team test 2 is in the lead.
- Click on next player lineup and go through another setup for the next game, as done already for previous games above.
- Once all 18 games have been played you should see the match score that totals 25 points, like the following:



- To end the match, click on the small OPT button towards the lower left, which takes you to this screen.



- You can also click MATCH SUMMARY to get to a screen that shows some team averages and which team won each leg.
 - To finish the match and upload all the stats to Dartconnect, click END & SAVE MATCH, then click CONFIRM MATCH SCORE, then click on SAVE MATCH, and EXIT
- This will take you to this screen:



- This is basically the scoring app home screen. You will see in YELLOW color where it says ALL MATCHES SAVED. This means the match was saved properly and you are done. If it says 1 UNSAVED MATCH in yellow, just wait maybe 10 seconds until it shows ALL MATCHES SAVED. If it continues to show 1 MATCH UNSAVED, you can wait longer to see if it updates...or eventually leave the bar with your tablet. You can later sign into the scoring app when the tablet is on your home wifi and see if the status changes to NO UNSAVED MATCHES. If it continued to say 1 MATCH UNSAVED, this generally means your match just has not been saved to the DC server yet. Call me the next day if this happens.