USAPL SCORING APP HOW-TO

USAPL scoring app works in tandem with FargoRate app.

Download both apps FargoRate <u>AND</u> USAPL Scoring from the Apple App Store or Android Google Play.
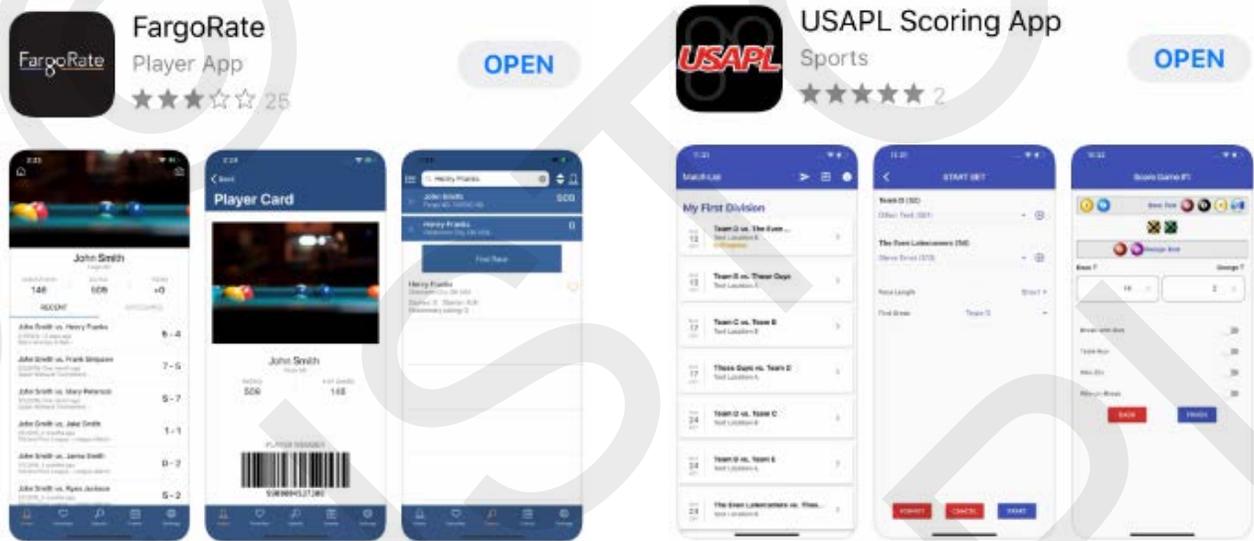
Open up FargoRate app first and click on "Sign Up". Enter your Player Name.
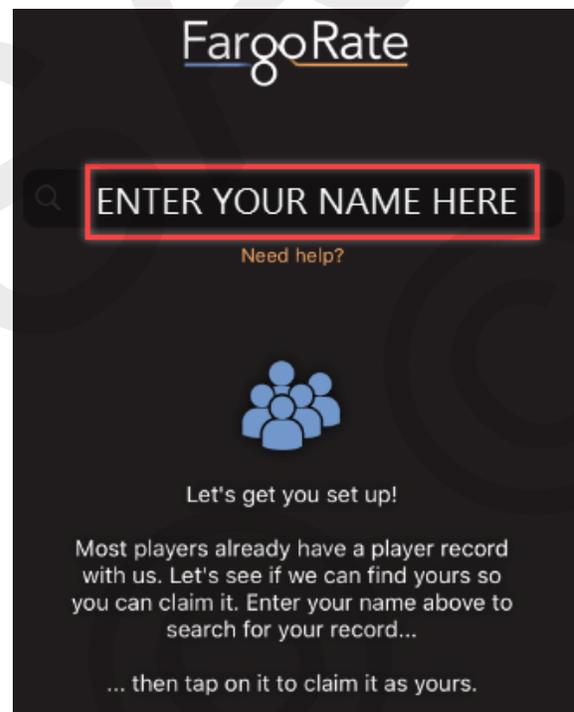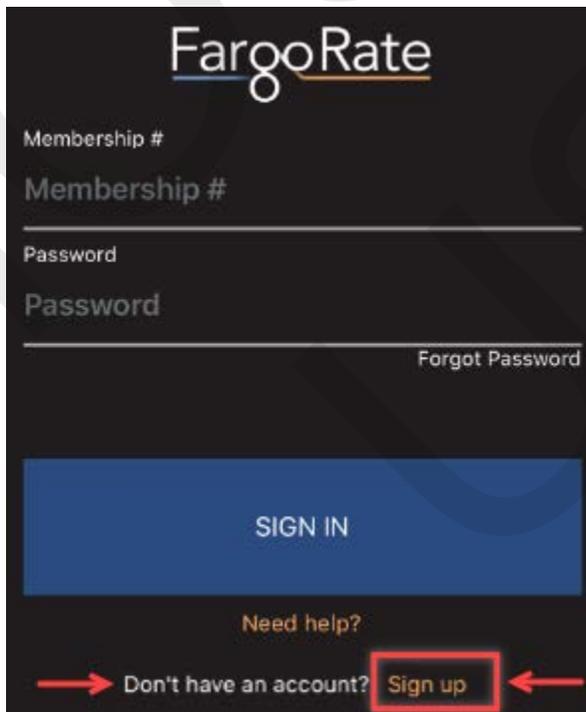
Once your name appears, click on it to claim your account. It will provide you with your Member ID #. **THIS IS THE ID # TO USE FOR BOTH FARGORATE AND USAPL APPS!**

Once clicked YES, follow prompts to claim your number. An email address is needed to confirm claim of the account.
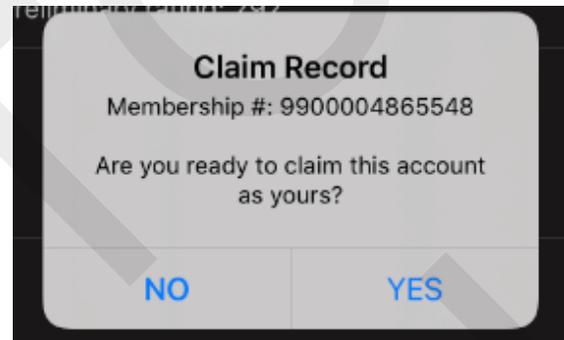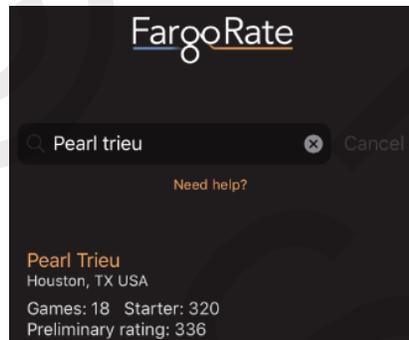
After confirming your email, you can now log into both FargoRate and USAPL Scoring apps using your member ID # and the same password for both apps.

FargoRate will show your member stats, which include your current Fargo Rating, your Robustness (# of racks played thus far), and a history of matches recorded and the results. You can also find players and their ratings, as well as race calculator.
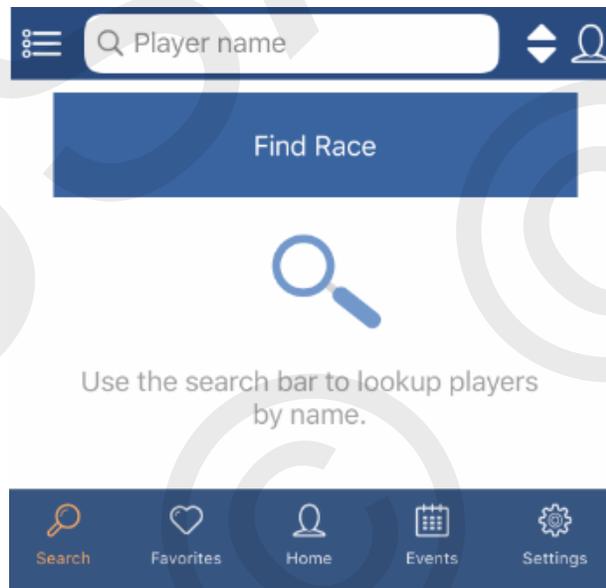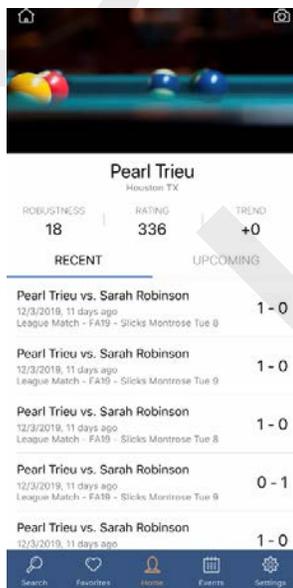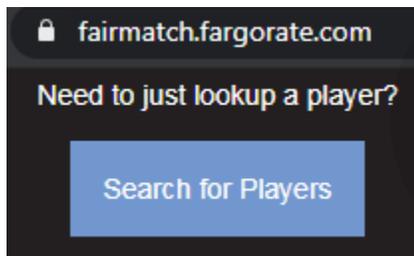
If you have already claimed your number but do not remember what your Member # is, go to fairmatch.fargorate.com and click on "Search for Players". Enter your name and click on "Lookup". It will look up your name, Member #, Robustness, and current Fargo Rating.

If still having trouble finding your Member # or trouble claiming your Member #, please contact support@fargorate.com

Open up the USAPL Scoring App. Use the same FargoRate member # and password to log in. Once logged in, home screen will show the division's upcoming matches.
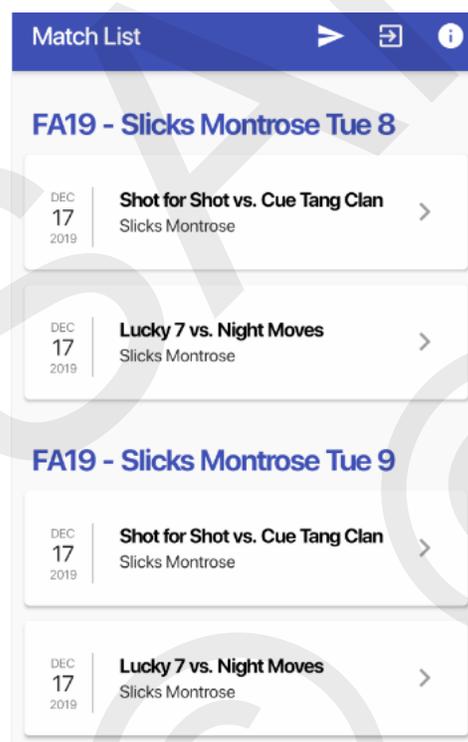
On the home screen upper right hand corner, there is a match hand off (▶) and a logout (⤵) button.

Match Handoff is used so team members can pick up scoring where someone else has left off in between phone apps.
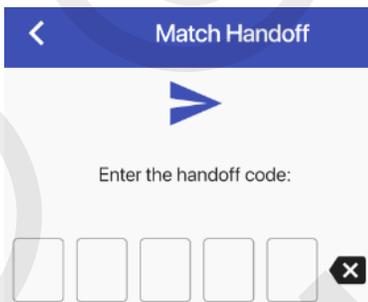
The current member scoring will generate a unique code, in which the new member to take up scoring will enter the handoff code to continue scoring on their own app.

==Make sure to select the correct format, either 8 or 9!==
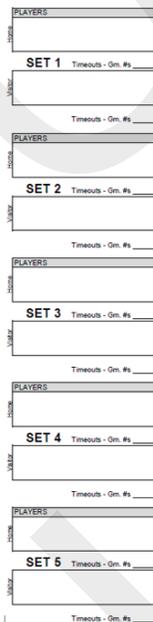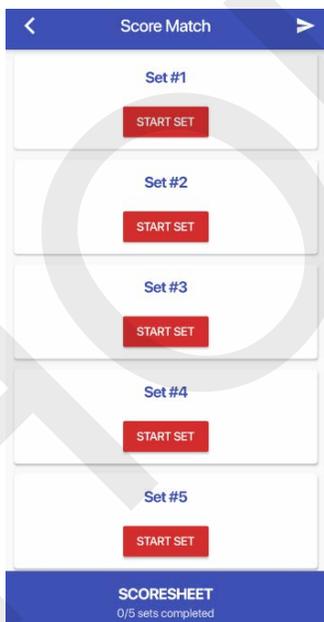
Once the match to be played is selected, the Home screen turns to "Score Match" screen. Similar to the paper scoresheet, select the correct set to start scoring.

Once a set has been selected, you will choose which team player is playing against the opposing team member. When selecting players, members' Fargo Rates are automatically updated/displayed.

START SET

Cue Tang Clan

Select player...

Lucky 7

Select player...

Race Length   Short

First Break   Cue Tang Clan

FORFEIT   CANCEL   START
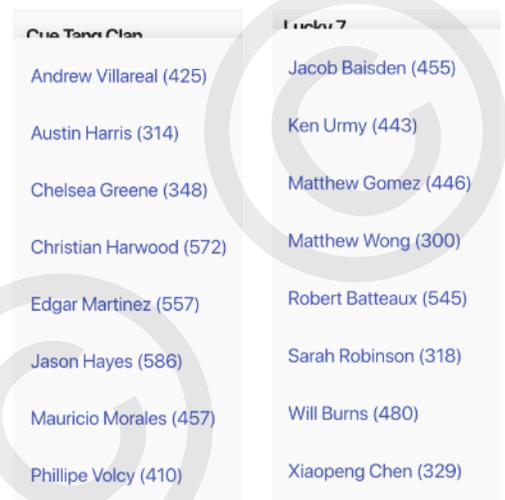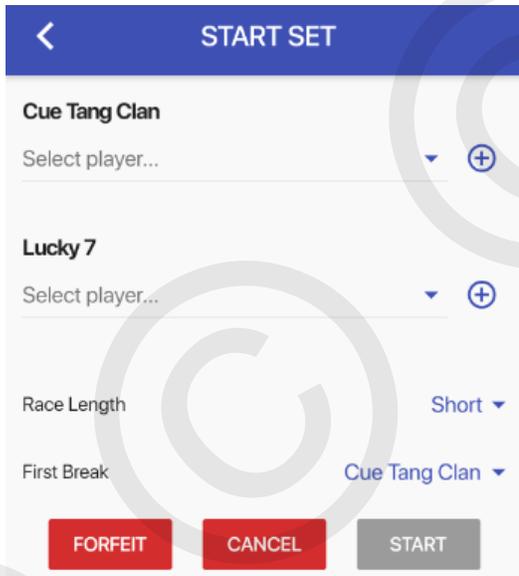
Home Team is always on top.

Visitor Team is always second.

Race Length is always SHORT.

    (app will automatically calculate race)

First Break is team that wins the lag.

Forfeit is used when forfeiting the set.

SAMPLE MATCHUP

START SET

Cue Tang Clan (62)

Edgar Martinez (557)

Lucky 7 (46)

Will Burns (480)

Race Length   Short

First Break   Cue Tang Clan
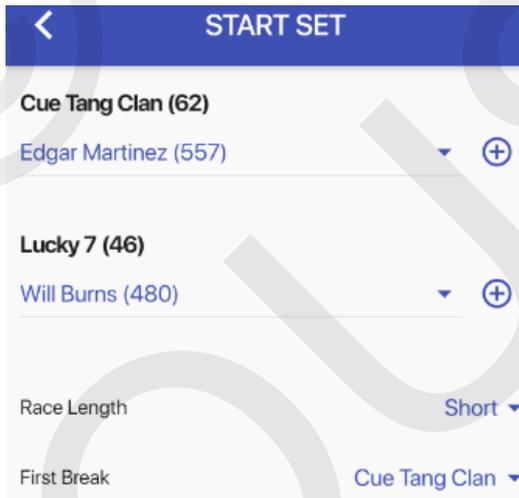
Once the matchup is set, click on start.
The screen will display the following:

Set #3

Edgar Martinez   Will Burns

48 points to hill   32 points to hill

0   0

0   62   0   46

TOs: ___, ___, ___   TOs: ___, ___, ___

Score Game #1

RESET SET

Set #3

← indicates who is breaking

Edgar Martinez   Will Burns

48 points to hill   32 points to hill

0   0

0   62   0   46   Players' "Race To" Count

TOs: ___, ___, ___   TOs: ___, ___, ___   Time Outs Taken

Score Game #1

RESET SET   Clears out the whole set

SAMPLE SCORING

Set #1

Jason Hayes   Robert Batteaux

45 points to hill   26 points to hill

5   14

0   64   0   54

TOs: ___, ___, ___   TOs: ___, ___, ___

Score Game #2

RESET SET

Score Game #1

Edgar M   Will B

| 14 ✕ | 5 ✕ |

Break-and-Run ⬤
Table Run ⬤
Win-Zip ⬤
Win-on-Break ⬤

BACK   **FINISH**

8 BALL

8 Ball matches are scored at the finish of the rack.

Winner receives 14 points.

The other player receives however many balls they have pocketed (or 7 - # of balls left)

Score Game #2

Edgar M   Will B

| 0 ✕ | 14 ✕ |

Must check a win-type for this score.

Break-and-Run ⬤
Table Run ⬤
Win-Zip ⬤
Win-on-Break ⬤

BACK   **FINISH**

If able to leave opponent with 0 points, you must choose a win-type for the score. The app will prompt you to choose what type of win the rack was before moving on to the next game.
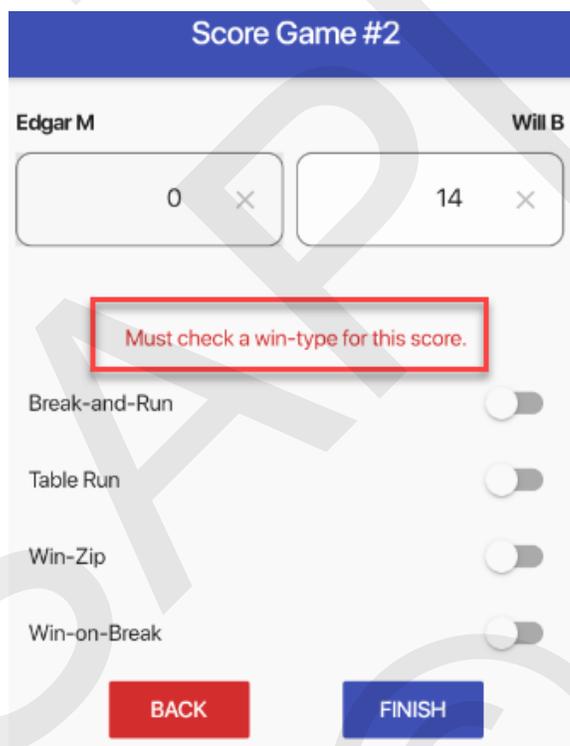
Cue Tang Clan

86
seconds

CANCEL   DONE

Lucky 7

21
seconds

CANCEL   DONE

If player takes a timeout in the middle of a game, simply click on the "TOs" to prompt a countdown of the timeout and to mark which game the timeout was taken.

Lucky 7

TIMEOUT FINISHED!

CANCEL   DONE
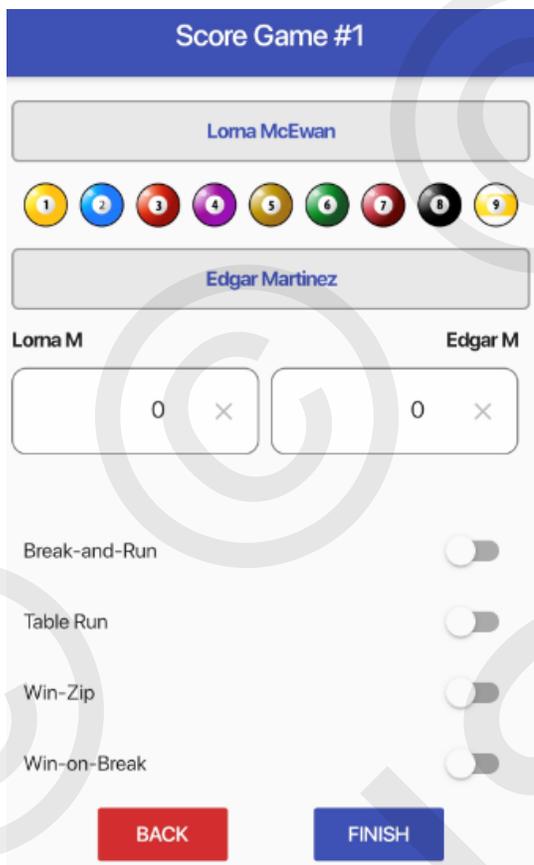
9 BALL

9 Ball games are scored as the games happen.

Swipe the ball pocketed by the player to the player's name. The ball count will automatically calculate. Player that takes the 9 ball will automatically have a 14 point score.

SAMPLE SCORING
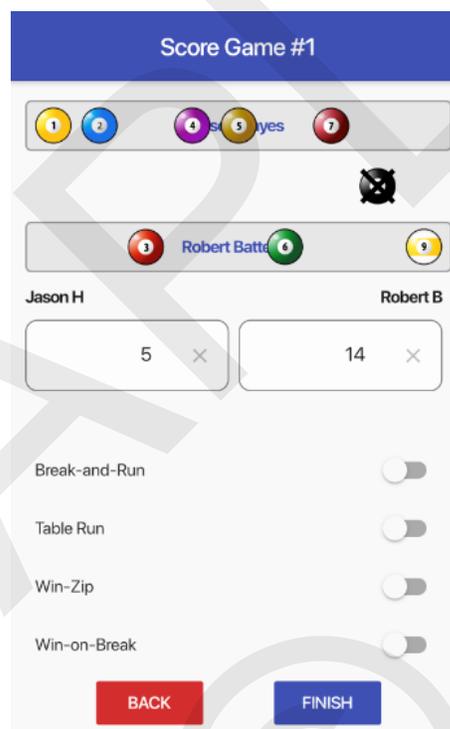
Dead balls are X'ed out. To count a dead ball, double click on the ball and do not swipe. It will not count towards either player's ball count.

If able to leave opponent with 0 points, you must choose a win-type for the score. The app will prompt you to choose what type of win the rack was before moving on to the next game.
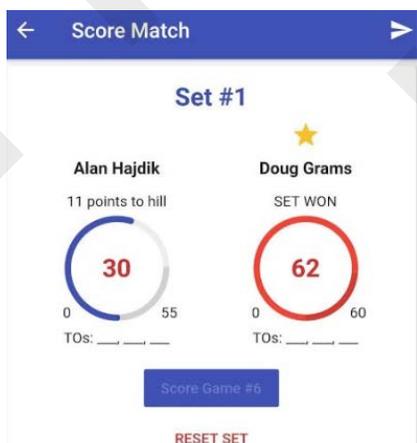
Time Outs work the same as 8 Ball.

Winner of the set will be indicated with a star.

Set History #1

#	SCORE 1	SCORE 2	TYPE	EDIT
1	5	14		✏ 🗑
2	14	6		✏ 🗑
3	14	1		✏ 🗑
4	0	14	WB	✏ 🗑

Once games have been completed, you can still go back and edit the scoring if there are any scoring discrepancies. Simply click on the Set in question and it will show you a history of the game results. Click on ✏ to edit.

Once all games have been played and scores confirmed, the bottom of the Score Match screen should indicate 5/5 sets completed. **SWIPE UP** to show the match summary as well as to SUBMIT MATCH in order to turn in your match results.

Score Match

Set #1
START SET

Set #2
START SET

Set #3
START SET

Set #4
START SET

Set #5
START SET

SCORESHEET
0/5 sets completed

SCORESHEET
5/5 sets completed

Score Match

Set #1

Alan Hajdik — 11 points to hill
30
0   55
TOs: ___ ___

Doug Grams ⭐ — SET WON
62
0   60
TOs: ___ ___

Score Game #6

RESET SET

Set #2

SCORESHEET
5/5 sets completed

Night Moves   Spooky Action

SUBMIT MATCH

1	Alan Hajdik	30
	0 (mov) + 0 (wb)	
2	Kiem Bui	144
	44 (mov) + 100 (wb)	

SAMPLE SCORING

Night Moves   Spooky Action

SUBMIT MATCH

1	Alan Hajdik	30
	0 (mov) + 0 (wb) + 30	
2	Kiem Bui	144
	44 (mov) + 100 (wb)	
3	Bryan Lam	54
	0 (mov) + 0 (wb) + 54	
4	Hannibal Estrada	22
	0 (mov) + 0 (wb) + 22	
5	Bethsabe Salas-Bonilla	20
	0 (mov) + 0 (wb) + 20	

Rating Penalty
546+313+467+506+323=2155 (2375)   0

Total Points   270

All calculations are automatically done by the Scoring App.