Port Talbot Friday Darts League V3

Match player recording screen

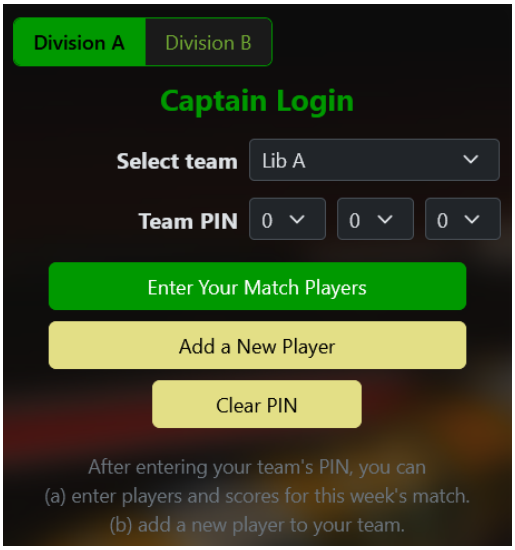
Please use this document as an aid in using the new player recording screen on the PT Friday darts website.

There are multiple report screens that use this data so it is important that the correct information is entered.

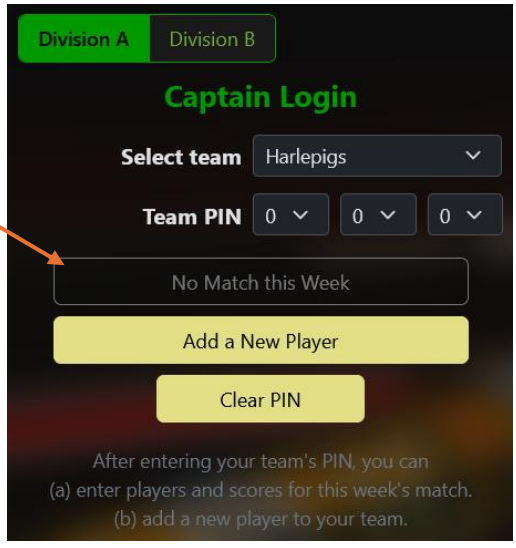
Using your PC, tablet or a mobile, click on the **Captain Screen** button which is on the bottom of the **Live Match Scores** screen



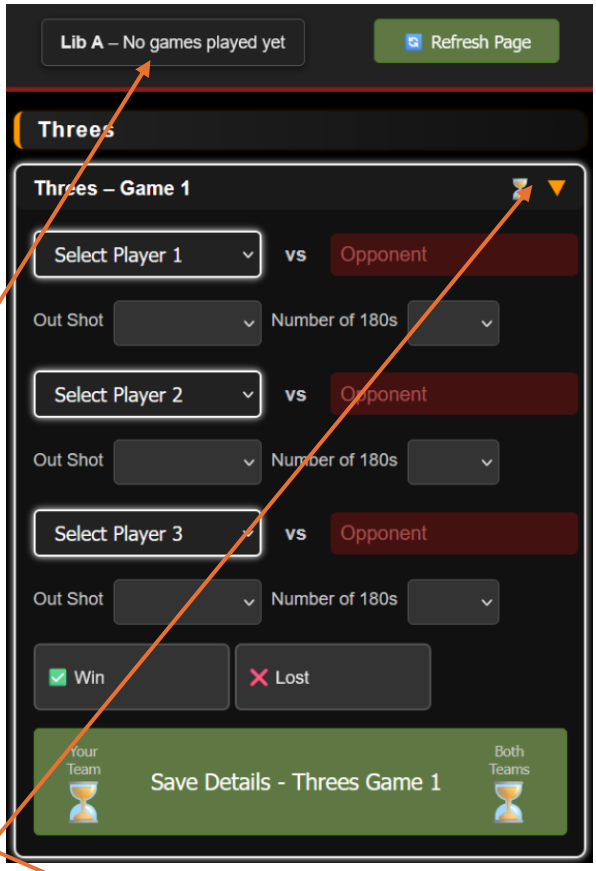
After clicking on the button, you will see this screen on the right where you enter your team's division and name and PIN number. Then click on the **Enter Your Match Players** button to enter your match details. The system will remember your selected division, team and PIN number so you will not have to enter it the next time you use this screen. There is a Clear PIN button to remove the previously entered PIN number if you want it removed for any reason.



If there is no match for your team this evening or in the previous 7 days then you will see a screen such as this



After you have successfully entered the PIN number for your team and pressed the **Enter Your Match Players** button, you will see a screen similar to that shown on the right.



This part of the screen shows the live match score and updates automatically every 15 seconds (you will see a green border 'pulse' around the box when it being updated). At the same time, the Opponent Name/s (if entered and saved by the other team's captain) and Win/Loss/Not Played Yet is updated. The same information is also updated when the Refresh Page button is pressed or you press any **Save Details** button for any game.

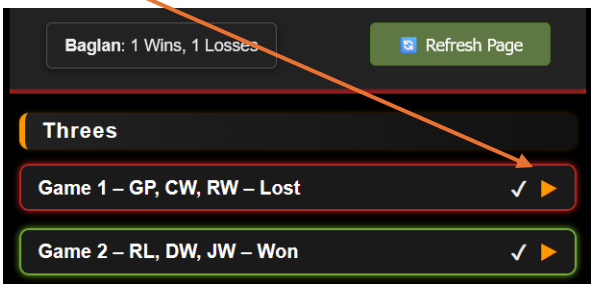
If you scroll down the screen, you will see entries for all games in that match.

Any player name that needs to be entered has a bright White border.

If a Win or Lost has been entered by either yourself or the other team's captain, then the players' names will have a green border for a Win and a red border for a Loss.

Once you have saved the game details, then I suggest clicking on the amber arrow head to collapse the match details and so making outstanding game details that are yet to be saved easier to be seen.

Here is an example of what you see if you collapse a game. If they have been entered, you will see initial of your players and the game has a green border for a game your team has won and red for a game that your team has lost.

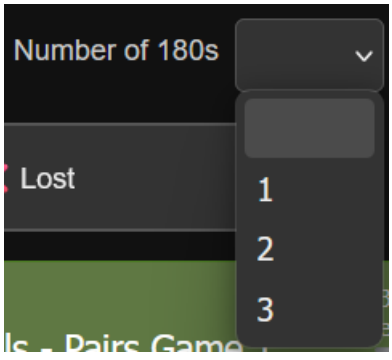


There are 3 buttons pinned to the bottom of the screen that allows you to easily control the view of all of the collapsed/expanded games –



Please note that all the information you are entering is for your team only. The Opponent player's name is entered by their Captain and appears on your screen as read only.

If you enter a win for a game, the system will not allow you to save it unless you have an Out Shot against a player's name. If you click on the Out Shot, the system will present you with a list of all possible out shots and you select one of those.



If a player hit one or more 180s, can you also enter that information for that player. The system will present you with a list of the possible number of 180s that can be hit by one player in that game type and you select one of those.

Also, if your Singles player wins their game and wins in 21 or less darts then select that number of darts presented by the system when you click in the Lowest # Number of darts thrown box.

You can save, change details and then resave as many times as you want until the match for your team is locked.

To ensure the Win/Lost/Not yet played option is correct, the system will update with the last saved option. E.g. if opponent captain enters Win by mistake and you enter Win then he will see Lost the next time your screen is updated.

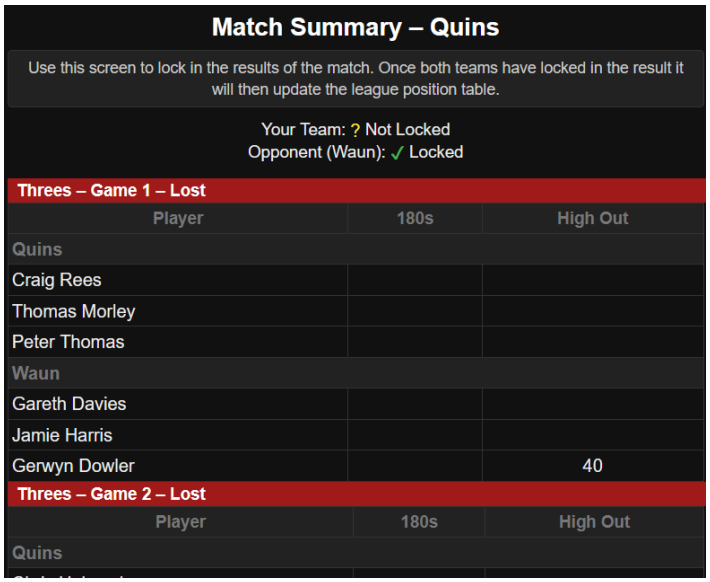
I have spent a lot of time putting in code to stop duplicate player names being entered by mistake. As an aid to stop that happening, you will see that if you select a player for a game then their name does not appear for selection for another game of the same type.

e.g. if you pick a player for the first Pairs, then their name does not appear for selection in either of the other Pair games.

After you have entered all of the details for your team, click on this button –



The system will then show you a new screen showing you all of the entered details by both teams-



Please check all of the data is correct (basically the same you would have done with the old score sheet before you signed it). If the data is correct, then click on this button -



If there is an issue with the data you have entered

e.g. missing player, missing score, missing out shot if you say a game was won, etc

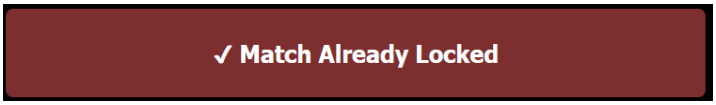
then the system will not allow you to lock the match and will tell you why. It also will not allow you to lock the score if the other team has already locked theirs and you both say the same game was won or lost so I strongly suggest filling in the details on the night of the match while you are in the company of the other team's captain (or whoever is entering the match details for them).

Personally, I would save details after each game has been played as the system will also check for bad/missing data when you try and save a game's details.

If the match details have been locked then you see a button under every game similar to this -

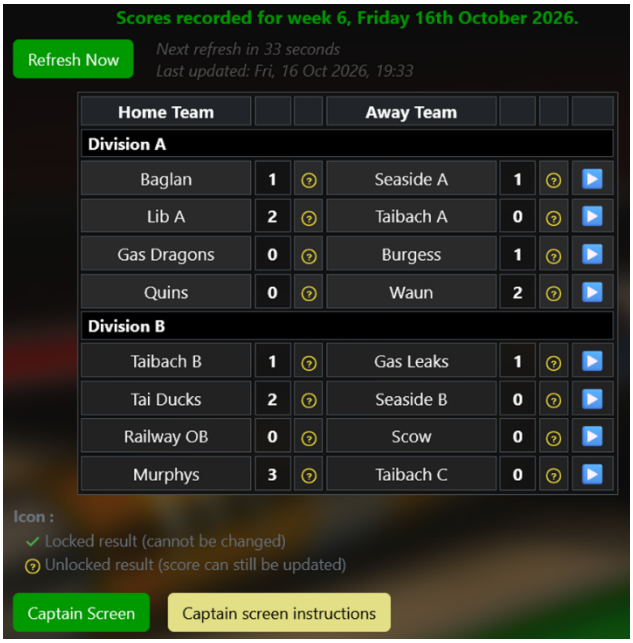


And this button at the bottom of the screen -



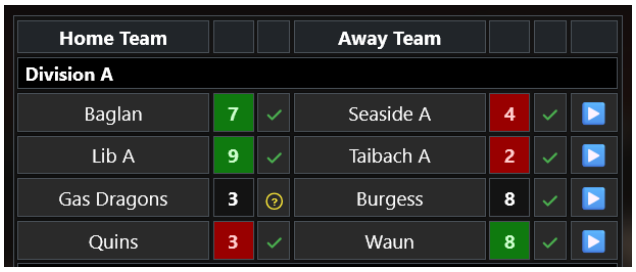
If it has been locked and you need it to be unlocked as some data has been entered incorrectly then contact Gary Osborne (pt.darts@hotmail.com) or David Lewis and they will unlock it to allow you to correct it and you can then lock it again.

You will see on the **Live Match Scores** screen, which teams have locked in their scores

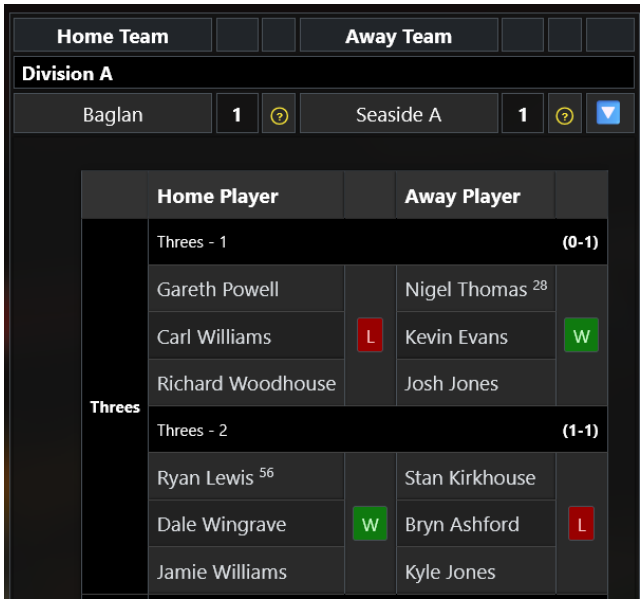


Once **both** teams have locked their match data then that score is updated on the table shown on the right and used by the website to update match details such as league tables.

To make it even clearer to see if both teams have locked their match details, then the red and green backgrounds on the scores are black until both are locked.



As a side note, you can also see what details have been entered by any team on the Live Match scores screen but clicking on the arrow head at the end of each line.



As well as seeing which team has locked their match details on the **Live Match Scores** screen, you can also find that information on the **When Locked** screen. The **When Locked** screen can be useful if the various report screens on the website have not updated by the end of Friday evening due to the other team not entering and/or locking their match details as historically some do it on a Saturday for example.

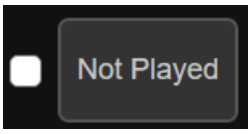
Team	1	2	3	4	5
Gas Leaks	Fr	Fr	Fr	Fr	Fr
Grand Legends	Sa	Fr	Fr	Fr	Fr
Murphys	Fr	Fr	Fr	Fr	Fr
Railway OB	Sa	Mo	Sa	Sa	Sa
Scow	Fr	Fr	B	Fr	Fr
Seaside B	B	Fr	Fr	Fr	Fr
Tai Ducks	Mo	B	Sa	Mo	We
Taibach B	Fr	Fr	Fr	B	Fr
Taibach C	Sa	Su	Sa	Sa	B

Entering match information when you have less than 6 players

If one or both of the teams only have 5 players

You have 6 players and the other team has 5 players

In the second Threes, the last Pairs and the Last Singles, press the **Not Played** button and a tick will appear next to it and the player names will be entered as Missing Player. Enter Win and Save the game.



You have 5 players and the other team has 6 players

In the second Threes, the last Pairs and the Last Singles, press the **Not Played** button and a tick will appear next to it and the player names will be entered as Missing Player. Enter Lost and Save the game.

Both teams only have 5 players

In the second Threes, the last Pairs and the Last Singles, press the **Not Played** button and a tick will appear next to it and the player names will be entered as Missing Player. DO NOT enter a Win or Lost, just Save the game.

If one or both of the teams only have 4 players

The same logic as the 5 players section above is followed, the only difference is the last 2 Singles instead of the last Singles are ticked as Not Played. Marking a Win or Lost is dictated by however many players each team has.