Steltronic

AUTOMATIC SCORING

LEAGUE BOWLING

This manual describes the procedures for league bowling with WINS software.

3205 Pomona Blvd.
Pomona, California 91768 USA

Service@SteltronicUSA.com

(909) 971-9656

SteltronicUSA.com

Contents

LEAGUE BOWLING - WEEK NUMBER ONE (1)

The first step is turn on the monitors, and remember to keep the pinsetter off so the bowlers can enter their names. You can announce to the bowlers that the name entry will only have to be done the first week of bowling.

1. Select multiple lanes
2. Select the starting lane, and ending lane.
3. Click on CNT button
4. Select league play, and select the off button for pinsetter control
5. Click OK
6. Now, click on the right-hand icon, showing the 3 sets of pins
7. Enter the number of bowlers on the ODD lane and EVEN lane
8. Remove the check mark in front of "ALL LANES" (BOTH LANES)
9. Click on the change button
10. Select Individual games, and automatic game over
11. Enter 3 for the number of games, and click send

Practice Bowling: Use these steps below to start their Practice Bowling:

1. Select multiple lanes, then click on the CNT button
2. Turn the pinsetters on PRACTICE. The pinsetters will stay on until you change them to off.

Start league bowling: Use these steps below to start their regular league play:

1. Select multiple lanes, click on CNT button.
2. Turn the pinsetters on to AUTOMATIC.

Notes:
1. The bowlers can not make a bowler blind. (Blind (absent) bowlers can be used ONLY with the tournament cup)
2. The bowlers cannot delete a frame (Deleting frames can be done when using the tournament cup)
3. If a bowler is running late, you SKIP them.
4. If they cannot bowl the game, you make them blind.
5. If a blind bowler shows up for game 2 or 3, then game 2 or 3 must be started before you "UNBLIND" them.

After all the lanes are done bowling, you can make a printout of all their scores. Take these scores and enter them into the league secretary program.

1. You need to create the new league first.
2. Now, enter in all the league rules, and league configuration data.
3. Enter in all bowlers' names, then create the teams they belong to.
4. After all the data has been entered, export this information to the WINS software at the front desk for the second week of bowling

LEAGUE BOWLING - WEEK NUMBER TWO (2) - OR HIGHER

For week number two (2) or subsequent weekly league bowling, using the WINS tournament cup icon, follow these steps below.

1. Click on the tournament cup icon.
2. Select the league you want to send out to the lanes.
3. On the pinsetter control, select OFF, then click on start turn 1. This will send the bowler information to the monitors; however the pinsetters will remain OFF.
4. To start the bowler practice, click the OFF on the pinsetter control. This is telling WINS to shut down the pinsetters, after the practice time is over.
5. Select the amount of time you want for practice bowling
6. Click on the START PRACTICE button. The pinsetters will turn on, and the monitors will display the amount of time remaining for practice.
7. Now, exit this tournament cup screen.
8. To turn on the pinsetters for regular league play, click on the multiple lanes icon, then, click on CNT.
9. Set the pinsetters to Automatic, and click OK.

After the last lane is finished bowling league play, you can go to the league secretary program, and IMPORT the scores. Make sure you select the correct league before trying to import scores.