

POLMAISE BOWLING CLUB

Live Scoring

Mobile and Tablet Training Guide

The screenshot displays the Polmaise Bowling Club Live Scores interface. At the top, the club's logo and name are on the left, and navigation links (Live Board, Archive, Admin, thoma) and an 'Exit full screen' button are on the right. Below the navigation bar, there are links for 'Board' and 'Embed / TV view'. The main content area shows a 'Completed' match titled 'Top 10' for Monday 27 July 2026. It features two large score boxes: Polmaise Bowling Club with a score of 71 (shots: 4 rinks won) and Borestone Bowling Club with a score of 54 (shots: 0 rinks won). Below these, there are four smaller score boxes for different game formats: 'Fours' (4v4, Rink 2), 'Pairs' (2v2, Rink 4), 'Triples' (3v3, Rink 4), and 'Singles' (1v1, Rink 5). Each format box shows scores for Side A and Side B, along with an 'END' indicator and a progress bar. For example, in the 'Fours' format, Side A (Polmaise Bowling Club) has a score of 15, and Side B (Borestone Bowling Club) has a score of 12. The 'END' indicator shows 17 / 17. A 'Share link' button is located in the top right corner of the 'Top 10' section. An 'Edit with Base44' button is visible in the bottom right corner of the 'Singles' section.

Format	Side	Club	Score	END	Progress
Top 10 (Completed)	POLMAISE BOWLING CLUB		71		shots: 4 rinks won
	BORESTONE BOWLING CLUB		54		shots: 0 rinks won
Fours (4v4) - Rink 2 (Completed)	SIDE A	Polmaise Bowling Club	15	17	/17
	SIDE B	Borestone Bowling Club	12		
Pairs (2v2) - Rink 4 (Completed)	SIDE A	Polmaise Bowling Club	21	17	/17
	SIDE B	Borestone Bowling Club	19		
Triples (3v3) - Rink 4 (Completed)	SIDE A	Polmaise Bowling Club			
	SIDE B	Borestone Bowling Club			
Singles (1v1) - Rink 5 (Completed)	SIDE A	Polmaise Bowling Club			
	SIDE B	Borestone Bowling Club			

The public live board updates as scores are entered.

Purpose: This guide explains how to create a match day, add games and update live scores from a phone or tablet. It is written for users who have been given administrator access.

Version 1.0 - July 2026

1. Before you start

- You must have been added as an authorised user by the club administrator.
- Use a phone or tablet with a reliable mobile-data or Wi-Fi connection.
- Keep the device charged. For longer matches, take a power bank or charger.
- Open the live-scoring website in Chrome, Safari or another modern browser.
- On a phone, hold the device upright for scoring. Turn it sideways if a screen feels cramped.

Important: Only one person should normally score the same game at the same time. Two people entering scores for one rink can cause confusion.

2. The basic job

There are three main parts to live scoring:

1. Create the match day.
2. Add each game or rink.
3. Enter the score after every end.

Good practice: Set up the match day and all games before play starts. On the day, the scorer should then only need to enter the scores.

3. Signing in

4. Open the Polmaise live-scoring page on your phone or tablet.
5. Tap Admin in the top menu. On a narrow phone screen, you may need to open the menu first.
6. Enter the email address and password linked to your account.
7. After signing in, the Admin Dashboard will appear.



Admin Dashboard

Create match days, manage games, and score live.

+ New match day

Top 10

2026-07-27 · completed

Edit & games

Set live

Archive

Test Match Day

2026-07-27 · archived

Edit & games

Set live

<> Embed on your club website

Paste this snippet into a page on polmaisebowlingclub.com to show the live scoreboard in an iframe. Public board URL: <https://polmaise-bowls-live.base44.app/embed>

```
<iframe src="https://polmaise-bowls-live.base44.app/embed" style="width:100%;height:600px;border:0;" title="Polmaise Bowlin
```

Copy iframe

Before it will display:

In the Base44 app dashboard open Security → Settings (⚙️) → Security Headers and switch Prevent Embedding to off. This allows the app to be shown inside an iframe on your club site.

Admin Dashboard: create a new match day or manage an existing one.

4. Creating a new match day

8. From the Admin Dashboard, tap New match day.
9. Complete the match-day details:

Field	What to enter
Match name	Use a clear name, such as Top 10, County League, Junior Match or Club Championship.
Date	Select the date the match will be played.
Status	Choose Scheduled while setting up. Use Live when the match begins, Completed when it is finished, or Archived when it should no longer appear as current.
Host Club Name	Enter the home club, normally Polmaise Bowling Club.
Away Side	Enter the visiting club or opposing side.

10. Check the details, then tap Create match day.

Status tip: The safest approach is to create the match as Scheduled, add all games, then use Set live shortly before play starts.

5. Adding games or rinks

A match day may contain one game or several games. Add one game for each singles, pairs, triples or fours contest that you want to score separately.

11. Open the match day and tap Add Game.
12. Complete the game details using the guidance below.

Game label / title *	Rink number (optional)
e.g. Gents Fours	e.g. 3
Format	Scoring mode
Fours (4v4)	Fixed ends
Number of ends	Max shots per end
21	8
Side A name	Side B name
Polmaise Bowling Club	Borestone Bowling Club
Side A players	Side B players
Player 1	Player 1
Player 2	Player 2
Player 3	Player 3
Player 4	Player 4
Add game	Cancel

Add Game screen: enter the game format, scoring rules, teams and players.

Game details explained

Setting	Guidance
Game label / title	A short description such as Junior Singles, Gents Fours, Ladies Pairs or Rink 1.
Rink number	Enter the rink number when known. This is optional.
Format	Choose Singles (1v1), Pairs (2v2), Triples (3v3) or Fours (4v4).
Scoring mode	Choose Fixed ends for a game played over a set number of ends. Choose First to shots when the winner is the first side to reach a target score.
Number of ends	For Fixed ends, enter the agreed number of ends, such as 15, 17 or 21.
Shot target	For First to shots, enter the winning target, such as 21 shots.
Max shots per end	Enter the largest score allowed on one end. This normally matches the maximum bowls available to one side.
Side A name	Usually Polmaise Bowling Club or the home side.
Side B name	The opposing club or side.

Side A / Side B players	Enter the players in playing order. This is useful for viewers but can be left blank if names are not yet known.
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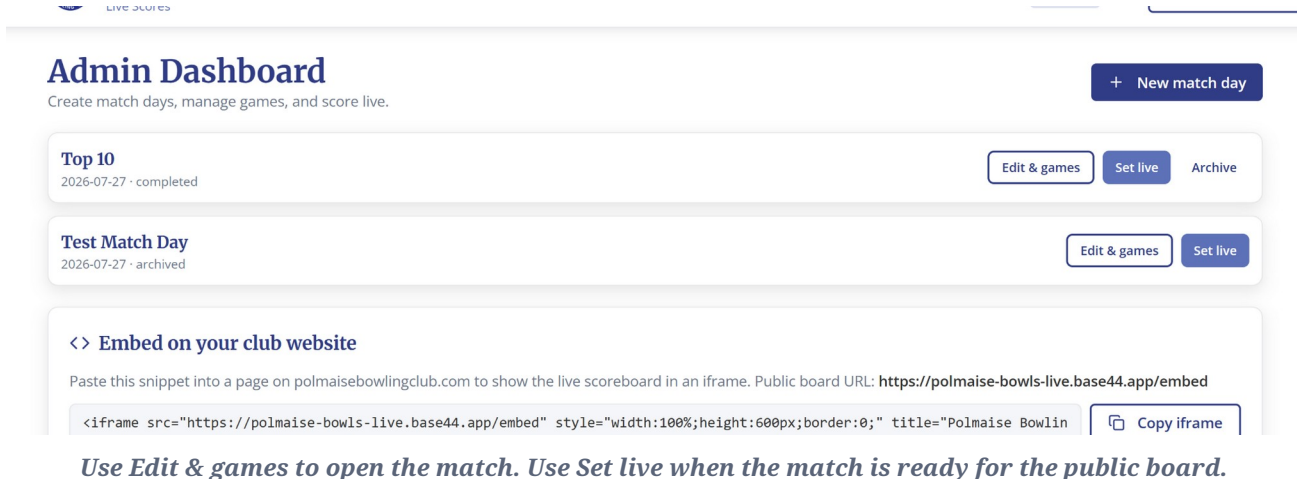
13. Tap Add game.

14. Repeat the process until every game or rink has been added.

Check before play: Make sure the team names are on the correct sides and that the number of ends or shot target is correct. These are the two easiest setup mistakes to make.

6. Making the match live

15. Return to the Admin Dashboard.
16. Find the correct match day.
17. Tap Set live shortly before the match begins.
18. Open Edit & games to view the games and begin scoring.



Public display: Once the match is live, supporters can see the board. Score changes normally appear almost immediately.

7. Entering a score after each end

19. In the match-day game list, tap the blue game bar for the rink you are scoring.
20. The scoring panel opens. Confirm that the game title and team names are correct.
21. After the end is finished, tap the number of shots scored under the winning team.
22. For a tied, burnt or no-score end, tap Burnt End / No Score (0 - 0).
23. The game score, end number and overall match totals update automatically.

[← Games](#)

Test Game

Fours (4v4) · End 5

In Progress

POLMAISE BOWLING CLUB

4

BORESTONE BOWLING CLUB

9

End 5 of 15 · Shot diff: 5

Tap the side that won the end, then the shot count.

Polmaise Bowling Club

1

2

3

4

5

6

7

Borestone Bowling Club

1

2

3

4

5

6

7

Burnt End / No Score (0 – 0)

↶ Undo last end

✓ Complete game

End history

End	Polmaise Bowling Club	Borestone Bowling Club	
1	1 (1)	0 (0)	Edit
2	0 (1)	5 (5)	Edit

Scoring panel: tap the winning side's shot count after each end.

Example: If Polmaise scores 3 shots, tap 3 under Polmaise Bowling Club. Do not enter anything for the other side.

8. Correcting a mistake

24. If the most recent end was entered wrongly, tap Undo last end.
25. Check that the total has returned to the score before that end.
26. Enter the correct result for the end.

Older mistake: If an earlier end is wrong, use the End history section and tap Edit beside that end, where available. Check the totals carefully after saving the correction.

9. Moving between games

Use the Games or back navigation at the top of the scoring screen to return to the game list. Tap another game to update that rink. On a phone, the back control may appear as an arrow.

Practical approach: For a multi-rink match, one scorer can move from rink to rink, or several authorised scorers can each take responsibility for a different game.

10. Completing a game

The system normally completes a game automatically when the set number of ends has been played or the target score has been reached.

- 27. Check the final score with the players or marker.
- 28. If the game has ended early because it was conceded, tap Complete game.
- 29. Only complete a game early when you are sure no more ends will be played.

Do not rush this: Completing a game tells viewers that the result is final. Confirm the result before using the button.

11. Completing the match day

- 30. When all games are finished, return to the Admin Dashboard.
- 31. Open the match day and check that every game is marked Completed and the overall totals are correct.
- 32. Change the match-day status to Completed.
- 33. Archive the match later when it no longer needs to appear with current matches. Archived results can still be retained for reference.

12. Mobile and tablet tips

- Keep the browser open on the scoring page during play.
- If buttons look too small, rotate the phone sideways or use browser zoom.
- Wait for the score to update before tapping another button.
- Avoid repeatedly refreshing the page unless the screen has stopped responding.
- If the connection drops, do not guess whether an entry saved. Reconnect, check the displayed score, then continue.
- Use your device lock, and do not share your login details.
- Sign out when using a device that does not belong to you.

13. Quick match-day checklist

Before play	During and after play
☐ Sign in successfully	☐ Enter score after every end
☐ Correct match name and date	☐ Use 0-0 for burnt/no-score ends
☐ Correct home and away sides	☐ Undo immediately after a mistake
☐ All games added	☐ Check totals regularly
☐ Formats and rink numbers checked	☐ Confirm final result
☐ Ends or shot targets checked	☐ Complete conceded games manually
☐ Match set to Live	☐ Set match day to Completed

14. Troubleshooting

Problem	What to do
I cannot sign in	Check that you are using the email address that was added by the administrator. Reset the password if necessary. If access still fails, contact the club administrator.
The match is not visible to supporters	Check that the match-day status is Live and that the correct date and match were selected.
I tapped the wrong score	Use Undo last end immediately, then enter the correct score.

The page appears frozen	Wait a few seconds, check your internet connection, then refresh once. Confirm the current score before entering anything else.
The score is different on another phone	Allow a few seconds for the update. Refresh the viewing phone. The scoring device should be treated as the main reference until both displays agree.
A game finished early	Confirm the concession or final result, then use Complete game.
I am unsure what to do	Stop entering scores and contact the nominated club administrator. It is better to pause than to enter uncertain information.

15. Recommended practice session

Before scoring a real match, each new user should complete one short practice:

34. Create a test match day.
35. Add one 5-end test game.
36. Set the match live.
37. Enter several end scores, including a 0-0 end.
38. Use Undo last end once.
39. Complete the game and mark the match day Completed.
40. Archive or remove the test match afterwards.

Ready to score: A user who can complete the practice without help should be comfortable operating the board on match day.

Club support details

Primary administrator: _____

Backup contact: _____

Live-scoring page: _____

Notes: _____