

AUTOMATIC EVELYN

Online Bowling League Secretary



Provided exclusively by:
North American Bowling
Waynesboro, PA

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INTRODUCTION SCREEN

This is the first screen you'll encounter when linking to "Automatic Evelyn" (<http://www.worldleagues.net/Intro.asp>). For international users, there is a language translator at the upper left of the screen. At the present time, Automatic Evelyn is geared for the United States and Canada users. If your country isn't listed, send a note to "NorthAmericanBowling@gmail.com to get your country immediately added to the "country list" within the application.

When you're ready to begin the process of using Automatic Evelyn, just click the "Sign In" link at the upper right of the screen. You might have to wait a few seconds after clicking, so a little patience is needed here.

As mentioned in the lower area of the partial screen below, your browser will need to have Javascript turned "on" to run Automatic Evelyn, which is usually the default setting for most browsers.



INTRODUCTION

"Automatic Evelyn" is an easy-to-use bowling league secretarial system. It has been around and in constant use since the early to mid-1980s, where versions of the program existed on the old DOS-based home computers, as well as the under the 'GEM-based' (Windows forerunner) Atari computers.

Automatic Evelyn is flexible and powerful. And because "Evelyn" is now available publicly via the Internet, the system is open to all parts of the globe, enabling state-of-the-art features that are geared towards the web. Most notably, leagues can have their own websites--and league secretaries need not have any 'webmaster' type of experience whatsoever, to post their league results to the web.

Along with its ease of use, Automatic Evelyn is "Instant". Once scores are entered for a week, posting the results to the league's web space is a breeze and is done in a flash. In most cases, websites can be updated within an hour of when the user sits down to input the weekly scores.

Comparatively speaking, Automatic Evelyn is inexpensive. In regard to winter leagues, the cost to use the system is about 70 cents per week, which includes the software and web space for your league. To begin using the system, you need only to proceed to the League Sign-In and create a username and password for your league. You'll then be guided through a few 'league set-up' screens, where you'll enter the specific rules and criteria for your league, enabling "Evelyn" to understand how to process your weekly inputs accurately.

As with any software, there are certain rules you must follow to prevent problems in the future. However, Automatic Evelyn's learning curve is not difficult, especially when you've read up on a few basic points. Two points that must be followed are:

1. JavaScript must be enabled on your computer. To determine if Javascript is enabled on your machine, click the 'Is Javascript Enabled?' button below. If the answer "Yes" appears in the textbox to the right of the button, then Javascript is "on", and you're good to go. If no answer appears in the textbox, you'll need to [adjust your browser settings](#).

Is Javascript Enabled?

2. Try not to use your browser's BACK button when using Automatic Evelyn. Use the navigation links provided for you, unless your web



(Partial Screen Shot)

THINGS TO REMEMBER

Before using Automatic Evelyn, please note the following:

1) When setting up your league rules, you cannot change the settings once you've inputted your first week of data. For example, you can't change the number of weeks, number of teams/players, whether or not the league counts the 'pinfall game' in the wins and losses, and things like that. But, you can change team/player info.

2) Automatic Evelyn has a 'session timeout' on a per page basis of 90 minutes. That is, you're allowed to stay **on a particular page for 90 minutes** before the system will time you out. This is of primary importance to keep in mind when you're inputting your team rosters, so be sure to have all names, sexes, entrance averages at your disposal especially during this screen. If you get 'timed out', you'll lose the info you've started only on that particular page. But note that your session won't be timed out, as long as you go from one page to the next in less than 90 minute intervals.

REGISTER OR SIGN IN TO YOUR LEAGUE

Once you advance to the screen shown below, you'll have 2 choices. If this is the first time your league is attempting to use Automatic Evelyn for the current season, you'll need to click the link that displays "First Time Visit" to register your league. If you've already successfully registered your league on a prior occasion, then click the "Already Registered" link.

Automatic Evelyn

Online Bowling League Secretary

[Intro](#) | [About "Evelyn"](#) | [Contact Us](#) | [Sign In](#)

Choose a Sign-In

Choose an Option:

["First Time Visit"](#)
([Register your league](#))

or

["Already Registered"](#)
([Sign in to return to your league](#))

Please note the following points:

- For data to populate effectively, the "Charts and Graphs" feature for leagues won't display until Week 3 has been processed
- If you're having any problems with Automatic Evelyn, check out the following 'Help' resources:
 - [A demo via YouTube](#)
 - [Contact Automatic Evelyn](#) directly
- Be patient with Automatic Evelyn at first. With this being a new launch, there may be an initial oversight or two. Once things get rolling, there should be no issues. Please make contact through this website if you experience any problems.

FIRST-TIME SIGN-IN (Log-in Credentials)

At this point, most of the entries are self-explanatory. Enter a username (3 to 20 characters in length), a password (3 to 15 characters), and a working email address. These entries are not “case sensitive”, meaning that it doesn’t matter if you use capitalization in any of your entries.

See next page of this documentation manual for an explanation of the 3 dropdown menus.

First Time Sign In for your League

(No apostrophes or single quotes please)

Username (3 to 20 characters in length):

Password (3 to 15 characters in length):

Email (up to 60 characters in length):

For confirmation, please re-enter your email address:

Please make the selections below:

First,
Select a country:

... Then,
Select a state/province:

... and Then,
Select a bowling center:

*If you don't see your bowling center in the list,
or if you're a WII Bowling league, select
OTHER at the bottom of the list*

Please Note: If you're having trouble advancing beyond this page, try using a different browser, such as Chrome, Internet Explorer, etc.

FIRST-TIME SIGN-IN (Dropdown Menu for “Country”)

The 3 dropdown menus in the lower half of the screen are all connected, that is, the content of the 2nd dropdown menu is dependent on the country that you select. The provinces of Canada are listed in dropdown menu #2 if you select “Canada” in menu #1, and conversely, the 50 states of America will show if you select “United States” from the “country” dropdown. And in dropdown menu #3, the various bowling centers for each province or state will be displayed, depending on the selection you make in menu #2.

If you don’t see your bowling center in dropdown menu #3, then select “Other” (just in case one of the bowling centers was missed in Automatic Evelyn’s database).

Automatic Evelyn
Online Bowling League Secretary

[Intro](#) | [About "Evelyn"](#) | [Contact Us](#) | [Sign In](#)

First Time Sign-In

First Time Sign In for your League

(No apostrophes or single quotes please)

Username (3 to 20 characters in length):

Password (3 to 15 characters in length):

Email (up to 60 characters in length):

For confirmation, please re-enter your email address:

Please make the selections below:

First,
Select a country:

Select... ▼
Select...
Canada
United States

... Then,
Select a state/province:

Select... ▼

... and Then,
Select a bowling center:

Select... ▼

*If you don't see your bowling center in the list,
or if you're a WII Bowling league, select
OTHER at the bottom of the list*

Please Note: If you're having trouble advancing beyond this page, try using a different browser, such as Chrome, Internet Explorer, etc.

FIRST-TIME SIGN-IN (“States/Provinces”)

As mentioned on the prior page, the content of dropdown menu #2 is dependent on the selection you make in menu #1. In the example below, the “United States” was selected for the country, and therefore, the states of the USA are displayed in dropdown #2.

Automatic Evelyn [Intro](#) | [About "Evelyn"](#) | [Contact Us](#) | [Sign In](#)
Online Bowling League Secretary First Time Sign-In

First Time Sign In for your League

(No apostrophes or single quotes please)

Username (length):

Password (length):

For (characters in length):

Please re-enter your email address:

Please select a country:

Please select a bowling center:

If you don't see your bowling center in the list, or if you're a WII Bowling league, select OTHER at the bottom of the list

[Sign Up / Register Your League](#)

Please Note: If you're having trouble advancing beyond this page, try using a different browser, such as Chrome, Internet Explorer, etc.

FIRST-TIME SIGN-IN (“States/Provinces”)

In the example below, let’s select “Idaho” for our state. See next page.

First Time Sign In for your League

(No apostrophes or single quotes please)

Username (length):

Password (length):

For c (characters in length):

Please re-enter your email address:

Please select a state from the dropdown menu below:

First, Select a country:

... and Then, Select a bowling center:

If you don't see your bowling center in the list, or if you're a WII Bowling league, select OTHER at the bottom of the list

[Sign Up / Register Your League](#)

Please Note: If you're having trouble advancing beyond this page, try using a different browser, such as Chrome, Internet Explorer, etc.

FIRST-TIME SIGN-IN (“Bowling Centers”)

Since “Idaho” was selected for the state in menu #2, dropdown #3 shows all the bowling centers for Idaho. You’ll need to select a bowling alley. This will help your bowlers quickly find your league on the “WorldLeagues.net” website, when Automatic Evelyn posts the results from the weekly score inputs.

After you have filled in all the textboxes, and made all your selections from the dropdown menus, then click the “Sign Up/Register Your League” button at the bottom of your screen. You’ll then be taken to a blank screen that will show a message box, stating that your selections have been made, and that a confirmation email has been sent to the email address you provided on this screen.

Please note at the very bottom of this screen, that there is a line that states if you’re having trouble advancing beyond this screen, to try registering your league using a different web browser (such as Internet Explorer, Chrome, Firefox, etc.). Automatic Evelyn accommodates all browsers. However, as technology changes on a daily basis with new versions of PCs and smartphones being introduced, sometimes a new version/update of an operating system is introduced that may not be compatible with certain web programming platforms. You should not encounter any issues, but it’s just something to keep in mind.



First Time Sign In for your League

(No apostrophes or single quotes please)

Username (3 to 20 characters in length):

Password (3 to 15 characters in length):

Email (up to 60 characters in length):

For confirmation, please re-enter your email address:

Please make the selections below:

First, Select a country:

... Then, Select a state/province:

Select...
AJs
Big Als Meridian
Boise State University Games Center
Bowladrome
Caldwell Bowl
Camas Lanes
Challis Lanes
Emerald Lanes
Fat Cats Rex
Freedom Lanes
Huckleberry Lanes
Jerome Bowling Center
Jolara Lanes
KTs Lanes
Lodge Bowling Alley
Magic Town Center
Malad Bowl
Meridian Bowling Lanes Inc
Mountain View Lanes
Select...

If you don't see your bowling center in the list, or if you're a WII Bowling league, select OTHER at the bottom of the list

Please Note: If you're having trouble advancing beyond this page, try using a different browser, such as Chrome, Internet Explorer, etc.

ALREADY REGISTERED

If you've already registered your league, and have returned at a later time, you'll see the screen display below. Simply enter your correct username and password. If you've typed these credentials correctly, a message box will appear stating that you have successfully logged in, and then just click OK to move beyond the message. If you've incorrectly inputted your "log in" credentials, a message box will appear, stating that you'll need to re-enter your username and password.

If you have trouble remembering your username and/or password, just refer back to the confirmation email that was sent by Automatic Evelyn when you first registered your league.

Returning to your League

Username:

Password:

LEAGUE SETUP (Section 1: Basics)

After you have successfully registered your league, Automatic Evelyn advances you to the League Setup screen. This is the most important segment for your league since this is where you enter your league rules that “Evelyn” uses to build and update your league each week.

Much of what you see in the section that follows is self-explanatory. Each time that you make a successful text input or click a radio button in these sections, the red arrow will change over to a green check mark, to indicate that you’ve completed each question.

As you progress through the League Setup, occasionally you’ll see a blue hyperlink with the words, “Need explanation?” These are “help” screens that are designed to reduce any confusion you might experience with the Automatic Evelyn application.

For example, under “1-C) League Gender Type:”, the Unisex option might be unclear. Basically, this option is simply for leagues that include women and men, but don’t have any special breakouts for categories like “High Average” or “High Game” for each sex. For example, a senior citizen league might consist of 22 women and 2 men, in which the 2 men are allowed to compete to fill out a league’s roster.

Please use the TAB key or the mouse to go from one item to the next in the sections that follow

SECTION 1. BASICS

 1-A) League Name?

 1-B) Bowling Variation for your League:
 Ten Pin Duck Pin Five Pin Candle Pin Wii Bowling

 1-C) League Gender Type:
 Mixed All Male All Female Unisex [\(Need explanation?\)](#)

 1-D) Number of Weeks: (Max. 45)

 1-E) Number of Teams: (Min. 4, Max. 48)

 1-F) Maximum Number of Players on a Team Roster: [\(Need explanation?\)](#)

 1-G) Number of Players on a Team Involved in a Match
(Typically, 5 or less): [\(Need explanation?\)](#)

LEAGUE SETUP (Section 1: Basics)

Another area in the League Setup that will most likely need explaining is in the “1-F)” and “1-G)” questions below. Some collegiate leagues, for example, might have teams that consist of 7 or 8 players, but a league match might only involve a 5-player vs. 5-player contest.

If the league is a traveling league, in which a different center hosts a league each week, certain players of the 8-player roster on Team A might bowl better in one particular bowling center, while the remaining players on the roster might excel in a different bowling establishment. So for strategic purposes, a coach can select the best 5 players on a team, based on the different bowling center (or even, based on a particular lane oil pattern).

In most leagues, however, you won’t need to be concerned with this situation, and you’ll just need to enter the same number for “1-F)” and “1-G)”.

Please use the TAB key or the mouse to go from one item to the next in the sections that follow

SECTION 1. BASICS

 1-A) League Name?

 1-B) Bowling Variation for your League:
 Ten Pin Duck Pin Five Pin Candle Pin Wii Bowling

 1-C) League Gender Type:
 Mixed All Male All Female Unisex [\(Need explanation?\)](#)

 1-D) Number of Weeks: (Max. 45)

 1-E) Number of Teams: (Min. 4, Max. 48)

 1-F) Maximum Number of Players on a Team Roster: [\(Need explanation?\)](#)

 1-G) Number of Players on a Team Involved in a Match
(Typically, 5 or less): [\(Need explanation?\)](#)

LEAGUE SETUP (Section 2: Handicap)

When you get to “Section 2: Handicap”, you’ll notice that most of the options are “dimmed”, or “grayed”, out. Depending on which radio button you click in “2-A) Choose type of league:”, the “grayed” options will become enabled (and will change from gray to black).

SECTION 2. HANDICAP

 2-A) Choose type of league: Scratch Handicap [\(Need clarification?\)](#)

2-B) Select the type of handicap league:

- Team vs. Team [\(Need explanation?\)](#)
 - Handicap from Individual Base Average [\(Need explanation?\)](#)
-

2-C) Handicap Percentage: [\(Need explanation?\)](#)

2-D) Base Average: [\(PLEASE NOTE:\)](#)

2-E) Enter Maximum/Limit on Handicap:
(Enter 0 if there is no limit on handicap)

2-F) Enter Minimum Handicap: *(default is 0; enter a minus number if your league allows negative handicaps)* [\(PLEASE NOTE:\)](#)

2-G) How many games are needed to establish a current average?

2-H) Does this league have a special rule for new bowlers, regarding the number of games needed to establish a current average? [\(PLEASE NOTE:\)](#)
 Yes No

2-I) How many games for a new bowler?

LEAGUE SETUP (Section 2: Handicap)

If you choose the “Handicap” radio button, the red arrow will change to a green check mark, and then the appropriate options for handicap will become enabled.

In “2-B)” below, you have a choice of a “Team vs. Team” handicap league, or a “Handicap from Individual Base Average” league. Most tenpin leagues use the ‘Individual Base Average’ format, whereas many “small ball” bowling leagues use the ‘Team vs. Team’ format. “Team vs. Team” basically employs a system of adding all the averages on the separate teams together to come up with a single “team average” number for each team. Then, handicap is calculated and given to the lower of the 2 teams. The “Individual Base Average” format calculates handicap for each player on each team. The individual handicaps for each player comprise a team handicap total for each team.

SECTION 2. HANDICAP

 2-A) Choose type of league: Scratch Handicap [\(Need clarification?\)](#)

 2-B) Select the type of handicap league:

- Team vs. Team [\(Need explanation?\)](#)
- Handicap from Individual Base Average [\(Need explanation?\)](#)

 2-C) Handicap Percentage: [\(Need explanation?\)](#)

2-D) Base Average: [\(PLEASE NOTE:\)](#)

 2-E) Enter Maximum/Limit on Handicap:
(Enter 0 if there is no limit on handicap)

2-F) Enter Minimum Handicap: (default is 0; enter a minus number if your league allows negative handicaps) [\(PLEASE NOTE:\)](#)

 2-G) How many games are needed to establish a current average?

 2-H) Does this league have a special rule for new bowlers, regarding the number of games needed to establish a current average? [\(PLEASE NOTE:\)](#)

- Yes No

2-I) How many games for a new bowler?

LEAGUE SETUP (Section 2: Handicap)

When inputting “Handicap Percentage”, the main thing you have to remember is to enter the percentage as a whole number. For example, if your league uses 80%, then enter 80 in the textbox, and not “.80”.

league_info1.html

web developer Sala... Movies & Televisio

www.worldleagues.net says

HANDICAP PERCENTAGE

Each league sets it's own handicap percentage. If your league refers to it's handicap percentage as 'two-thirds', enter 66 in the text box provided. If your league refers to the percentage as 'full handicap', enter 100. Some leagues use 75%; some use 80%, while some use 90%. In these cases, or any other ones where the number is clearly defined, just enter the number in the text box provided.

✓ 2-A) C

➔ 2-B) Se

- Te
- Ha

➔ 2-C) Handicap Percentage: [\(Need explanation?\)](#)

2-D) Base Average: [\(PLEASE NOTE:\)](#)

➔ 2-E) Enter Maximum/Limit on Handicap:
(Enter 0 if there is no limit on handicap)

2-F) Enter Minimum Handicap: (default is 0; enter a minus number if your league allows negative handicaps) [\(PLEASE NOTE:\)](#)

➔ 2-G) How many games are needed to establish a current average?

➔ 2-H) Does this league have a special rule for new bowlers, regarding the number of games needed to establish a current average? [\(PLEASE NOTE:\)](#)

- Yes
- No

2-I) How many games for a new bowler?

LEAGUE SETUP (Section 2: Handicap)

In “2-D)” below, the “Base Average” textbox is enabled when the user has selected “Handicap from Individual Base Average”. Many tenpin leagues use a rule of “80% of 220”, or something similar, but it’s often preferable from a league standpoint to set the base average at a figure higher than the highest average you expect to have in your league. In this way, your league doesn’t have to worry about calculating “negative handicap” for a bowler. But sometimes, negative handicap is unavoidable.

In “2-E)” and “2-F)” below, you can control the highest and lowest amount of handicap that an individual can receive on a given week. Some competitive leagues do assign a maximum handicap, so if your league has a limit of, for example, 90 handicap for an individual, then enter 90 in this textbox. In regard to minimum handicap, if your league sets its base average too low, and then a bowler has an outstanding first 2 or 3 weeks in which s/he is averaging 250, for example, you can instruct Automatic Evelyn to set a -10 as the minimum handicap for a bowler, instead of allowing a potential -25 for this calculation. But, this is an extreme case.

In “2-G)”, “2-H)”, and “2-I)” below, some leagues may allow new bowlers to ‘average in’ after only 3 games, for example, instead of a 9-game average for bowlers with a book average. “Evelyn” can accommodate this.

SECTION 2. HANDICAP

✓ 2-A) Choose type of league: Scratch Handicap [\(Need clarification?\)](#)

✓ 2-B) Select the type of handicap league:

- Team vs. Team [\(Need explanation?\)](#)
- Handicap from Individual Base Average [\(Need explanation?\)](#)

✓ 2-C) Handicap Percentage: [\(Need explanation?\)](#)

➔ 2-D) Base Average: [\(PLEASE NOTE:\)](#)

➔ 2-E) Enter Maximum/Limit on Handicap:
(Enter 0 if there is no limit on handicap)

➔ 2-F) Enter Minimum Handicap: (default is 0; enter a minus number if your league allows negative handicaps) [\(PLEASE NOTE:\)](#)

➔ 2-G) How many games are needed to establish a current average?

✓ 2-H) Does this league have a special rule for new bowlers, regarding the number of games needed to establish a current average? [\(PLEASE NOTE:\)](#)

- Yes No

➔ 2-I) How many games for a new bowler?

LEAGUE SETUP (Section 3: Won/Lost System)

There are 2 types of won/lost systems that Automatic Evelyn accepts: “Traditional” and “Match Point”. Traditional leagues are the conventional method used by the ‘majority’, in which the players’ scores (and handicaps) are added together to produce a win/loss point for each game. “Match Point” systems are used in the more competitive leagues, in which not only does a team accrue points for the ‘team vs. team’ total per game, but also points can be won based on the individual players who are paired against the corresponding players in the lineup on the opposing team. So, for example, in a scratch league (no handicap), team captains strategically might try to match up their best player against the opposing team’s best player in the anchor spot, and maybe place the weakest player against the opposing team’s lowest average in maybe the 2nd spot in the lineup. The individual won/lost points would then be added to the team points for the match, so a league match could end up being worth 30 points per night, instead of 3 (1 point per game, for example).

SECTION 3. WON/LOST SYSTEM

✓ 3-A) Which type of Won/Lost System is your league using?

- Traditional [\(Need explanation?\)](#)
- Individual Match Point [\(Need explanation?\)](#)

Team Competition

➔ 3-B) How many points for a Team win?

➔ 3-C) How many points for a Team tie? (Enter 0 if ties are rolled off, 0.5 for a half point)

➔ 3-D) Are there any points for the Total Pinfall game? Yes No

3-E) How many points for a Total Pinfall win?

3-F) How many points for a Total Pinfall tie? (Enter 0 if ties are rolled off, 0.5 for a half point)

Petersen Points

➔ 3-G) Does this league use Petersen Points? Yes No [\(Need explanation?\)](#)

3-H) What is the pinfall increment for each assessed Petersen Point(s) (default = 50)?

3-I) How many Petersen Points for each level of increment?

(Partial Screen Shot)

LEAGUE SETUP (Section 3: Won/Lost System)

In “3-B)” below, you can assign your own point value for a team ‘win’. Some leagues might give 1 point per win. Other leagues, for example, might assess 2 points per win. In “3-C)” below, Automatic Evelyn allows your league to set a specific rule for ties, whether it’s to split the point(s) for a win in half, or allow the teams to break the tie by rolling off (usually in this case, it’s via the best 1st frame of the following game).

PETERSEN POINTS are somewhat uncommon, but are used by a number of leagues. There are actually 2 types of Petersen Points. One is the United States version, which is basically a ‘bonus’ point system based on player performances, and this system is plugged into Automatic Evelyn, at this time. The other style is not applied in Automatic Evelyn, but is used in (“French”) Canada, and also in Australia, and could be categorized as a ‘team performance ranking’ system. With this ‘non-USA’ method, a team receives additional points based on their team pinfall total per game in comparison with the rest of the league’s pinfall totals per game. For example, in a 6-team league, if Team A wins in a match against Team B, Team A would get the point(s) for the win. But if Team E’s team score is the best throughout the league for that game, and Team A’s score is 2nd best, then Team E would receive 6 extra points, and Team A would get 5 extra points. If Team B rolled the worst game in the league for that particular game, they would receive only 1 point.

SECTION 3. WON/LOST SYSTEM

✓ 3-A) Which type of Won/Lost System is your league using?

- Traditional [\(Need explanation?\)](#)
 - Individual Match Point [\(Need explanation?\)](#)
-

Team Competition

➔ 3-B) How many points for a Team win?

➔ 3-C) How many points for a Team tie? (Enter 0 if ties are rolled off, 0.5 for a half point)

✓ 3-D) Are there any points for the Total Pinfall game? Yes No

➔ 3-E) How many points for a Total Pinfall win?

➔ 3-F) How many points for a Total Pinfall tie? (Enter 0 if ties are rolled off, 0.5 for a half point)

Petersen Points

✓ 3-G) Does this league use Petersen Points? Yes No [\(Need explanation?\)](#)

➔ 3-H) What is the pinfall increment for each assessed Petersen Point(s) (default = 50)?

➔ 3-I) How many Petersen Points for each level of increment?

LEAGUE SETUP (Section 3: Won/Lost System)

PETERSEN POINTS (continued):

In the USA Petersen Points system, teams are rewarded based on their individuals' performance. If a league uses Petersen Points, the group must set a 'plateau' for earning bonus points. For example, a league may decide to award 2 Petersen points to a team member for every 50 pins of pinfall in each game for this member. The league may also decide to drop fractions. So, if John (on Team A) rolls a 185 game, the team receives 6 Petersen Points for John for that game. (185 game divided by 50 = 3.7, and thus 3.0 when dropping fractions. 3.0×2 Petersen points = 6). If the league doesn't drop fractions, then the team receives 7.4 Petersen points for John for that game – 3.7×2 Petersen points = 7.4).

SECTION 3. WON/LOST SYSTEM

✓ 3-A) Which type of Won/Lost System is your league using?

- Traditional [\(Need explanation?\)](#)
- Individual Match Point [\(Need explanation?\)](#)

Team Competition

➔ 3-B) How many points for a Team win?

➔ 3-C) How many points for a Team tie? (Enter 0 if ties are rolled off, 0.5 for a half point)

✓ 3-D) Are there any points for the Total Pinfall game? Yes No

➔ 3-E) How many points for a Total Pinfall win?

➔ 3-F) How many points for a Total Pinfall tie? (Enter 0 if ties are rolled off, 0.5 for a half point)

Petersen Points

✓ 3-G) Does this league use Petersen Points? Yes No [\(Need explanation?\)](#)

➔ 3-H) What is the pinfall increment for each assessed Petersen Point(s) (default = 50)?

➔ 3-I) How many Petersen Points for each level of increment?

PLEASE NOTE: *Automatic Evelyn calculates Petersen Points on a per-game basis.*

➔ 3-J) Please select how Petersen Points are earned:
 As Whole Numbers Decimal numbers expressed in Tenths (One decimal place)



(Partial Screen Shot)

LEAGUE SETUP (Section 3: Match Points)

If you have selected “Match Point” system, there are a number of variations in regard to the overall number of points that a team can accrue on a given night of bowling.

3-K) Some leagues award points for the best team game in a matchup of 2 teams.

3-N) Additionally, in regard to “Match Point” leagues, some leagues base the individual wins and losses on scratch score only, while other leagues opt to include the handicap.

3-Q) Moreover, some leagues even give points for the best individual set among all the players in a match-up between 2 teams.

Additional Team Points, if any (Match Point System only):

✓ 3-K) Are there any points for High Team Game in the match? Yes No

➔ 3-K) How many points for high team game in the match?

➔ 3-L) How many points for a tie high team game in the match? (Enter 0.5 for a half point)

Individual Match Points (Match Point System only):

✓ 3-N) Are match points based on Scratch Game Score only, or Scratch Game Score plus Handicap?
 Scratch Score only Score plus Handicap

➔ 3-O) How many points per individual game win?

➔ 3-P) How many points per individual game tie? (Enter 0.5 for a half point)

✓ 3-Q) Are there any points for the Individual Total Pinfall game? Yes No

➔ 3-P) How many points per individual total pinfall win?

➔ 3-Q) How many points per individual total pinfall tie? (Enter 0.5 for a half point)

IN A MATCH POINT SYSTEM, IF YOU TIE A "VACANT" OR "BLIND" BOWLER, YOU GET HALF THE POINTS OF A WIN

LEAGUE SETUP (Section 4: Team Organization)

“4-A)”: Variations in the league format can extend beyond the actual calculation of handicap and wins/losses for teams competing in a match. There are also considerations that affect the entire league even before a match begins. In situations where there are a sizable number of teams, some leagues have found it necessary to separate the league into smaller groups to even out any disparity in overall team averages. This is done by grouping teams into Divisions.

In regard to “4-C)” below, there are 2 ways in which teams can be ranked in the standings: By Percentage or by Points Won. It’s probably easiest to think of this question in terms of Major League Baseball, which usually operates on the “Percentage” format. A team with a 7-5 record may have more wins, but a team that has played less games, with a record of 6-2 has a higher winning percentage (.750) than the 7-5 team’s percentage of .583. So, if a team has less games bowled in a league, due to upcoming roll-offs, that team could have bowled less games. The “Points Won” system is probably less confusing, however, to the overall league, and many secretaries prefer this method.

In “4-D)” below, the tiebreaker criteria can be either, ‘actual’ Games Won, which excludes the Pinfall Point from a team’s overall wins and losses, whereas the team “Pinfall” is a common method for rewarding the teams who have knocked down more pins throughout the season.

“4-E)”: In regard to a league’s duration for the entire season, some leagues have found it useful to divide the schedule into halves, thirds, or even quarters, to maintain interest among the teams that may have gotten off to a bad start in the win/loss column. Split Seasons help to keep all team enthused throughout the entire season. Regarding “4-G)” below, a league can decide to reset a team’s pinfall to “0” at the beginning of each new round. (Please note that the individual players’ pinfall totals are never reset to “0”, however.)

SECTION 4. TEAM ORGANIZATION

- ✓ 4-A) Does this league group teams into Divisions? Yes No [\(Need explanation?\)](#)
 - ➔ 4-B) Number of Divisions: (Max. 4)
 - ➔ 4-C) Rank teams in Team Standings by: Percentage Points Won [\(Need explanation?\)](#)
 - ➔ 4-D) What is the tiebreaker criteria for the Team Standings/Rankings? Games Won Pinfall
 - ✓ 4-E) Does this league bowl a Split Season (halves, thirds, etc.)? Yes No [\(Need explanation?\)](#)
 - ➔ 4-F) Enter the number of rounds: (Max. 7) [\(Need explanation?\)](#)
 - ➔ 4-G) Does the Team Pinfall start over after each round? Yes No
 - ➔ 4-H) How many Position Rounds?:
-

LEAGUE SETUP (Section 5: Missing Bowler)

It would be rare if a league had perfect attendance throughout the entire league roster, although it's certainly possible. But in the majority of cases, there are going to be times when a bowler can't be present to bowl, and the team is unable to locate a substitute player for a match. So, Automatic Evelyn allows the use of "Vacant" and "Blind" scores. While these terms can have different meanings throughout the many variations of bowling, and different geographic areas, for the purposes of Automatic Evelyn, let's use "VACANT" and "BLIND" in the following examples:

In "5-A)" and "5-B)" below, a VACANT player is basically a flat, 'place-holder' score used that doesn't penalize a team for having an empty spot in a match. For example, a team (through no fault of its own) might simply just be unable to find a player for its team. In this case, a league might allow a flat score for this non-existent player. The "0" pins off average is intended to provide the team with no penalty in regard to handicap.

In "5-C)" and "5-D)" below, a BLIND score would be in reference to a player who is a regular member of the league, but did not find a substitute player for himself/herself. In this instance where a team has a league member in this spot, if the player doesn't show, then the league usually imposes an absentee penalty of maybe 5 or 10 pins off average.

Please note that it doesn't matter to Automatic Evelyn as to whether the "pins off average" is from a bowler's entrance average or the bowler's current average. The secretary using "Evelyn" is responsible for inputting the correct BLIND score in a match. Automatic Evelyn will refigure the handicap based on the inputted score.

SECTION 5. MISSING BOWLERS:

VACANT Bowlers

✓ 5-A) Does this league utilize VACANT scores? Yes No [\(Need clarification?\)](#)

✓ 5-B) Enter the amount of pins off an average for a VACANT bowler:

BLIND Scores

✓ 5-C) Does this league utilize BLIND scores? Yes No [\(Need clarification?\)](#)

➔ 5-D) Enter the amount of pins off an average for a BLIND score:

Validate and Continue to Next Screen

ROSTER ENTRY

After you have finished the “League Setup”, you are next taken to the screen for inputting your league’s team rosters/player info.

PLEASE NOTE: For security reasons, when using Automatic Evelyn, you have 90 minutes per screen, so try not to leave work undone, especially in the Roster Entry section. This screen is probably the most work you will do at any one time, so try to have all your roster info ready for inputting, including all player names, sexes, and league entrance averages.

On this screen, it is mandatory to provide inputs into all textboxes, except the “New Bowler” textbox, which can be left blank if the player is not a new bowler.

You will need to make an input in the team name text box, even if a team has not selected a name yet. Just enter something like “#1”, or “Team 1” if Team 1 has no name, etc.

You will also be providing player names. Just make standard inputs here. Single and double quotes are not allowed (Automatic Evelyn will filter out these characters). So in the case of a name like, Tim O’Hara, just enter Tim Ohara, or something similar.

When inputting the sex of a player, just enter the single character, ‘m’ or ‘f’.

The entrance average is self-explanatory. If you’re unsure of a player’s entering average, you’ll need to make an entry, but you’ll be able to correct it later, when you get to the application’s “Main Menu”.

As mentioned earlier, if your league has a “new bowler” rule, as inputted in the League Setup, just input a single character “Y”, for this type of player. If not a new bowler, either just input “N”, or leave the box blank.

See the following screen shots for a sample of what to expect if you fail to make entries in ALL the required textboxes.

Automatic Evelyn
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Enter Rosters

Enter Your Team Rosters

Please Note: If a bowler is a NEW Bowler, you only need to enter a "Y" where indicated below.
If not a NEW bowler, just leave the corresponding text box blank.

Team 1

Name	Sex	Entrance Average	New Bowler
Bowler 1	Sex (m or f)		
Bowler 2	Sex (m or f)		
Bowler 3	Sex (m or f)		
Bowler 4	Sex (m or f)		

Team 2

Name	Sex	Entrance Average	New Bowler
Bowler 1	Sex (m or f)		
Bowler 2	Sex (m or f)		
Bowler 3	Sex (m or f)		
Bowler 4	Sex (m or f)		

Team 3

Name	Sex	Entrance Average	New Bowler
Bowler 1	Sex (m or f)		
Bowler 2	Sex (m or f)		
Bowler 3	Sex (m or f)		
Bowler 4	Sex (m or f)		

NOTE: This is only a partial image of what you will see for your league.

ROSTER ENTRY

Please note that in this example, Team 1's name was not inputted when the final 'Done' button was pressed.

Enter Your Team Rosters

Please Note: If a bowler is a NEW Bowler, you only need to enter a "Y" where indicated below.
If not a NEW bowler, just leave the corresponding text box blank.

Team 1			
Team Name: <input type="text"/>			
Name	Sex	Entrance Average	New Bowler
Bowler 1 <input type="text" value="Louise Tate"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="138"/>	<input type="text"/>
Bowler 2 <input type="text" value="Larry Tate"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="159"/>	<input type="text"/>
Bowler 3 <input type="text" value="Darrin Stevens"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="157"/>	<input type="text"/>
Bowler 4 <input type="text" value="Samantha Stevens"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="195"/>	<input type="text"/>

Team 2			
Team Name: <input type="text" value="#2 DAILY SUN"/>			
Name	Sex	Entrance Average	New Bowler
Bowler 1 <input type="text" value="Tim OHara"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="166"/>	<input type="text"/>
Bowler 2 <input type="text" value="Lorelei Brown"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="145"/>	<input type="text"/>
Bowler 3 <input type="text" value="Bill Brennan"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="173"/>	<input type="text" value="Y"/>
Bowler 4 <input type="text" value="Martin OHara"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="201"/>	<input type="text"/>

Team 3			
Team Name: <input type="text" value="#3"/>			
Name	Sex	Entrance Average	New Bowler
Bowler 1 <input type="text" value="Winnie Pooh"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="140"/>	<input type="text"/>
Bowler 2 <input type="text" value="Betty Boop"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="133"/>	<input type="text"/>
Bowler 3 <input type="text" value="Teddy Baer"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="122"/>	<input type="text"/>
Bowler 4 <input type="text" value="Bruce Wayne"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="180"/>	<input type="text"/>

Team 4			
Team Name: <input type="text" value="#4"/>			
Name	Sex	Entrance Average	New Bowler
Bowler 1 <input type="text" value="Bunny Olson"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="140"/>	<input type="text"/>
Bowler 2 <input type="text" value="Vince Carter"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="129"/>	<input type="text"/>
Bowler 3 <input type="text" value="Gomer Pyle"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="131"/>	<input type="text"/>
Bowler 4 <input type="text" value="Duke Slater"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="164"/>	<input type="text"/>

Done

ROSTER ENTRY

www.worldleagues.net says
Please fill and/or correct all empty/colored boxes

OK

Team Name		Sex (m or f)		Entrance Average	New Bowler
Bowler 1	Tim OHara	m		166	<input type="checkbox"/>
Bowler 2	Lorelei Brown	f		145	<input type="checkbox"/>
Bowler 3	Bill Brennan	m		173	Y
Bowler 4	Martin OHara	m		201	<input type="checkbox"/>

Team 3				
Team Name: #3				
	Name	Sex	Entrance Average	New Bowler
Bowler 1	Winnie Pooh	f	140	<input type="checkbox"/>
Bowler 2	Betty Boop	f	133	<input type="checkbox"/>
Bowler 3	Teddy Baer	f	122	<input type="checkbox"/>
Bowler 4	Bruce Wayne	m	180	<input type="checkbox"/>

Team 4				
Team Name: #4				
	Name	Sex	Entrance Average	New Bowler
Bowler 1	Bunny Olson	f	140	<input type="checkbox"/>
Bowler 2	Vince Carter	m	129	<input type="checkbox"/>
Bowler 3	Gomer Pyle	m	131	<input type="checkbox"/>
Bowler 4	Duke Slater	m	164	<input type="checkbox"/>

Done

ROSTER ENTRY

Note that the empty textbox is now in 'orange', indicating which field that was forgotten.

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Enter Rosters

Enter Your Team Rosters

Please Note: If a bowler is a NEW Bowler, you only need to enter a "Y" where indicated below.
If not a NEW bowler, just leave the corresponding text box blank.

<

Team 1				
Team Name: <input type="text"/>				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 <input type="text" value="Louise Tate"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="138"/>	<input type="text"/>	
Bowler 2 <input type="text" value="Larry Tate"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="159"/>	<input type="text"/>	
Bowler 3 <input type="text" value="Darrin Stevens"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="157"/>	<input type="text"/>	
Bowler 4 <input type="text" value="Samantha Stevens"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="195"/>	<input type="text"/>	

<

Team 2				
Team Name: <input type="text" value="#2 DAILY SUN"/>				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 <input type="text" value="Tim OHara"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="166"/>	<input type="text"/>	
Bowler 2 <input type="text" value="Lorelei Brown"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="145"/>	<input type="text"/>	
Bowler 3 <input type="text" value="Bill Brennan"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="173"/>	<input type="text" value="Y"/>	
Bowler 4 <input type="text" value="Martin OHara"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="201"/>	<input type="text"/>	

<

Team 3				
Team Name: <input type="text" value="#3"/>				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 <input type="text" value="Winnie Pooh"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="140"/>	<input type="text"/>	
Bowler 2 <input type="text" value="Betty Boop"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="133"/>	<input type="text"/>	
Bowler 3 <input type="text" value="Teddy Baer"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="122"/>	<input type="text"/>	
Bowler 4 <input type="text" value="Bruce Wayne"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="180"/>	<input type="text"/>	

<

Team 4				
Team Name: <input type="text" value="#4"/>				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 <input type="text" value="Bunny Olson"/>	Sex (m or f) <input type="text" value="f"/>	<input type="text" value="140"/>	<input type="text"/>	
Bowler 2 <input type="text" value="Vince Carter"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="129"/>	<input type="text"/>	
Bowler 3 <input type="text" value="Gomer Pyle"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="131"/>	<input type="text"/>	
Bowler 4 <input type="text" value="Duke Slater"/>	Sex (m or f) <input type="text" value="m"/>	<input type="text" value="164"/>	<input type="text"/>	

Done

ROSTER ENTRY

Now that the Roster Entry form is completed, the “Done” submit button can be executed without issue.

Enter Your Team Rosters

*Please Note: If a bowler is a NEW Bowler, you only need to enter a "Y" where indicated below.
If not a NEW bowler, just leave the corresponding text box blank.*

Team 1				
Team Name: #1 TATE AND STEVENS				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 Louise Tate	Sex (m or f) f	138	<input type="checkbox"/>	
Bowler 2 Larry Tate	Sex (m or f) m	159	<input type="checkbox"/>	
Bowler 3 Darrin Stevens	Sex (m or f) m	157	<input type="checkbox"/>	
Bowler 4 Samantha Stevens	Sex (m or f) f	195	<input type="checkbox"/>	

Team 2				
Team Name: #2 DAILY SUN				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 Tim OHara	Sex (m or f) m	166	<input type="checkbox"/>	
Bowler 2 Lorelei Brown	Sex (m or f) f	145	<input type="checkbox"/>	
Bowler 3 Bill Brennan	Sex (m or f) m	173	Y	
Bowler 4 Martin OHara	Sex (m or f) m	201	<input type="checkbox"/>	

Team 3				
Team Name: #3				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 Winnie Pooh	Sex (m or f) f	140	<input type="checkbox"/>	
Bowler 2 Betty Boop	Sex (m or f) f	133	<input type="checkbox"/>	
Bowler 3 Teddy Baer	Sex (m or f) f	122	<input type="checkbox"/>	
Bowler 4 Bruce Wayne	Sex (m or f) m	180	<input type="checkbox"/>	

Team 4				
Team Name: #4				
Name	Sex	Entrance Average	New Bowler	
Bowler 1 Bunny Olson	Sex (m or f) f	140	<input type="checkbox"/>	
Bowler 2 Vince Carter	Sex (m or f) m	129	<input type="checkbox"/>	
Bowler 3 Gomer Pyle	Sex (m or f) m	131	<input type="checkbox"/>	
Bowler 4 Duke Slater	Sex (m or f) m	164	<input type="checkbox"/>	

Done

REPORTS (Section 6: Design Your Weekly Standings Sheets)

In addition to building a website for your league, Automatic Evelyn also creates a printable, weekly hardcopy report for your bowlers to generate from their own web browsers. This will save your some expense in the number of weekly copies that you need to provide to your league, at the lanes.

SECTION 6. DESIGN YOUR WEEKLY STANDINGS SHEETS:

For sections 6-A, 6-B, and 6-C: Use the left and right arrows to move items from the "Available Fields" box to the "Design Area" box. Use the up and down arrows to the right of the Design Area to put the output fields in the proper sequence for your printouts. To select multiple 'available' fields, press and hold down the CTRL key (for individual selections) or the SHIFT key (for a range of fields) and then click fields with your mouse.

➔ 6-A) TEAM ROSTERS

Available Fields		Design Area Fields
Name	➡	
Sex		
Entrance Average		
Individual Handicap		
Games		
Pinfall		
High Game		
High Series		
High Game Hdcp		
High Series Hdcp		
Current Average		
Last Week's Scores		
Freeze Avg		

➔ 6-B) TEAM STANDINGS

Available Fields		Design Area Fields
Team Name	➡	
Wins		
Losses		
Pinfall		
High Game		
High Series		
High Game Hdcp		

➔ 6-C) LEADER BOARD

Available Fields		Design Area Fields
High Average	➡	
High Game		
High Series		
High Game Hdcp		
High Series Hdcp		

➔ 6-D) When displaying Current Average, which format do you want to use?

- As a whole number (no decimal)
- As a percentage
- Using 'carryover' pins [\(Need explanation?\)](#)

➔ 6-E) When displaying leader categories in mixed league, which headings do you want to use?

- Men-Women
- Boys-Girls
- Males-Females
- Guys-Gals
- Gentlemen-Ladies

➔ 6-F) Enter the starting lane number:

6-G) Enter Week Numbers for Position Round(s):

➔ Week Number for Position Round 1:

➔ Week Number for Position Round 2:

➔ Week Number for Position Round 3:

6-H) Enter Houses or Oiling Patterns:

➔ House/Oil Pattern 1:

➔ House/Oil Pattern 2:

➔ House/Oil Pattern 3:

REPORTS (Section 6: Design Your Weekly Standings Sheets)

In “6-A)” below, use your mouse to select the items you want to see on your weekly sheets for your “Team/Roster” listings. Just like in Windows Explorer, you can make selections one-at-a-time, or you can make a range of selections. (See the disclaimer in blue text, under the “Section 6” segment.)

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SECTION 6. DESIGN YOUR WEEKLY STANDINGS SHEETS:

For sections 6-A, 6-B, and 6-C: Use the left and right arrows to move items from the "Available Fields" box to the "Design Area" box. Use the up and down arrows to the right of the Design Area to put the output fields in the proper sequence for your printouts. To select multiple 'available' fields, press and hold down the CTRL key (for individual selections) or the SHIFT key (for a range of fields) and then click fields with your mouse.

➔ 6-A) TEAM ROSTERS

Available Fields		Design Area Fields
Name	➔	
Sex		
Entrance Average		
Individual Handicap		
Games		
Pinfall		
High Game		
High Series		
High Game Hdcp		
High Series Hdcp		
Current Average		
Last Week's Scores		
Freeze Avg		

➔ 6-B) TEAM STANDINGS

Available Fields		Design Area Fields
Team Name	➔	
Wins		
Losses		
Pinfall		
High Game		
High Series		
High Game Hdcp		

(Partial Screen Shot)

REPORTS (Section 6: Design Your Weekly Standings Sheets)

After the right arrow button is clicked, the fields we selected have now been moved to the “Design Area Fields” box.

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Online Bowling League Secretary Design Printouts

SECTION 6. DESIGN YOUR WEEKLY STANDINGS SHEETS:

For sections 6-A, 6-B, and 6-C: Use the left and right arrows to move items from the "Available Fields" box to the "Design Area" box. Use the up and down arrows to the right of the Design Area to put the output fields in the proper sequence for your printouts. To select multiple 'available' fields, press and hold down the CTRL key (for individual selections) or the SHIFT key (for a range of fields) and then click fields with your mouse.

✓ 6-A) TEAM ROSTERS

Available Fields

▲

▼

Sex
Freeze Avg

➔

➔

Design Area Fields

▲

▼

Name
Entrance Average
Individual Handicap
Games
Pinfall
High Game
High Series
High Game Hdcp
High Series Hdcp
Current Average
Last Week's Scores

⬆

⬇

➔ 6-B) TEAM STANDINGS

Available Fields

▲

▼

Team Name
Wins
Losses
Pinfall
High Game
High Series

➔

➔

Design Area Fields

▲

▼

⬆

⬇

(Partial Screen Shot)

REPORTS (Section 6: Design Your Weekly Standings Sheets)

Let's say that you want to reposition the "Current Average" field to be more prominently displayed on the left side of your weekly printouts for your team rosters. Just select the "Current Average" field, and then click the 'up arrow' to the right, and you'll notice the field moves upward. Continue clicking the 'up arrow' until you get this field where you want it.

SECTION 6. DESIGN YOUR WEEKLY STANDINGS SHEETS:

For sections 6-A, 6-B, and 6-C: Use the left and right arrows to move items from the "Available Fields" box to the "Design Area" box. Use the up and down arrows to the right of the Design Area to put the output fields in the proper sequence for your printouts. To select multiple 'available' fields, press and hold down the CTRL key (for individual selections) or the SHIFT key (for a range of fields) and then click fields with your mouse.

✓ 6-A) TEAM ROSTERS

Available Fields

- Sex
- Freeze Avg

Design Area Fields

- Name
- Entrance Average
- Individual Handicap
- Games
- Pinfall
- High Game
- High Series
- High Game Hdcp
- High Series Hdcp
- Current Average
- Last Week's Scores

➔ 6-B) TEAM STANDINGS

Available Fields

- Team Name
- Wins
- Losses
- Pinfall
- High Game
- High Series
- High Game Hdcp

Design Area Fields

-

(Partial Screen Shot)

REPORTS (Section 6: Design Your Weekly Standings Sheets)

As shown below, the "Current Average" field has now been moved to a new sequential position on your reports.

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Design Printouts

SECTION 6. DESIGN YOUR WEEKLY STANDINGS SHEETS:

For sections 6-A, 6-B, and 6-C: Use the left and right arrows to move items from the "Available Fields" box to the "Design Area" box. Use the up and down arrows to the right of the Design Area to put the output fields in the proper sequence for your printouts. To select multiple 'available' fields, press and hold down the CTRL key (for individual selections) or the SHIFT key (for a range of fields) and then click fields with your mouse.

✓ 6-A) TEAM ROSTERS

Available Fields

Sex
Freeze Avg

Design Area Fields

Name
Entrance Average
Current Average
Individual Handicap
Games
Pinfall
High Game
High Series
High Game Hdcp
High Series Hdcp
Last Week's Scores

➔ 6-B) TEAM STANDINGS

Available Fields

Team Name
Wins
Losses
Pinfall
High Game
High Series
High Game Hdcp

Design Area Fields

--

(Partial Screen Shot)

REPORTS (Section 6: Design Your Weekly Standings Sheets)

Continue with your completion of your report design. Just to give you an example of Automatic Evelyn's error-checking, notice below that we haven't selected any week numbers for our position rounds. If you try to submit your changes without completing all entries, "Evelyn" will alert you, as seen on page 34 of this user guide.

- ✓ 6-D) When displaying Current Average, which format do you want to use?
- As a whole number (no decimal)
 - As a percentage
 - Using 'carryover' pins [\(Need explanation?\)](#)
-

- ✓ 6-E) When displaying leader categories in mixed league, which headings do you want to use?
- Men-Women
 - Boys-Girls
 - Males-Females
 - Guys-Gals
 - Gentlemen-Ladies
-

- ✓ 6-F) Enter the starting lane number:
-

6-G) Enter Week Numbers for Position Round(s):

- ➔ Week Number for Position Round 1:
- ➔ Week Number for Position Round 2:
- ➔ Week Number for Position Round 3:
-

6-H) Enter Houses or Oiling Patterns:

- ✓ House/Oil Pattern 1:
- ✓ House/Oil Pattern 2:
- ✓ House/Oil Pattern 3:
-

REPORTS (Section 6: Design Your Weekly Standings Sheets)

After clicking “OK” in the message box, finish up your inputs, and then submit your customized report design.

www.worldleagues.net says

Please complete the following sections:

6-D) A A U
--> 6-G) Position Round Week Number 1?
--> 6-G) Position Round Week Number 2?
--> 6-G) Position Round Week Number 3?

6-E) M B M Guys-Gais Gentlemen-Ladies

6-F) Enter the starting lane number:

6-G) Enter Week Numbers for Position Round(s):

Week Number for Position Round 1:

Week Number for Position Round 2:

Week Number for Position Round 3:

6-H) Enter Houses or Oiling Patterns:

House/Oil Pattern 1:

House/Oil Pattern 2:

House/Oil Pattern 3:

AUTOMATIC EVELYN'S MAIN MENU OPTIONS

If you've advanced to the Main Menu, you are now ready to begin inputting your weekly league scores. To reduce distractions and minimize confusion, and to keep your user experience as simple and uncomplicated as possible, Automatic Evelyn's menu system is very simple and deliberate in its layout.

LEARN BY EXAMPLE

Perhaps the easiest (and fastest) way to learn about the Automatic Evelyn system is if you see it in action. The screen shots and descriptions that follow are real world examples of a current league that uses the "Evelyn" web application. The screen shot below is a sample of the first screen you'll see after your league setup is completed. Except for the league name and week number, your league should be just about the same.



Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
 - [Transfer a Player from the Sub List to a Team Roster](#)
- [Process/Build Web Site](#)
- [Quit](#)

AUTOMATIC EVELYN'S MAIN MENU OPTIONS

So, let's get started with the first option "Enter Scores/Worksheets":

Automatic Evelyn [Intro](#) | [About "Evelyn"](#) | [Contact Us](#) | [Sign Out](#)
Online Bowling League Secretary Main Menu

Friday Fellowship League 2019
Week Number: 3
Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
 - [Transfer a Player from the Sub List to a Team Roster](#)
- [Process/Build Web Site](#)
- [Quit](#)

SELECT A WORKSHEET

Using our sample league (a 48-team league), the screen shot below shows a current list of all the weeks that can be selected for new inputs or modifications. For this purpose of explaining a worksheet to its fullest, we'll select a week that has already been entered and processed, followed by clicking the "Submit" button. (See figure 2, below, for a close-up view).

Please note the scroll bar to the right of the list of league match-ups in Figure 1 below. If you don't see the match-up you're looking for, just scroll the bar up or down.

[Go back to Main Menu](#)

Select a Worksheet to Work on...

Week 1_1 vs. 2
Week 1_3 vs. 4
Week 1_5 vs. 6
Week 1_7 vs. 8
Week 1_9 vs. 10
Week 1_11 vs. 12
Week 1_13 vs. 14
Week 1_15 vs. 16
Week 1_17 vs. 18
Week 1_19 vs. 20
Week 1_21 vs. 22
Week 1_23 vs. 24
Week 1_25 vs. 26
Week 1_27 vs. 28
Week 1_29 vs. 30
Week 1_31 vs. 32
Week 1_33 vs. 34
Week 1_35 vs. 36
Week 1_37 vs. 38
Week 1_39 vs. 40
Week 1_41 vs. 42
Week 1_43 vs. 44
Week 1_45 vs. 46
Week 1_47 vs. 48

Submit

Matchups in **BLACK** in selection box denote match has been inputted and processed
Matchups in **GREEN** in selection box denote match has been inputted, but not yet processed
Matchups in **RED** in selection box denote match has not yet been inputted

“Figure 1”
(View match-up list from
Week 1 through present)

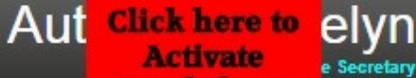
Select a Worksheet to Work on...

Week 1: 1 vs. 2
Week 1: 3 vs. 4
Week 1: 5 vs. 6
Week 1: 7 vs. 8
Week 1: 9 vs. 10
Week 1: 11 vs. 12
Week 1: 13 vs. 14
Week 1: 15 vs. 16
Week 1: 17 vs. 18

“Figure 2”
(Select an existing match)

EXPLAINING A WORKSHEET

When selecting a worksheet, before you can enter new scores or modify an existing match, you must click the red “Click here to Activate Worksheet” box. This validation step is done to verify the team match-up, in case you might have accidentally selected the wrong worksheet from the prior screen.



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Enter/Edit Worksheets

Click here to Activate Worksheet

[Go back to main menu](#)
[Click here to go back to Match Selection](#)

If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Robert Parker	Robert Parker	Robert Parker	Robert Parker	<input type="checkbox"/>	Select a name to replace the player shown in each game -- Roster Members -- Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith -- Free Substitutes -- VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	172	137	167			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Delores Parker	Delores Parker	Delores Parker	Delores Parker	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	152	117	78			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Jean Tolliver	Jean Tolliver	Jean Tolliver	Jean Tolliver	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	111	104	119			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Stephanie Arnold	VACANT	VACANT	VACANT	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	150	150	150			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Paul Beckwith	Paul Beckwith	Paul Beckwith	Paul Beckwith	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	171	233	148			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL		756	741	662	NOTES: <div style="border: 1px solid black; height: 100px; width: 100%;"></div>				
HANDICAP									
TOTAL		1082	1067	988					
WON/LOST		1	0	0					
OVERRIDE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

Team 2									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Mike Miller	VACANT	VACANT	VACANT	<input type="checkbox"/>	Select a name to replace the player shown in each game -- Roster Members -- Mike Miller Dominic Manley Janelle Scribner Chuckie Lucas Audrey -- Free Substitutes -- VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	150	150	150			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Dominic Manley	Dominic Manley	Dominic Manley	Dominic Manley	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	124	122	127			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Janelle Scribner	Janelle Scribner	Janelle Scribner	Janelle Scribner	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	117	152	119			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Chuckie Lucas	VACANT	VACANT	VACANT	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	150	150	150			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Audrey	Mike Miller	Mike Miller	Mike Miller	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
	180	195	180			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL		721	769	706	NOTES: <div style="border: 1px solid black; height: 100px; width: 100%;"></div>				
HANDICAP									
TOTAL		1070	1118	1055					
WON/LOST		0	1	1					
OVERRIDE		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

EXPLAINING A WORKSHEET

After verifying your worksheet, the textboxes become enabled for editing.

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Enter/Edit Worksheets

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If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Robert Parker	Robert Parker 172	Robert Parker 137	Robert Parker 167	476	<small>Select a name to replace the player shown in each game</small> ** Roster Members ** Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith ** Free Substitutes ** VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Delores Parker	Delores Parker 152	Delores Parker 117	Delores Parker 78	347		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Jean Tolliver	Jean Tolliver 111	Jean Tolliver 104	Jean Tolliver 119	334		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Stephanie Arnold	VACANT 150	VACANT 150	VACANT 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Paul Beckwith	Paul Beckwith 171	Paul Beckwith 233	Paul Beckwith 148	552		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL	756	741	662	2159		NOTES: <div style="border: 1px solid black; height: 60px; width: 100%;"></div>			
HANDICAP	326	326	326	978					
TOTAL	1082	1067	988	3137					
WON/LOST	1	0	0	0					
OVERRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

Team 2									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Mike Miller	VACANT 150	VACANT 150	VACANT 150	450	<small>Select a name to replace the player shown in each game</small> ** Roster Members ** Mike Miller Dominic Manley Janelle Scribner Chuckie Lucas Audrey ** Free Substitutes ** VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Dominic Manley	Dominic Manley 124	Dominic Manley 122	Dominic Manley 127	373		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Janelle Scribner	Janelle Scribner 117	Janelle Scribner 152	Janelle Scribner 119	388		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Chuckie Lucas	VACANT 150	VACANT 150	VACANT 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Audrey	Mike Miller 180	Mike Miller 195	Mike Miller 160	535		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL	721	769	706	2196		NOTES: <div style="border: 1px solid black; height: 60px; width: 100%;"></div>			
HANDICAP	349	349	349	1047					
TOTAL	1070	1118	1055	3243					
WON/LOST	0	1	1	1					
OVERRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

EXPLAINING A WORKSHEET

See the close-up below of one of the teams in the match-up. For the purpose of explaining each section, circled red numbers have been super-imposed on the different segments.

Automatic Evelyn

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Enter/Edit Worksheets

Online Bowling League Secretary

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If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1					Subs/Alternates 3	Apply Subs to Game			Accept Selected Sub
1 Player	Game 1	Game 2	Game 3	Series		1	2	3	
	Score 2	Score 2	Score 2	Set					
Robert Parker	Robert Parker 172	Robert Parker 137	Robert Parker 167	476	<div style="font-size: 0.8em; text-align: left;"> Select a name to replace the player shown in each game ** Roster Members ** Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith ** Free Substitutes ** VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore </div>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Delores Parker	Delores Parker 152	Delores Parker 117	Delores Parker 78	347		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Jean Tolliver	Jean Tolliver 111	Jean Tolliver 104	Jean Tolliver 119	334		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Stephanie Arnold	VACANT 150	VACANT 150	VACANT 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Paul Beckwith	Paul Beckwith 171	Paul Beckwith 233	Paul Beckwith 148	552		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
SUBTOTAL	756	741	662	2159					
4 HANDICAP	326	326	326	978					
TOTAL	1082	1067	988	3137					
WON/LOST	1	0	0	0					
5 OVERRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

6

WHAT THE NUMBERS ABOVE (IN RED) MEAN:

- 1) Current team roster players
- 2) Bowlers/Replacements that bowled in this roster member's spot each game
- 3) Available "Roster Members/Substitutes/Alternates/Vacants/Blinds"
- 4) Instructional pop-up, explaining team handicap calculations
- 5) Overriding a win/loss
- 6) Secretary's personal notes for match-up

EXPLAINING A WORKSHEET

Explaining items 1 and 2:

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Automatic Evelyn

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If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1					Subs/Alternates	Apply Subs to Game			Accept Selected Sub
1	Game 1	Game 2	Game 3	Series		1	2	3	
	Score 2	Score 2	Score 2	Set					
Robert Parker	Robert Parker <input type="text" value="172"/>	Robert Parker <input type="text" value="137"/>	Robert Parker <input type="text" value="167"/>	<input type="text" value="476"/>	Select a name to replace the player shown in each game ** Roster Members ** Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith ** Free Substitutes ** VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Delores Parker	Delores Parker <input type="text" value="152"/>	Delores Parker <input type="text" value="117"/>	Delores Parker <input type="text" value="78"/>	<input type="text" value="347"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Jean Tolliver	Jean Tolliver <input type="text" value="111"/>	Jean Tolliver <input type="text" value="104"/>	Jean Tolliver <input type="text" value="119"/>	<input type="text" value="334"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Stephanie Arnold	VACANT <input type="text" value="150"/>	VACANT <input type="text" value="150"/>	VACANT <input type="text" value="150"/>	<input type="text" value="450"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Paul Beckwith	Paul Beckwith <input type="text" value="171"/>	Paul Beckwith <input type="text" value="233"/>	Paul Beckwith <input type="text" value="148"/>	<input type="text" value="552"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL	<input type="text" value="756"/>	<input type="text" value="741"/>	<input type="text" value="662"/>	<input type="text" value="2159"/>	NOTES: <div style="border: 1px solid #ccc; height: 100px; width: 100%;"></div>				
HANDICAP	<input type="text" value="326"/>	<input type="text" value="326"/>	<input type="text" value="326"/>	<input type="text" value="978"/>					
TOTAL	<input type="text" value="1082"/>	<input type="text" value="1067"/>	<input type="text" value="988"/>	<input type="text" value="3137"/>					
WON/LOST	<input type="text" value="1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>					
OVERRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

In the column where we see the red circled "1", this is the current player that occupies that particular roster spot. The red circled "2" indicates the player that actually rolled that game.

EXAMPLE

In rows 1-3 and row 5, Robert Parker, Delores Parker, Jean Tolliver, and Paul Beckwith were all present and rolled each game that week. However, row 4 has the player, Stephanie Arnold, that is on the roster, but did not roll that week. The league rules allow a "VACANT", "BLIND", or Substitute Bowler's score to be used as a replacement in this player's spot. In this case, a VACANT was used for each game, and a 150 was entered by the secretary, which tells "Automatic Evelyn" not to credit a score to Stephanie Arnold for that week, but to add a placeholder score of 150 to the team total. "Evelyn" accordingly calculates the handicap for a 150.

EXPLAINING A WORKSHEET

Explaining item 3:

Automatic Evelyn

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If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Robert Parker	Robert Parker <input type="text" value="172"/>	Robert Parker <input type="text" value="137"/>	Robert Parker <input type="text" value="167"/>	<input type="text" value="476"/>	<div style="text-align: center; color: red; font-weight: bold; border: 1px solid red; border-radius: 50%; width: 20px; margin: 0 auto;">3</div> <small>Select a name to replace the player shown in each game</small> ** Roster Members ** Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith ** Free Substitutes ** VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Delores Parker	Delores Parker <input type="text" value="152"/>	Delores Parker <input type="text" value="117"/>	Delores Parker <input type="text" value="78"/>	<input type="text" value="347"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Jean Tolliver	Jean Tolliver <input type="text" value="111"/>	Jean Tolliver <input type="text" value="104"/>	Jean Tolliver <input type="text" value="119"/>	<input type="text" value="334"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>	
Stephanie Arnold	VACANT <input type="text" value="150"/>	VACANT <input type="text" value="150"/>	VACANT <input type="text" value="150"/>	<input type="text" value="450"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="button" value="Accept"/>	
Paul Beckwith	Paul Beckwith <input type="text" value="171"/>	Paul Beckwith <input type="text" value="233"/>	Paul Beckwith <input type="text" value="148"/>	<input type="text" value="552"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>	
SUBTOTAL	<input type="text" value="756"/>	<input type="text" value="741"/>	<input type="text" value="662"/>	<input type="text" value="2159"/>	NOTES: <div style="border: 1px solid black; height: 80px; width: 100%;"></div>				
HANDICAP	<input type="text" value="326"/>	<input type="text" value="326"/>	<input type="text" value="326"/>	<input type="text" value="978"/>					
TOTAL	<input type="text" value="1082"/>	<input type="text" value="1067"/>	<input type="text" value="988"/>	<input type="text" value="3137"/>					
WON/LOST	<input type="text" value="1"/>	<input type="text" value="0"/>	<input type="text" value="0"/>	<input type="text" value="0"/>					
OVERRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

In the column where we see the red circled “3”, we have a ‘list box’ with all the available roster players for a particular team, along with the entire complement of “Vacant”, “Blind”, and Substitute bowlers.

EXAMPLE

Let’s assume that the secretary made a mistake with the insertion of the VACANT scores for Stephanie. In Game 1, the VACANT is correct, but Game 2 and Game 3 actually had a substitute player, Derrick Anderson, rolling in Stephanie’s spot. We can easily correct this by first ‘left-clicking’ to highlight the name “Derrick Anderson” from the Substitutes list box (under ** Free Substitutes **). Then we need to click the checkboxes for Game 2 and Game 3 on Stephanie Arnold’s row, to signal to Automatic Evelyn to slide Derrick Anderson into the match. We now click on the “Accept” button, to the right of the checkboxes.

EXPLAINING A WORKSHEET

Automatic Evelyn

Online Bowling League Secretary

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Enter/Edit Worksheets



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If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Robert Parker	Robert Parker 172	Robert Parker 137	Robert Parker 167	476	<div style="border: 1px solid gray; padding: 5px;"> <p>Select a name to replace the player shown in each game</p> <p>3</p> <p>** Roster Members **</p> <ul style="list-style-type: none"> Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith ** Free Substitutes ** VACANT BLIND Aren Higgs Charles Sims Dana Randolph Derrick Anderson Donzell Wilkson John Moore </div>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Delores Parker	Delores Parker 152	Delores Parker 117	Delores Parker 78	347		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Jean Tolliver	Jean Tolliver 111	Jean Tolliver 104	Jean Tolliver 119	334		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Stephanie Arnold	VACANT 150	Derrick Anderson 150	Derrick Anderson 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
Paul Beckwith	Paul Beckwith 171	Paul Beckwith 233	Paul Beckwith 148	552		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Accept
SUBTOTAL	756	741	662	2159		<p>NOTES:</p> <div style="border: 1px solid gray; height: 80px; width: 100%;"></div>			
HANDICAP	326	309	309	944					
TOTAL	1082	1050	971	3103					
WON/LOST	1	0	0	0					
OVERRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

We now see that Automatic Evelyn has moved Derrick Anderson into Games 2 and 3 of the match. When we hover the mouse over Derrick Anderson's name in Game 2, the application shows this substitute player's average and handicap. Also, notice that the team handicaps for Game 2 and Game 3, along with the final team game totals, have changed to accommodate the lower individual handicap held by Derrick. It will be a simple matter from here on, to replace the 150 scores that the VACANT was given, with the actual scores rolled by Derrick Anderson. Automatic Evelyn will adjust the wins and losses accordingly for each game, depending on the scores that are inputted for the replacement player.

EXPLAINING A WORKSHEET

Explaining item 4:

The screenshot shows a web application for an online bowling league. A score sheet for Team 1 is displayed, with columns for Player, Game 1, Game 2, Game 3, and a Total column. A red circle highlights the 'HANDICAP' value of 326 in the Game 1 column. A pop-up window titled 'www.worldleagues.net says' shows the handicap breakdown for Team 1 and Team 2. The breakdown for Team 1 lists players and their handicaps: Robert Parker (166), Delores Parker (109), Jean Tolliver (125), VACANT (150), and Paul Beckwith (191), with a total of 326. The breakdown for Team 2 shows a total handicap of 150. A dropdown menu is open, showing a list of players and substitutes to be selected for the game.

Player	Game 1	Game 2	Game 3	Total
Robert Parker	172	137	167	476
Delores Parker	152	117	78	347
Jean Tolliver	111	104	119	334
Stephanie Arnold	VACANT	VACANT	VACANT	450
Paul Beckwith	171	233	148	552
SUBTOTAL	756	741	662	2159
HANDICAP 4	326	326	326	978
TOTAL	1082	1067	988	3137
WON/LOST	1	0	0	0
OVERRIDE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

The word “HANDICAP” in blue above is a help link, which basically tells the user that if you click on the Team Handicap for a team in Game 1, Game 2, or Game 3, a breakdown of each player’s average and handicap will be displayed to determine how the total team handicap was calculated.

In the example above (which is the result of using the “Chrome” browser), we clicked on the 326 handicap total in Game 1, and thus Team 1’s handicap breakdown is listed vertically to the left of each player name in a message box (the opposing Team 2 is shown, if you scroll with the mouse). As we see here, the team total of 326 matches what’s on the worksheet. The message box looks a little different if you’re using Internet Explorer, but the content is the same.

EXPLAINING A WORKSHEET

Explaining item 5:

If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Robert Parker	Robert Parker 172	Robert Parker 137	Robert Parker 167	476	<small>Select a name to replace the player shown in each game</small> ** Roster Members ** Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith ** Free Substitutes ** VACANT BLIND Aren Higgs Bridget Clark Bryan Jordan Carlos Weaver Charles Sims Chris Clay	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Delores Parker	Delores Parker 152	Delores Parker 117	Delores Parker 78	347		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Jean Tolliver	Jean Tolliver 111	Jean Tolliver 104	Jean Tolliver 119	334		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Stephanie Arnold	VACANT 150	VACANT 150	VACANT 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Paul Beckwith	Paul Beckwith 171	Paul Beckwith 233	Paul Beckwith 148	552		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL	756	741	662	2159		NOTES: 6			
HANDICAP	328	328	328	978					
TOTAL	1082	1067	988	3137					
WON/LOST	0	0	0	0					
OVERRIDE 5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

Team 2									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Mike Miller	VACANT 150	VACANT 150	VACANT 150	450	<small>Select a name to replace the player shown in each game</small> ** Roster Members ** Mike Miller Dominic Manley Janelle Scribner Chuckie Lucas Audrey ** Free Substitutes ** VACANT BLIND Aren Higgs Bridget Clark Bryan Jordan Carlos Weaver Charles Sims Chris Clay	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Dominic Manley	Dominic Manley 124	Dominic Manley 122	Dominic Manley 127	373		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Janelle Scribner	Janelle Scribner 117	Janelle Scribner 152	Janelle Scribner 119	388		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Chuckie Lucas	VACANT 150	VACANT 150	VACANT 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Audrey	Mike Miller 180	Mike Miller 195	Mike Miller 160	535		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL	721	769	706	2196		NOTES: 6			
HANDICAP	349	349	349	1047					
TOTAL	1070	1118	1055	3243					
WON/LOST	1	1	1	1					
OVERRIDE 5	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

The red circled "5" pertains to the Override feature of Automatic Evelyn. When you click a checkbox under one of the team games, "Evelyn" allows you to force the correct point total for a win or loss. In the example above, let's assume that Team 1 forfeited Game 1 against Team 2. Upon clicking the checkbox on the Override row for Game 1, the "Won/Lost" text box changes from gray to white, and you're allowed to make an input. You'll need to click the corresponding Override checkbox for the opposing team, as well, to give that team the correct "won/lost" point total.

EXPLAINING A WORKSHEET

Explaining items 5 and 6:

If there are any NEW Subs participating in this match that are not in the "Subs/Alternates" drop-down boxes below, please go back to the Add Subs menu option to register the Substitute(s) before inputting this match

Team 1									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Robert Parker	Robert Parker 172	Robert Parker 137	Robert Parker 167	476	Select a name to replace the player shown in each game -- Roster Members -- Robert Parker Delores Parker Jean Tolliver Stephanie Arnold Paul Beckwith -- Free Substitutes -- VACANT BLIND Aren Higgs Bridget Clark Bryan Jordan Carlos Weaver Charles Sims Chris Clay	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Delores Parker	Delores Parker 152	Delores Parker 117	Delores Parker 78	347		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Jean Tolliver	Jean Tolliver 111	Jean Tolliver 104	Jean Tolliver 119	334		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Stephanie Arnold	VACANT 150	VACANT 150	VACANT 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Paul Beckwith	Paul Beckwith 171	Paul Beckwith 233	Paul Beckwith 148	552		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL	0	741	662	1403		NOTES: 6			
HANDICAP	326	326	326	978		Team 1 forfeited Game 1			
TOTAL	0	1067	988	2055					
WON/LOST	0	0	0	0					
5 <u>VERRIDE</u>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>					

Team 2									
Player	Game 1	Game 2	Game 3	Series	Subs/Alternates	Apply Subs to Game			Accept Selected Sub
	Score	Score	Score	Set		1	2	3	
Mike Miller	VACANT 150	VACANT 150	VACANT 150	450	Select a name to replace the player shown in each game -- Roster Members -- Mike Miller Dominic Manley Janelle Scribner Chuckie Lucas Audrey -- Free Substitutes -- VACANT BLIND Aren Higgs Bridget Clark Bryan Jordan Carlos Weaver Charles Sims Chris Clay	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Dominic Manley	Dominic Manley 124	Dominic Manley 122	Dominic Manley 127	373		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Janelle Scribner	Janelle Scribner 117	Janelle Scribner 152	Janelle Scribner 119	388		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Chuckie Lucas	VACANT 150	VACANT 150	VACANT 150	450		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
Audrey	Mike Miller 180	Mike Miller 195	Mike Miller 160	535		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="button" value="Accept"/>
SUBTOTAL	721	769	706	2196		NOTES: 6			
HANDICAP	349	349	349	1047					
TOTAL	1070	1118	1055	3243					
WON/LOST	1	1	1	1					
5 <u>VERRIDE</u>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					

Save Worksheet Clear Values

Also note that in the case of a forfeit, you should change the pinfall (scratch and handicap) totals to 0, if your league deems that forfeits result in 0 pinfall for the game. Evelyn will auto-calc the team pinfall game (if applicable). When doing an Override, be careful not to click on the player score boxes, because "Evelyn" will auto-calc the entire sheet, including the team totals, and you'll need to readjust the Override totals.

The red circled "6" is used for notes, in case you need to refer back to this worksheet at a later date. Don't forget to click on "Save Worksheet", once you're done.

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
 - Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
 - [Add Substitute\(s\)](#)
 - Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
 - [Transfer a Player from the Sub List to a Team Roster](#)
 - [Process/Build Web Site](#)
 - [Quit](#)
-

MODIFY TEAM NAMES

Modifying an existing team name is simple with the Automatic Evelyn system. You simply scroll to search the list box (as seen below) for the team name you want to alter. Once you find it, left-click once on the name.

The current name is then populated in the text box labeled "Name:" below the list box of team names. Make your change to the team name in this text box, and then click the "Update" button.

Automatic Evelyn will then respond with a message box, stating that the team name has been modified.

 [Go back to Main Menu](#)

Select a Team Name to Modify...

Teams
** Select a Team **
#1 GOOD TIMES
#2 RIZE & FLY
#3 FIVE THE HARD WAY
#4 STRIKE' N RIDE
#5 THAT'S HOW WE ROLL!
#6 WELL PUT TOGETHER
#7 SLAMMIN!
#8 TEAM #8
#9 TAP THAT

Name:

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
 - Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
 - [Add Substitute\(s\)](#)
 - Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
 - [Transfer a Player from the Sub List to a Team Roster](#)
 - [Process/Build Web Site](#)
 - [Quit](#)
-

MODIFY DIVISIONS

If you have selected in your League Setup that the league uses divisions, then this option will be available in the Main Menu. A grid will be displayed on the screen with all the teams and the divisions in which they belong. You can easily move a team from one division to another by changing the numbers in the first column of the grid. When you're done, click the Update button below the grid. If you've made an error in which you might have, for example, 5 teams in Division 1 and only 3 in Division 1, Automatic Evelyn will alert you to this with a message box to fix the issue.

[Go back to Main Menu](#)

Enter the correct Division Numbers for teams...

Division	Team
<input type="text" value="4"/>	#1 GOOD TIMES
<input type="text" value="4"/>	#2 RIZE & FLY
<input type="text" value="4"/>	#3 FIVE THE HARD WAY
<input type="text" value="3"/>	#4 STRIKE' N RIDE
<input type="text" value="2"/>	#5 THAT'S HOW WE ROLL!
<input type="text" value="2"/>	#6 WELL PUT TOGETHER
<input type="text" value="2"/>	#7 SLAMMIN!
<input type="text" value="4"/>	#8 TEAM #8
<input type="text" value="2"/>	#9 TAP THAT
<input type="text" value="3"/>	#10 BLOODLINE



(Partial Screen Shot)

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
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 - [Transfer a Player from the Sub List to a Team Roster](#)
- [Process/Build Web Site](#)
- [Quit](#)

MODIFY PLAYER INFO

Much like the Modify Teams menu option, Automatic Evelyn makes it easy to change information for each player in the league, whether the player is a regular team member, or a substitute. When the pair of list boxes (like the ones shown below) is displayed, just left-click on the player in either column that you want to change. The appropriate text boxes are populated, and then you can make the change(s) accordingly, followed by clicking the “Update” button.

If your league has a “New Bowler” rule, in which bowlers without an established average might “average in” after, for example, 3 games instead of 9 games, then you might need to make an entry in the “New Bowler” text box. If the bowler is not a new bowler, you can either enter a “N”, or just leave the box blank, since the default is that all bowlers are returning bowlers, unless otherwise flagged.

NOTE: Even though it’s not necessary to make an input of “N” in the New Bowler text box if a bowler has a ‘book’ average, it’s probably a good idea to get in the habit of not leaving text boxes blank.

[Go back to Main Menu](#)

Select a Player or Substitute to Modify...

(Single and Double Quote characters will be removed from names)

Roster Members	Substitutes
<p>** Select a Player **</p> <ul style="list-style-type: none">Team 1: <u>Robert Parker</u>Team 1: <u>Delores Parker</u>Team 1: <u>Jean Tolliver</u>Team 1: <u>Stephanie Arnold</u>Team 1: <u>Paul Beckwith</u>Team 2: <u>Mike Miller</u>Team 2: <u>Dominic Manley</u>Team 2: <u>Janelle Scribner</u>Team 2: <u>Chuckie Lucas</u>	<p>** Select a Substitute **</p> <ul style="list-style-type: none">Aren HiggsCharles SimsDana RandolphDerrick AndersonDonzell WilksonJohn MooreLisa BellMarty BoxPie Snelson

Name:

Sex:

Entrance Average:

New Bowler (Type Y if yes, or N if no):

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
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MODIFY SCHEDULE

When you enter your league rules in the first part of the Automatic Evelyn setup process, you are asked how many teams your league has. You're also asked the number of weeks that your league rolls. Automatic Evelyn creates a league schedule for you. However, there are times when you might need to manually adjust your league schedule – for example, on Position Round weeks.

It's very easy to modify your league schedule for a week, or you can even insert a week. To modify your league's schedule, see the image below. You simply 'left-click' on a week that you want to change, and the team numbers of the match-ups appear in the column to the right of overall schedule. You can either type over the existing team numbers in each of these text boxes, or you can click the "Clear boxes" button at the bottom, which will empty all the text boxes, thus making it easy for you to type the team numbers (and use the TAB key to advance from one box to the next).

When you're done making the modification to a particular week, then click the "Submit" button, and Automatic Evelyn will update your league's schedule for the week you selected.

[Go back to Main Menu](#)

Select a Week to Modify...

Week 01: 1-2 3-4 5-6 7-8 9-10 11-12 13-14 15-16 17-18 19-20 21-22 23-24 25-26 27-28 29-30 31-32 33-34 35-36 37-38 39-40 41-42 43-44 45-46 47-48
Week 02: 47-48 44-39 26-15 22-43 14-41 1-42 19-36 28-12 27-11 31-34 10-35 40-38 37-5 9-17 20-21 13-39 23-16 29-3 24-7 2-33 25-4 30-8 18-6 45-46
Week 03: 8-10 11-4 9-12 6-36 28-39 21-15 13-9 23-1 12-21 1-20 14 11-8 10 33-9 22-34 4-19 25 23-38 38-33 37-10 14-11 18-4 8-3 22-43
Week 04: 7-12 5-4 9-2 10-4 11-6 1-3 19-24 17-20 21-14 22-16 23-18 13-15 31-36 29-32 33-26 34-25 35-30 25-27 43-46 41-44 45-36 46-40 47-42 37-39
Week 05: 11-8 9-7 1-5 6-3 10-12 2-4 23-20 21-19 13-17 18-15 22-24 14-16 35-32 33-31 25-29 30-27 34-36 26-28 47-44 45-43 37-41 42-39 46-48 38-40
Week 06: 10-6 11-1 3-8 12-2 7-4 9-5 22-16 23-13 15-20 24-14 19-16 21-17 34-30 35-25 27-32 36-26 31-28 33-29 46-42 47-37 39-44 48-38 43-40 45-41
Week 07: 5-7 4-12 2-10 1-9 6-8 3-11 17-19 16-24 14-22 13-21 19-20 15-23 29-31 28-36 26-34 25-33 30-32 27-35 41-43 40-48 36-46 37-45 42-44 39-47
Week 08: 12-9 10-5 7-11 4-6 2-3 8-1 24-21 22-17 18-23 16-18 14-15 20-13 36-33 34-26 31-35 28-30 26-27 32-25 48-45 46-41 43-47 40-42 38-39 44-37
Week 09: 6-1 2-11 6-12 3-5 4-9 7-10 18-13 14-23 20-24 15-17 16-21 19-22 30-25 26-35 32-36 27-29 28-33 31-34 42-37 38-47 44-48 39-41 40-45 43-46
Week 10: 3-10 8-9 4-1 2-7 5-11 12-6 15-22 20-21 16-13 14-19 17-23 24-16 27-34 32-33 28-25 26-31 29-35 36-30 39-46 44-45 40-37 38-43 41-47 48-42
Week 11: 6-4 7-3 6-9 11-10 12-1 5-2 20-16 19-15 18-21 23-22 24-13 17-14 32-28 31-27 30-33 35-34 36-25 29-26 44-40 43-39 42-45 47-46 48-37 41-38
Week 12: 6-5 2-1 12-11 4-3 8-7 10-9 18-17 14-13 24-23 16-15 20-19 22-21 30-29 26-25 36-35 28-27 32-31 34-33 42-41 38-37 48-47 40-39 44-43 46-45
Week 13: 3-12 5-4 6-10 2-6 11-9 7-1 15-24 17-16 20-22 14-18 23-21 19-13 27-36 29-28 32-34 26-30 35-33 31-25 39-48 41-40 44-46 38-42 47-45 43-37
Week 14: 4-11 3-9 7-6 10-1 12-5 2-8 16-23 15-21 19-18 22-13 24-17 14-20 28-35 27-33 31-30 34-25 36-29 26-32 40-47 38-45 43-42 46-37 48-41 38-44

Weeks displayed in red have already been processed and cannot be modified

MATCH-UPS

9	vs.	3
11	vs.	10
1	vs.	4
5	vs.	12
8	vs.	2
6	vs.	7
21	vs.	15
13	vs.	22
23	vs.	16
17	vs.	24
20	vs.	14
18	vs.	19
33	vs.	27
25	vs.	34
35	vs.	28
29	vs.	36
32	vs.	26
30	vs.	31
45	vs.	39
47	vs.	46
41	vs.	48
44	vs.	38
42	vs.	43

REPLACE selected week
 INSERT BEFORE selected week

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
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- Rearrange Lineups/Transfer Players
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ADD SUBSTITUTES

Many leagues have a separate list of alternate/substitute players who fill in for an absent member of a team. These substitute players must be added to Automatic Evelyn's database before they can be used in a team match-up.

As we can see below, Automatic Evelyn's system for adding "Substitutes" is extremely straightforward, since the main purpose is to simply establish an additional player in the league. You must click or tab out of all text boxes before the "Add Sub" submit button will be enabled.

NOTE: Some leagues have a special rule in which "new" bowlers establish current averages differently than returning bowlers. For example, a league may have a rule in which a returning player "averages in" after 9 games, whereas a new player with no average might "average in" after only 3 games. If your league does have a special rule for new bowlers, then after adding the substitute, you will need to go to the "Modify Players" option of the Main Menu to set a "Y" for this new bowler. (The application's 'default' setting is that any added subs are treated as returning bowlers, with an established average).

Automatic Evelyn removes single quotes and double quotes for Name entries, due to potential validation-checking programming conflicts with these special characters. So, in the case of a name like, Tim O'Hara, the name will appear as Tim OHara throughout the "Evelyn" system.

'Duplicate Name' checking will be done after the "Add Sub" submit button is clicked to disallow any repeat names in the database.

Automatic Evelyn [Intro](#) | [About "Evelyn"](#) | [Contact Us](#) | [Sign Out](#)
Online Bowling League Secretary **Add Substitutes**

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Fill in the textboxes below to add a substitute...

(Single and Double Quote characters will be removed from names)

Look through this list if you're unsure if a sub exists or not

- Aren Higgs
- Charles Sims
- Dana Randolph
- Derrick Anderson
- Donzell Wilkson
- John Moore
- Lisa Bell
- Marty Box
- Pie Snelson
- Ricky Dawson JR

Name:

Sex:

Entrance Average:

You must complete and TAB out of all textboxes to enable the "Add Sub" button to function

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
 - [Transfer a Player from the Sub List to a Team Roster](#)
- [Process/Build Web Site](#)
- [Quit](#)

REARRANGE LINEUPS

Changing the lineup of an existing team is pretty straightforward, as shown in the example below. When you select a team, the members of the team, along with their sequence numbers in the lineup are displayed, and you can simply modify the sequence numbers to reposition the players.

NOTE: It's probably best to use this option sparingly. When Automatic Evelyn creates a series of worksheets each week, the players are listed in their sequence from the prior week. So when you change the sequence of a team's lineup after a week's worksheets have been created, you need to ensure that for this current week to manually slide the correct players' names into the appropriate slots on the worksheet. This probably sounds confusing, but you'll notice the issue when you prepare to enter the scores for the current week.

[Go back to Main Menu](#)

Select a Team to Rearrange

** Select a Team **	
Team 1: #1 GOOD TIMES	
Team 2: #2 RIZE & FLY	
Team 3: #3 FIVE THE HARD WAY	
Team 4: #4 STRIKE' N RIDE	
Team 5: #5 THAT'S HOW WE ROLLI	
Team 6: #6 WELL PUT TOGETHER	
Team 7: #7 SLAMMINI	
Team 8: #8 TEAM #8	
Team 9: #9 TAP THAT	
Team 10: #10 BLOODLINE	

After selecting a team, the roster players will appear below. In the box to the left of the name, enter the desired sequence number in the lineup for each person

<input type="text" value="1"/>	Robert Parker
<input type="text" value="2"/>	Delores Parker
<input type="text" value="3"/>	Jean Tolliver
<input type="text" value="4"/>	Stephanie Arnold
<input type="text" value="5"/>	Paul Beckwith

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
 - [Transfer a Player from the Sub List to a Team Roster](#)
- [Process/Build Web Site](#)
- [Quit](#)

TRADE PLAYERS

There may be an occasion in which teams may want to swap players, due to team compatibility issues, or just to even out the team averages between the two squads. In the screen shot below, you'll see two list boxes, one for each team involved in the trade. Simply select the appropriate players for the exchange, and then click the "Make the Transfer" button at the bottom of the screen.

Automatic Evelyn
Online Bowling League Secretary

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Trade Players

[Go back to Main Menu](#)

Select a player from this side to trade... ...With a player from this side

** Select a Player **	** Select a Player **
Team 1: Robert Parker	Team 1: Robert Parker
Team 1: Delores Parker	Team 1: Delores Parker
Team 1: Jean Tolliver	Team 1: Jean Tolliver
Team 1: Stephanie Arnold	Team 1: Stephanie Arnold
Team 1: Paul Beckwith	Team 1: Paul Beckwith
Team 2: Mike Miller	Team 2: Mike Miller
Team 2: Dominic Manley	Team 2: Dominic Manley
Team 2: Janelle Scribner	Team 2: Janelle Scribner
Team 2: Chuckie Lucas	Team 2: Chuckie Lucas
Team 2: Audrey	Team 2: Audrey
Team 3: Cynthia Mills	Team 3: Cynthia Mills

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
 - [Rearrange a Team Lineup](#)
 - [Trade Players Between Teams](#)
 - [Transfer a Player from the Sub List to a Team Roster](#)
- [Process/Build Web Site](#)
- [Quit](#)

TRANSFER PLAYERS

This option is almost identical to the “Trade Players” function. The difference, however, is that you can move a player from the “Substitutes” list to a team, and at the same time, move the occupant from the team to the “Sub List”. Just follow the same guidelines as the “Trade Players” module.

Automatic Evelyn [Intro](#) | [About "Evelyn"](#) | [Contact Us](#) | [Sign Out](#)
Online Bowling League Secretary Transfer Players

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Select a player from a team... ...To switch places with a substitute

<p>** Select a Player **</p> <p>Team 1: Robert Parker</p> <p>Team 1: Dolores Parker</p> <p>Team 1: Jean Tolliver</p> <p>Team 1: Stephanie Arnold</p> <p>Team 1: Paul Beckwith</p> <p>Team 2: Mike Miller</p> <p>Team 2: Dominic Manley</p> <p>Team 2: Janelle Scribner</p> <p>Team 2: Chuckie Lucas</p> <p>Team 2: Audrey</p> <p>Team 3: Cynthia Mills</p>	<p>** Select a Player **</p> <p>Aren Higgs</p> <p>Charles Sims</p> <p>Dana Randolph</p> <p>Derrick Anderson</p> <p>Dorzell Wikson</p> <p>John Moore</p> <p>Lisa Bell</p> <p>Marty Box</p> <p>Pie Snelson</p> <p>Ricky Dawson JR</p> <p>S. Hailstoke</p>
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Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
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- [Process/Build Web Site](#)
- [Quit](#)

PROCESS WEBSITE

The “Process Website” option is the final step in getting your website and weekly reports published. It is here in which you can process the league’s statistics to include the current week’s scores, or you can run the application to republish your league up to a certain week. This ‘partial’ process option could be useful if you need to go back to view your league standings as of a specific week. In most cases, however, you’ll want to publish your league based on the current week, and Automatic Evelyn sets this week as the default option.

You also have the option of changing the print style for your printouts. All of the “fonts” in the print styles box in the lower left of the screen are “web safe” fonts (meaning they are standard fonts for all computers), so you won’t have to worry if certain users do or don’t have a particular print style loaded on their computers. However, you may want to be careful to view your reports if selecting fonts like “Georgia” or “Courier New”, for example. Some of these print styles may display a little wider than other fonts like “Times New Roman” and “Arial”, and in those cases, your printouts may wrap lines (that is, too many characters spilling onto the next row). There is a preview column in the middle of the screen, which will give you an idea of what the font looks like, if you click your mouse on the name of the font.

Once you are satisfied with your week number and font selection, click the “Begin Processing” button, and Automatic Evelyn will begin publishing your website. It should be only a matter of a few seconds, unless you have a large league, in which case you might have to wait 20 to 30 seconds. You will receive a message box on your screen when your league has finished updating on the web.

To view your league results, your bowlers will need to visit the central website, “http://www.worldleagues.net”. Once at this site, there are a series of links in which you bowlers can find your league by selecting the appropriate state or Canadian province.

Automatic Evelyn
Online Bowling League Secretary

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Create Web Pages

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CHOOSE AN ITEM FROM EACH SELECTION BOX BELOW:

Select a week to process up through
Week 1
Week 2

Select a print style for your hardcopy sheets/printouts
Times New Roman
Arial
Verdana
Courier New
Arial Narrow
Georgia
Tahoma
Comic Sans MS
Trebuchet MS
Palatino Linotype

When you click on a print style in the selection box to the left, you can view what the print-style looks like...

Sample of selected print style:
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Name	Games	Pinfall	Avg
John Doe	102	11716	114.86
Jane Anonymous	93	9984	107.35

In the box below, enter Special Comments/Messages to your league that you'd like to have appear on your weekly printout:
(300 characters maximum)

Begin Processing

QUIT THE APPLICATION

Friday Fellowship League 2019

Week Number: 3

Select an Option:

- [Enter Scores/Worksheets](#)
- Modify
 - [Team Names](#)
 - [Divisions](#)
 - [Player Info](#)
 - [Schedule](#)
- [Add Substitute\(s\)](#)
- Rearrange Lineups/Transfer Players
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- [Quit](#)

PERKS OF AUTOMATIC EVELYN

Automatic Evelyn is a web-based application, meaning that it executes directly from the Internet. This feature greatly enhances the power of the 'league secretary' experience.

- When you run Automatic Evelyn, a fully navigational pair of websites for your league (desktop and mobile) is automatically generated for you – and you don't have to do anything special with file uploads, purchasing web space, setting up a domain name, and anything else 'web developer'-related. The application does everything for you. So, the "no web experience necessary" catch phrase truly applies here.

- Because it's a web application, you can input your league stats from any computer with Internet access. For those of you who are good with your smartphones, you'll find that you can even update your league from your smartphone, which means you can input the league scores at the bowling lanes while you're waiting for all the league contests to finish.

- If you're not a whiz with your smartphone, you can still update your league at the lanes. Just bring a laptop or tablet with wi-fi capability, and you can use your smartphone or cell phone as an "Internet hotspot". You'll find the settings for this on your phone, where there are settings for selecting your network. Once you set up your phone to act as a hotspot, you can use this as your Internet connection for your laptop or tablet. After a while, you'll find that you won't mind spending an extra 15 or 20 minutes or so at the bowling center to get your league scores inputted, especially when it means you can free up your week at home, without having to worry about setting aside time to update your league from your desktop/home PC.

- Automatic Evelyn generates a printable hardcopy of the weekly 'sheets' for you and your bowlers to print directly from your Internet browser. Having the ability for your bowlers to print the weekly report before they arrive at the bowling lanes will save money for your league, by reducing on the number of copies of the weekly photocopying of your weekly printouts. To view the formatted printable hardcopy, simply scroll down to the bottom of the "Individual Statistics" and "Team Standings" web pages of "Evelyn's" desktop website, and you'll see a link that says, "Go to Secretary's Print Version". For your convenience, on these hardcopy reports, there will be a note at the top of the page that specifies to your bowlers the website address of "WorldLeagues.net", which is where your league can be viewed.

- With Automatic Evelyn being a web application, this means that you will always be using the most current version of software, with no need for upgrades to your system. And since it utilizes the Internet for posting league results, there are no special apps that your members have to purchase to view the league standings and statistics.

Although Automatic Evelyn was first launched in 2014, it is a continual "work in progress", meaning that it is always moving in the direction of improvement. In addition to the perk of the user always working with the most current version of application, as the user base of Evelyn grows, so shall the potential for exposure and expansion for your league and its members.

WORLDLEAGUES.NET

To view the weekly results of your league updates, your bowlers need to visit the website, <http://www.WorldLeagues.net>. Once landing on this page, locating your league is easy. Your bowlers simply need to scroll to the lower half of the screen, locate and click on the state where your league rolls, and from there, a listing of all leagues within the state are displayed. Then, it's just a matter of a simple click. After a time or two of going through this menu, your bowlers can easily bookmark your league in their web browser's "Favorites" list.

WorldLeagues.net

North American Bowling
Automatic Evelyn
MMS TL Covers
Contact World Leagues



Unabridged "Evelyn" Leagues (frame-by-frame inputs):

- [Men's Commercial A League](#)
- [Dual Lanes Monday Night Doubles League](#)

... or Find Your League below:

Select a State/Province:

- [Florida](#)
- [Maryland](#)
- [Minnesota](#)
- [Pennsylvania](#)
- [Wisconsin](#)
- [Manitoba](#)
- [Ontario](#)
- [Saskatchewan](#)

League Name:

MARYLAND LEAGUES:

- [Friday Fellowship League 2018 \(AMF Capital Plaza Lanes\)](#)
- [Friday Fellowship League 2019 \(AMF Capital Plaza Lanes\)](#)
- [2018 Dual Lanes Summer Singles \(\)](#)
- [Adult Mixed CCC2018 \(\)](#)
- [CCC Junior Bowling 2018 \(\)](#)
- [Congressional Mens league 2018 \(\)](#)
- [Friday Fellowship League 2015 \(\)](#)
- [Friday Fellowship League 2017 \(\)](#)
- [Sunday Night Mixed 500 \(\)](#)
- [Tuesday Morning Ladies \(\)](#)
- [Wednesday Group CCC 2018 \(\)](#)

(Partial Screen Shot)

North American Bowling hopes that you'll enjoy using Automatic Evelyn for your league.

If you have any questions or comments, feel free to send an email to:

NorthAmericanBowling@gmail.com

