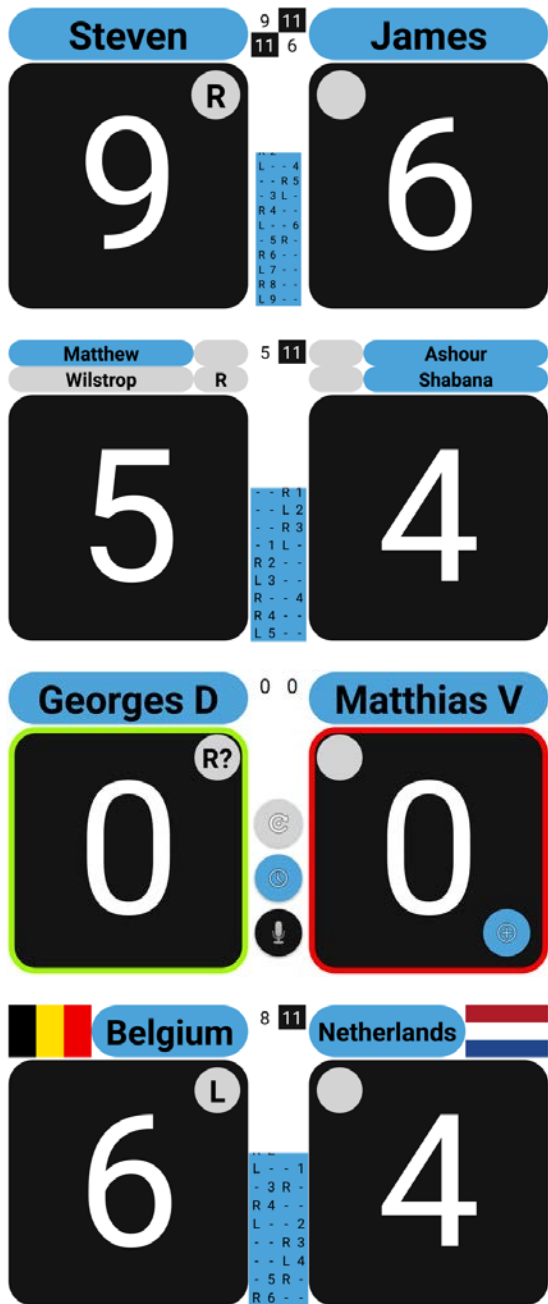


Dummies Guide Score Ref Tool

Instructions on how to use the Score Squash Ref Tool



Document Created by Johann du Rand 2019

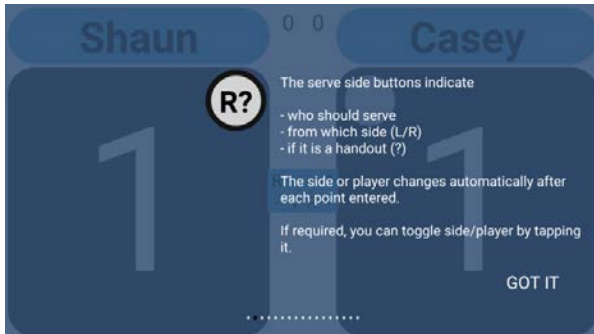
<http://square.double-yellow.be/help/#About>

Squash Score Squash Ref Tool Intro

If you install the app for the first time (or re-install it) it will ask you if you want to see a little demo. This is ideal to quickly get familiarized with the main features of the main interface of the app.

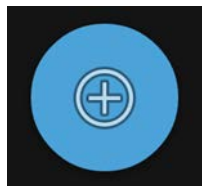
If you somehow missed this, you can re-start it by choosing the menu option 'Help/Quick Intro'.

These are the first few screens of the showcase:



Setup a match

You can start a new match most easily by clicking on the '+' floating button in the lower right of the screen.

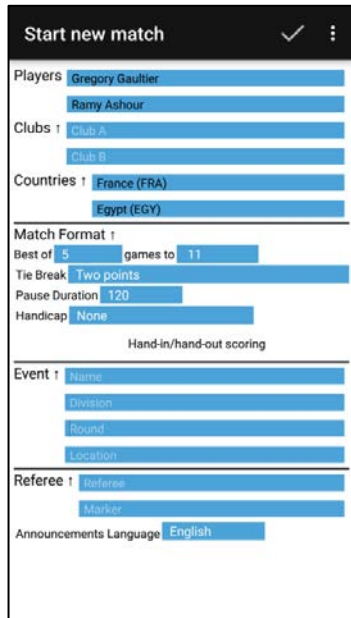


This button appears if the current match has finished (or is locked because it has not been changed in quite a while).

If this 'floating' button does not appear for some reason, you can also start a new match by clicking on the appropriate item from the left 'Navigation bar'. Or select 'New/Match...' from the menu.

This will result in a dialog with a few 'tabs'.

One allows you define a singles match manually



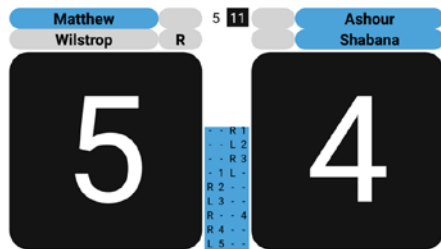
A similar tab allows you to start a doubles match

- Besides specifying the names of players as with singles matches, here you can also select the way 'who serves next' is determined.
- The following sequences are supported:
 - A2/B1/B2 then A1/A2/B1/B2
 - A1/B1/B2 then A1/A2/B1/B2
 - A1/A2/B1/B2
 - A1/B1/A1/B1
 - A1/B1/A2/B2



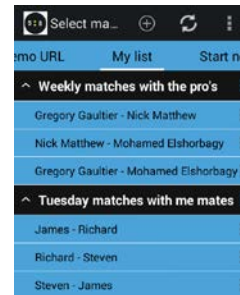
The main scoreboard has a similar layout as for singles only

- 4 players are displayed, and
- each player has a 'serve side' button



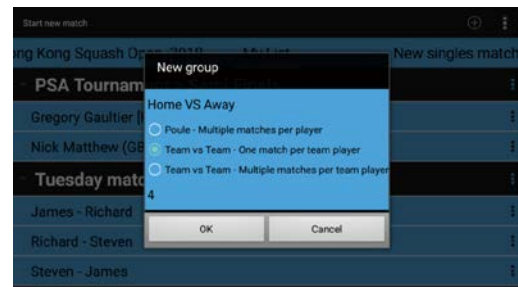
One shows you a personal list of matches that you can completely maintain manually.

- The My list tab allows you to define matches up front.



For example, if you play an interclub match, you can already define all matches to be played. Or if you play with the same group of friends on a regular basis, you can define these matches up front. As soon as the actual match is about to start you can simple select it from the list.

If you select 'Add group' you have the option to select matches in 3 different ways.



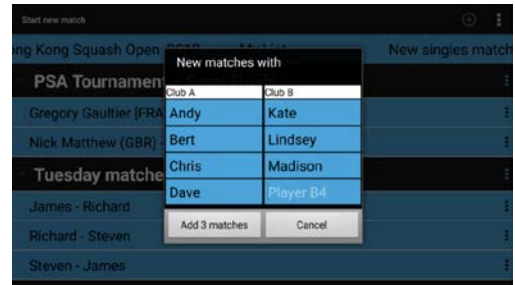
After specifying the group name, a dialog where you can enter player names is presented. How that dialog looks depend on the chosen option.

Team vs Team

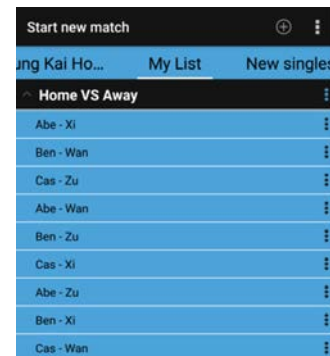
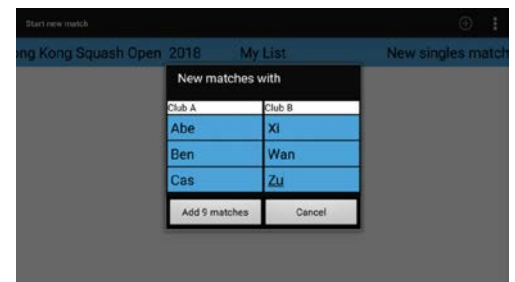
If you selected one of the 'Team vs Team' options, in the next dialog you can enter the names of players per team.

After entering the names, the matches are added to my list for easy selection. Of course, the number of matches depends on the option selected in the first dialog.

An example of matches added after 'Team vs Team - One match per team player'

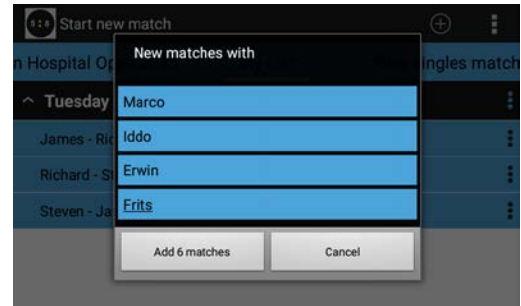


An example of matches added after 'Team vs Team - Multiple matches per team player'



Poule

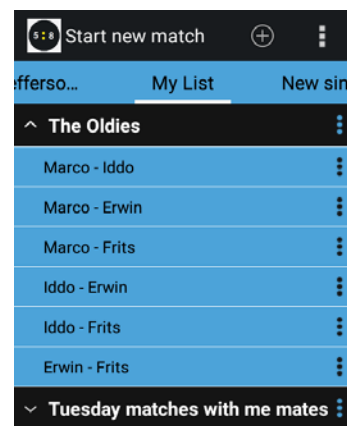
If you selected 'Poule', in the next dialog you can enter the names of players who are all supposed to play each other.



(This dialog is also presented if you choose 'New matches' from the popup menu of a header/group)

In the dialog more than 2 text boxes are presented where you can enter player names.

- If you enter just 2 player names, 1 single match will be added.
- If you enter 3 player names, 3 matches will be added (1-2, 1-3, 2-3).
- Similarly, if you enter 4 player names, 6 matches will be added. For 5 player names, 10 matches will be added.



Winner stands

If you play Winner stands with friends (after each game the looser of the game makes places for another player), it is good to know you can also use the My List functionality. If, after some rotation, you re-select a match between players that already played a game against each other just a little earlier, Square will use the previous score for the 'continuation' of their match.

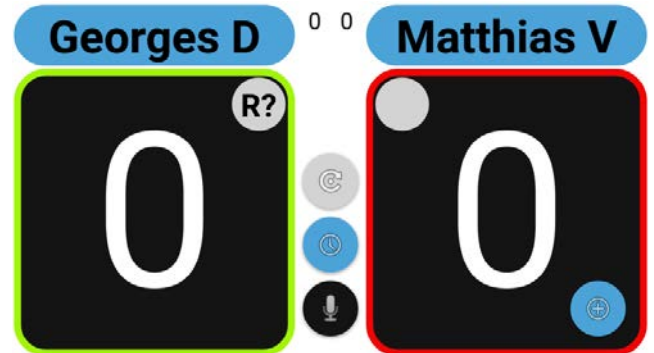
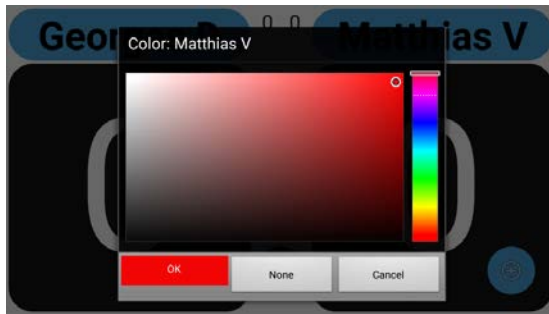
All matches recently played will also show the current score when the matches are presented in the list



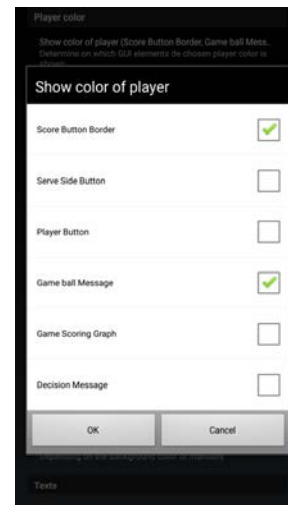
Use colors to remember who-is-who

If you ref matches at tournaments, it may well happen that you find yourself referee-ing a match where you see both players for the first time. After entering their names, you might have difficult remembering who-is-who.

To help you remember who is, you can select a color for one or both players by long clicking the 'Serve Side' button. Choose e.g. the color of the shirt, short or shoes a player is wearing.



In the settings screen you can specify where you want the chosen color to appear. By default, it will only appear 'around' the big score buttons.



Club and countries

Besides specifying the name of a player, you can also specify the club a player is playing for and/or a country for the player

Clubs

You can manually enter the name of the club.

The club name as such will not be displayed on screen by default if you also entered the players name. Instead Squire will display an abbreviation of your club's name between brackets.

Squire will try to deduce an abbreviation (max 4 letters) for the club names you entered.

Examples:

- 'Squash 22' will become S22
- 'Double Yellow Squash' will become DYS
- 'Symbio' will become SYMB

If you do not like the abbreviation Squire 'calculates', you can control the abbreviation by entering it between brackets:

Examples:

- Squash 22 [SQ22]
- Double Yellow [DBY]

Each club name you have entered before will be suggested to you automatically the next time you enter club names. The appropriate names will be suggested to you after you have typed the first few characters.

Countries

You can specify countries by starting to type the name of the country. After a few characters Squire will suggest matching countries to you for easy selection.

The nice thing about specifying the country is that Squire will download the matching flag from the Squire server. The flag will then be displayed on the device and/or on the Chromecast device (if you are using that functionality).



If you know you are going somewhere to ref where there will be no or very bad internet connection it might be wise to 'prefetch' all flags while you do have a good internet connection. You can do this via [Settings/Internet/Prefetch Flag images](#).

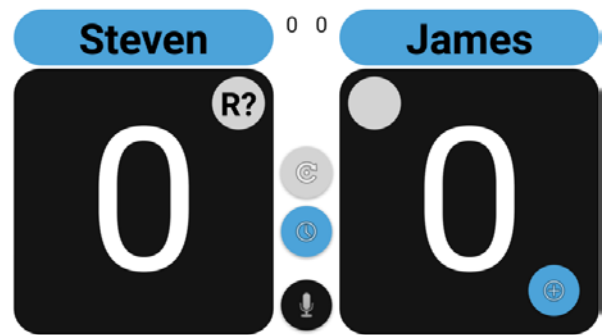
Good to know

If you specify the club name first, the player name field will be prefilled with the club name. If you specify the country first, the player name field will be prefilled with the name of the country.

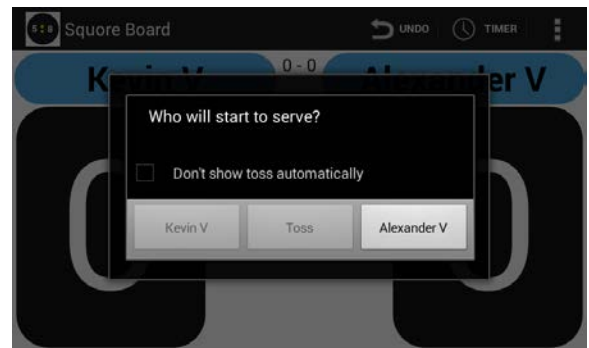
Warm-up and Toss

After confirming the match format, the app will show you the scoreboard with the starting score for the match. As long as the score is not started you will also be presented with 3 floating buttons

- One to perform a toss
- One to start a timer
- One to show the official announcement to be made at the start of a match

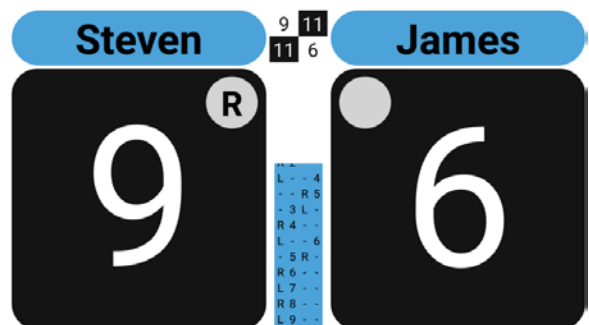


All the 3 floating buttons are shown to you because, by default, the related options in the settings screen are set to 'Suggest' by default. If you e.g. never use the 'Toss' button you can change the appropriate setting from 'Suggest' to 'Do not use'. Likewise, if you always use a timer, you can change the appropriate setting from 'Suggest' to 'Automatic'.



Keep track of the score and serve side

Simply assign a point to a player by clicking/tapping on the 'score' button located under the players name.



Note that if the player that served also scored the point, the small 'serve side' button will toggle between 'L' and 'R' appropriately.



And if not, (i.e. the receiver scored the point) and thus it was a so called 'handout', the 'serve side' button for the receiver (who now becomes the server) becomes active. Besides that, an 'L' or an 'R' is shown (depending on where he/she started serving last) a question mark '?' is also displayed. This is for you, the referee, so you can clearly see that the last point was a handout (or not) and thus to let you know whether the server has the option to start from either side. If the server decides to switch sides, simply tab on the button with the 'R' or 'L' to toggle between these two values.

Note that in the middle of the score board a more or less 'old fashioned' score sheet is also maintained. If you do now find this useful, you can turn it off in the settings screen.

End of a game

By default, the app will suggest to you to end the game if the scoring is a 'game winning' score. In the 'Settings' you have the option to change this behavior to:

- Automatic: automatically end the game
- Suggest: show a dialog suggesting you to end the game (default)
- Do not use: do nothing when a game ending score is reached

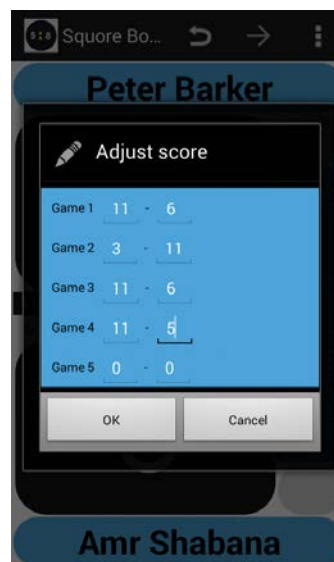


Note that you can always end the game manually by choosing the *End game* menu/action bar option at any moment.

Correcting mistakes

If you made a mistake and you realize it immediately, choose the Undo button/menu option.

If you made a mistake but don't know exactly where, but still need to correct the current score, choose the Edit/Adjust Score menu option. A dialog will pop up where you can correct the current scoring (if required of other games as well). This option can also be used to enter a score for a match already in progress which you will be referee-ing for the remainder of the match.



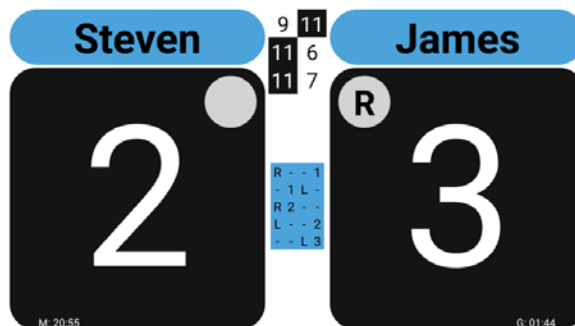
You can also trigger this dialog quickly by tapping on both score buttons at the same time.

Timings

For those who want to use the app in a more professional setting, the app has the option to use timers/chronometers.

Game and match duration

The app can optionally display both the duration of the match as well as the duration of the last game. To not get in the way of entering scores they will be displayed very tiny at the bottom of the screen.



If you desire you can remove one or both of these chronometers via options in Settings/Timers/

Warmup and pause timer

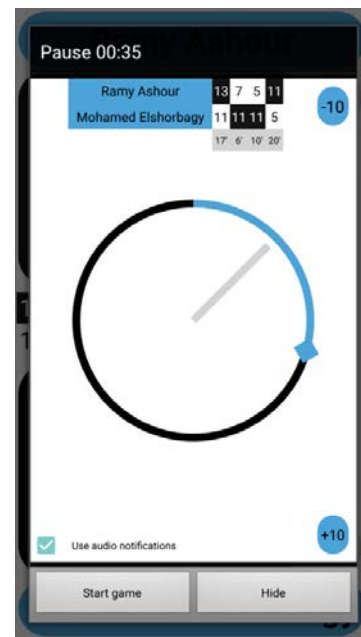
You can simply start a timer by hitting the 'floating' Timer button (or choosing the 'Timer' menu option). If the match has not yet started a 'warm-up' count down timer will start. After the warm-up, and the toss usually has been done, starting another timer will result in the 'next game starts in'/'Pause' timer

In the 'Settings' screen one chooses between 3 options for the 'Show timers' option.

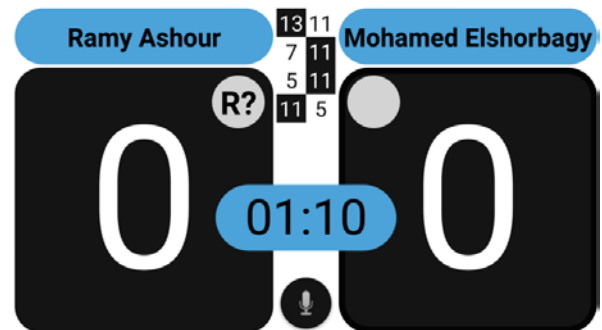
- If you choose 'Suggest' (the default) timers will not start automatically but a floating 'Timer' button will appear when the match starts or a game end.
- if you choose 'Automatic' timers will automatically appear
 - if you start a new match: the warm-up timer appears
 - the 'next game starts in' timer will automatically appear
 - when the warm-up timer ends
 - when you end a game and more games need to be played.
- If you choose 'Do not use', timers will not start automatically, and the floating button will not show at the start of a match/end of a game.
 - If desired, you can still start a timer via the main menu: 'Show/Timer'

In most competitions the pause between games used, is 90 seconds. On the more serious tours like the PSA, they increased this to 120 seconds. The duration of the pause you want to use can be chosen at the beginning of the match. If you play in a league where even a different duration is used, you can add it to the select list in the 'Timers' section of the preferences screen.

All timers can also be simply cancelled if desired.



If you choose to hide in the timer dialog, the dialog will be closed but the timer will keep on running and is now visible in the main scoreboard. This allows you to consult e.g. match details while the timer keeps on running in the background. (To go back to the 'timer dialog' press on the digits of the timer in the scoreboard.)

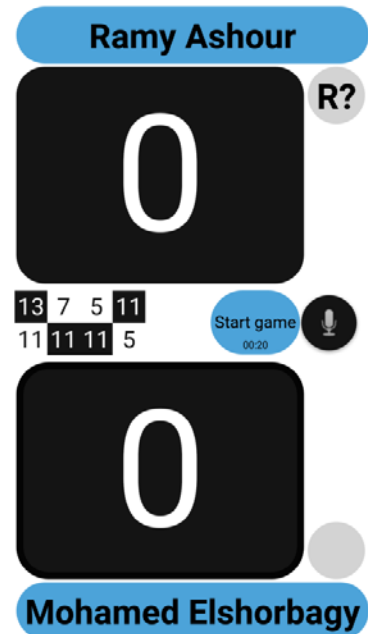


Accuracy

To get accurate timings, it is best you use the 'Announcement button' (the one with a microphone) just before the first point of a game is about to start. This will also set the 'start time' of the game about to start to the time you press this button.

To Late

Once the pause time has run down to zero, it will display Start game and a tiny chronometer (counting up). The tiny chronometer allows you to see how long ago the 'time was up', and optionally warn a player if he returns on court much too late.



Adjust

If desired the remaining time of the timer can be adjusted. This is done by means of the -10 (e.g. you accidentally started the timer too late) and +10 (e.g. your timer was configured to run for 90 seconds, but it should be 120) buttons. If you don't like these 'adjust' buttons you can disable them via the settings screen.

Appeals and conducts

When a player makes an appeal (calls for a 'Let') click on that player's name.

A dialog will be presented where you can choose No Let, Let or Stroke.



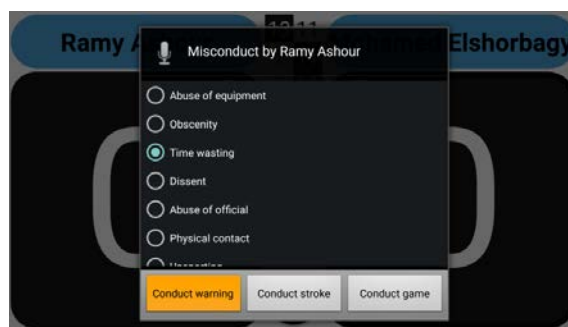
Note that if you choose either 'No Let' or 'Stroke' a point is automatically awarded to the correct player.

Conducts

When a player makes is misbehaving and you think a conduct warning/stroke is applicable long click on that player's name.

A dialog will be presented where you can choose Conduct Warning or Conduct Stroke. Note that if you choose 'Conduct Stroke' a point is automatically awarded to the other player.

Note: for a doubles match the 'Long-click' on the player's name will NOT trigger the 'Conduct' dialog. It is used to 'Swap' the first and second player of a team.



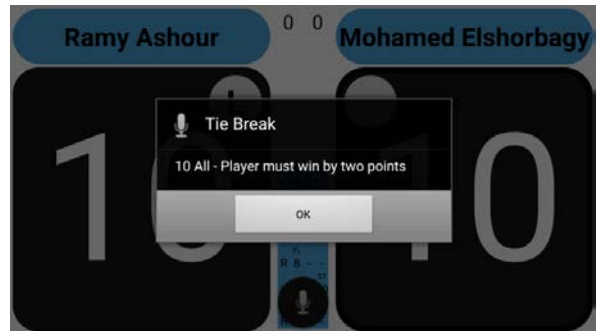
Official announcements

If you like to make official announcements that should be made during a match, you can let the app help you.

Micro button

By default, when appropriate a floating button with a microphone will appear. If you press it, a dialog box with the appropriate announcement is displayed.





Good to know

If you press the 'Microphone' floating button at the start of a new game, the app will record this moment as the start of the game. So if you are interested in accurate timings, I suggest you use this button