Billberry Scoreboard System

Last year the club purchased electronic scoreboard systems for the three large tables. It is planned to equip at least one of the two small tables with the system in the near future. Besides the option to **stream the match live on the internet**, the Billberry Scoreboard System – the 'BBScoreboard' - also offers the advantage that **match results are recorded in all detail and stored in a database.**

Both the streaming and the statistics about the games will serve to enhance the external presentation of the club and our sports operations and thus make the club more attractive. In order to come one step closer to this goal, we ask you to **exclusively use the BBScorboard for the counting of points going forward** and also to **have the streaming mode switched on** regularly, or even better, always. The streams and the scores will then always be live on our website.

1. **Switching on the BBScoreboard**
   Instructions on how to switch on the scoreboard can be found right next to the monitor on site

2. **Operating the BBScoreboard**
   The BBScoreboard can be operated with the tablet or the Numpad. Both devices are mounted on the wall in the immediate vicinity of the monitor.
   Tablet: On the tablet, opening a dropdown or pressing a button is done intuitively by tapping with the finger.
   Before the game starts, the game mode and the players have to be defined
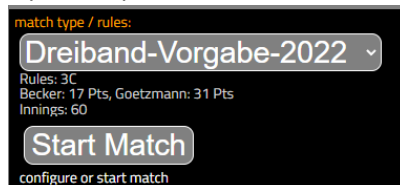
   a. New Match Start
      A new match is started with the 'New Match' button. This allows the subsequent entry of the game mode and the player names.
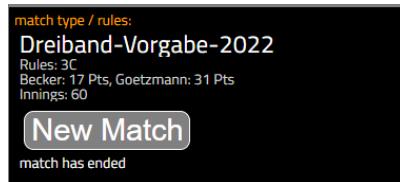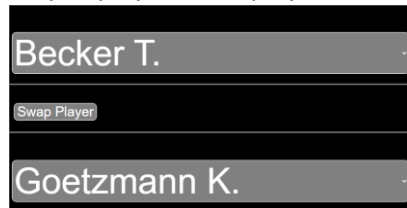
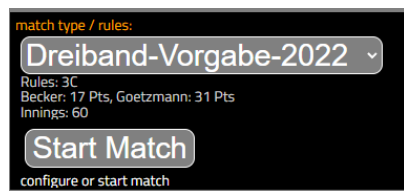

   b. Game mode selection
      Open drop-down menu and select the desired game mode

c. Selection of the player
Open the respective drop-down menu and select the player. With the button 'Swap Player' player 1 and player 2 can be swapped
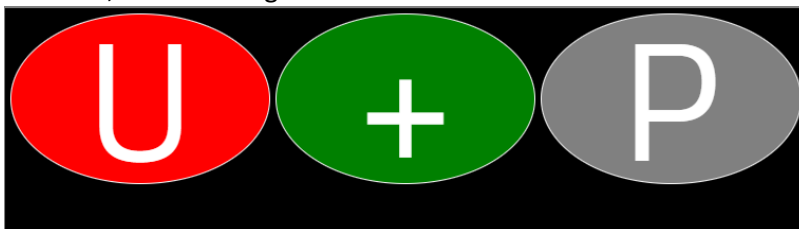
Becker T.

Swap Player

Goetzmann K.

d. Start Match
The match is started with the 'Start Match' button.

match type / rules:
Dreiband-Vorgabe-2022
Rules: 3C
Becker: 17 Pts, Goetzmann: 31 Pts
Innings: 60
Start Match
configure or start match

3. **Counting points (three-cushion)**
As a rule, the following buttons can be seen after the start of the match:

a. To count a point, press the '+' key. The score of the active player increases by 1.

b. Player change / end of inning
To end the recording for the player currently authorized to play and to transfer the right to play to the other player, press the 'P' (=player) button.

c. Correction of a faulty entry (=Undo)
to correct a faulty entry, the 'U' button is pressed. By pressing the 'Undo' button several times, even errors made further back in time can be corrected.

d. End of match
The BBScoreboard recognizes the end of the game automatically, i.e. the score agreed per game mode or the maximum number of innings is recognized. This is also valid for the possibility of an equalizing shot.
Important: After an equalizing shot and if necessary points have been recorded ('+' key), the 'P' key must be pressed again, so that the system recognizes the end of the match. If, on the other hand, the player who has taken the equalizing shot achieves a draw, the system recognizes the end of the match automatically.

4. **Count points (Standard Rail, Cadre, ...)**
   If a discipline other than three-cushion is set as the game mode, the following keyboard usually appears on the tablet:

7	8	9	undo
4	5	6	clear
1	2	3	Player
0			

   a. Count points
      the number of points is entered cumulatively at the end of the shot and then confirmed by pressing the 'Player' button.
      Example: a series of 153 points in Cadre 47/1 is entered as:
      1 + 5 + 3 + Player
      If you make a mistake when entering the number of points, you can reset the entry to 0 by pressing the 'clear' button.
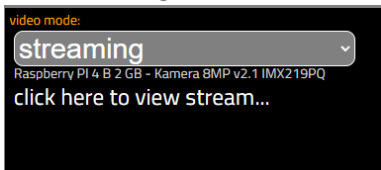
   b. Player change / end of inning
      To end the recording for the current player and to confirm the previously entered points, the 'Player' button is pressed.

   c. The keyboard shown corresponds exactly to the keyboard of the Numpad
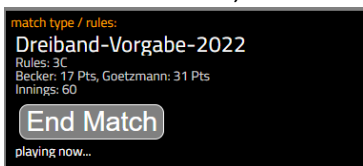
5. **Video mode**
   the streaming mode can be switched on or off at any time, even during the match.

   video mode:
   streaming
   Raspberry PI 4 B 2 GB - Kamera 8MP v2.1 IMX219PQ
   click here to view stream...

   If the button shows the state 'streaming', or streaming & recording, then the camera is running and the livestream can be seen on the internet

6. **Aborting the match**
   After the match starts, the 'Start Match' button becomes the 'End Match' button. By pressing the 'End Match' button, the match will be aborted immediately.

   match type / rules:
   Dreiband-Vorgabe-2022
   Rules: 3C
   Becker: 17 Pts, Goetzmann: 31 Pts
   Innings: 60
   End Match
   playing now...

   Important: This action cannot (currently) be undone, so it should be done with caution.

7. **Operation with the Numpad**
   The operation with the Numpad is basically as simple as the operation with the tablet. Before

the match starts, the 'Backspace' and 'Enter' keys are the most important keys for operation:

    a. Backspace key
       the 'Backspace' key moves the input focus between the buttons

    b. Enter key
       the 'Enter' key is used to activate a button or open a dropdown menu. Within the dropdown menu, the cursor can be moved with the arrow keys. Subsequent pressing of the 'Enter' key selects the entry.

During the match (three-cushion), the '+' key is used to count the points and the 'Enter' key is used to change the player. For the 'Undo' function, press the '7' key.

In all other disciplines, the numeric keypad applies as described under 4.

With the 'Backspace' key, the 'End Match' button, or the drop-down menu for the video mode, can also be reached during the match