Socialbowls.au

Manual

Version 1.02

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Quick start

- Install your club socialbowls app by scanning the club's app QR code or browse clubs from https://socialbowls.au . If you haven't got a club registered, choose World->Social Bowls->Social Bowls. From browser menu, click ...->Add to home screen
- Click Sign Up, enter in your details, then go to your email and confirm your account
- You are ready to make bookings. Browse the participating club that you want to play at, click "x spots available" on the event, and click "Book Now".
- Learn more -> read further

Register your club

Socialbowls.au offers comprehensive solutions for bowls clubs, big or small, in managing booking, events, draws and matches, scoring and printing scorecards.

Moreover, the platform provides live updates of scores, including live score of individual matches scorecards that are viewable from anywhere on the world.

We can talk about many more features which you can find in this manual.

To register your club, visit https://socialbowls.au and click "Register Your Club" button.

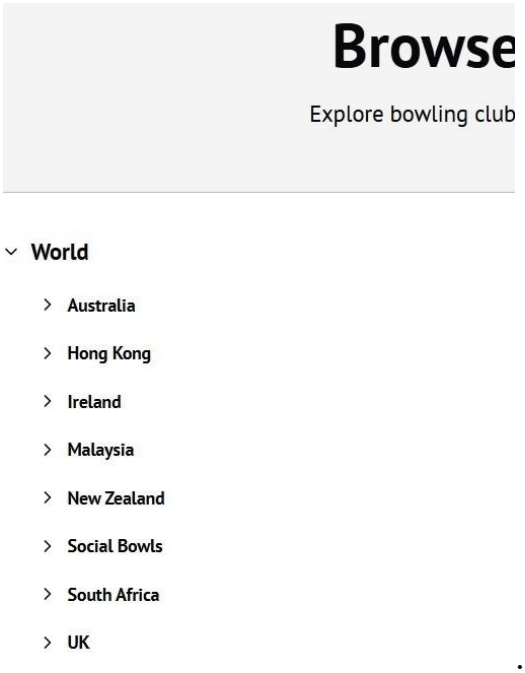
When registering your club, please provide your contact details, club details and one sample of regular events. We can then add more events after that, depending on your plan.

Installing the App

Once your club has been added to socialbowls.au, you can,

1. Visit your club specific address on our platform, for example https://socialbowls.au/clubs/world.au.qld.sc.17, or
2. Scan a QR code for your club's app, or

3. Browse Jurisdictions and Clubs and find your club from the tree list



Then do the following to install,

On Windows PC,

- Edge browser, click ...->more tools->apps->install {your club name}
- Chrome, click ...->Cast Save Share->Install page as app

On iPhone, iPad, Apple devices,

- Tap the Apple share icon -> Add to home screen

On Android,

- A prompt to install usually appear after visiting the club's app, if not,
- Tap ...->Add to home screen

After that the app icon with your club name/logo will appear on the desktop of your device.

To use the app, tap or double click (PC) your club icon to start using your club booking system.

Sign In Once, Play Everywhere

User needs to sign up once only and there is no need to logout if you sign up/in from your personal device.

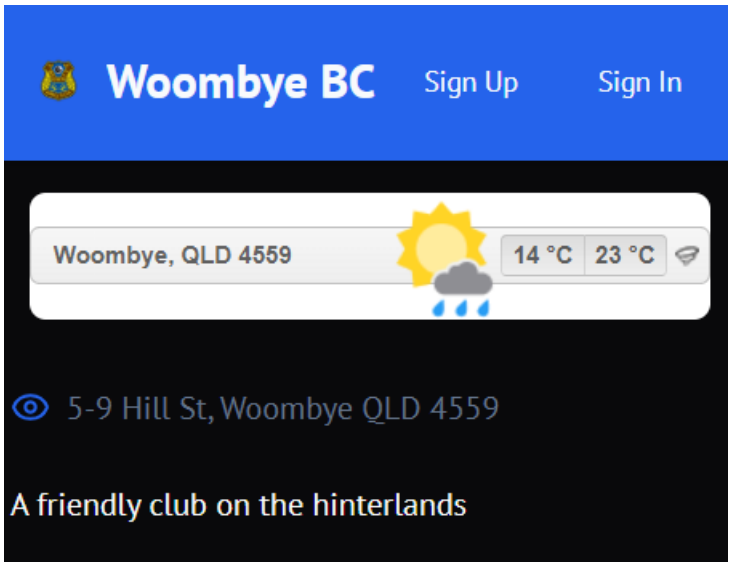
After signing up/in, you can play in any club on our platform without having to signup again.

Sign Up

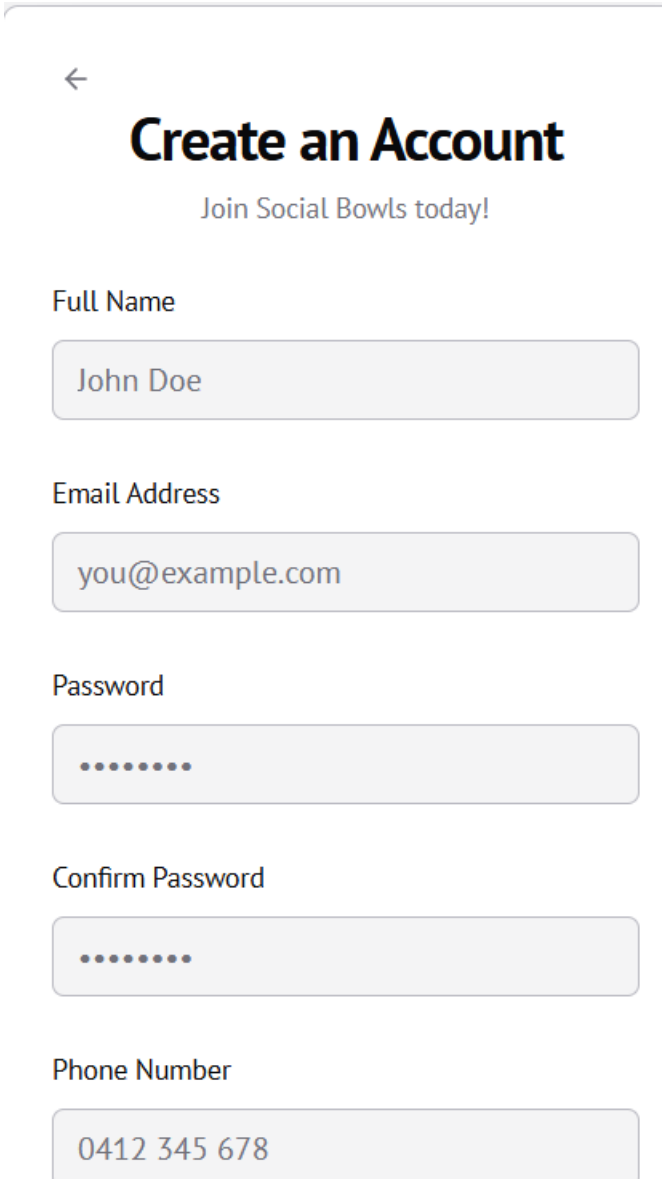
1. Tap or double click your club's booking icon. This is usually an icon on your desktop with your club name/logo on it. For example,

If your club hasn't registered yet, visit https://socialbowls.au/clubs/world.sb.0 or any registered club,

2. Click Sign up from navigation bar,



4. Enter in your details accurately, as the organising club may need to contact you in case of cancellations etc.



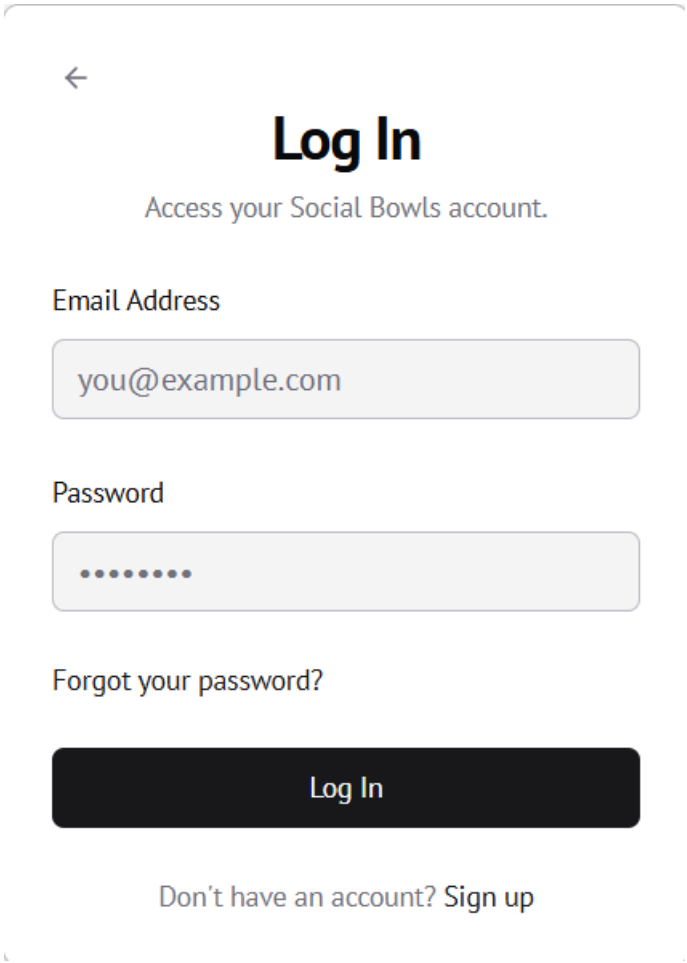
5. Click the “Sign Up” button below the form. After that check your email for verification and then confirm your sign up in the email by clicking the link. The verification email may be in the spam folder, check that folder if not in the inbox.
6. After that, you are ready to use the app. Bring up the app again and you don’t need to sign/up or sign in again. The app will remember your profile.

Sign In

If you have already signed up before and want to sign in again, perhaps from another device, please remember that you must logout afterwards if you were signing in from a device that is not yours.

If you sign in from your own trusted device, you don’t need to logout.

- Click Sign in from the navigation bar
- Enter your email and password



Club's Main Page

The club's main page shows the following items,

Club name is on the navigation bar,

User profile, your user profile is on the right side of the navigation bar with your initials that indicate that you signed in. If you are not signed in, the Sign Up and Sign In buttons appear.

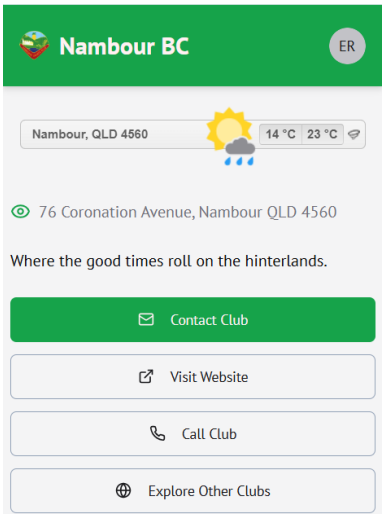
Weather widget, the current weather at the location of the club is shown below the navigation bar.

Club address, the club address is clickable to show a full map of the club location.

Short text about the club.

Buttons: Contact club, visit club's website, call club and explore other clubs. These buttons are useful for contacting the club and explore other clubs that you may wish to play at.

Search buttons, the custom search allows you to search for events in the past or in the future, and the quick search allows you to display featured events, current ongoing games, events in the past 7 days and events in the past 30 days.



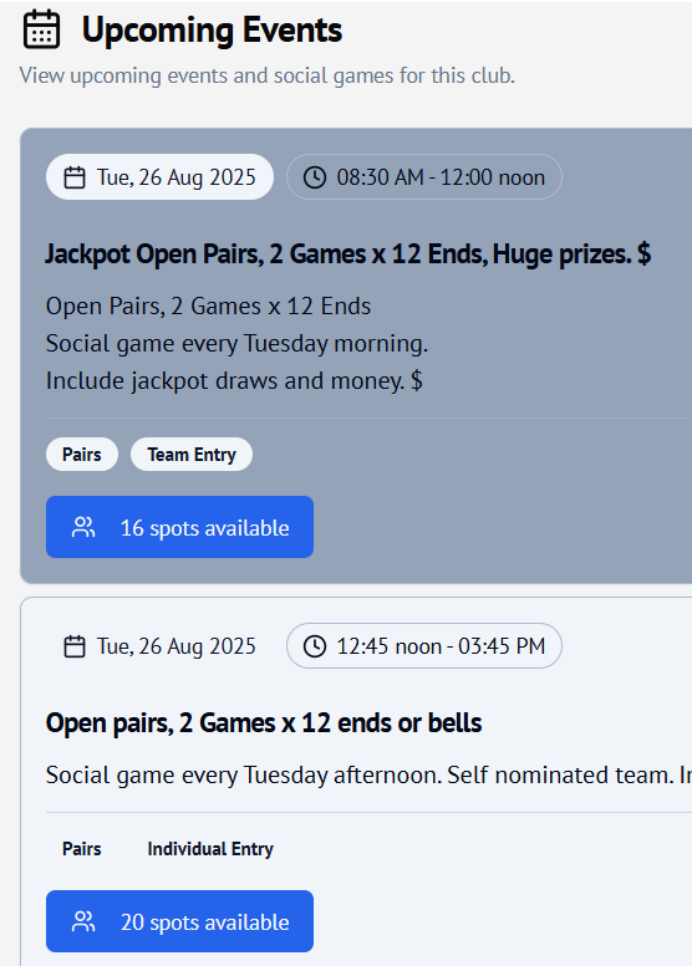
Upcoming events

The events that users can book are shown in this list. Each event in the list displays the date and start and end time, event title, event description, type of games for example pairs, triple, fours or single, and the entry type, for example team entry or individual entry.

Below those is the number of spots available.

The list show about 7 events on the page, these events may be recurring events that repeat automatically or may be a single tournament event.

User can book on any of these events weeks or months in advance by clicking the “Spots available” button to go to the event details and booking list.

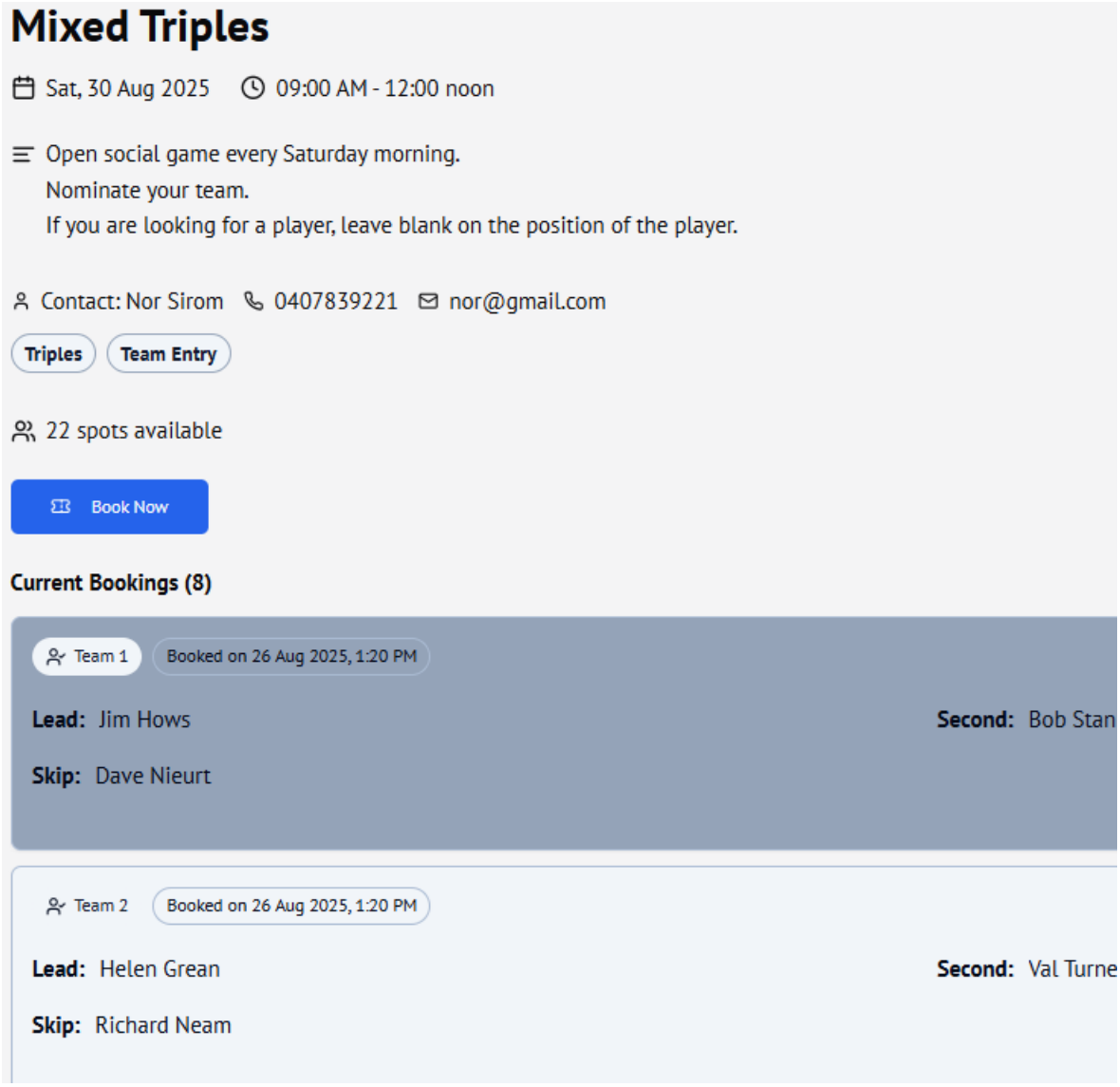


Event Page

Clicking on the “Spots available" button will show the details of the event and booking list, as shown below.

On top of the booking list, it shows available spots.

Each booking entry shows a team number which is just the order when the booking entry is made, the date and time when the booking was made, the name of the players for each position such as Lead, Second, Third or Skip. Depending on the type of game, the name of the position is adjusted automatically.



Make bookings

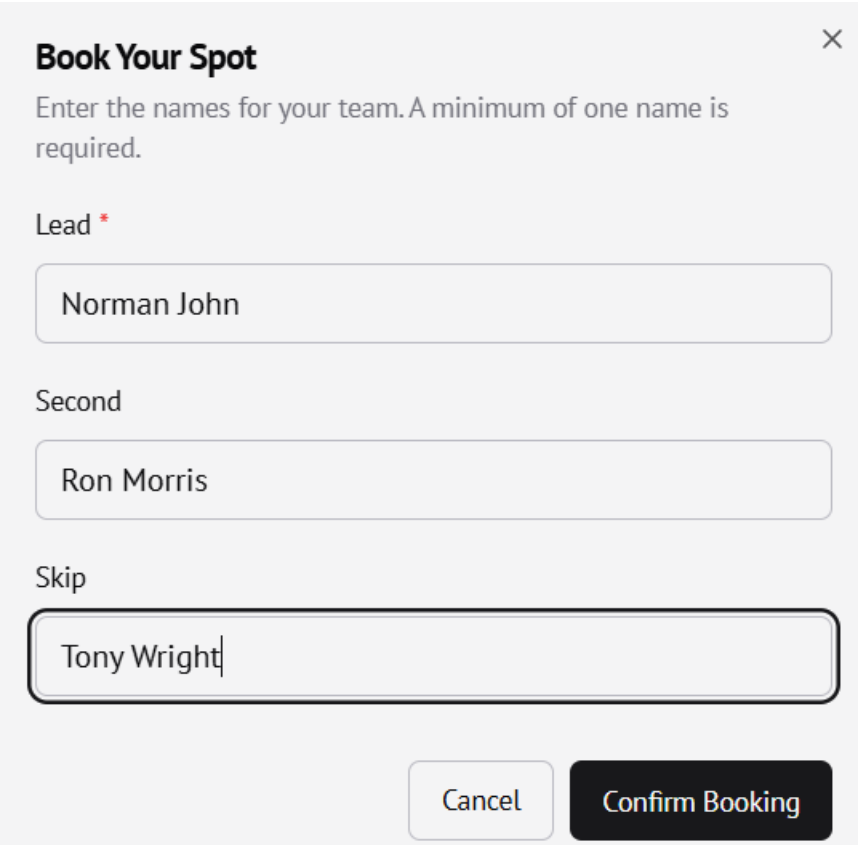
There are only certain situations when booking is not available. For example,

- The booking time limit has passed, for example the booking time expires 2 hours before the game start or a specific preset value by club administrator.
- Booking is full. If reserved or waiting list is still available, a user can place names in the waiting list. If the waiting list if full, then booking is not available at all.
- The game has started; no entry is allowed.

Club administrator usually may make final adjustments to the booking list and check to ensure that the list of teams meet the required numbers and other criteria. This task can be done as long as the game starting time hasn't been reached.

Book Now

Click the “Book Now” button to make a new entry as shown below.



Cases of booking an entry,

- **Full team**. If your team is complete, place all their names in the relevant positions.
- **Partial team**. If you do not have a full team, for example, need a skip, then leave the skip blank to allow someone to place their name later.
- **Single player**. If you are a single player, place you name in your preferred position, leaving others position blank. So that other players can fill in the blank position later.
- Club administrator can later reconciliate all entries, so that the event meet the required number of entries, and so forth.

Clicking confirm booking will add your entry to the list.

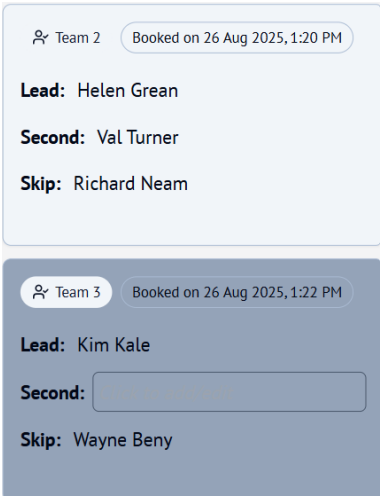
A user can book multiple booking entries, for example to book on behalf of other players who are not able to do the booking.

Fill in empty spot

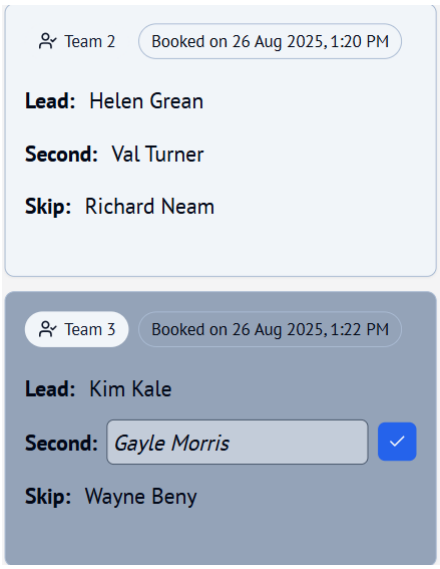
As you look through the booking list, there may be empty spots available where some teams are looking for players.

You can join the team by filling in your name in the empty spots and click the tick box.

For example, team 3 is looking for a second player,



Click on the Second box, type in your name or someone else name who you book for, as below, then click the tick icon. Done.

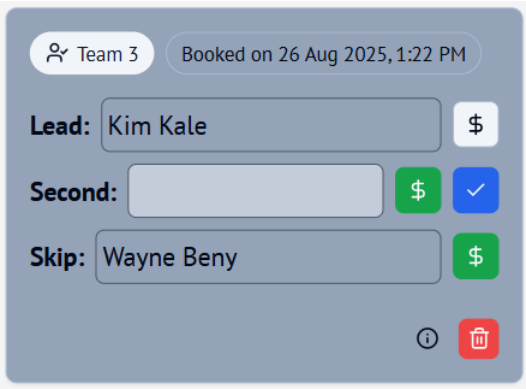


Cancelling and changing name on your booking

If you make the entire team booking, you can cancel your team booking entirely by clicking the bin icon.

You cannot alter other booking entries that are not yours.

If you just want to change or cancel one entry or your own entry, simply blank (backspace on keyboard) the entry out, and click the tick icon, as below.



Viewing Results

If the draw and scoring of the event were performed on the app, end users can view the results by clicking “Sectional Results” in the event booking list page.

Event Results

Club: SC Winter Carnival
Event: 1. Open pairs - Tewantin (First Fill)

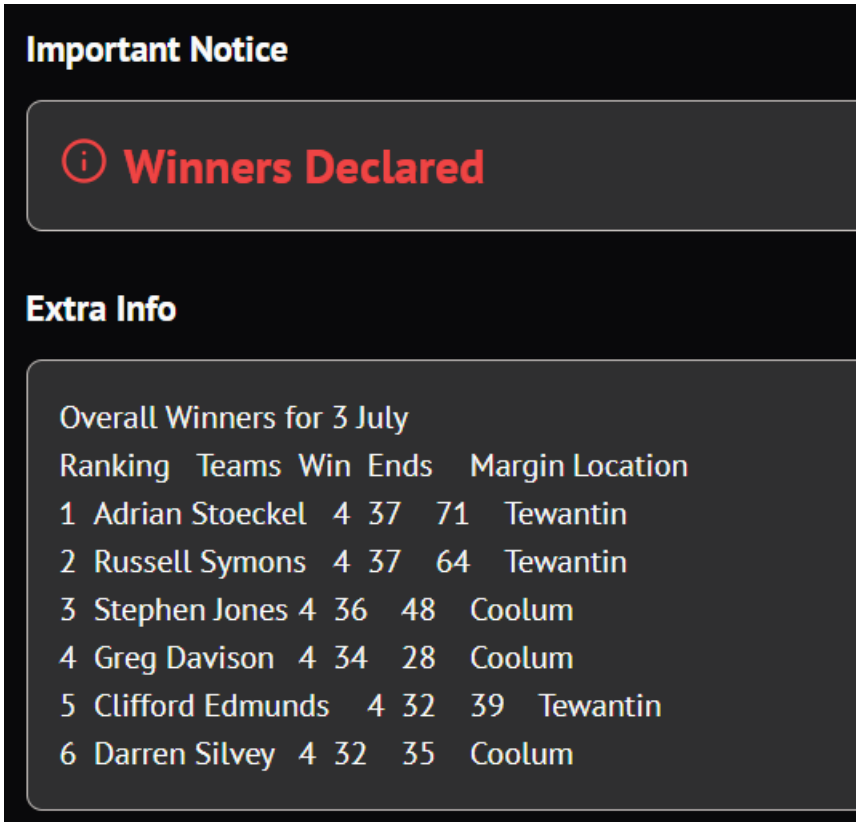
Legend: Vs #: Opponent's Team Number (from # column), **R**: Rink, **F**: Points for, **A**: Points against, **M**: Margin, **E**: Ends. **Red Values** in rounds indicate the round winner for that me

Section A

#	Skips	Totals				Round 1						Round 2						Round 3					
		Wins	Ends	M'rg	Rank	Vs #	R	F	A	M	E	Vs #	R	F	A	M	E	Vs #	R	F	A	M	E
5	Adrian Stoeckel	4	37	71	1	40	6	31	5	26	12	38	4	33	5	28	11	36	10	17	4	13	8
42	Russell Symons	4	37	64	2	3	8	21	3	18	11	1	18	16	8	8	8	40	5	21	3	18	9
7	Clifford Edmunds	4	32	39	3	38	19	15	5	10	9	36	6	14	10	4	8	34	21	18	3	15	8
22	Paul Schofield	4	29	28	4	23	1	13	9	4	6	21	12	21	3	18	12	19	4	10	5	5	6
31	Mark Payne	4	29	19	5	14	11	14	9	5	8	12	15	15	11	4	7	10	7	9	5	4	8
16	Mike Hofman	3.5	36	49	6	29	9	23	5	18	11	27	17	11	11	0	7	25	2	20	3	17	9
20	Daryl Potter	3.5	32	27	7	25	21	17	6	11	10	23	10	14	10	4	7	21	13	11	11	0	5
27	Kerry Hill	3.5	29	24	8	18	5	13	8	5	8	16	17	11	11	0	7	14	9	9	6	3	6
13	Sheryl Atkinson	3	30	22	9	32	3	12	13	-1	6	30	8	17	7	10	10	28	20	9	8	1	6
4	Joe Hun	3	30	16	10	41	15	13	7	6	8	39	5	13	9	4	8	37	8	7	16	-9	4

Viewing Messages and Extra Information/Results

Players can view messages and extra information placed on the event by club administrators. These are viewable straightaway on the event listing.



Administrative functions

Depending on the plan your club chose, club administrators can reconcile booking list before the game start, print the list or generate sectional draws, knockout draws and configure scorecards.

Here are common administrative functions.

Print booking list

You can print the booking list from your phone, tablet or PC. On PC: right click on empty space->Print. On phone and tablet, tap Share->Print

Booking List

Club: Social Bowls
Event: Open Fours sponsored

#	Date Booked	Lead	Second	Third	Skip
1	22 Jul, 7:57 PM	Wattle Grove	Sharon Weatherby	Chris Johnstone	Annie Mcgill
2	22 Jul, 7:58 PM	Chaille Jamnes	Rob Claridge	Saryk firth	Briabn Swan
3	22 Jul, 7:58 PM	Sav Sounderw	Rib Hutchis	John Nicol	Chris Lee
4	22 Jul, 7:59 PM	Mike Rataj	Wendy Rat	Bill Rodges	Kevin Morissy
5	22 Jul, 8:00 PM	Jen lefche	Angella John	Mae Turbuk	Gary Johnson
6	22 Jul, 8:00 PM	Kathy Freemanq	Jill Kyle	Boebt Seator	Ian Garret
7	22 Jul, 8:01 PM	Malcom Maydan	paul Nuxton	Ihain Burn	Jean Huxtable
8	22 Jul, 8:02 PM	Bryan Godberg	Avril Denton	Jim Denton	Llyud Firnes
9	22 Jul, 8:02 PM	Anne Wyatt	Debbie Lee	Jeanette Lane	Kim Saiunder
10	22 Jul, 8:03 PM	Pau Spenser	Garry Rouslten	Greg Bullihan	Murray Keiel

Total Booked: 10 teams/players | Printed on: 25 Aug 2025, 10:27 AM

Saving booking list

The booking data will be deleted automatically after a certain period of time. We advise that you save the booking list as pdf to your backup drive or cloud storage.

Please follow the following steps:

On the print booking list page above,

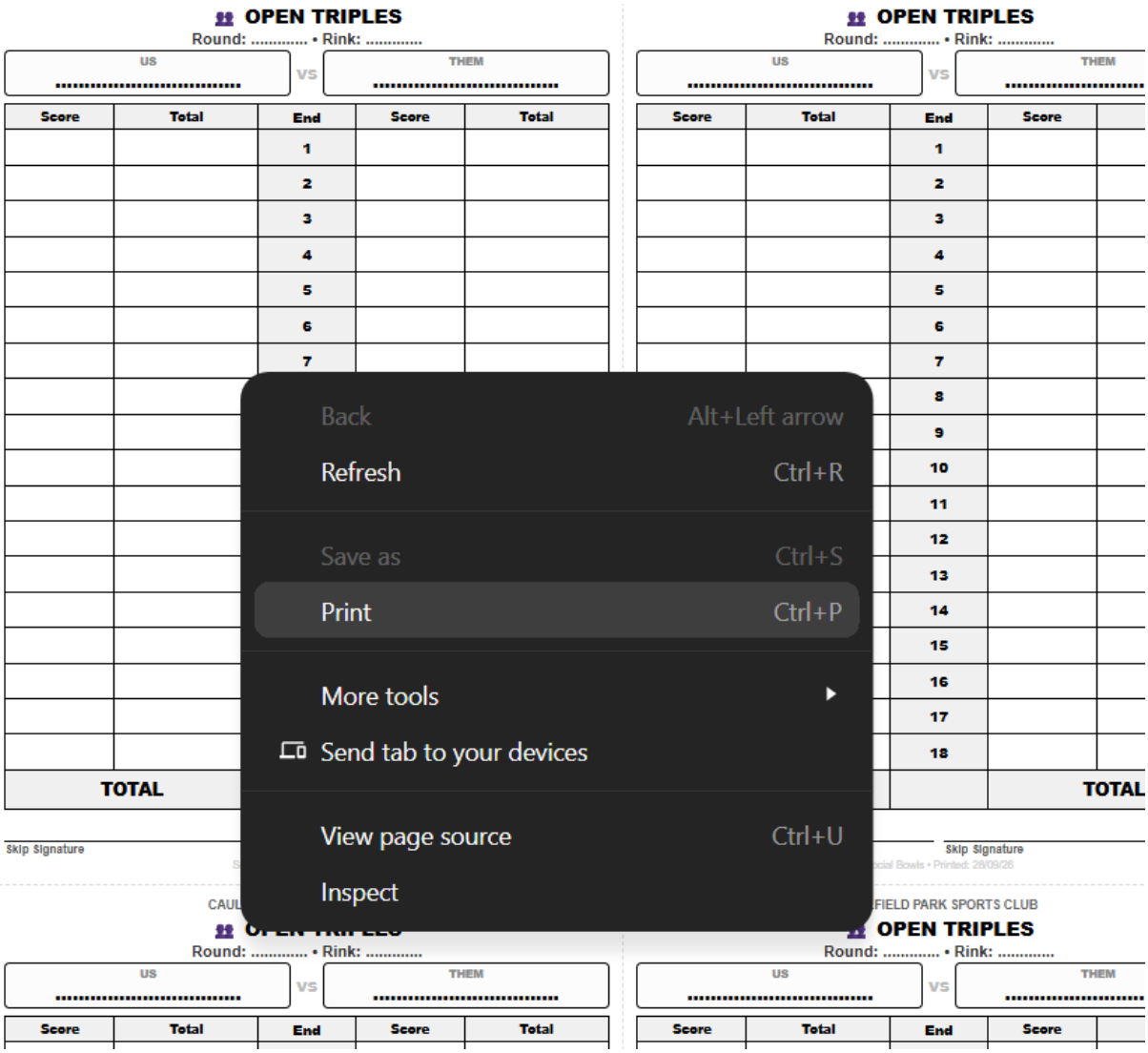
Windows: Right click on the list->Print. The print dialog will appear, select destination to “Microsoft print to pdf” as the printer. Then Press print, and save.

Apple: File->Export as pdf or press Command + P, select the PDF Drop down, Save as pdf.

Print Blank Scorecards

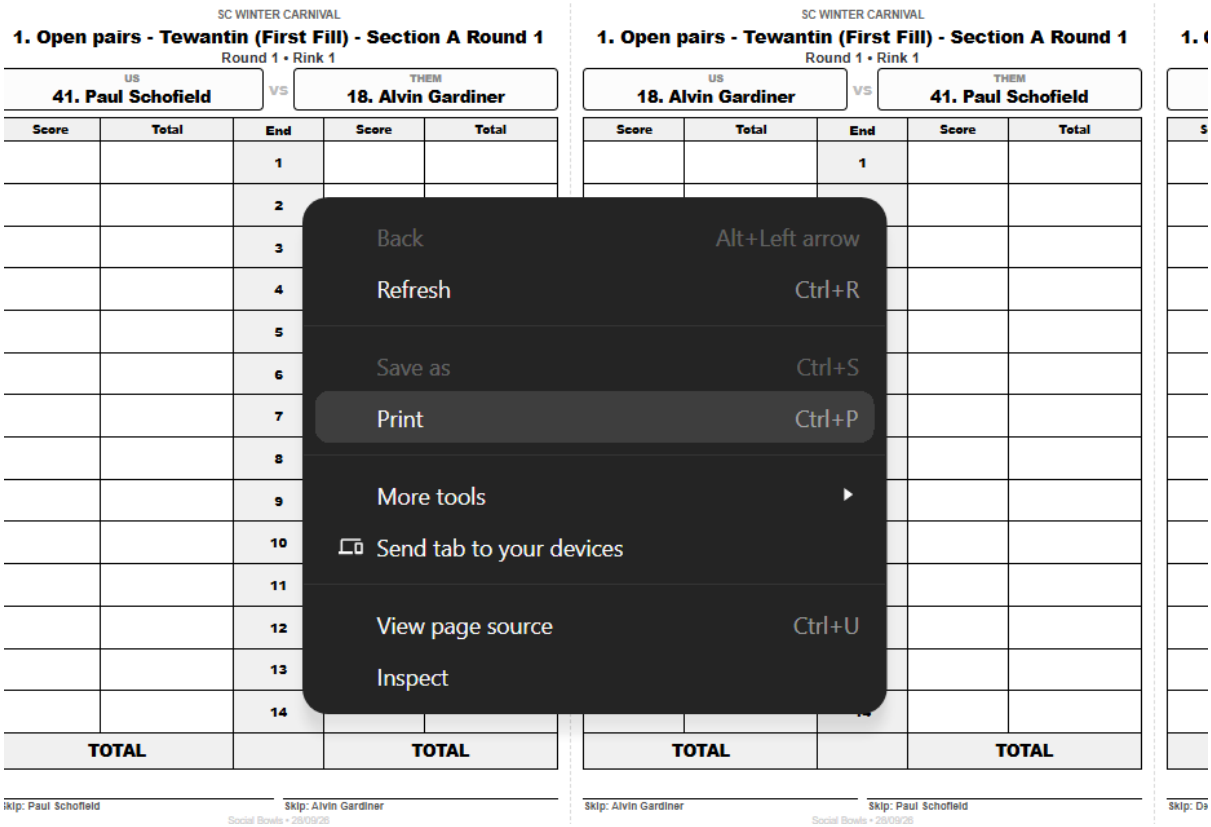
In the event’s booking page, click “Batch Print Scorecards”, specify the number of teams, rounds and end. Then Generate.

Right click anywhere on the page->Print

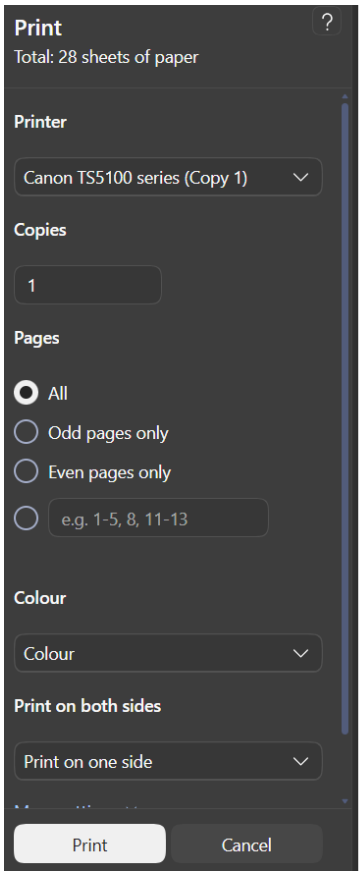


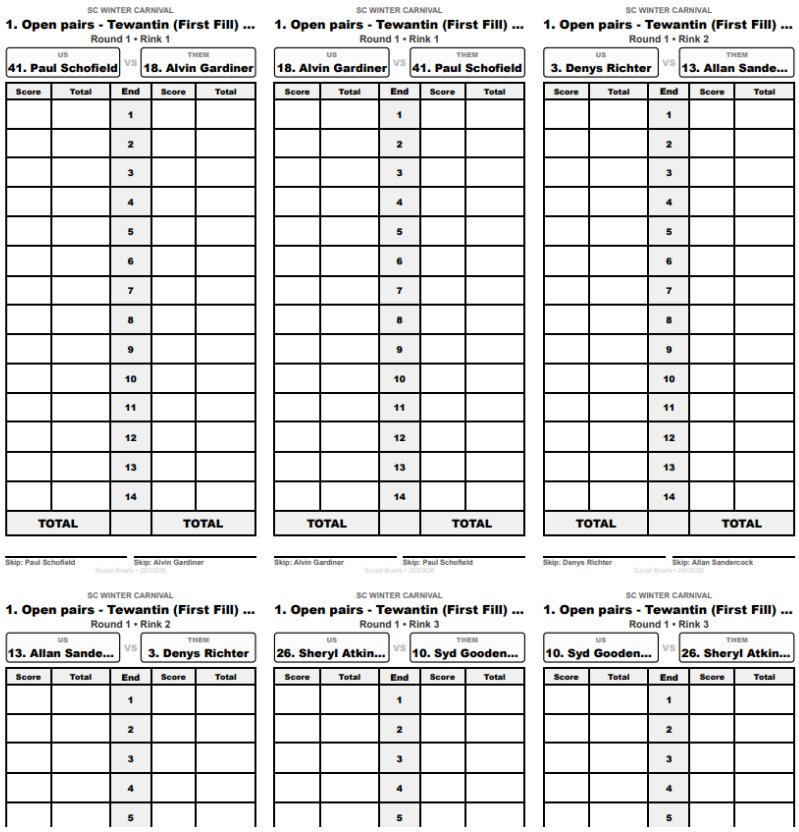
Print Scorecards from Draws (Prefilled with team names)

1. On the event's booking list, click Manage Draws->Print Round Scorecards



2. On the event's booking list, click Manage Draws->Print All Section Scorecards



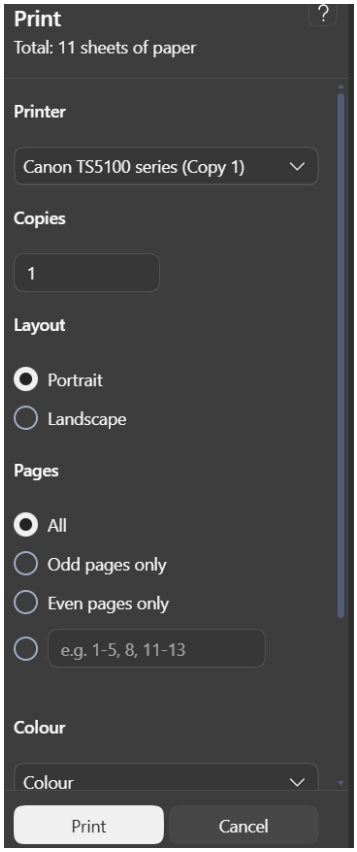


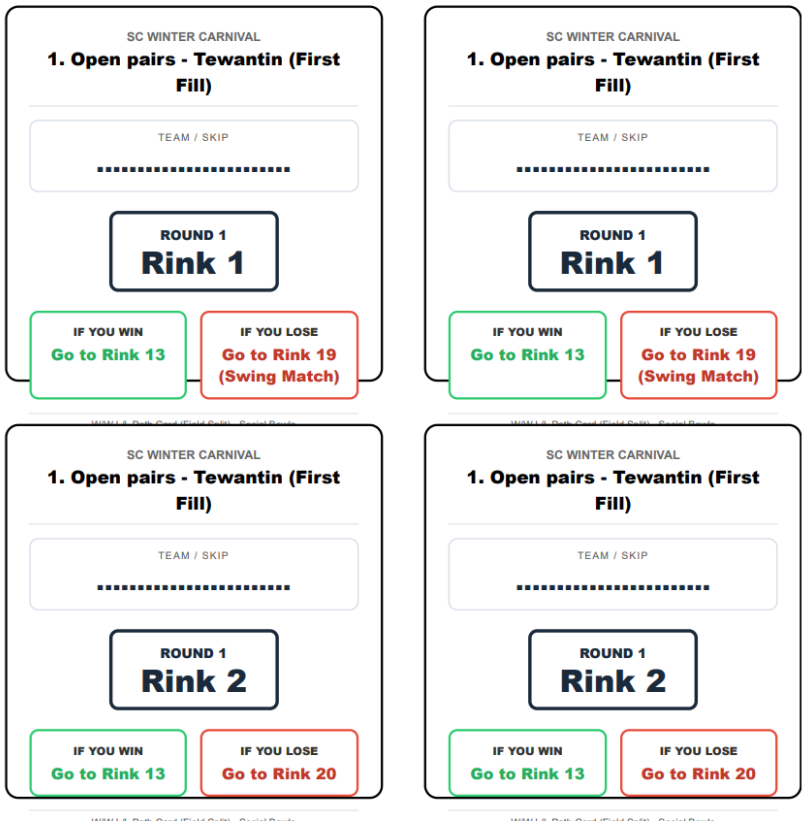
Winners vs Winners and Losers vs Losers

Print a winners vs winners and losers vs losers schedule from the booking list.

In the event's booking list, click W vs W / L vs L, and select either Random or Field Split (Green Swap).

Right click anywhere on the generated page-> Print

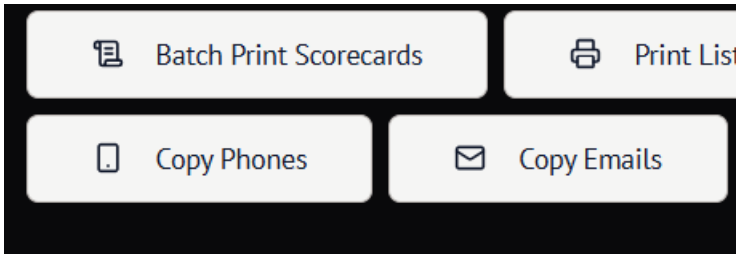




Sending Notifications by Emails and Phones

In the Event's booking list, click Copy Emails

Open your Email program, Compose a new email. In the BCC: field, paste the emails, enter in the subject and content, and Send



In the Event's booking list, click copy Phones

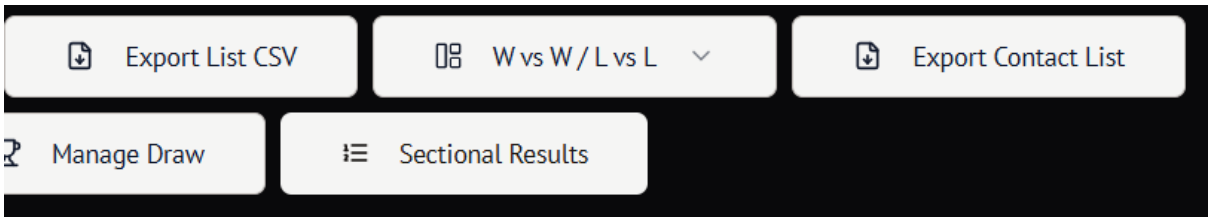
Open the phone link app on your PC, compose a new SMS text, paste in the phone numbers, compose the message, then Send.

Note the Phone Link app must set up prior to using this method.

Exporting Booking Data

Exporting booking list to CSV, click Export CSV

Exporting booker's contact details, click Export Contact List

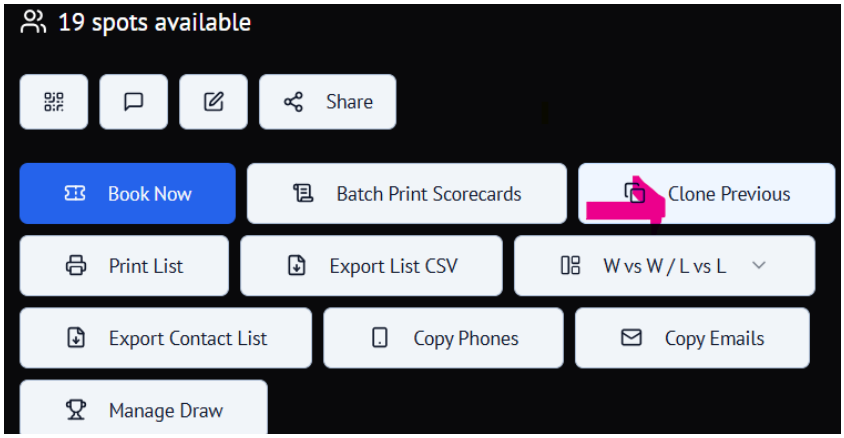


Cloning bookings from previous events

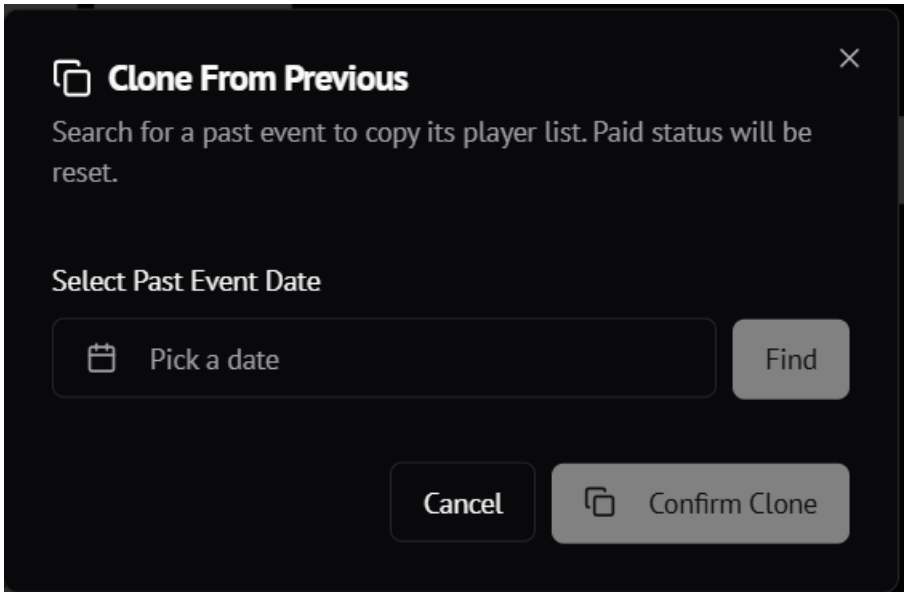
To clone booking from a previous event, the event must satisfy the following conditions,

- The target event and the previous/source event should be the same recurring event the previous week
- The target and source event must have the same configurations e.g. they are both Pairs
- You must re-confirm with players that they are indeed playing on the target event date and time

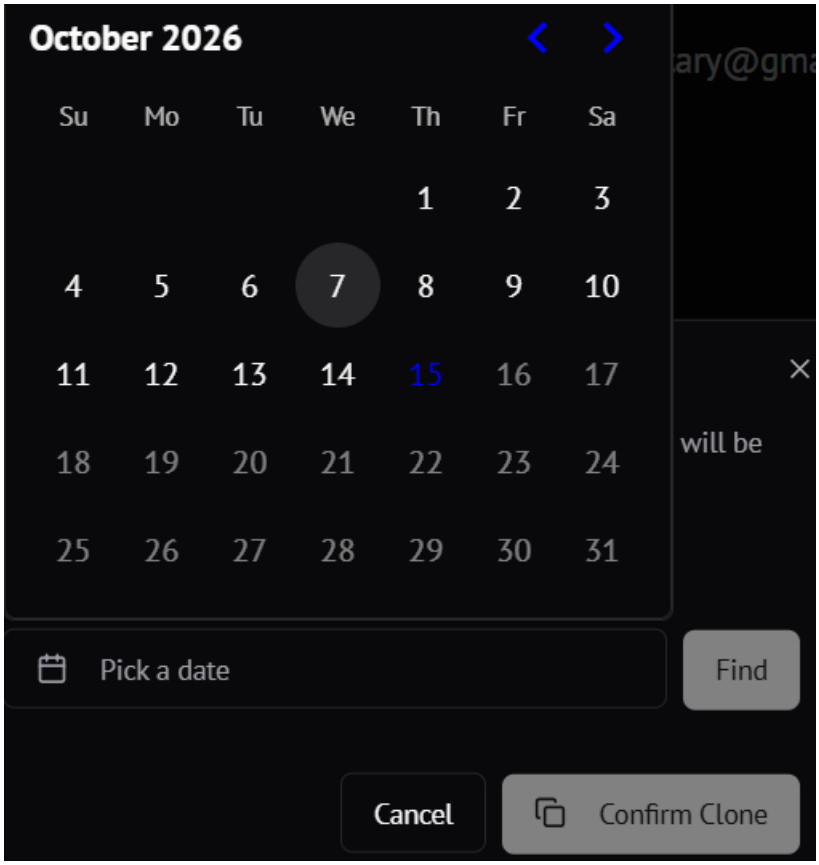
To initiate the cloning , click "x spots available" button on the target event, the click "Clone Previous"



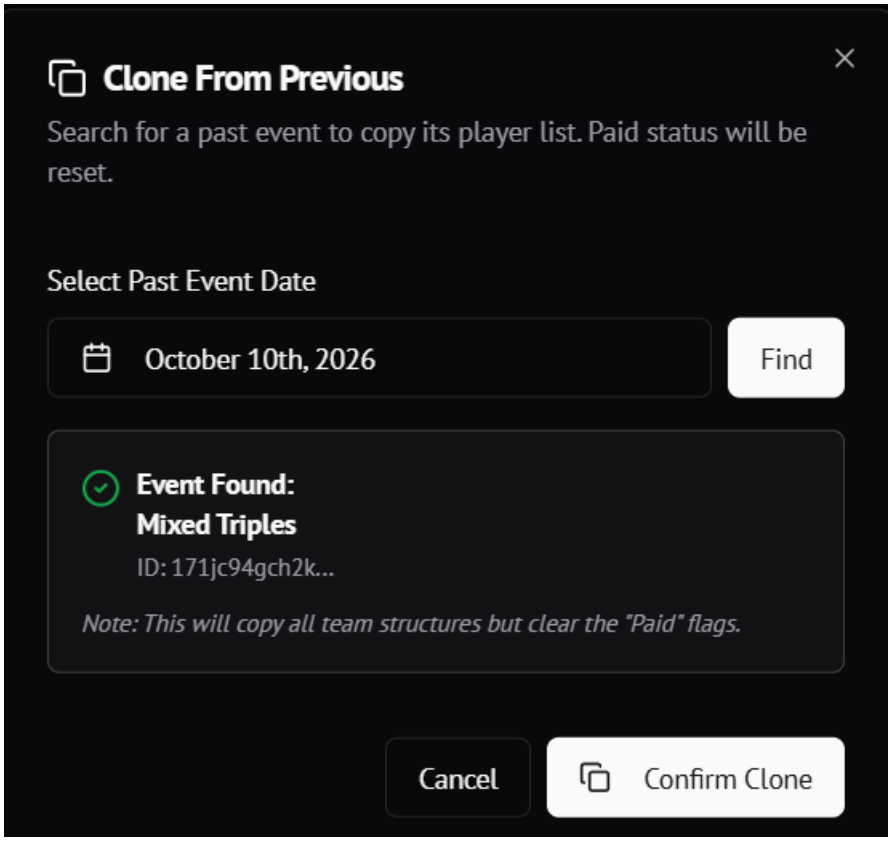
Click Pick a date



Select a Date



Click Find

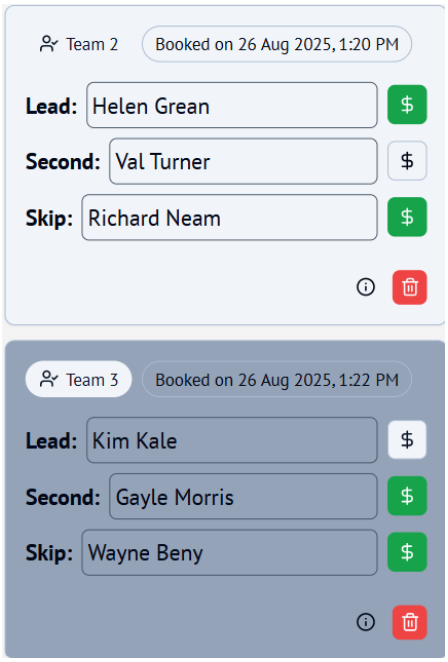


Click Confirm Clone

All previous booking data will be copied to this event.

Marking payment

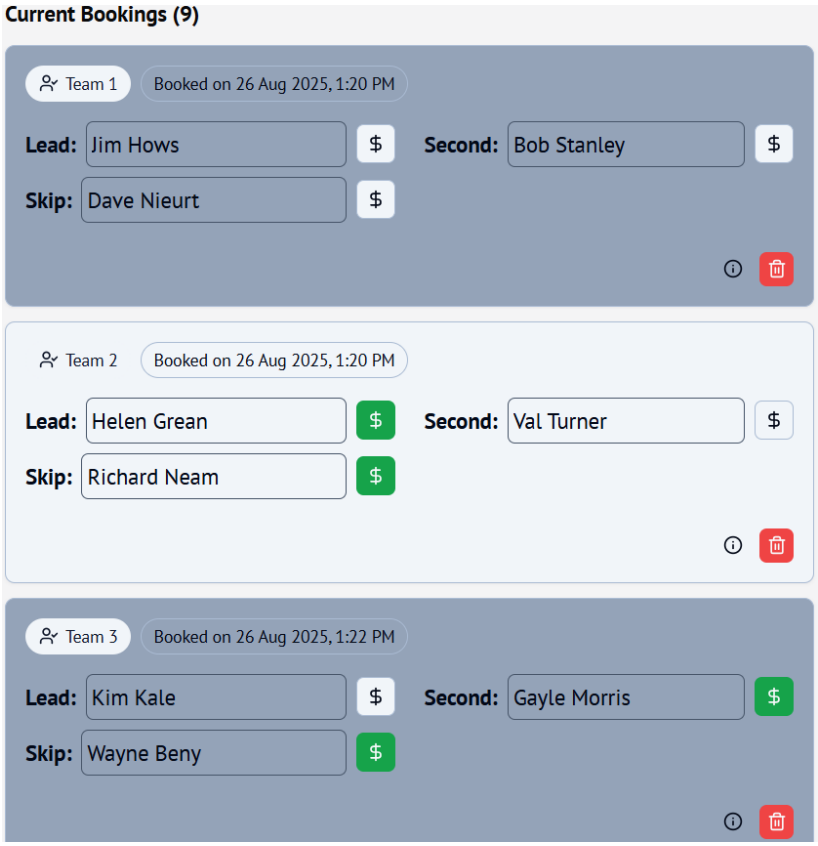
Due to the complexity of refunding of cancellation, the payment option has been removed. Instead, a club administrator can mark whether a player has paid the green fees, as shown below. Green indicates paid.



Reconciling booking list

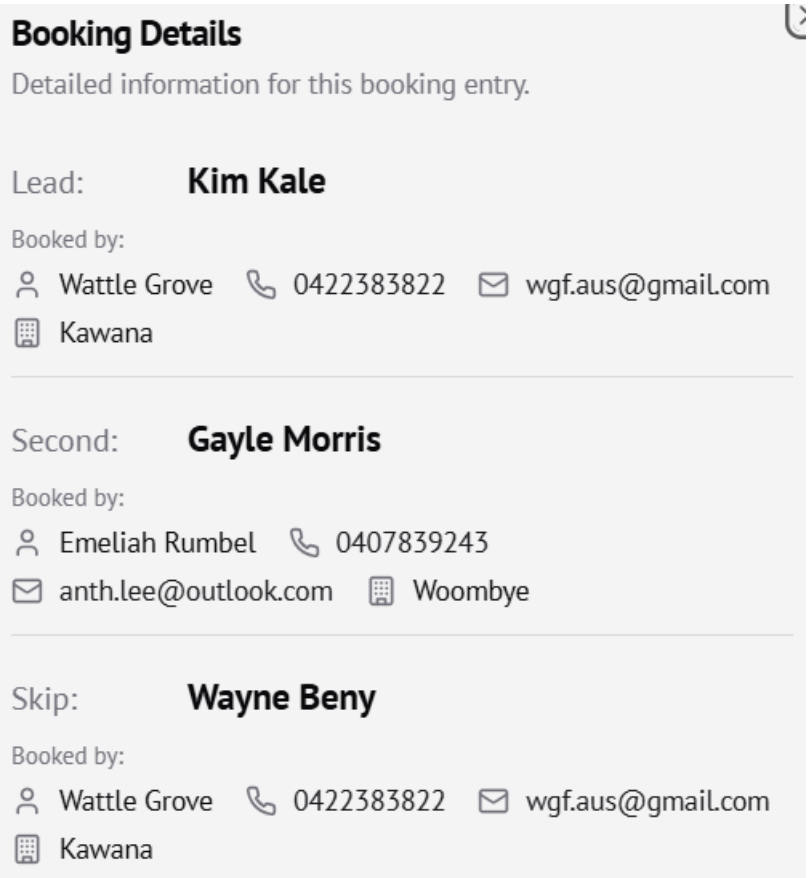
One of the common tasks for a club administrator is to ensure that the booking entries are ready before the game start.

Club administrator views all entries as editable, as below. Therefore, the administrator can change the list of entries, reorganise it, add new entries, delete entries, change name and so forth.



Calling players

A club administrator can find details of the booker by clicking on the info icon. This will bring up the booker details. Clicking on the phone number from a mobile phone will bring up the phone dialler and clicking on the email will bring up the email client.



Cancelling events and notification

A club administrator can publish a message on each individual event listing. Any important information that is related to an event can be written.

For example, due to inclement weather.

Creating an event

Contact us by message, email or phone if you want new events added. Please provide details about the event,

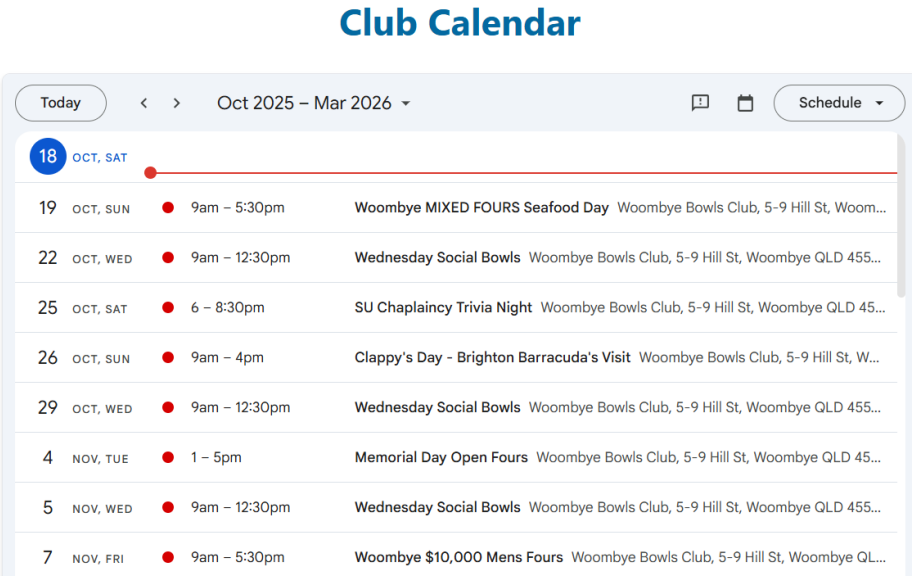
- Event title
- Short description
- Location (at the club or other venues)
- Start date and time
- End date and time
- Is it a game or just a general event (see bookable events)
- Game type (Single, Pairs, Triple, Fours)
- Entry type (Team or individual), choose team for a more flexible booking
- Maximum number of players
- Picture
- Booking due e.g. 2 hours before game start, or 24 hours before game start, etc

Although access can be given to your club for this capability, users have made numerous errors. For this reason, we suggest that you contact us for setting up the events. Alternatively, you can request us to provide you with the ability to update the events as per the section below.

Managing Events in Calendar

Your club can request access to manage the event calendar. We will provide you with the calendar that you can change.

Any changes you made to this calendar will be reflected on the app and you can add this calendar to your club website thereby keeping everything consistent.



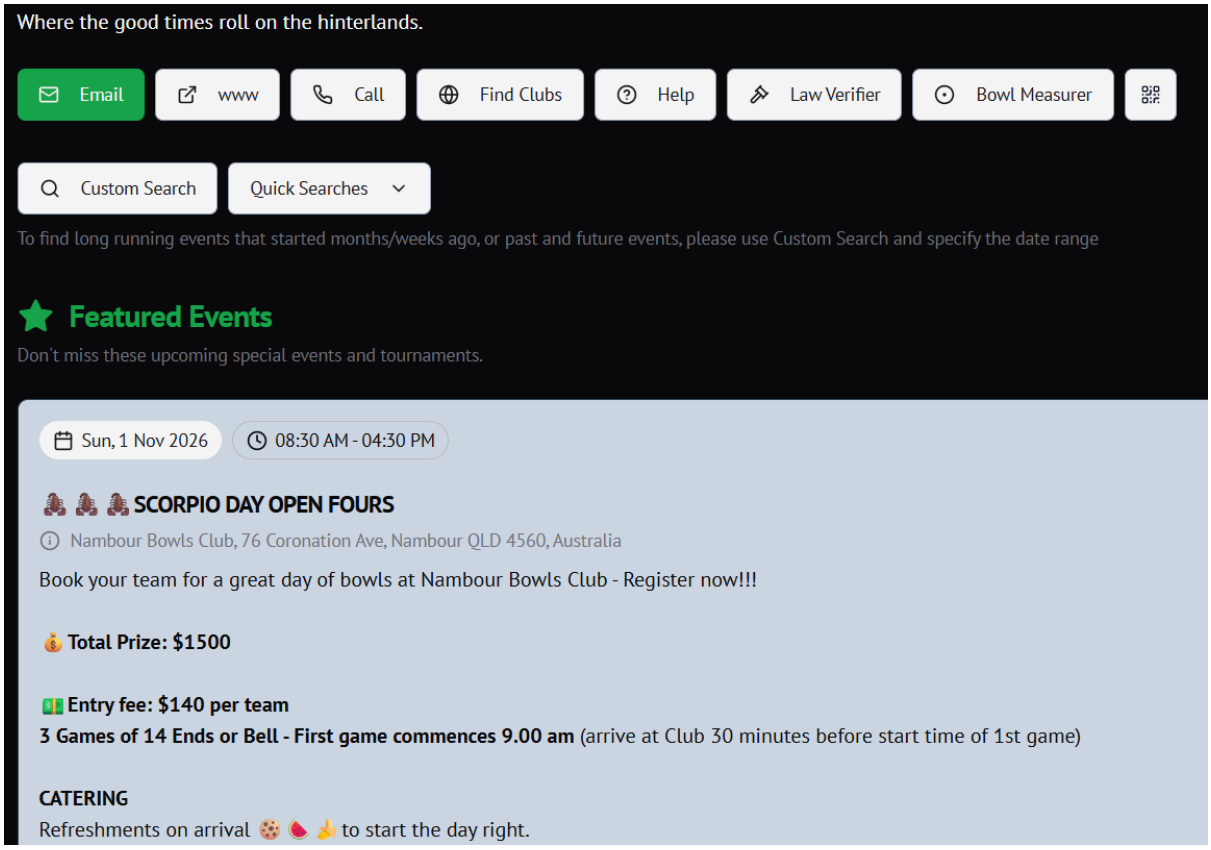
Updating Recurring Events

When you update recurring events, upon saving, please choose “All Events”

Creating Featured Events

In the Event Title, place a tag [F]. For example, Scorpio Day Open Four [F].

This event will appear on top of the regular weekly social events.

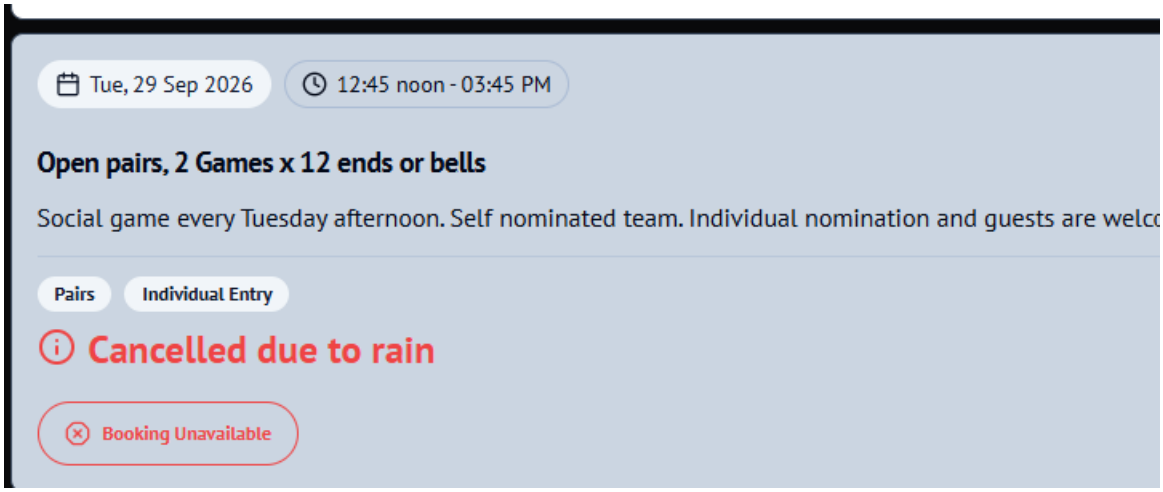


Disable booking or viewing of booking list

When an event is cancelled or for whatever reasons that you want to prevent users from making booking on the event on the particular day,

Click Message on the Event-> Type tag [VOID]. For example [VOID], Cancelled due to rain. Users will see “Booking Unavailable” on the event listing.

This method can also be used to temporarily hide and show booking list functions including the draws.



Configuring an event

The event configuration is accessed through the settings indicated by a cogwheel icon.

Non bookable events

If you want to display a non-bookable event, do not create a configuration for the event. Events like these may be used as a notification to users about the happenings at the club.

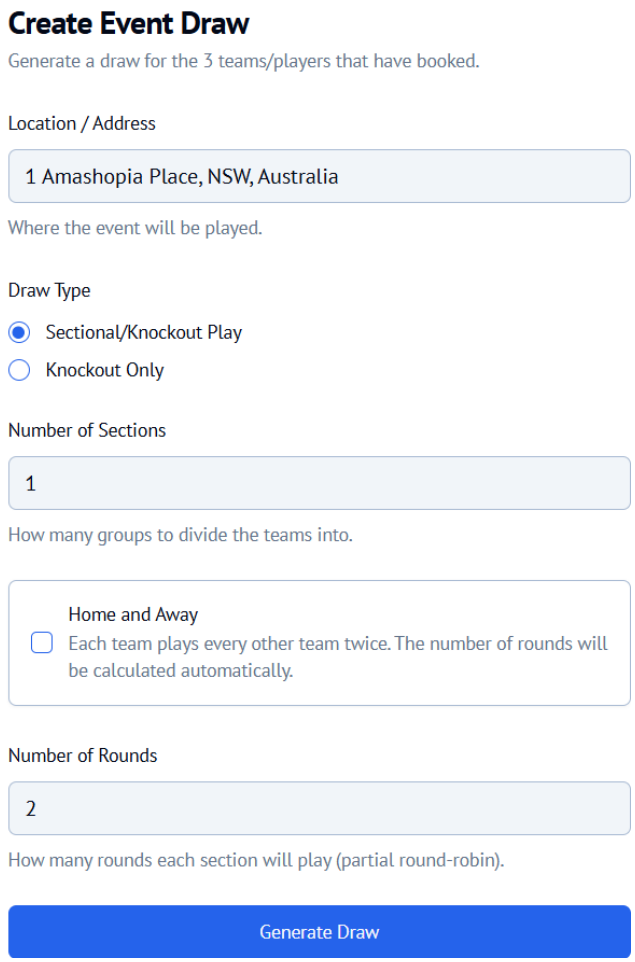
Bookable events

For bookable events, click the cogwheel icon, add details of the event and click save. Once you do this, the “spots available” button will appear, that allow users to book to the event.

The bookable events do not necessarily have to be bowls events. They can be general meetings, a member dinner, etc that where the number of attendees needs to be known in advance.

Draws Management

Depending on the plan a club subscribe to, a club administrator can create matches from the booking entries.



This function is accessible from the “Manage draw” button which brings up a dialog as above. On this dialog box, you can also set the algorithms that allocate rinks to each match.

The algorithms utilise advance methods in rink allocations, such that,

- Teams never play on the same rink
- Avoid the frequency of ditch rink for the same team
- A team plays in different greens over several rounds
- A team does not follow another team over subsequent rounds
- A team jumps to different rinks of certain distance between rounds
- A team never plays another team more than once

Event Results

Club: Social Bowls
Event: Open Fours sponsored

Legend: **F**: points for, **A**: points against, **M**: Margin, **E**: Ends, **R**: Rink, **Vs**: Versus

Section A

#	Skips	Totals				Round 1						Round 2					
		Wins	M'rg	Ends	Rank	Vs	R	F	A	M	E	Vs	R	F	A	M	E
5	Kim Saiunder	2	5	8	1	BS	2	10	9	1	5	GJ	1	7	3	4	3
3	Chris Lee	1.5	4	6	2	IG	3	6	2	4	3	BS	3	5	5	0	3
2	Briabn Swan	0.5	-1	9	3	KS	2	9	10	-1	7	CL	3	5	5	0	2
1	Gary Johnson	0	-4	1	4	BY	1	-	-	-	-	KS	1	3	7	-4	1
4	Ian Garret	0	-4	1	5	CL	3	2	6	-4	1	BY	2	-	-	-	-

Section B

#	Skips	Totals				Round 1						Round 2					
		Wins	M'rg	Ends	Rank	Vs	R	F	A	M	E	Vs	R	F	A	M	E
7	Murray Keiel	1.5	28	8	1	KM	2	4	4	0	2	JH	3	28	0	28	6
10	Kevin Morissy	1.5	1	4	2	MK	2	4	4	0	2	LF	1	5	4	1	2
8	Jean Huxtable	1	7	13	3	AM	3	36	1	35	9	MK	3	0	28	-28	4
6	Llyud Firnes	0	-1	1	4	BY	1	-	-	-	-	KM	1	4	5	-1	1
9	Annie Mcgill	0	-35	2	5	JH	3	1	36	-35	2	BY	2	-	-	-	-

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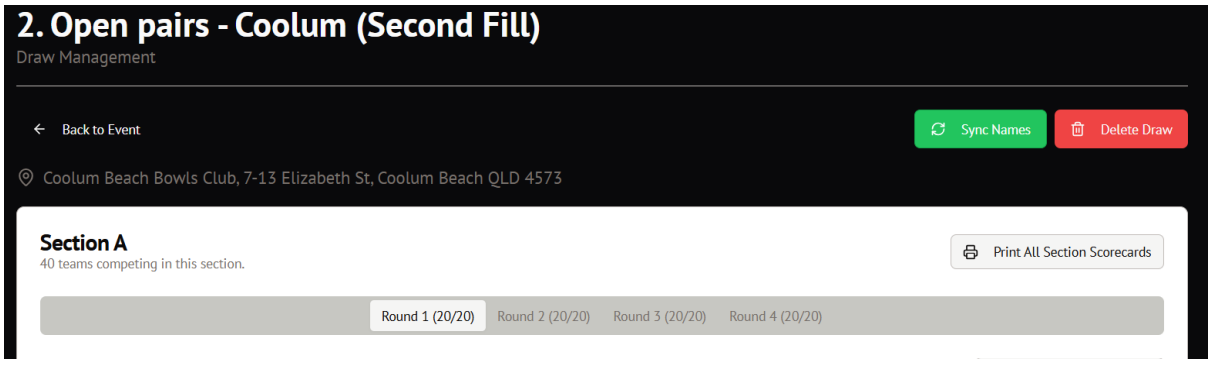
Changing Team Names After Draw

In the event a team name (Skip) change, update the name on the booking list, then press the tick box as per “reconciling booking list”.

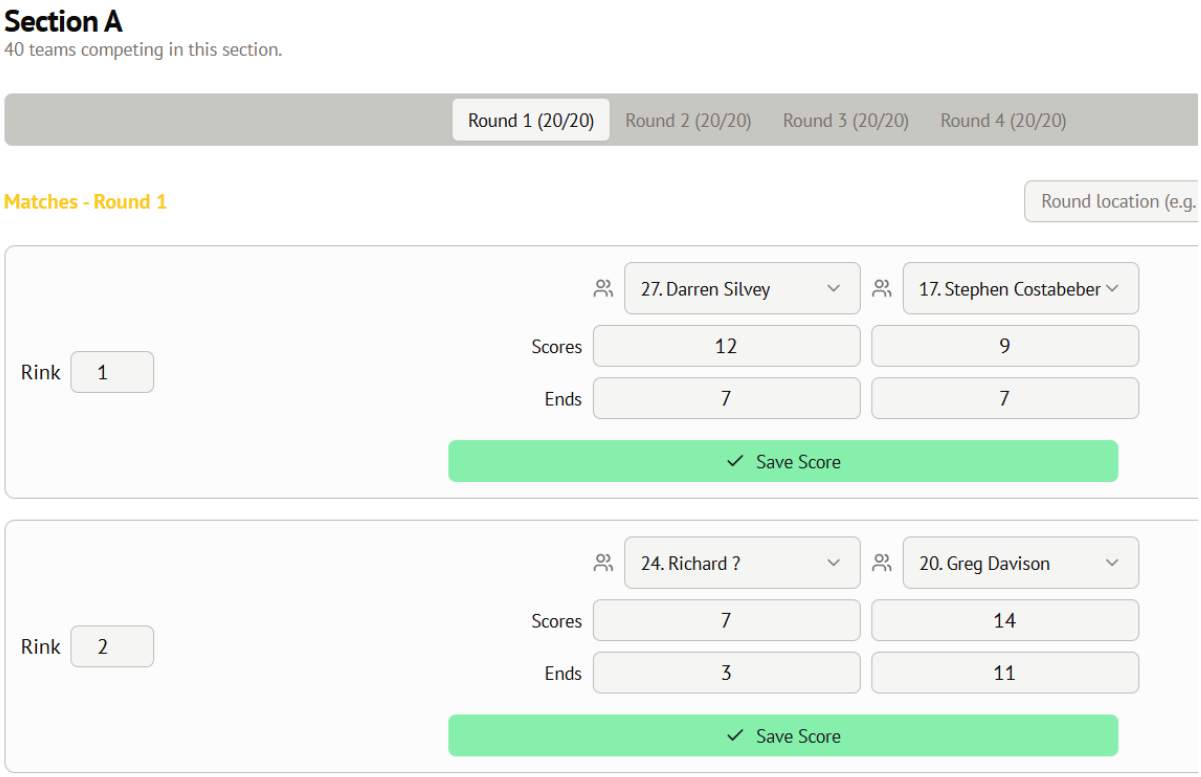
Tap Manage Draw->Sync Names. This will update the draw listing and results. The “Sectional Results” page must be closed and re-opened to refresh the page.



Automatic calculations and sorting

After each round, a club administrator can enter in the score for each match. Each round is displayed on a navigation tab with completion indicators, For example, Round 1 (12/20), which means that 12 out of 20 matches are completed.

Visual indicators are also available when updates on the scores are being made and have not been saved yet.



If the players use paper-based scorecard, simply enter in the score in the draw where the matches are listed, e.g. team A vs team B, score and ends.

If the players use our scorecard in this app, each end will be recorded and viewable live on the app. Once the game finish, a club administrator will validate the score and confirm. When this is done, the scorecards cannot be changed, and the final scores and ends will be entered automatically into the system.

Live updates

The system automatically updates the result and sort the ladder table by margin then ends. This update appears on live on the app.

Sectional draws

To create a sectional draw, select the number of sections and the number of rounds. Typically, for a small number of teams, you may choose to use a default 1 section. For a large number of teams, you may choose to divide the game into multiple sections.

After that select the number of rounds the teams will play.

The app uses a well-known randomise algorithm that is commonly used in sports to perform the randomise draw.

This is the best and easiest way to manage the draws.

Changing the draws

After performing the randomised draws above, you can still change the team1 vs team2 in the draws and change the rink number.

This is useful when you decide to use card drawn by players.

After the players drawn the cards, you must edit the draw list on who is against who and the rink number they play.

Note that editing the draws by yourself can be time consuming.

Leaving it to the system to use the well known sport algorithm is the most convenient way to handle this task.

Sectional draws followed by knockout

If there are a large number of teams, you may decide to have multiple sections to divide the teams.

The draws will also be generated automatically in this case and giving you the opportunity to edit the draw.

After the sectional rounds have been played, you will have the opportunity to select top teams from each section, then create a knockout draw.

This knockout draw includes optional third place match.

Knockout only

The knockout only draw can be selected for any game. This is commonly used for single game.

The app will automatically generate the draw randomly and create byes when necessary.

Home and Away

The home and away option create a round robin style tournament. The number of rounds will be calculated automatically.

The results are also available live in the same manner as the sectional results.

Live Scorecard

The app features live scorecards in each match.

A club administrator needs configure the live scorecard for each team. This is a simple step.

When the score at each end is entered in, the save button must be pressed to save the score.

When the second scorer save the score for his/her end, the system will verify the score. If they don't match, an alert will appear with the end number that does not match.

The scorer must fix this error before continuing.

Team BS vs Team KS

Team BS	Team KS
Chaille Jamnes	Anne Wyatt
Rob Claridge	Debbie Lee
Saryk firth	Jeanette Lane
Briabn Swan	Kim Saiunder

Team BS's Card

Scorer: wgf.aus@gmail.com

BS	BS Total	End	KS	KS Total
	0	1	1	1
1	1	2		1
1	2	3		1
	2	4	3	4
1	3	5		4
1	4	6		4
1	5	7		4
	5	8	1	5
	5	9	2	7
3	8	10		7
	8	11	3	10
1	9	12		10
	9	Total	10	
		Margin	-1	
		Ends Won	7	

Team KS's Card

Scorer: anth.lee@outlook.com

BS	BS Total	End	KS	KS Total
	0	1	1	1
1	1	2		1
1	2	3		1
	2	4	3	4
1	3	5		4
1	4	6		4
1	5	7		4
	5	8	1	5
	5	9	2	7
3	8	10		7
	8	11	3	10
1	9	12		10
	9	Total	10	
		Margin	1	
		Ends Won	5	