

POLOWARE® 2 Quick Reference

Teams

To add a team, click ADD and type in the new name and an abbreviated team code. You do not have to complete the remaining fields in order to continue. However, these fields could be required by an organization, league, etc.

Athletes

As athletes are added, the roster is generated. There are no limits on the number of athletes entered. Optional personal information can be used for mailing lists, etc.

Match - New

Type in a new Match name or select an existing match from the drop down menu. Type in the Match location and date. Choose the teams in the match by color from the drop down menu. The screen shows various fields for the preferences of the upcoming match. These are defaults and all can be changed to reflect your rules.

Match - Run

The screen is split with **Blue Team** functions on the **left** and **White Team** functions on the **right**. **All functions follow this order, click Action then Cap Number**. If you do not have rosters entered for the teams, click the **Action** only. To start the game the user clicks **Sprint**, either **B** or **W**, then Cap Number of the player. All other user actions follow the same order. A match can be run using only the clock and score functions if desired.

Button Functions:

Team Buttons

<u>Function</u>	
1	Awards corresponding team 1 point (or use F1 for Blue & F7 for White)
TO	Subtracts 1 Time Out from preset
P	Awards team Penalty (4 Meter) (or use F2 for Blue & F8 for White)
E	Excludes player selected (or use F3 for Blue & F9 for White)
yellow block	Awards warning card to player or coach
red block	Awards red card and game ejection to player or coach
SPRINT	Starts clocks and awards sprint to selected player

Clock Buttons

<u>Function</u>	
Game START (STOP)	Start and stop game clock, or use hand held button (hold for full second)
Shot RESET	Reset shot clock. May also "right click" mouse on blank part of Match screen or use hand held button (hold for full second)
Shot START (STOP)	Start and stop shot clock
STOP TIME check box	Stops and starts update clocks when checked
HORN	User can sound horns at any time

Notes

- Clocks are linked to the action buttons. For instance, when a goal is scored you do not have to stop the clocks. Simply click SCORE and cap number and then START when ready.
- All values can be changed during a stop in play with the spinner boxes. Use UNDO LAST to correct mistakes
- When there is a stop in play the log can be viewed or edited with the use of the spinner boxes. The user can also print the log if necessary for officials or coaches as the match proceeds.
- If a player's statistics are needed, simply "right click" on that player's cap number.
- To record the goalie, click in the **Goalie** box, then click a cap number to select player. Repeat for other team.
- In the Exclusion box, click on display line to clear a player's ejection.

Reports

From the Reports menu, a complete match summary can be printed at the end of the match.

Refer to HELP files for more detailed information.