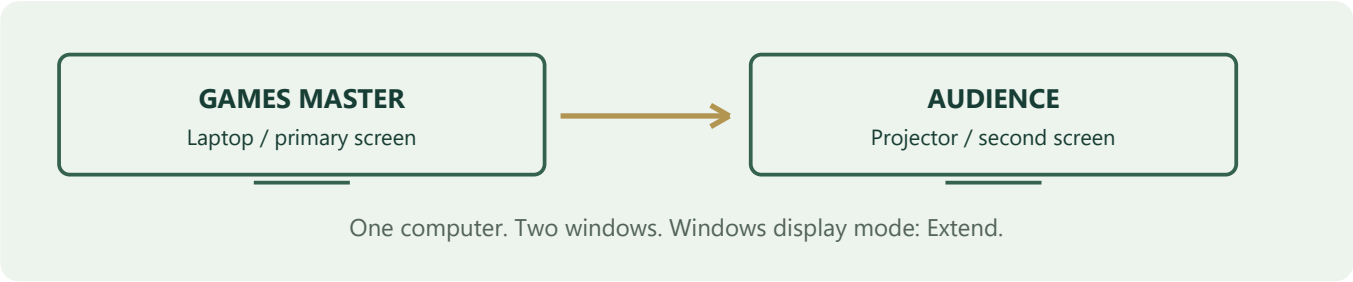


Your club, ready to play

Setup & Configuration · September 2026 · Current RC1 edition

MBCCM keeps your club register, entries, draws and results on the games master's device. A separate audience window carries public information to the projector. This guide covers the current 9 September build; application headers and the Windows launcher still use the earlier name **MBCTM**.



What you need

- A Windows laptop or PC with a compatible Edge or Chrome browser, mains power and the full Windows application package.
- A projector or second monitor, suitable display cable/adaptor and Windows Extend mode.
- A USB drive or another safe place for exported backups. An A4 printer is optional; duplex printing supports two-sided scorecards.

Choose the right edition

Edition	Use it for
Full app / Windows	Real club records and separate persistent training clubs.
Club training edition	Persistent local practice and club records; regular backups required.
Public website demo	Trying the sample club only. Reload or 15-minute expiry resets the session.

Use the matching release

Use the Windows companion package supplied with these guides. Older 8 September copies lack the later Auto audience programme, leg/rest controls and full-app training button.

RC1 supports singles and pairs with one trusted local games master. Google sync, delegated roles, cross-club competitions and triples are later work. Android layouts are supported; third-party controllers such as tablets need equipment testing to confirm two independent displays. Use Windows and the projector until that rehearsal succeeds.

Install once. Keep the same home.

Windows launch, offline use and local storage

- 01 Extract the complete **MBCTM-RC1-Windows** folder onto the laptop. Keep its runtime, scripts, assets and licence files together; no package installation is needed on event day.
- 02 Double-click **Start MBCTM.cmd**. Keep its local-server window open. If the browser opens before startup completes, reload once.
- 03 Open **http://127.0.0.1:4188/app/** using the same browser and profile each time.
- 04 Wait for **Offline ready**. Select **Protect local storage** if offered. This permission helps but does not replace backups.
- 05 Use the browser's **Install app** option if offered. Open the installed app and confirm that your saved club appears.
- 06 Rehearse offline reopening on this laptop. Keep the bundled launcher available as the dependable fallback.

The application folder is not your database

Records belong to the browser profile. Copying the application folder does not transfer your club. Deleting browser/site data can delete the local records. Transfer records with a full-club JSON backup.

If something looks wrong

- **Club missing?** Check the exact address, browser, profile and Current club selection. localhost, another port or another device can have different records.
- **Port 4188 occupied?** Use the existing MBCTM launcher or close that launcher. Changing the port creates a different storage location.
- **Offline setup needs attention?** Keep the launcher running and reload to retry. If persistent storage is declined, keep exporting backups.

When available, **Install downloaded update** appears in management. During live mode the app holds it until you leave live mode. The launcher serves this device only; it creates no network service or cloud account. Ctrl+C stops it.

Build the club register

Club details, rinks and reusable people

- 01 Choose **Create blank club** and enter the club name. The real register starts empty.
- 02 Open **Club & rinks**. Set Club name, Venue, rink labels and which rinks are **In use**. Choose **Save club settings**.
- 03 For the closing pairs tournament, confirm six active rinks. **Save settings & add rink** adds another when needed.
- 04 Open **People**. Search for an existing person before creating another profile.

Members, guests and visitors

Type the name. The search offers **Create [name] as a Member**, **Add [name] as a Guest** and **Add [name] as a Visitor**. For a visitor, enter Bowling Club if known, then choose **Save visitor [name]**. Missing optional detail does not prevent play.

Profiles can hold classification, visiting club, email, phone and private notes. Use **Convert to member** when appropriate; it keeps the same person's history. Archive an inactive profile rather than creating a replacement identity.

Finish details after the rush

New inline profiles create follow-up notifications. Use the launch inbox or the bell/**Notifications** button. Opening a notification marks it read. Reviewing the profile is separate: edit the person, tick **Profile reviewed**, then **Save profile**.

Practise in a separate club

Load 24-player training club creates a separate sample club: twelve pairs, six rinks and a prepared tournament. Current club lets you switch back to the real club; the selector appears when more than one club exists.

A person is reusable across events. Their entry and attendance belong to each individual event. Adding a name to the register does not automatically enter or check them into every competition.

Agree the Conditions of Play

Events → Create event → 1. Settings

In **Events**, enter the event name, choose singles or pairs, and choose One day or Season competition. Select **Create event**. Season competitions can be recalled and continued independently from the event library.

Setting	Choose deliberately
Structure	Round-robin (optional finals), Sections then knockout, or Straight knockout.
Match length	Fixed counting ends or first to a shots target.
Recording	Each end or Final result from paper records.
Bowls per player	Two, three or four; confirm the club's rules.
Points	Win, draw, loss, bye and walkover points; walkover shots.
Rinks / sections	Select active rinks. For sections, set the section count and qualifiers from each.

Editable presets

- **Club short pairs:** eight ends, four bowls each and 3/1/0 points.
- **Championship singles:** first to 21 shots, four bowls and knockout.
- **Championship pairs reference:** 17 ends, four bowls and knockout.

These are starting points, not confirmation of your event's actual rules. MBCCM is not certified by or affiliated with a bowls governing body. Agree and communicate the club's Conditions of Play.

Tie-breaks and saving

The comma-separated tie-break field accepts points, wins, shotDifference, shotsFor, endsWon, headToHead and shotsAgainst. Final-result recording omits endsWon. Sporting ties affecting progression still need an organiser's decision.

Save before drawing

Choose Save draft settings. Changed settings clear the unplayed draw so it can be regenerated. The seed makes a draw reproducible. Played score evidence cannot be rewritten from setup; live changes use recorded amendments.

Turn entries into a playable draw

2. Entries → 3. Teams → 4. Draw → Open check-in

Enter players in advance

Use **Entries** to register people, create missing profiles or **Enter all active members**. New entries begin **Entered**. Attendance belongs in the live desk's Check-in screen, so teams and the draw can be prepared before arrivals.

Create and review teams

Choose **Draw teams automatically** or **Add manual team**. Assign registered players, name sides and choose their sections. Pairs need exactly two people; the second player is the skip. Use **Swap lead / skip** to reverse them. Unassign a player before moving them to another side.

Generate the schedule

Choose **Generate draw**. Review game numbers, stage/leg, rink, competitors and warnings. Expand **Rink distribution & opponent coverage**. Adjust the displayed time estimate to the club's pace; it is planning guidance, not a finish-time promise.

24 players / 12 pairs / six rinks	Qualifying schedule
Full round-robin	66 games / 11 legs
Two sections of six pairs	30 games / five legs

Two qualifiers per section is a useful rehearsal choice. Finals add more games. An odd number of individual players needs a replacement, reserve or withdrawal decision; sections do not complete a pair. Odd numbers of complete teams can use byes.

Registration is not check-in

Choose Open check-in when ready to receive arrivals. Start event stays blocked until the draw and assigned players are ready. Check-in changes preserve teams, fixtures and scores. Deliberate team/settings changes require a new draw before starting.

Protect the record. Rehearse recovery.

Backups, restores and the final equipment check

- 01 Open **Backup & recovery** and choose **Download full club backup**.
- 02 Locate the downloaded JSON file and copy it off the laptop, for example to USB. Repeat before the event, between major stages and after play.
- 03 To rehearse a restore, use **Choose a JSON backup**. Review the counts, warnings and incoming event inventory.
- 04 Keep **Create a separate club copy with new IDs**, tick the review confirmation, then choose **Import as a new club copy**.

A full backup includes people, notifications, all events, scores and recovery snapshots. A download request alone is not proof that an external copy exists. Replacement is a separate explicit choice; it downloads the current backup and retains a recovery club before replacing records.

If saving fails, keep the window open

Use Retry this save or Download unsaved recovery. Also download the last saved club backup. Pending recovery changes and the last committed backup are different records. Do not assume a failed save reached storage.

Equipment sign-off

- Confirm the exact address and browser profile; reopen the app offline.
- Test Windows Extend, audience fullscreen, and projector disconnect/reconnect.
- Restore an external backup into a separate club copy.
- Print run sheets and a duplex calibration sheet. Check matching scorecard numbers overlap before printing the full set.
- Check mains power, sleep settings, display scaling and a spare way to retain results on paper.

Existing older records can be inspected through **Find older MBCTM records on this browser**. Discovery and import previews do not silently overwrite originals. Use the Host Guide for check-in, scoring, breaks, finals and recorded changes.