PoolTimer

User Guide

A *NEW* APPLICATION TO MEASURE AND RECORD SHOT TIME INTERVALS IN THE POOL AND BILLIARD SPORTS

Contents

Overview

Shot Timer Objective

PoolTimer™ is designed for timing, recording, and temporarily saving shot intervals for any two-player cueing game. ***PoolTimer™*** differs from other game timers due to the difference in how play proceeds in most billiard disciplines compared with most other two player games. For example, in chess, players alternate in making their moves and make only one move each turn. In contrast, in pool and billiards games, each player may shoot from one to multiple shots in his or her half-inning. Thus, typical game or chess timers are not well suited for the cueing sports. ***PoolTimer™*** allows measurement of each player's individual shot times and then provides a review of shot time statistics for both players. These stats include **total shot time, number of timed shots, average, median, quickest, and maximum shot times**.

Figure 1, *right*, shows the main Shot Timer screen, without players' names or timed shots.

Definition of Shot Time and Shot Interval

Bear in mind that we are actually interested in measuring *the time interval **between** individual shots*, so the term "shot timer" can be confusing. **To review:** A 'shot' begins when the cue ball is contacted by the cue tip and ends when all the balls have stopped moving. However, this time—from a player's stroke setting the cue ball in motion to when the balls all stop moving—holds little interest and is not counted or recorded. Instead, the time of our interest is actually the interval that begins when all ball motion stops to when the player's next stroke causes the cue tip to contact the cue ball. During this interval, the player decides upon and then executes his next shot. It is this *interval*, or *time between shots*, that certain rules place restrictions upon and that we wish to record and review. **In this guide**, the terms, "shot time" and "shot interval" will both refer to the *time interval between shots*.

Figure 1: Main Screen

Slow Play

Playing too slowly can result in game and match changing penalties. For example, many televised competitions impose a shot clock at all times and exceeding the allowed limit is a foul and loss of turn.

While non-televised matches may only have guidelines for shot times, slow play may nevertheless cause conflict and controversy in these competitions, hey... it can be annoying. In any case, accurate measures of players' shot times can help settle disputes and provide objective data for review.

Now, referees, fans, and pool/billiard timekeepers can accurately measure players' shot times. For team captains or coaches in league play, this pool and billiards timer enables them to monitor their team's time management and to give feedback to team members about their playing pace and possibly avoid costly penalties.

Quick Start

Short summary of the steps used to time a game or match

1. Make sure you begin with a blank **Shot Timer** screen like figure 1.
   Clear any existing data, if present, by first tapping [**Clear**] (scroll down if necessary) and then tap [**Yes**] on the confirmatory screen.

2. Touch a Name field [·····] and then type in the player's name on the following screens. Return to the main Timer screen by tapping [**Back**] or [**Ok**].

3. Repeat step 2 for the opponent's name, i.e., you first add one player, then the other.

4. Begin timing a player's shots by tapping one of the two red [**Balls stop**] buttons. You will first do this when all ball motion stops *after the opening break shot.* You choose the [**Balls stop**] button that is in the same column as the player who will shoot next.

5. When the active player's cue tip strikes the cue ball, tap the green [**Stroke**] button. (The active player is the one whose timer is running.)
   Though there are two [**Balls stop**] buttons, one in each player's column, please note that the one [**Stroke**] button is used for both players.

6. Be prepared to tap the *proper* [**Balls stop**] button when all ball motion ceases.
   If the active player keeps control of the table, tap the [**Balls stop**] under his/her name. Otherwise, if he/she misses or fouls, tap the [**Balls stop**] under the opponent's name.

7. For ball in hand situations, tap [**Balls stop**] only after the incoming player has possession of the cue ball and all spotting or racking activity is completed.

8. Repeat steps 5 and 6 as needed until the game is over.

9. For breaks in the game *while a player's timer is running,* tap the Mini-timer's bars ❚❚ to pause. When play resumes, tap the Mini-timer's arrow ▶ to resume timing that shot For other breaks in the action, when neither timer is running, no action is needed.

10. After the last stroke is made, winning or losing, tap the [**End of Game**] button beneath the timed entries. You may need to scroll the screen down to find this button.

11. If a game's end is also the end of the match, tap the [**End of Match**] button *instead* of the [**End of Game**] button. Again, you may need to scroll down to find this button.

Corrections

1. If you record a timed shot in the wrong player's column, slide it to the other column in one fluid motion and then tap [**Yes**] on the confirmatory screen. You may do this at any time during or after the game or match, *except* while still timing that shot.

2. If you timed a shot incorrectly, press-and-hold the screen over that entry and then choose [**Edit value**] on the next screen. Make the correction and then tap [**Back**].

3. If any timed entry just needs to be deleted, tap the [⊗] button beside it and then tap [**Yes**] on the confirmatory screen.

> Be aware that using *PoolTimer*™ does take practice but...
> with a little persistence ***you will soon become an expert!***

Starting with a Blank Screen

If, after opening the application, you see the blank screen (figure 1 *on page 3* and figure 4, *right lower column*) you are ready to begin entering the names of the players who will play this game or match and you may skip to page 6.

If you do *not* see a blank screen, you may be viewing data from a previously timed game or match. For example, figure 2 (*this column, below*) shows a timed match between Moldy & Oldy. If you see a similar screen containing previously recorded times, then you should first clear this old information so that you start with a blank Timer screen.

If necessary, scroll to the very bottom of the screen and then tap [**Clear**], figure 2 *below*. The [**Clear All?**] screen will appear, as in figure 3, *upper right column*. Accept this by tapping [**Yes**]. You should next see the main Timer screen, but with no timed events and only [.....] in each name field, as in figure 4, *lower right*.

Figure 3: Accept [Clear All?]

Figure 2: Tap [Clear]
to Delete Match

Figure 4: Name Entry Field

Name Entry

Edit the players name fields by tapping each blank field [.....] to access the editing screen. Figure 4 (*previous page*) shows the left name field circled in red. Now the **Select Player** screen appears, see figure 5 *below*. This could be blank or could contain an alphabetical list of players.

If you see a list, such as depicted in figure 5, choose one by tapping the blue arrow at the right of the name (circled in red) and this will enter that player into the left Name field. Repeat this process to select a player for the right Name field.

If the list is empty, or if a new player's name is not listed, tap the [⊕] button located in the upper right screen (circled in red) in figure 5. This will access the **Add Player** screen, as in fig. 6, *right*.

Tap the field under **Name** and then type in the player's name. Next tap the [**Create player**] button at the upper right, circled.

In figure 7, *below right*, the main **Shot Timer** screen, you see two players' names entered, "Pell Mell" and "Ted Ious", but no timed shots yet.

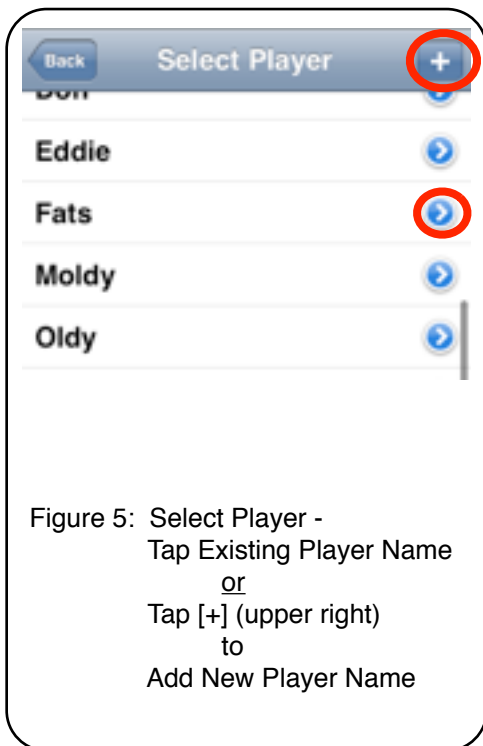Figure 6: Type Player's Name
then tap [Create player]

Figure 5: Select Player -
Tap Existing Player Name
or
Tap [+] (upper right)
to
Add New Player Name

Figure 7: Names Entered
No Shots Timed

Example

Now let's time a game between the two players whose names we entered, Pell Mell and Ted Ious.

Pell Mell wins the right to break and does so. *After the opening break be prepared to tap one of the red* [**Balls stop**] *buttons*. Pell did pocket a ball on the break shot and she will shoot again, so, as soon as all the balls stop moving, you tap the [**Balls stop**] button *in the column underneath Pell's name* to begin timing her first shot interval. (Figure 8, *right upper column*).

Pell studies the layout, selects an object ball, and prepares for her first shot attempt. She shoots and, *as her cue tip strikes the cue ball*, you tap the single [**Stroke**] button. The timer has now recorded the amount of time Pell took to decide upon and then execute her shot; in this case she took 12 seconds. (Step ①, Figure 9, *below right*, left half)

Pell failed to pocket her object ball, thereby ending her inning. While the balls are in motion after her shot, neither player's timer is running.

As soon as all ball motion has stopped after Pell's shot, you begin timing the interval for Ted Ious by tapping the [**Balls stop**] button underneath *his* column to start *his* timer. Ted steps to the table and decides on his shot; meanwhile, his shot timer is running. See the right half of the screen in fig. 9, step ②. Ignore the **E** by the 0:39 for now.

Eventually, Ted will shoot. When he strokes you tap the [**Stroke**] button *the instant his cue tip contacts the cue ball*. This records *his* shot time.

When all ball motion stops after Ted's shot, you next tap one of the two [**Balls stop**] buttons to begin timing the next interval. Which particular [**Balls stop**] button you tap—Pell's or Ted's—depends on the result of Ted's shot. If Ted ends his turn with a miss or foul, then you tap Pell's [**Balls stop**] button to begin timing *her* next interval. If instead Ted successfully pockets his object ball, his half-inning hasn't ended, so you tap *his* [**Balls stop**] button to time *his* next interval. You repeat this process until the game is over.

Pell's [Balls stop] button was tapped and her timer is running, currently showing 10 seconds

Figure 8: Pell's [Balls stop] tapped
Her Timer is now running

Step ①:

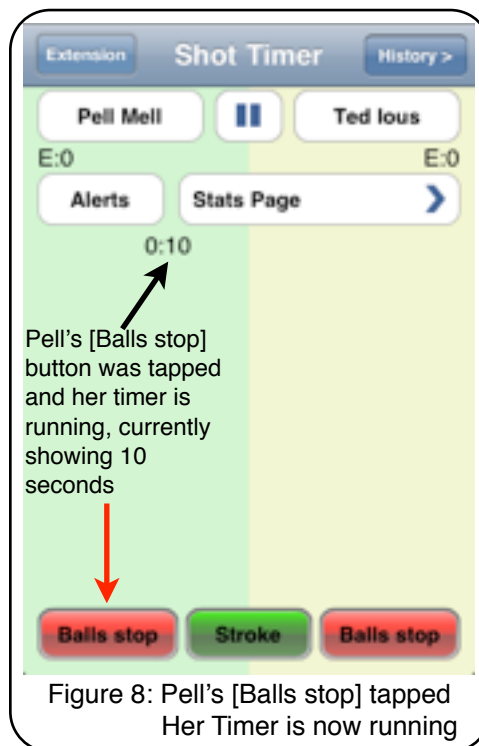[Stroke] previously tapped, 1 shot for Pell has now been timed

Step ②:

Ted's [Balls stop] was tapped & his timer is now running
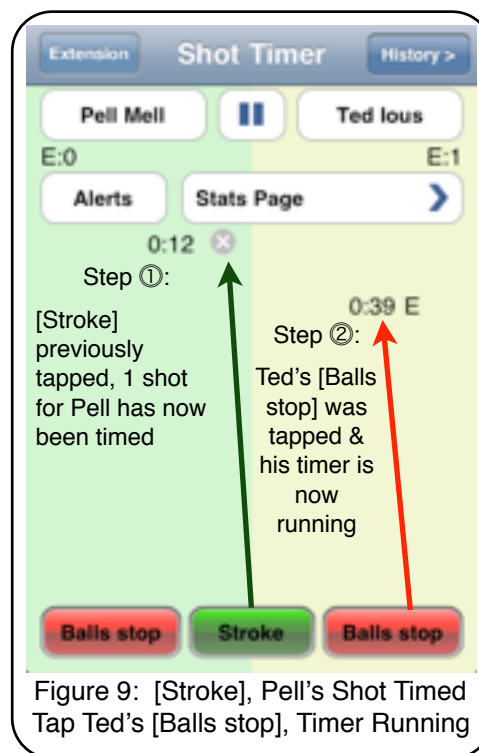
Figure 9: [Stroke], Pell's Shot Timed
Tap Ted's [Balls stop], Timer Running

Timing Subsequent Shots

Figure 10 (*upper right,* next column) shows a game in progress with Pell having taken two shots, her first of 12 seconds and her second, after Ted's miss, of 7 seconds. Ted has taken the one shot that took him 42 seconds to decide upon and then execute.

Figure 11 (next column, *lower right*) shows that both players have now completed two shots. Listed below are the steps needed to record these four shot intervals (remember that all ball motion must stop after either player shoots before tapping one of the [**Balls stop**] buttons):

(1) Pell's [**Balls stop**] tapped after her break & after all ball motion stops; she made a ball

(2) [**Stroke**] tapped as Pell shot, **12s** recorded; she missed, ending her half-inning

(3) All ball motion stops after Pell's miss, then Ted's [**Balls stop**] tapped

(4) [**Extension**] tapped *before* 30s time limit expired, an **E** appeared next to Ted's time

(5) [**Stroke**] tapped as Ted shot, **42 E** recorded; he also missed, ending his half-inning

(6) All ball motion stops after Ted's miss, Pell's turn so her [**Balls stop**] tapped

(7) [**Stroke**] tapped as her cue tip struck the cue ball to record her **7s** shot time

(8) All ball motion stopped after Pell's 2nd miss; Ted's turn so his [**Balls stop**] tapped

(9) [**Stroke**] tapped to record Ted's **29s** shot

Figure 11 also shows three new buttons, namely [**Game stats**], [**Match stats**], and [**Delete game**]. These buttons have appeared because that game has ended and we selected an [**End of Game**] designation; this is discussed next.
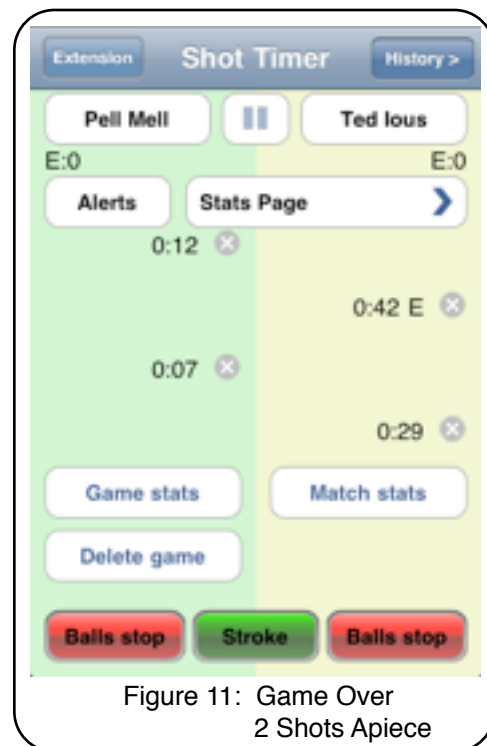

Figure 10: Ted's Shot Completed
Pell's Shots Completed

Figure 11: Game Over
2 Shots Apiece

Ending a Game

A game ends when you have tapped your last [**Stroke**] button on the game winning (or losing) shot.

In figure 12 (*upper right,* next column), Ted's winning shot in this game was when he stroked to complete his last shot interval of 23 seconds. After a game or match has ended, we scroll down to find the [**End of Game**] and [**End of Match**] buttons. After finding these buttons, we tap the appropriate one and, depending on our selection, the Timer will add a single or double line beneath the timed shots for that game or match.

An end-of-game is designated with a single horizontal dashed line, while an end-of-match is denoted by double horizontal dashed lines, shown in figures 13 & 14 (*below*).

After adding end-of-game or end-of-match lines, we can scroll up to again see the [**Game stats**], [**Match stats**], and [**Delete game**] buttons.

Figure 12: [End of game] & [End of Match]

Figure 13: [End of Game] Line

Figure 14: [End of Match] Lines

Checking Stats

All the Timer screenshots so far have pictured several buttons that we have not yet discussed, these are [**Stats page**], [**Extension**], [**History**], [**Alerts**], and [**▌▌**]. We will discuss the [**Alerts**] settings and options, on page 14, [**▌▌**] on page 16, [**Extension**] on page 17, and [**History**] on page 19.

Although we will also discuss the statistics features in more detail later (on page 18); let's have a quick look at the [**Stats page**] now.

After a few shots, we can access the shot statistics that have accumulated in the Timer's memory up to this point in the game or match.

Assume we had tapped the [**Stats Page**] button after we had recorded two shots apiece for Pell and Ted (*refer back to figure 11*). That action would present us with the statistics after those four shots (figure 15, *next column*). So, the [**Stats page**] can be accessed at any point in the game or match to view the calculated statistics that have so far accumulated.

On the other hand, the [**Game stats**] button located near the bottom of any particular timed game will show you just the statistics for *that specific game* while the [**Match stats**] button will take you to the accumulated statistics for *the entire match*.

Both the [**Stats**] page and the [**Match stats**] buttons always take you to the statistics page and show the calculations for the match *up to that point*.

Note that these stats have a number of uses, for example:

• To see if league or tournament guidelines are being met
• To help a player know if she should consider adjusting her playing pace

What if you mistakenly record a shot interval for the wrong player, or make some other error? Beginning on the next page, **Corrections**, we'll discuss recovering from errors.

Figure 15: [Stats page] after 4 Shots
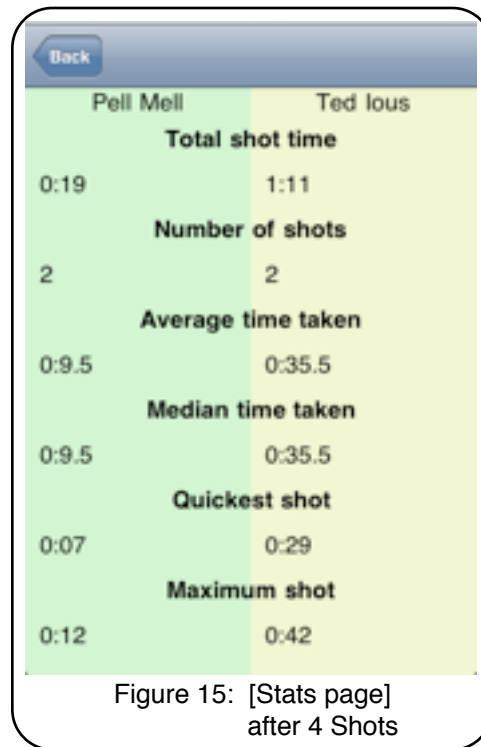
It takes a lot of words to describe the Timer's functions and their use, and it actually does take some practice to become proficient. However, after a few matches, it becomes quite easy to produce an accurate and useful record.

Using *PoolTimer*™ does take practice but, be patient...and *you will soon become an expert!*

Note: Consider setting your phone to Airplane Mode to block phone calls during an important match. Disruptive cell phone calls during competition may lead to disqualification or other penalties in some venues, not to mention the irritating annoyance they present to the players!

Correcting Errors
Sliding or Swiping a Timed Shot Interval

The most frequent mistake users make is tapping the [**Balls stop**] button for the wrong player. If you do this, you can recover. *After the interval time has been recorded*, slide that entry across to the other player's side. When sliding the event across, press over the entry, then swipe it across in one motion. If you let your finger linger on the entry too long, you are likely to bring up an option screen instead (see page 12). If so, [**Cancel**] that action and try the swipe again. After you swipe a time across, tap [**Yes**] on the confirmatory screen to accept the move, figure 16, *below*.

Please note that you cannot slide a running timer; it must have already been recorded before you are allowed to slide it across.

Deleting a Timed Shot Interval

You can *delete* any single entry by tapping the [⊗] located to the right of that event until the option to delete appears, and then tapping [**Delete**], as in figures 17 and 18, *right column*.

Figure 17: Tap ⊗ to Delete Entry
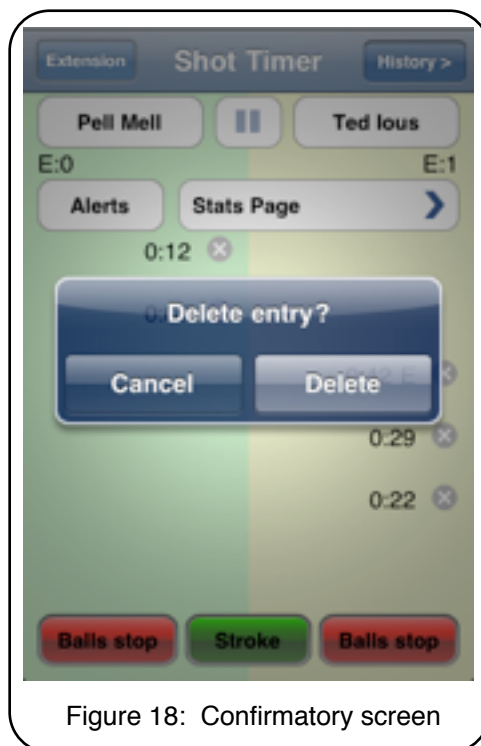

Figure 16: Move Time Across?

Figure 18: Confirmatory screen

Deleting a Game or Match Boundary

Perhaps you mistakenly added a game or match boundary. To delete either of these, touch and hold the screen over the boundary to be removed. In figure 19 (*right, upper column*) you have pressed-and-held the screen over the game boundary (circled in red). The confirmation screen has appeared and you next choose the [**Yes**] or [**No**] button.

Other Corrective Actions

For other corrections or actions, pressing-and-holding the screen over the area that needs correction will bring up five options (figure 20, *below right*):

1) Add game boundary
2) Add match boundary
3) Edit value
4) Toggle extension
5) Cancel

Adding a game boundary

Perhaps you forgot to tap the [**End of game**] button after a previous game had ended and then you had continued to time shots in the next game. To correct this, you press-and-hold the timer screen *where a game actually did end*, i.e., between the last recorded shot of that game and the first recorded shot of the following game. When the "**Please select action:**" screen appears, figure 20 at *right*, complete that action by tapping [**Add game boundary**]. You may add this boundary at any place on the active Timer screen where it is needed.

Adding a match boundary

Working with match boundaries is exactly like working with game boundaries.

For example, if you mistakenly tapped the [**End of game**] button after a *match* had ended, first delete that game boundary (see first paragraph, this page).

Then, press-and-hold the timer screen in the area that should denote the ended *match* and complete the action by tapping [**Add match boundary**]. This action is not illustrated.

Figure 19: Remove Game Boundary

Figure 20: Action Options

Editing a value

To edit a recorded time, press-and-hold directly over the incorrect value. When the "**Please select action screen:**" appears (figure 20 on previous page, also repeated *at right*), select [**Edit value**] to go to the edit screen. (Figure 21, *below right.*)

Make the needed change in the edit field and then tap the [**Ok**] button at the upper right.

Toggling an extension

If you are keeping track of a player's extensions, but forgot to denote one when it was granted, you can add it to any of the timed entries by first pressing-and-holding the screen over that entry (but not over the delete button, ⊗) and then tapping [**Toggle extension**] from the **select action screen**.

Similarly, if you incorrectly added an extension to a time, you can press-and-hold that event and then remove the "**E**" by tapping [**Toggle extension**].

Finally, and obviously, if you intend to use none of these actions, tap [**Cancel**] to return to the main Timer screen.

Note:

If you press-and-hold the screen *below* any entered data, no correction or action screen will appear. This is because there can be nothing to correct in that area. Specifically, there are no shot times to slide or delete, no game or match boundaries to delete, no values to edit, and no extensions to toggle. If instead you need to add an end-of-game or end-of-match boundary, just scroll down a bit and those buttons will appear.

Figure 20: Action Options

Figure 21: [Edit value] screen

Setting Alerts or Prompts

There are several built-in optional alerts or prompts in *PoolTimer™*, figure 22 (*right*). Two of the fields offer Off & On slides and the other five fields are for entering digits.

Enable (audible) **alerts and**: OFF or ON slide Choose this option if you want to hear beeps at the prompt times. If you are a spectator timing a match, you will definitely want Enable (audible) alerts OFF! If you are a timer official, you may or may not want audible alerts on. For practicing alone to compete under a shot clock, you will usually choose ON for Enable (audible) alerts.

The five fields containing digits are edited by tapping them. You then enter the desired number of seconds as whole numbers into any or all of these fields, as explained next.

Allowed shot time: (range 0 to 99 seconds) Common settings for Allowed shot time are 30 and 45 seconds. Please consult the table on the next page for some typical Allowed shot times in specific venues. **This is the main entry field if you are timing an event using a Shot Clock.**

You may select up to 3 prompts or alerts. The first, second and third prompts have single predefined sounds for audible alerts, namely 1 beep for the first prompt, 2 for the second, and 3 for the third. If you wish to disable any of the alerts, enter 0 or leave it blank.

If you are a timing official, consider entering the prompt times 1 second earlier than the desired prompt time so that you can more accurately warn the shooter at the proper time. You may need to experiment with this.

First prompt on: (range 0 to 99) Enter the number of seconds *before* the allowed shot time that you want the 1st prompt to beep.

Second prompt on: (range 0 to 99) Enter the number of seconds *before* the allowed shot time that you want the 2nd prompt to beep.

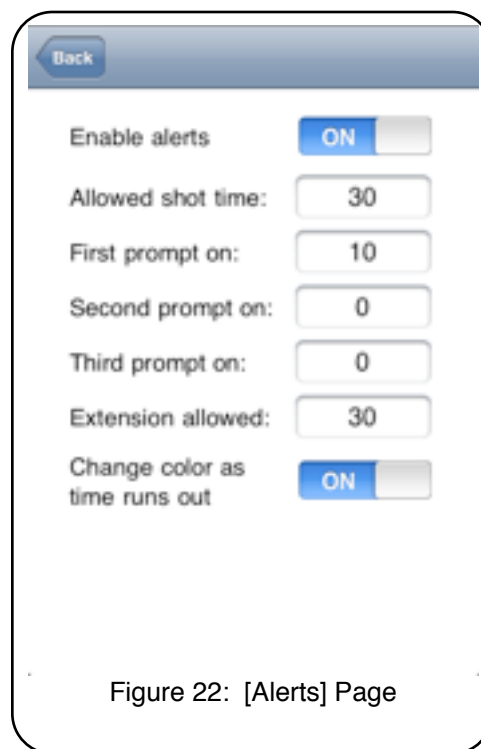
Figure 22: [Alerts] Page

Third prompt on: (range 0 to 99) Enter the number of seconds *before* the total shot time that you want the 3rd prompt to beep.

Extension allowed: (range 0 to 99) Enter the number of seconds allowed for the extension. This is usually, but not always, the same as the allowed shot time, e.g., a 30 second allowed shot time is usually paired with a 30 second extension time.

If an allowed extension time is entered and the [**Extension**] button is tapped while a player's timer is running, then all entered alert times are moved forward by the extension time.

Please see the **Example** on the next page.

Example: Set the **Enable alerts** slide to `ON`, First prompt at 20 seconds, Allowed shot time at 35 seconds, & Extension at 30 seconds. Now, as the timer runs, the 1st prompt will beep at 15 seconds, i.e., 20 seconds *before* the Allowed shot time of 35 seconds.

If [**Extension**] is selected when timing, but before 35 seconds has elapsed, the first alert will beep at 45 seconds (35 + 30 - 20 = 45). If the first alert has already sounded before [**Extension**] is selected—a beep will still sound on the 45th second. Also see page 17, **Extension Feature.** Audible beep(s) sound when a prompt setting is reached *and* when the allowed shot time elapses.

Change color as time runs out: OFF or `ON`

With the **Change color as time runs out** slide `ON` , as the shot time limit is nearing, the timing entry gradually changes color (each second), adding a red component. *Color change begins 10 seconds before the limit is reached*. No color change occurs if this slide is OFF. The timing entry is bright red after the time limit has been exceeded. If [**Extension**] is tapped, the color change adjusts forward, i.e., from allowed shot time to allowed shot time plus the extension time.

The [**Extension**] button itself turns red whenever the highest numbered prompt with a setting entered into its field is reached *or* when the allowed shot time is exceeded, whichever is first.

The **Alerts** usually chosen will probably be audible alert OFF, allowed shot time at 20 to 30 seconds, 1st prompt at 10 seconds, 2nd and 3rd prompts 0 or blank, and either no extension or an extension matching the shot time. See the table below for some other suggested settings.

TABLE: SUGGESTED [**Alerts**] SETTING FOR SPECIFIC VENUES

VENUE	ALLOWED TIME	1ST PROMPT	2ND PROMPT	3RD PROMPT	EXT.	COMMENT
3C BILLIARDS	60	15	-	-	60	2 extensions/match
APA League	20	-	-	0	25	"Maximum" total shot time of 45s
BCA Pool League	45	10	-	-	45	Clock doesn't apply to 1st shot after break
MOSCONI CUP	30	5	-	-	30	Audible alarm after 25s
PYRAMID	45	10	-	-	-	
SNOOKER	25	-	-	-	-	5 time-outs/match
SOLO PRACTICE	30	20	10	5	-	
TAP League	45	-	-	-	-	
VNEA League	60	10	-	-	-	
WPBA	30	10	-	-	30	

Pause Feature (Mini-timer)

Uses

There is a separate mini-timer function in *PoolTimer™*. If a player's timer is running when a time-out or other break in the action occurs (for example, an interruption by a referee for a rules clarification, dispute, or discussion, or a coach's time-out) that player's timer may record an incorrect shot interval unless you somehow interrupt its' timing, so you should start the Mini-timer; tap [**||**], see below.

If a break in the action occurs when *neither player's time is running*, for example, between games, the Mini-timer will not function (the bars will be grey, **||**), and you need do nothing.

Stopping and Starting the Mini-timer

To bring about a pause in a player's running timer, simply tap the **Pause** button—the two vertical bars [**||**]—located between the players' names at the top of the screen, figure 23 (*upper right*). After tapping, the bars will be replaced by an arrow [▶] and the **Pause** timer will pop up as "**Pause**" in the lower portion of the screen, see figure 24, *right lower column. (S*ee circled entries.)

When the time-out or other game stopping activity has ended, tap the arrow button [▶] between the players' names. This causes the mini-timer **Pause** to disappear and *the active player's shot interval timing will resume where it left off*.

Thus, the **Pause** serves the dual purposes of
1) monitoring the duration of the time-out for use in some league play and
2) allowing for other breaks in the game *without distorting* the players' actual shot times

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Note: All other commands will be non-functional while the Pause timer is running.
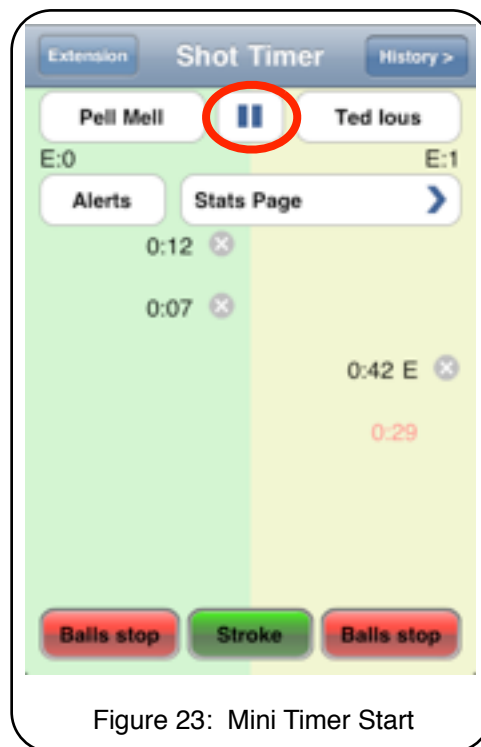

Figure 23: Mini Timer Start

Figure 24: Mini Timer during [Pause]

Extension Feature

Granting an Extension

Some pool events, particularly those appearing on television, allow players to request extensions of their allowed shot times. Typically, an extension's duration is the same length as the original allowed shot time. *PoolTimer™* allows setting a user defined extension, adjustable from 0 to 99 seconds.

Please recall that entering the number of seconds allowed for an extension is accessed via the [**Alerts**] page, refer back to figure 22 (*page 14*).

The [**Extension**] button is located at the upper left of the main Timer screen, just below the Phone's status bar. When timing a game or match that allows players to request an extension, *as soon as the referee allows the extension*, simply tap the [**Extension**] button and the user defined extension will be added to the allowed shot time.

Color Changes

If a player exceeds the allowed shot time, but was not granted an extension, AND there are no values entered into any of the prompt fields on the [**Alerts**] screen, the [**Extension**] button will change color from blue to red, as seen in the upper left of the screen in figure 25 (*right*).

IF there *are* values entered into any or all of the prompt fields on the [**Alerts**] screen, the [**Extension**] button will also turn red when the the highest numbered prompt time that contains an entry is exceeded.

When you tap the [**Extension**] button (either *before* or *after* the allowed shot time has elapsed), an "**E**" appears next to the related time, as seen in figures 9-12, 17, & 23-24, to the right of the 0:42 in Ted's column.

Recall that toggling an extension on or off any time entry is a correction discussed on page 13.

The number of extensions taken by each player in any game or match will be reported on the statistics page.
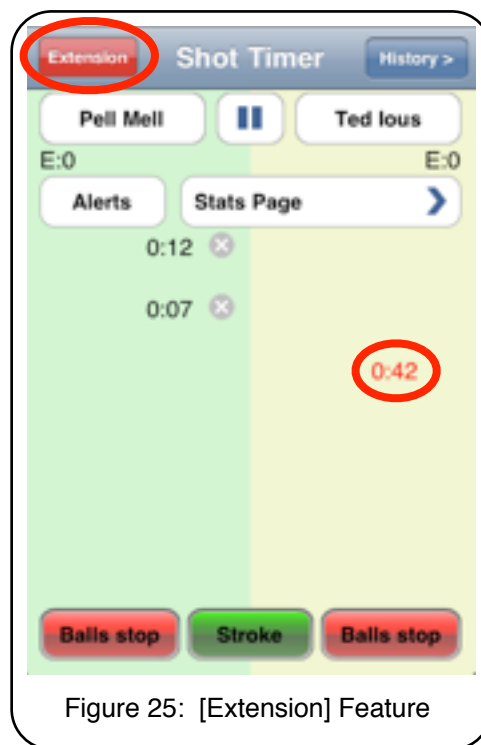

Figure 25: [Extension] Feature

To view a tally of the number of [**Extensions**] taken by the players, if any, you first access a statistics page and then scroll down to the bottom of the the page.

If you view [**Game stats**], you will see the number of extensions taken in that game. If you view [**Stats page**] or [**Match stats**], you will see the total taken for the entire match, up to that juncture.
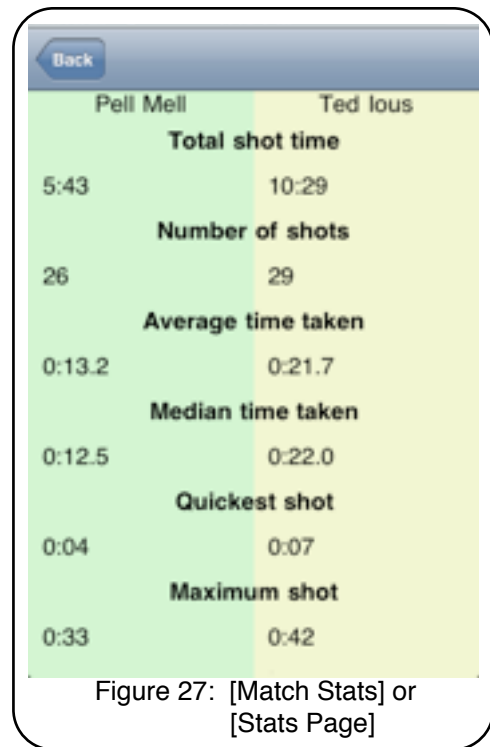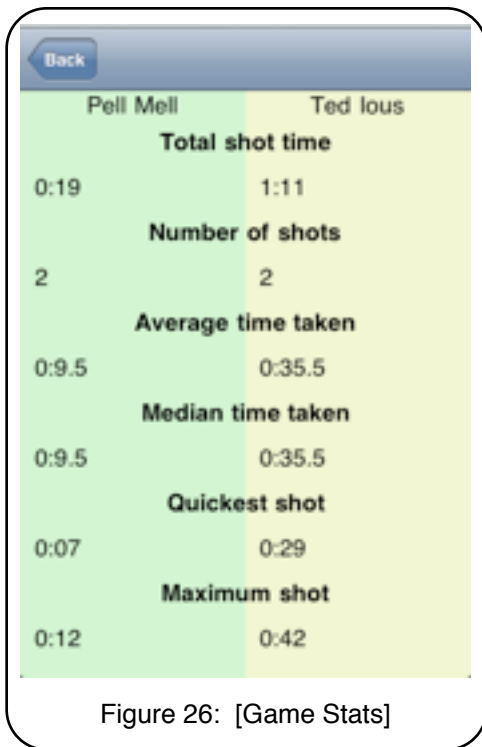
This extension tally is not illustrated in any of the screenshots in this User Guide, but is easily accessed by scrolling down on any of the statistics screens.

Stats Page(s)

The stats are a core function of *PoolTimer™*. The following are available for review:

1) **Total shot time**: Total time in that game or match that both players have spent deciding upon and then executing their shots

2) **Number of timed shots**: Total number of timed shots taken by each player during this game or match. Note that this number will not include any break shots since we are not generally interested in the amount of time taken by players *before* breaking.

3) **Average shot time**: The arithmetic mean of all the shot times, i.e., the total shot time divided by the number of timed shots

4) **Quickest shot**: Shortest time taken to decide upon and then execute a shot

5) **Maximum shot**: Longest time taken to decide upon and then execute a shot

6) **Median time taken**: A middle value of all a player's shot times. ½ the shot times will have been quicker than the median, and ½ will have been longer than the median

7) **Extensions**: Scroll down to see a count of any Extensions taken (not shown)

Game and Match Statistics

Back	
Pell Mell	Ted Ious
Total shot time	
0:19	1:11
Number of shots	
2	2
Average time taken	
0:9.5	0:35.5
Median time taken	
0:9.5	0:35.5
Quickest shot	
0:07	0:29
Maximum shot	
0:12	0:42

Figure 26: [Game Stats]

Back	
Pell Mell	Ted Ious
Total shot time	
5:43	10:29
Number of shots	
26	29
Average time taken	
0:13.2	0:21.7
Median time taken	
0:12.5	0:22.0
Quickest shot	
0:04	0:07
Maximum shot	
0:33	0:42

Figure 27: [Match Stats] or [Stats Page]

After a game or two (or better yet, after a match), compare a player's statistics with the requirements or guidelines for his cueing sport or league. This feedback *will* be valuable and may even be *crucial*, if that player needs to adjust his playing pace!

If you are a team captain or coach, discuss these stats with your players. Improved time management can help your team avoid future unpleasant warnings or penalties.

History page

Games and match statistics are added to the **Short History** screen whenever [**Delete game**], [**Delete match**], or [**Clear**] are selected and confirmed on the main Shot Timer screen.

Accessing the History Screen

The [**History**] button resides at the top right of the screen, just beneath the phone's status bar. Tapping the [**History**] button accesses the **Short History** screen, figure 28 *at right*. It is called the **Short History** since only the summary statistics are stored, *not* the individual timed events.

Recalling Summary Statistics

To retrieve the summary stats for the entire *match*, tap the blue-circled arrow button (>) that is to the right of the line showing the players' names. This is always the topmost line of the saved match. For example, in figure 28, it is the line with "Pell Mell vs Ted Ious" written out.

To retrieve the stats for any particular *game* instead, tap the blue-circled arrow button at the far right of the specific game you want to recall.

To delete the entire match, tap the [⊗] button at the left of the players' names and then confirm your deletion by tapping the [**Delete**] button when the confirmatory [**Delete match?**] screen appears.

The history feature in *PoolTimer™* can maintain statistics for about 200 games. When these limits are exceeded, then the oldest record(s) will automatically be deleted to allow the newest record to be added to the history. Of course, you may also delete any individual match(s) from the history screen whenever you choose to do so, using the method described above.

Note: The date that appears above a match in the history cannot be edited. This date will automatically be the date the times are recorded.

Figure 28: [Short History] Access

Figure 29: [Short History] Results
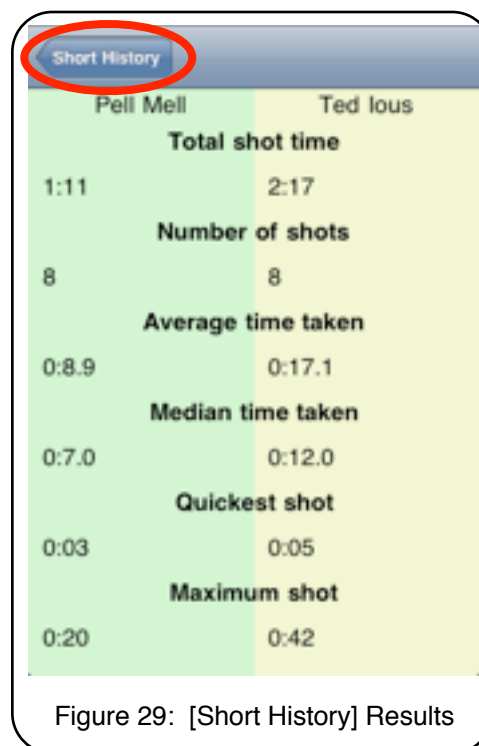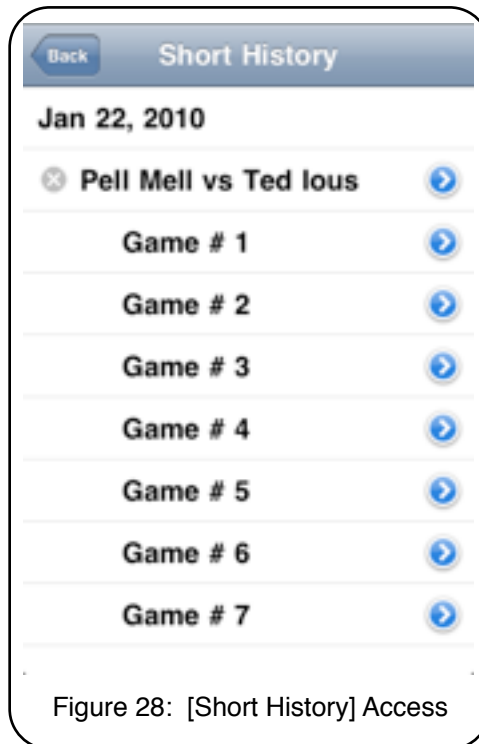
Use with 14.1 Continuous (Straight Pool)

Since the breaker almost always plays a safety with his/her opening break shot, this shot will not be recorded or counted unless you have already tapped a [**Balls stop**] button. If you want to ensure that the opening break shot is counted as a shot, you should tap the [**Balls stop**] button beneath the breaker's name at some point *before* he/she strokes. An appropriate time to do this is when he/she approaches the table to execute the break shot.

When timing a straight pool match, naturally all the commands are the same, but the main difference is to think of each "rack" as a separate "game".

Therefore, you should add an [**End of Game**] marker after the pocketing of the fourteenth ball of each rack. Also, it is important to avoid tapping the [**Balls Stop**] button after the fourteenth ball has been pocketed, since you don't want the timer to be running while the next rack is being prepared. If habit causes you to tap the [**Balls stop**] button at this juncture, simply tap [**Stroke**] and then delete *that* entry. Now tap the [**End of game**] button, and wait for the start of the next rack.

When the player prepares to address the fifteenth ball (i.e, the break ball), tap the [**Balls stop**] button underneath his or her name. You must use some judgement about the timing of this, but a workable solution is to tap [**Balls stop**]

1. after the balls have been racked on the foot spot and have been accepted by the incoming player, and then
2. as he or she is approaching the cue ball in preparation for shooting the fifteenth ball.

Finally, when played by experts, there seem to be more *stop shots* played in straight pool than in most other cueing games. When a stop shot is executed, you must have nimble fingers to first tap the [**Stroke**] button and then immediately tap the [**Balls stop**] button. A quick shortcut is to simply tap the appropriate [**Balls stop**] button instead. This is as though you tapped [**Balls stop**] and [**Stroke**] simultaneously. By omitting the tap of the [**Stroke**] button, your timing will be more accurate.

Of course, experienced straight pool players using the timer will be better at anticipating when a stop shot is about to be executed, that is to say, this shortcut is easier to use when the stop shot can be accurately predicted.

Miscellaneous Notes

- *PoolTimer™* does not have a landscape view
- *PoolTimer™* does not currently have a countdown timer function
- Game and match times are not recorded, only individual shot times
- You cannot delete players from the player list —though any existing player's name may be changed so, in effect, any name can be *removed by replacement* via editing
- The pause timed by the Mini-timer is not stored and does not show in the statistics
- After a match has been deleted from the Short History, it cannot be retrieved
- The match dates that appear in the history are the dates that the event is timed. Match dates are not editable.

Table: Summary of Functions & Buttons

Function	Button or Action	Result
Edit name or add a player's name	**Touch name field**	**Select Player** screen appears. Choose one: ▪ Touch existing name to select this player ▪ Touch right arrow 🔵 to edit that name ▪ Touch ➕ to add new player
Begin recording a shot interval	**Balls stop**	Begins timer for 1 of the players
End recording a shot interval	**Stroke**	Stops the interval recording for active player
Delete an entry	⊗ (beside entry)	Confirmation screen appears: Choose **Yes** or **No** button
For a break in the action	⏸ ⏸	Starts mini timer to record duration of the hiatus Darker when available, faded when unavailable
Stop mini-timer	▶	Stops mini-timer & returns to player timer
Adjust/set user defined parameters	**[Alerts]**	To set shot time, extension, prompt, & alarm limits
Add user defined time to player's allowed shot interval time	Extension Extension	Adds variable time extension to allowed shot time **Blue**=Available; **Red**=Prompt or shot time exceeded **E** shows by timed event, **E:1** shows on stats page
Review stats of current match thus far	**[Stats page]**	Shows all amassed stats for match up to that point
Review stats of current match thus far	**[Match stats]**	Shows all match stats accumulated up to that point
Review stats of current game	**[Game stats]**	Shows all stats accumulated in that game
Review a previously timed match	**[History]** 🔵	**Short History** page. Choose a game or match by tapping arrow button to recall those stats
Denote a game's end	**[End of game]**	Adds single horizontal line below that game's entries
Denote a match's end	**[End of match]**	Adds double horizontal lines below the match entries
Erase a recorded game or match	**[Clear]**	Erases recorded entries from screen & memory Adds current game/match to the history
Slide an already entered time from one player's column to the other's	**[Press over the entry & swipe it across to the other player's column]**	Confirmation screen appears: Choose **Yes** or **No** button (Note: You cannot swipe an *active* entry when timer is running. You can only swipe a *completed* entry.)
Perform certain other corrections:	**[Press and hold screen near or over desired correction]**	**Please select action:** screen appears. Choose one: ▪ Add game boundary ▪ Add match boundary ▪ Edit value ▪ Toggle extension ▪ Cancel
Delete a game or match boundary	**[Press and hold screen over boundary to be removed]**	Confirmation screen appears: Choose [**Yes**] or [**No**] button
Buttons used when adding player(s) to name fields	➕ Create player Back Ok	Tap [**+**] to access **Add Player** screen Tap [**Create Player**] after typing in a new name Tap [**Back**] or [**Ok**] to return to main Timer screen
Delete a Game or Match	**[Delete game]** **[Delete match]**	Deletes the game or match that lies immediately above one of these buttons & adds it to History

Glossary

Average time taken
The arithmetic mean of all the player's shot times. That is, the total shot time divided by the number of timed shots.

Balls Stop
Name of the button to tap when, after a player's stroke, all balls on the table have become motionless. There are two red [**Balls stop**] buttons, one located at the bottom of the screen underneath each player's column.

Maximum shot = Longest shot time
The longest time interval taken by a player to decide upon and then execute a shot during any given game or match.

Median time taken
This is the middle value of the times recorded for a player. That is, one half of a player's recorded times will be longer than the median value, and one half will be shorter than that player's median time. It is sometimes a better measure of a player's shot time *central tendency* than is his or her *average* shot time.

Number of *timed* shots
The number of shot intervals actually timed by the user. Note that this may differ from the total number of player shots because the interval before the opening break shot is usually ***not*** timed.

PoolTimer™
The name of this application

Press-and-hold
In this guide, "press-and-hold" instructs user to push lightly on the screen and continue to push lightly until a dialog box appears. Contrast with "**Tap**," next column

Quickest shot = Shortest shot time
The shortest shot interval taken by a player to decide upon and then execute a shot during any particular game or match.

Shot time & Shot Interval
These terms are often used interchangeably in this User Guide. However, see the separate entries, *below*.

Shot
An action that begins when the cue tip contacts the cue ball and ends when all balls stop moving. This time holds little interest and is not counted or recorded by *PoolTimer™*

Shot Interval
The time of our interest is actually the *interval* that begins when all ball motion stops to when the player's next stroke causes the cue tip to contact the cue ball. During this interval, the player *decides upon and then executes* his next shot. It is this interval, or ***time between shots*** that certain rules place restrictions upon and that we wish to record and evaluate.

Stats
The statistics, or "stats," are a core function of *PoolTimer™*.
Reported for each player are:
1. Total shot time
2. Number of timed shots
3. Average shot time
4. Median shot time
5. Quickest shot time
6. Longest shot time
7. Extensions used

Stroke
The attempt at a shot, causing contact between the cue stick and cue ball. [**Stroke**] is the name of the green button to tap when, using *PoolTimer™*, a player causes the cue stick to strike the cue ball. This "stroke" completes the shot interval that began when all ball motion had stopped after the previous "stroke."

Tap
In this guide, "tap" instructs user to lightly and briefly strike a button to perform an action. Contrast with "**Press-and-hold**."