

**Bow Buddy**  
**Archery Scoring Software**  
**User Manual**  
**Version 2.3**



# Bow Buddy Version 2.3 User Manual

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## **Important Information**

You **MUST** follow the upgrade procedures at the end of this manual if you are upgrading from a version of BowBuddy prior to 2.0. Failure to follow the procedures may damage your data.

# **Bow Buddy Version 2.3 User Manual**

## **What's New?**

### **New licensing method**

Simplified licensing method removing the RegisterMe process.

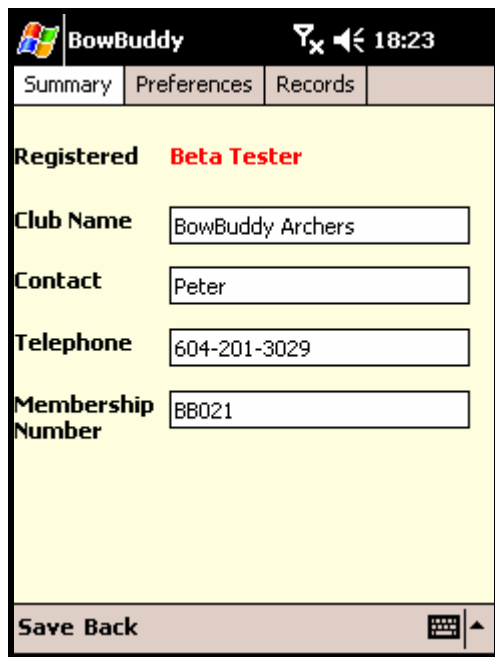
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## Personal Details

To record your personal details, select the archer button on the main page.

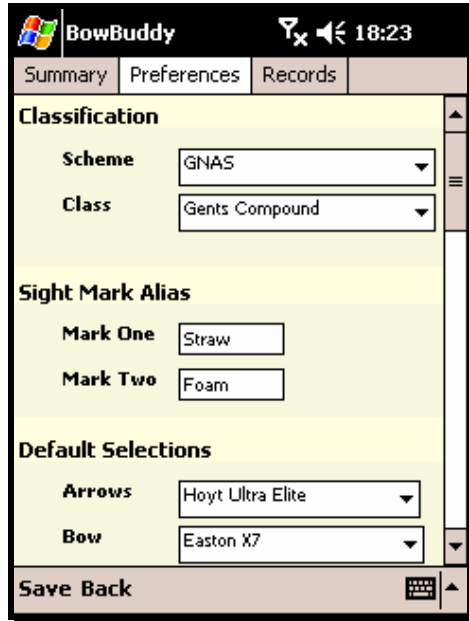


There are several free text fields for you to record details of your club, governing body and membership numbers.



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On the preferences tab you can record your classification type and class, your alias names for sight marks one and two, and the default settings for your arrows, bow and screen resolution. Note that changes to the screen resolution will only take effect when you restart BowBuddy.

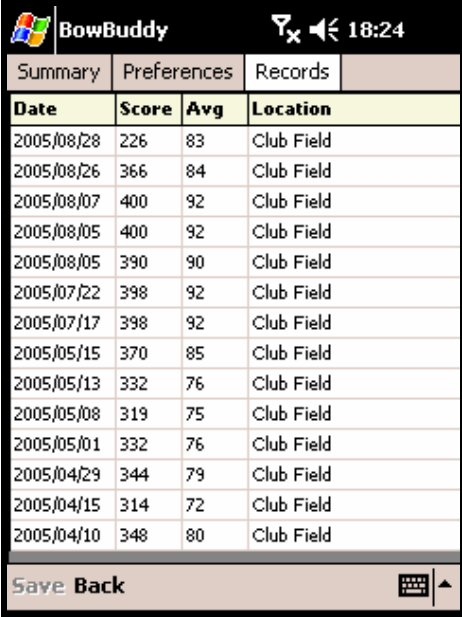


The second tab page labelled 'Records' will display the best score for each event currently recorded on your PDA.

Event	Date	Score	Shot
Albion	2005/09/11	902	4
Field	2006/01/26	51	2
Fita 18 Compound	2005/10/02	217	5
Garden Practice	2005/04/11	281	1
Half Portsmouth	2005/10/28	262	1
Half Portsmouth Compound	2005/10/09	283	5
National	2005/08/21	588	1
Portsmouth Compound	2005/12/11	562	5
Practice 100 YDS	2005/07/10	378	6
Practice 60 YDS	2005/07/31	408	1
Practice 80 YDS	2005/08/07	400	14
Windsor	2005/07/20	414	1
York	2003/09/06	67	1

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Taping on an event drills down to display a summary overview of all shoots which qualify in the calculation of this total.



The screenshot shows the Bow Buddy software interface. At the top, there is a title bar with the Windows logo, the text 'BowBuddy', and a system tray showing a volume icon and the time '18:24'. Below the title bar is a menu bar with three items: 'Summary', 'Preferences', and 'Records'. The main area contains a table with the following data:

Date	Score	Avg	Location
2005/08/28	226	83	Club Field
2005/08/26	366	84	Club Field
2005/08/07	400	92	Club Field
2005/08/05	400	92	Club Field
2005/08/05	390	90	Club Field
2005/07/22	398	92	Club Field
2005/07/17	398	92	Club Field
2005/05/15	370	85	Club Field
2005/05/13	332	76	Club Field
2005/05/08	319	75	Club Field
2005/05/01	332	76	Club Field
2005/04/29	344	79	Club Field
2005/04/15	314	72	Club Field
2005/04/10	348	80	Club Field

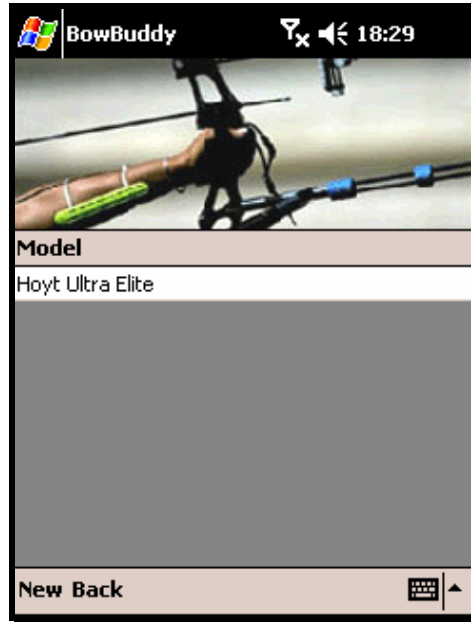
At the bottom of the screen, there is a 'Save Back' button and a small icon of a keyboard.

Selecting an event here will allow you to view the complete shoot details. To return to the previous summary, click 'back' from the bottom menu

# Bow Buddy Version 2.3 User Manual

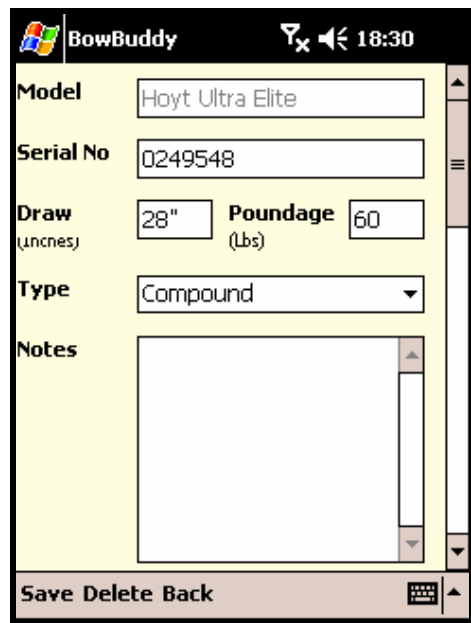
## The Bow Database

From the main menu choose equipment and then bows.



To create a new bow press 'New' from the menu bar. To view or amend an existing bow, tap on the bows name in the list.

The bow register has several free text fields. The bow's model and classification are mandatory, and must be completed before you can save the record. All other fields are optional.



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## **Database Fields**

### Model

This will be the make and or model of the bow. BowBuddy will use this as the primary reference thought the other modules.

E.g. Hoyt Pro Medallist or Hoyt Ultra Elite, etc

### Serial Number

The bow's serial number, if present

### Draw

The draw length of the bow, measured in inches

### Poundage

The current bow's poundage, measured in pounds

### Type

This is the classification of the bow. Allowable values are compound, recurve and longbow

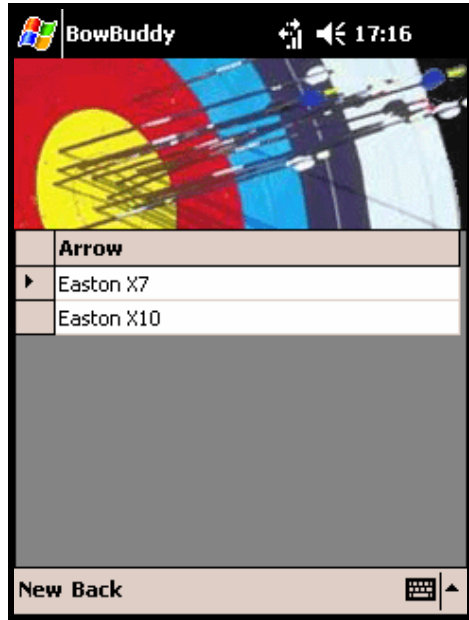
### Notes

Free text notes.

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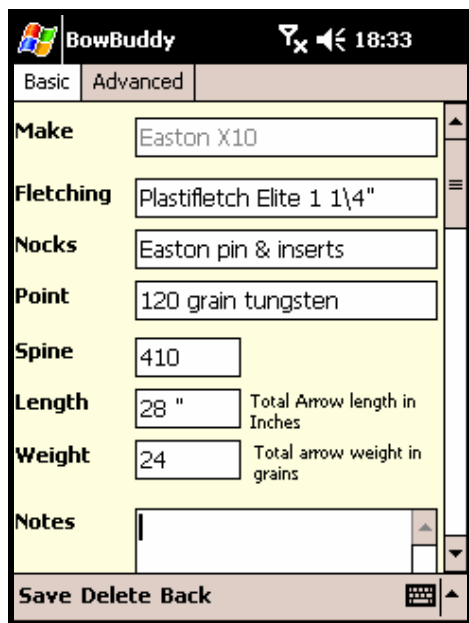
## The Arrow Database

From the main menu choose equipment and then arrows.



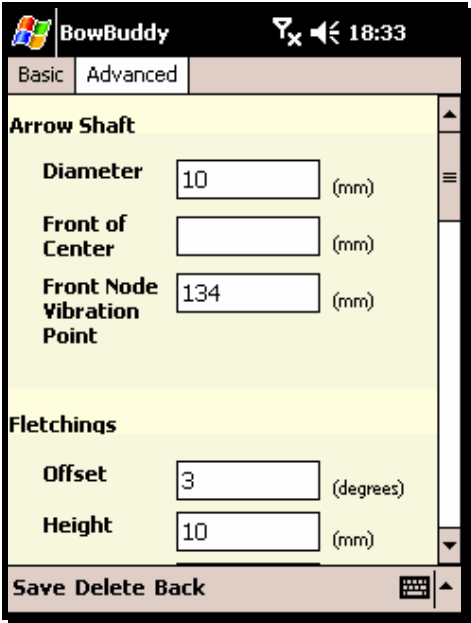
To create a new arrow press 'New' from the menu bar. To view or amend an existing arrow, tap on the arrow displayed in the list.

The arrow register can hold detailed information about each set of arrows. The only mandatory field is the arrow make, all others are optional. If you omit important information, BowBuddy will assume default values when required, but will warn you.



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The Advanced tab will record more detailed information.



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## **Database Fields**

### Make

This is the make / model of the arrow.

E.g. Easton X10

BowBuddy will use this as the reference in all other modules.

### Knocks

Free text to record the knocks used

### Point

Free text to record the points used

### Spine

The spine rating for the arrow

### Diameter

The diameter of the shaft, measured in millimetres

### Length

The total length of the arrow, measured in inches. (it's traditional!)

E.g. 28

### Weight

The total weight of the arrow, measured in grains.

E.g. 25

### Fletching

Free text to record the fletching used

### Offset

The offset to horizontal of the fletching along the shaft, measured in degrees.

E.g. + 6 or -6 where + indicates offset to the right along the shaft when viewed from the rear.

### Height

## **Bow Buddy Version 2.3 User Manual**

The height of the fletching at the highest point in millimetres

Length

The length of the fletching in millimetres

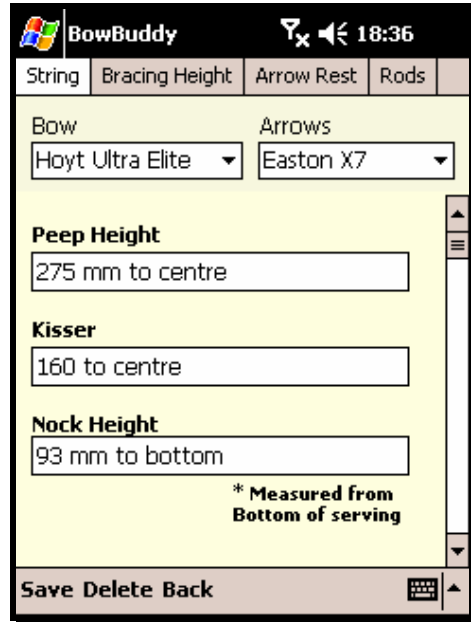
Notes

Free text notes

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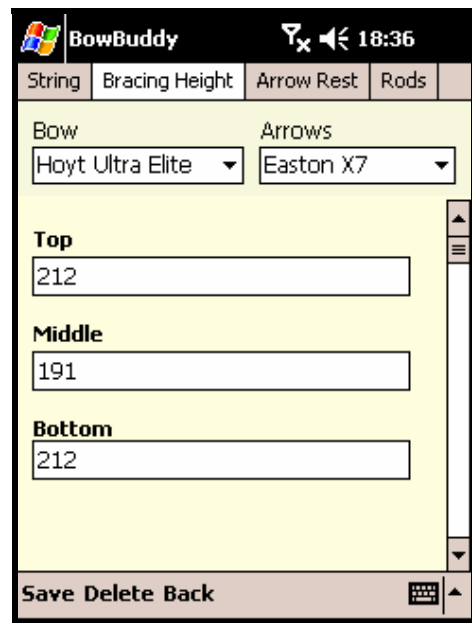
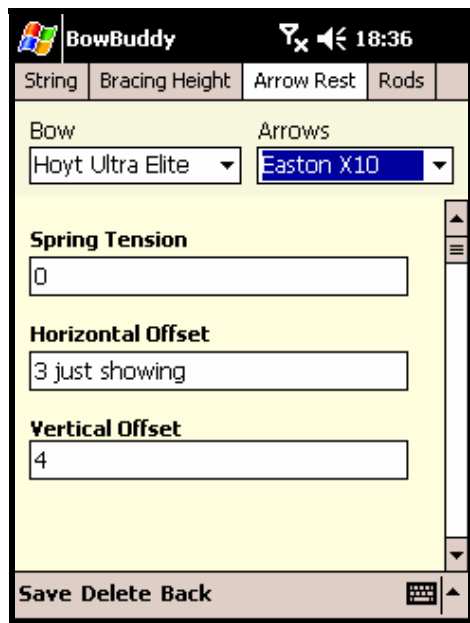
## The Tuning Database

From the main menu choose equipment and tuning.



At the top of the screen there are two drop down selections, which determine the current configuration of bow and arrows.

For each combination of bow and arrows, there are several free text fields which may be recorded. The fields displayed will match the classification of the bow.



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## **Database Fields**

### **Recurve Bow**

#### **String Tab**

String Make  
String Length  
Number of Strands  
Knock Height  
Clicker Position

#### **Bracing Height Tab**

Top Tiller Adjustment  
Bracing Height  
Bottom Tiller Adjustment

#### **Arrow Rest Tab**

Arrow Rest Vertical (Y) adjustment  
Arrow Rest Horizontal (X) adjustment  
Pressure Button Left/Right adjustment  
Pressure Button Tension

#### **Rods Tab**

Main Rod  
Vbar  
Left Rod  
Right Rod  
Notes

# **Bow Buddy Version 2.3 User Manual**

## **Compound Bow**

### **String Tab**

Peep Height  
Kisser Height  
Knock Height

### **Bracing Height Tab**

Top bracing height  
Middle bracing height  
Bottom bracing height

### **Arrow Rest Tab**

Height  
Tension  
L/R  
Longbow

### **Rods Tab**

Main Rod  
Vbar  
Left Rod  
Right Rod  
Notes

## **Longbow**

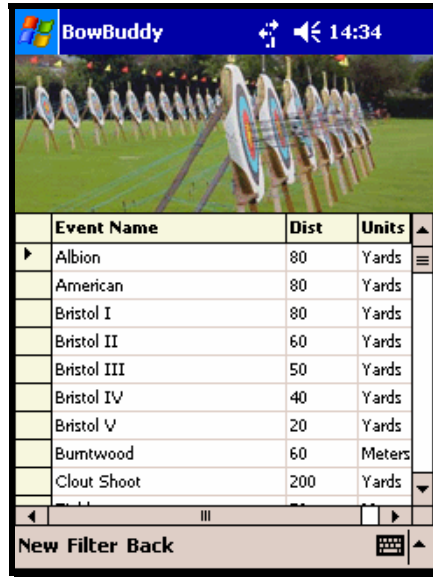
### **String Tab**

Knocking Point

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## The Event Database

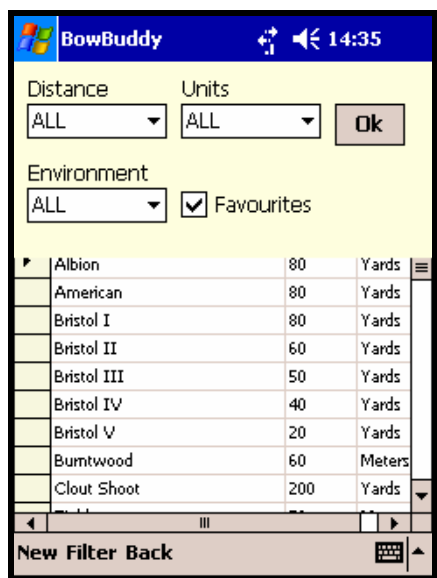
From the main menu choose events.



BowBuddy is now pre-loaded with most target events. If you are missing an event, please email us and we can include it.

To create a new event press 'New' from the menu bar. To view or amend an existing event, tap on the event shown in the list.

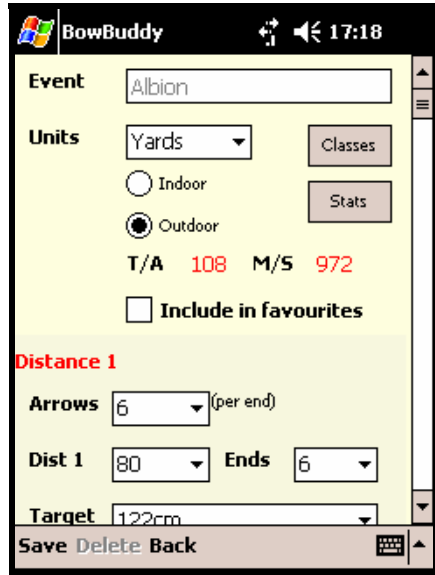
You may also use the Filter option to restrict the number of entries shown by either 'Distance', 'Units', 'Environment', 'Favourites' or any combination of these values. When the filter is active '\*Filter' is displayed in the menu bar at the bottom of the page.



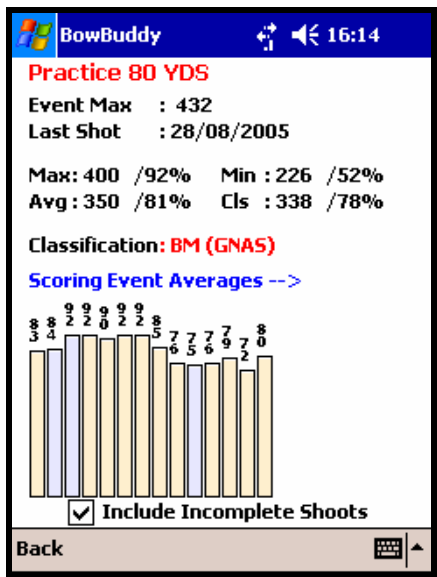
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## The Event Register

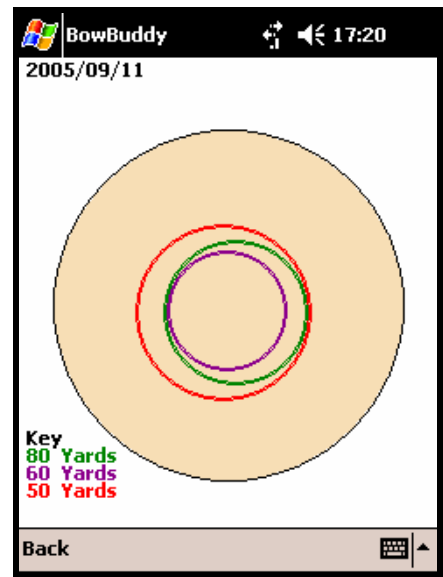
The event register records detailed information about each event and as such, most of the fields are mandatory. Events supplied by BowBuddy cannot be deleted, however they may be amended.



Event Register



Performance Histogram



Arrow Grouping

## **Bow Buddy Version 2.3 User Manual**

### ***Database Fields***

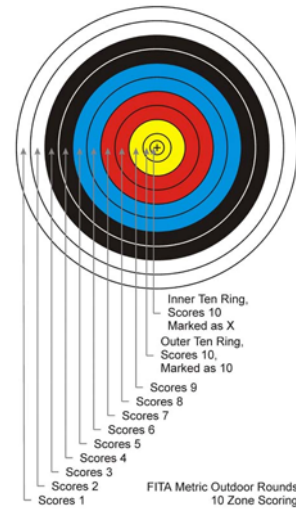
Event Name	Free text field to record your event template name, i.e. York or American, etc
Units	May be either Meters, Yards or Feet
Indoor	The determines if the event is shot indoors or outdoors and is used for filtering and score calculations
Favourites	Include this event in the favourite option within the scoring module
T/A	This is the total number of arrows to be shot for this event
M/S	This is the maximum score available for this event.
Distance 1 through 4	
Arrows	The number of arrows shot this end
Distance	The distance shot for this entry. The values are predefined from the drop down list
Ends	The number of ends shot against this distance. E.g. if you shot 4 dozen arrows at 100 yards with 6 arrows per end this would be 8.
Target	A predefined list of target faces available to shoot on. At present the options are  122cm, 80cm, 60cm, 60cm 5 ring, 40cm, 40cm 5 ring, 40cm 5 ring B&W, 40cm 3 ring and any custom installed face.  Note: B&W (Black and White)
Scoring	This is the scoring scheme to use for the above target face.  Each target can have a maximum of eleven scoring zones. Within Bow Buddy select the scoring zone which relates to the correct number of rings displayed on the target  Within the scoring data files, misses are recorded as '0' and X's as '11'
Notes	Free text field

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## Scoring Schemes

E.g. for a York event using a 122cm face this would be scored as 9, 7, 5, 3 and 1, however as the target has 10 rings displayed, counting from the centre out you would select the following scheme

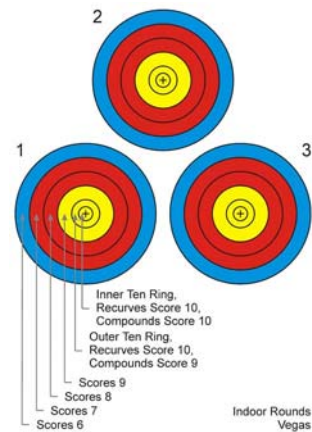
9|9|9|7|7|5|5|3|3|1|1.



For the Vegas face, there are five visible rings plus the X.

For a recurve archer you would choose X|10|9|8|7|6

With a compound you would choose X|9|9|8|8|7|6



For the Worcester with five rings, you would select 5|5|4|3|2|1

The X is always counted, even if is not displayed

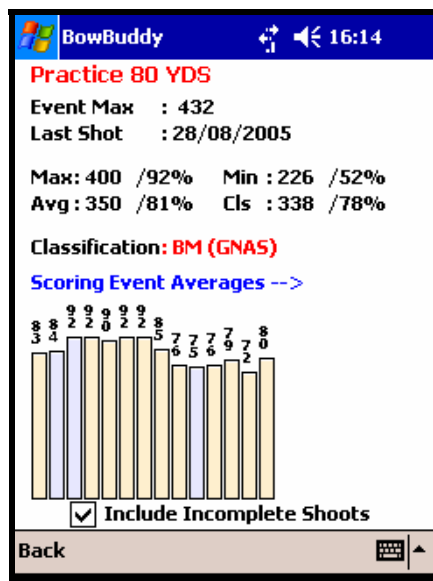


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## Event Summary

The event summary pages are available by pressing the Stats button within the events database.

If you have recorded scores for this event the summary page will be displayed as shown



This page will display the last time you recorded a score for this event, along with your maximum, minimum, average and classification scores along with your classification.

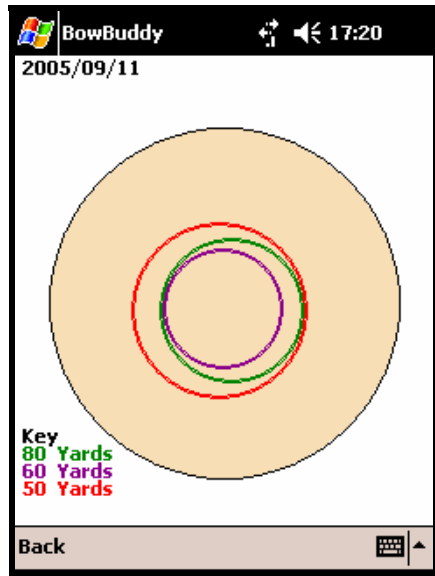
By default, it will only display fully completed scoring events, but you may override this by checking the 'include incomplete shoots' checkbox. Incomplete shoots will be identified in a different colour and are NOT included in any of the calculations.

The histogram, will display all the shoot records found within the database, starting left to right with the latest first. Above each bar, your performance average will be displayed. It is important to note that this is your average based on the arrows shot and potential maximum score, not the maximum available for this event.

The classification score is calculated from the average score from the last full scoring events shot. You can set your classification scheme and group in the personal details module from the main menu.

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By tapping on the corresponding bar the average grouping analysis will be displayed.



The large circle represents the target face with a series of hollow circles drawn on or around it. There should be one circle for each distance, whose colour should match the entry in the key.

For each distance the circle will represent the total impact area of the arrows centred around the average impact point. This should provide an indication of the current bow tuning state and the circles should become progressively smaller as the target becomes closer. If you have a larger circle at a mid distance, then we would suggest paper tuning your equipment.

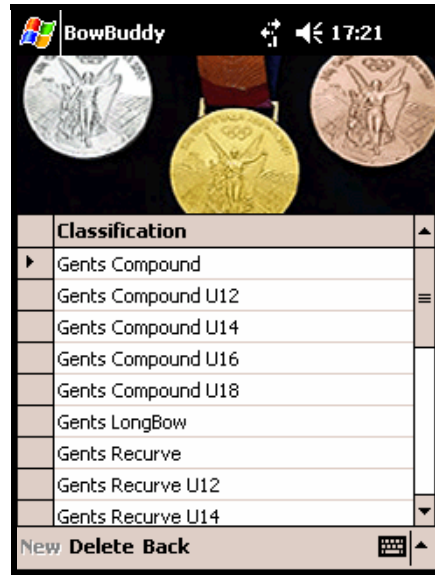
You can also perform a similar function within the scoring module.

Press Summary to return to the main page.

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## Event Classifications

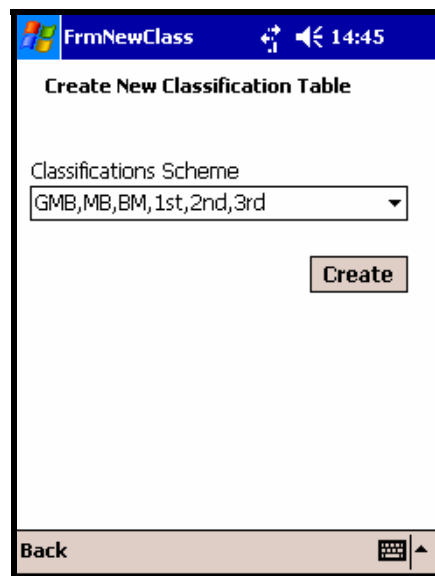
The event classifications are available by pressing the Class button on the events main page.



The classification tables displayed are dependent on the settings chosen in the personal details in the archer module.

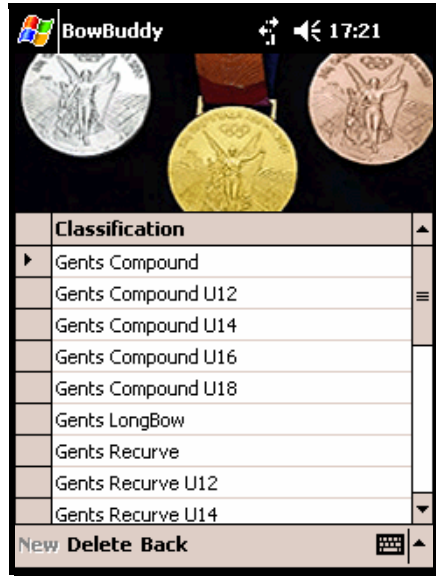
**If you do not set your preference these will be blank.**

If no classification table exists for your chosen event, you will be prompted to select the classification scheme headings when creating a new record as shown below.

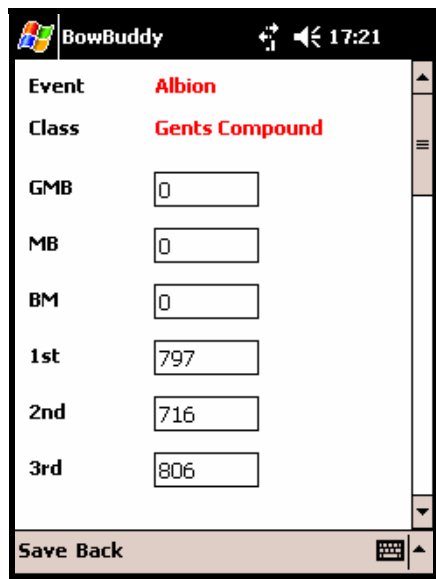


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Choosing GNAS will display the standard GNAS classification groups. *GNAS classification tables reproduced with kind permission from the Grand National Archery Society in the United Kingdom.*



Tapping on an entry in the table will display the classification groups.



The current version of BowBuddy will allow up to eight distinct bands within an event classification scheme.

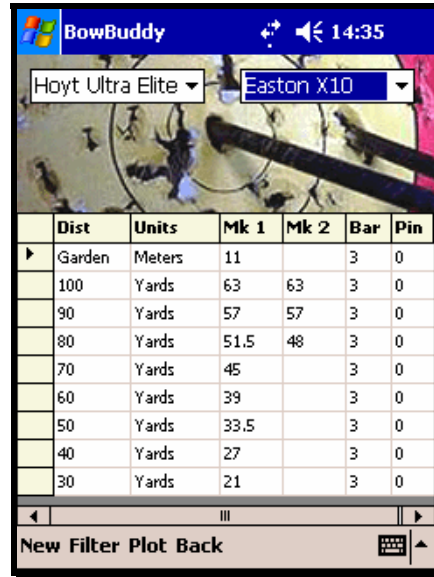
You can also download a complete list of classifications for all the events from the addons page at <http://www.bowbuddy.com>. The zipped files should be extracted to the following path on your pda. If the path does not exist, you will need to create it.

`/mobile device/my pocket pc/program files/bowbuddy/classes`

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## The Sight Mark Register

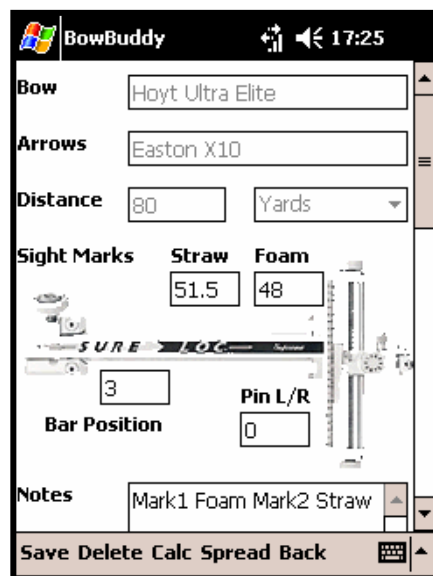
From the main menu choose sights.



Select your combination of bow and arrows from the two drop down lists at the top of the screen. Any existing sight marks for this combination will then be displayed.

To create a new sight mark press 'New' from the menu bar. To view or amend an existing sight mark, tap on the sight mark shown in the list.

You may also use the Filter option to restrict the number of entries shown by 'Distance'. When the filter is active '\*Filter' is displayed in the menu bar at the bottom of the page.



You may record two different sight marks within this module, which are indicated as One and Two on the screen.

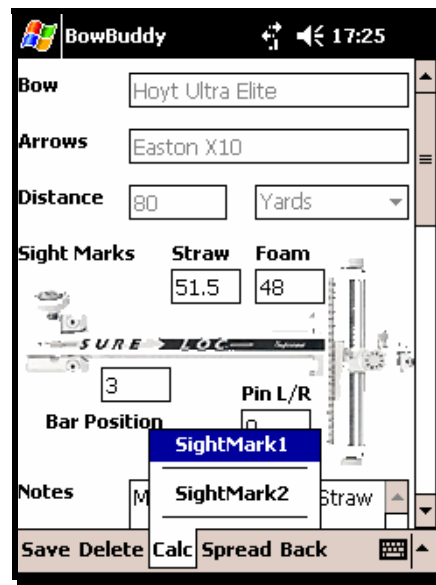
To customise these labels, change the default values in the Personal Module from the main screen.

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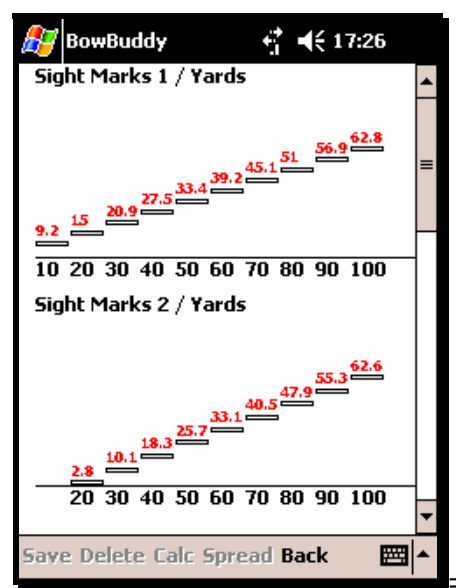
## Sight Mark Calculation

To calculate your sight marks you will need to have recorded at least three sight marks with a similar configuration. This would imply that the bow, arrow, sight bar position and sight pin Left / Right position must be the same for at least three recorded distances.

Selecting 'Calc' from the menu and selecting sight mark 1 or sight mark 2 will calculate the projected sight mark.



If you wish to view all distances between your minimum and maximum recorded distances then choose the Spread option from the menu. Again this will calculate and display the projected sight marks for each of the distances.



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### **Database Fields**

Distance	This is free text and is used to record the distance. E.g. 100 , 90, etc
	Do not include measurement units such as feet or yards here.
Units	This may be Meters, Yards or Feet
Sight Mark 1	The position of the pin along the vertical bar
Sight Mark 2	The position of the pin along the vertical bar
Pin L/R	The adjustment of the pin left / right for that distance
Bar Position	The position the bar is set on the bow for that distance

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### **Plotting Arrow Trajectory**

Selecting the 'Plot' menu option from the sight mark overview screen will display the trajectory module.

Select the arrows, and choose the calculation method. BowBuddy will assume default values for the arrows if they have not been defined in the arrow database.

To calculate the trajectory and ultimately the point where the arrow will hit the target enter the following.

Release Height

The distance the arrow is released above the ground in meters

Target Height

The height of the centre of the target above ground in meters

Angle \*

The angle the bow is from horizontal in degrees

Velocity \*

The velocity the arrow leaves the bow.

Distance \*

The distance at which the arrow should impact the centre of the target

\* For the Angle, Velocity and Distance you must enter two values to calculate the third. In version 1.4.0 the angle will be replaced by sight mark, and the software will have the ability to automatically calculate sight marks from two known distance / sight mark combinations.

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The Main Calculation Page

BowBuddy 17:26

Arrows: Easton X7

Calculate: Angle

Release: 1.6 Distance arrow above ground at release in meters

Target: 1 Distance target centre above ground in meters

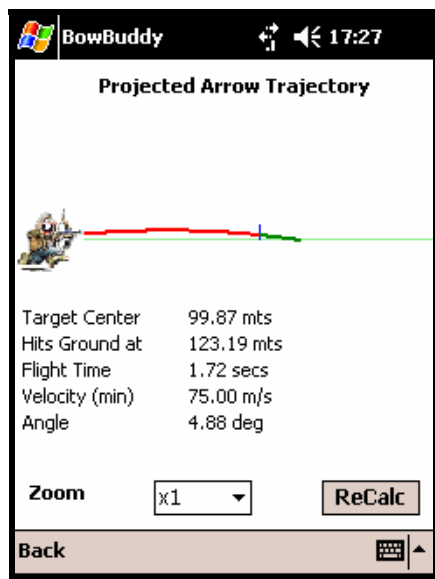
Angle: 4 Degrees

Velocity: 75 m/s

Distance: 100

Back

The Trajectory Plotting Page



This algorithm is fairly complex and should realistically reflect the real world forces acting upon the arrow. The calculation does not allow for cross or tail winds. It should, however, be accurate enough to allow you to hit the target at any projected distance.

The zoom function will exaggerate the distance in the Y plane only for cosmetic purposes.

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## The Scoring Database

From the main screen select scoring.



The screenshot shows the Bow Buddy application interface. At the top, there is a blue header bar with the Windows logo, the text 'BowBuddy', a signal strength icon, a speaker icon, and the time '14:35'. Below the header is a photograph of a person in a white shirt aiming a bow at a target. The main content is a table with the following data:

	Date	Event	Location	
▶	2005/10/07	Half Portsmouth	Club Hall	▲
	2005/10/02	Fita 18	Neath	☰
	2005/09/11	Albion	Club Field	
	2005/08/28	Practice 80 YDS	Club Field	
	2005/08/26	Practice 80 YDS	Club Field	
	2005/08/21	National	Club Field	
	2005/08/07	Practice 80 YDS	Club Field	
	2005/08/05	Practice 80 YDS	Club Field	
	2005/08/05	Practice 80 YDS	Club Field	▼

At the bottom of the screen, there is a navigation bar with the text 'New Filter Back' and a keyboard icon.

To create a new score event press 'New' from the menu bar. To view or amend an existing score, tap on the event shown in the list.

You may also use the Filter option to restrict the number of entries shown by 'Event'. When the filter is active '\*Filter' is displayed in the menu bar at the bottom of the page.

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## The Scoring Module

This is the most comprehensive module with Bow Buddy. It can perform fairly complex analysis, print score sheets and allow for multiple archers. However, you can also just record you score if you so wish.



There are several tabs within the scoring module:

- |                    |  |
|--------------------|--|
| <b>Main</b>        | This panel records all the basic information for this scoring event and also links to the guest archer's panel.                          |
| <b>Score</b>       | This panel is where you record your arrows.  |
| <b>Sights</b>      | This will display you sight marks for this event and allow you to quick access the main sight module.                                    |
| <b>Display</b>     | The display tab allows you to analyse your arrows positions and grouping by distance, arrow number and end in various combinations.      |
| <b>Score Sheet</b> | This panel has three modes. Summary score sheet, detailed score sheet and a histogram of arrows plotted against their respective scores. |
| <b>Buttons</b>     | Archers and Options  |

# Bow Buddy Version 2.3 User Manual

## Scoring Event Overview

This is the main detail page for the scoring event.

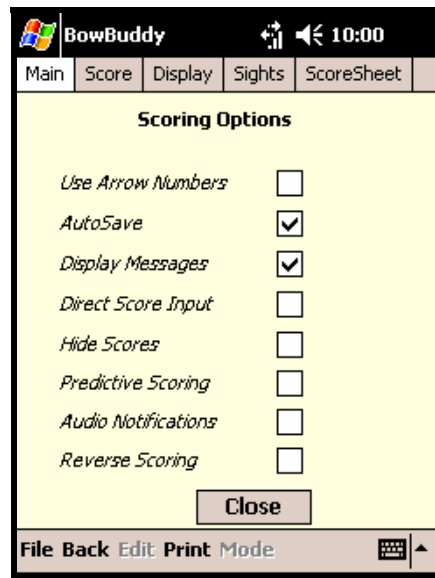
The screenshot shows the 'Bow Buddy' application window. At the top, there's a title bar with the Windows logo, 'BowBuddy', and system icons for volume and time (18:42). Below the title bar is a menu bar with 'Main', 'Score', 'Display', 'Sights', and 'ScoreSheet'. The main content area has a yellow background and contains several form fields: 'Event' (dropdown menu with 'York' selected), a checkbox for 'Show Favourites Only', 'Date' (text field with 'Feb 09th 2006 18:41:47' and a 'Change' button), 'Location' (text field with 'Club Field' and a '?' button), 'Bow' (dropdown menu with 'Hoyt Ultra Elite' selected), 'Arrows' (dropdown menu with 'Easton X10' selected), and 'Weather' (dropdown menu with 'Sun - Moderate Wind' selected). At the bottom of the main area are two buttons: 'Archers' and 'Options'. A bottom bar contains 'Save', 'Delete', 'Back', 'Edit', and 'Print' buttons.

### Fields

- Event** You can select the event from the event templates you created earlier in the event module. Bow Buddy will use this to determine the correct target face and scoring system to use for the main archer.
- Favourites** When you select this, only events marked as favourite are shown. By default this will now be selected automatically.
- Date** The date and time is automatically completed and the event will be saved using this information combined with the event to create a unique reference. If you want to change it click change.
- Location** This is a free text field to record the location of the event. To select from previously recorded events, click the ?
- Bow** Select from the bow database. This will default according to your preference set in the archer module.
- Arrows** Select from the arrow database. This will default according to your preference set in the archer module.
- Condition** Select from a preset list of weather conditions
- Notes** Another free text field to record any particular notes or excuses as to why the shoot didn't go exactly to plan!

# Bow Buddy Version 2.3 User Manual

## Scoring Options



### Use Arrow Numbers

If you select this, each time you record an arrow, Bow Buddy will also record the arrow number used. Note: this only records arrow numbers from 1 – 12.

### AutoSave

This option will automatically save your scores when the last archer shooting has recorded their end. This will be signified by a small floppy disk icon in the top right of the scoring panel

### Display Messages

With this option checked, all messages and notifications to the screen will be surprised.

### Direct Score Input

This will display the direct score panel for you to enter scores.

### Hide Scoring

This option removes the score from the main panel if you don't particularly want to know.

# **Bow Buddy Version 2.3**

## **User Manual**

### **Predictive Scoring**

This option will attempt to calculate your predicted score for the round based on your performance to date.

### **Audio Notifications**

This option will play a sound when the last arrow for an end is entered.

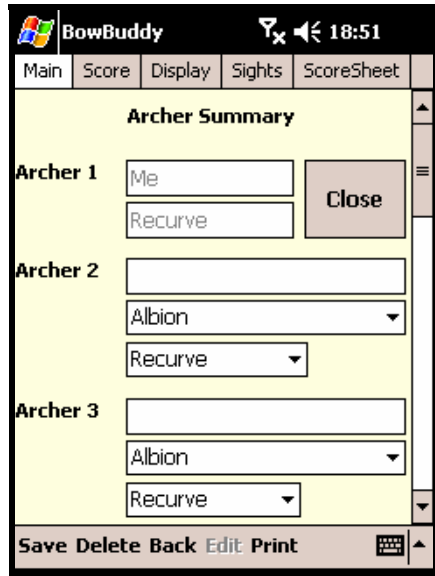
### **Reverse Scoring**

This option counts and displays the value of the arrows missed during the round.

# Bow Buddy Version 2.3 User Manual

## Additional Archers

The guest archers' panel will allow you to record up to three additional archers on your shooting event.



The screenshot shows the 'BowBuddy' application window with a menu bar (Main, Score, Display, Sights, ScoreSheet) and a status bar (18:51). The main area is titled 'Archer Summary' and contains three archer entries. Archer 1 has a name field with 'Me', a 'Recurve' dropdown, and a 'Close' button. Archer 2 and Archer 3 have empty name fields, 'Albion' dropdowns, and 'Recurve' dropdowns. A bottom bar contains 'Save Delete Back Edit Print' buttons.

For each archer you can enter a name, event and bow type they are shooting. These will default to the same event as you, but you can change them to any event, regardless of the target face and scoring schemes. It is important to select the correct bow type as this is used to determine the correct scoring method.

You may for example have yourself shooting a York, the first archer shooting a Hereford, the third shooting a Worcester and the fourth shooting a compound Vegas. Although this is unlikely, the software will cater quite happily with this and score accordingly.

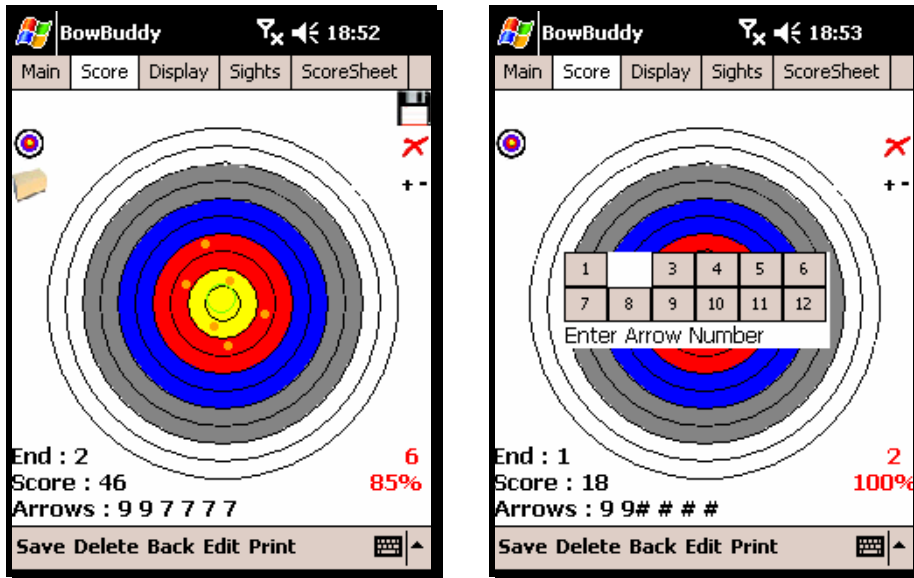
Note, once you have started to score you cannot amend these details, unless you remove all the arrows. This is also true for the 'use arrow numbers', bow and arrow fields on the main page.

In multi archer mode, to switch between archers tap their name on the archer tab

# Bow Buddy Version 2.3 User Manual

## Scoring Panel

The Scoring Panel may look as follows, and will display the correct target for the event specified, assuming you haven't selected direct score mode from the options.



The first picture shows single archer mode, the second is using multi archer mode and the third shows a 3D face. You may select the current archer by tapping on the archers' name in the lower tab panel.

### General Screen Layout



## **Bow Buddy Version 2.3 User Manual**

### *Target Zoom Toggle*

This will toggle the target size between the current zoom and full size. Ideal for the odd arrow drift. Display zoom settings are retained individually for each archer

### *Wipe Sponge*

This will clear the current display, ready for the next end. This is cosmetic only.

### *Delete Last Arrow*

This will remove the last arrow recorded.

### *Line Cutter*

This option will upgrade the last shot arrow to the next scoring zone. Selecting this option again, will degrade it's score.

### *Arrow Number*

This is only visible if the score arrow numbers option was selected. This toolbar will allow you to record the arrow number. It will be reset each end.

### *Average Arrow Mark*

This is signified by a light green circle and displays the average centre point for the arrows currently plotted on the target face. Selecting all in the display panel will give you your overall sight mark. Well that's the theory anyway!

### *Current End*

Displays the current end for the selected archer based on the number of arrows shot.

### *Current Score*

Your current score

### *Arrow Scores*

The recorded scores for the arrows currently shot that end.

### *Scoring Modes*

The tab panel which switches between the scoring modes.

## **Bow Buddy Version 2.3 User Manual**

### *Archer Select*

This determines the current archer and is only visible in multi archer mode

### *Arrows*

The arrows as plotted on the target

### *Arrows Shot this End*

The number of arrows shot for the current end

### *Performance*

This displays your score as a percentage of the maximum score attainable for this event based on the number of arrows shot.

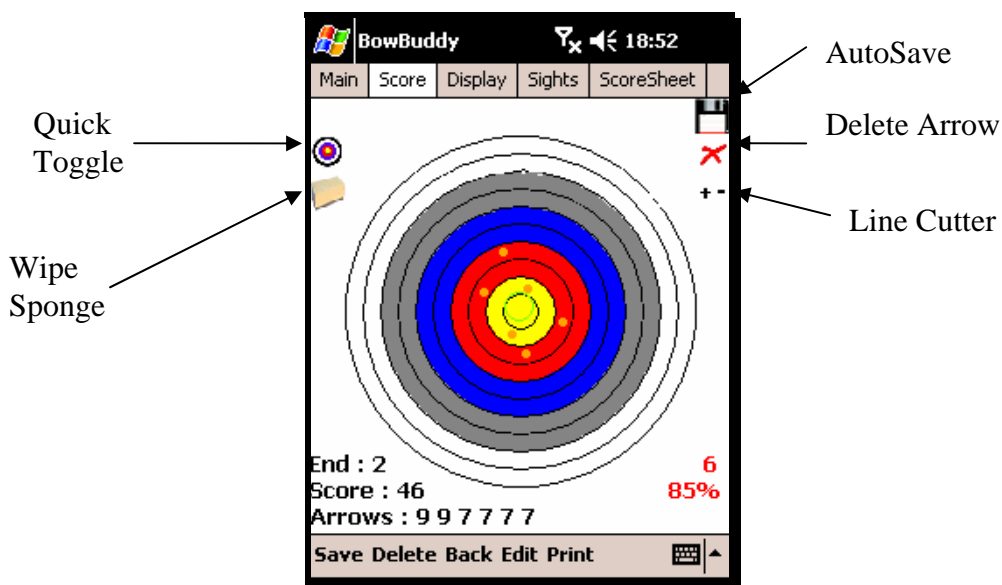
# Bow Buddy Version 2.3 User Manual

## Scoring

To start scoring tap the target where the arrow has landed. BowBuddy will draw the arrow and update the summary scores at the bottom of the page. You can record you arrows in any order as the software will automatically order them in the correct sequence.

If you have selected to 'use arrow numbers' in the main page, you will also prompt you to record the arrow number.

If you make a mistake you can press the 'delete arrow' icon to remove the last arrow.



You must set the display tab option 'END' to 'NOW' to be able to start scoring.

At the end of each end for the last archer BowBuddy will automatically save this scoring event, as indicated by the floppy disk icon in the top right of the screen. If you record your scores out of sequence and need to be reassured that your details are safe, press the Save option in the menu bar.

At the end of each distance, BowBuddy will notify you to change your sight marks as appropriate.

At the end of the event, you will also be informed of the classification rating achieved for the score and prompted to continue scoring, if desired.

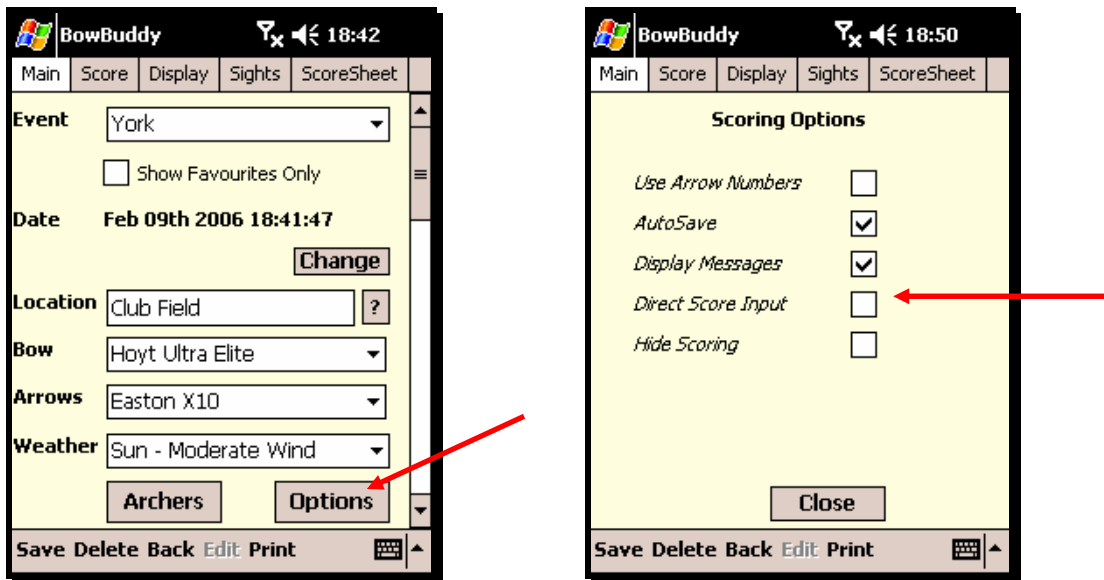
**Tip:** When you have recorded your scores for the end, switch your pda off. This preserves the battery life and also stops you recording unwanted arrows. You should also set the button lock option within the control panel so only the power button will active the unit.

# Bow Buddy Version 2.3 User Manual

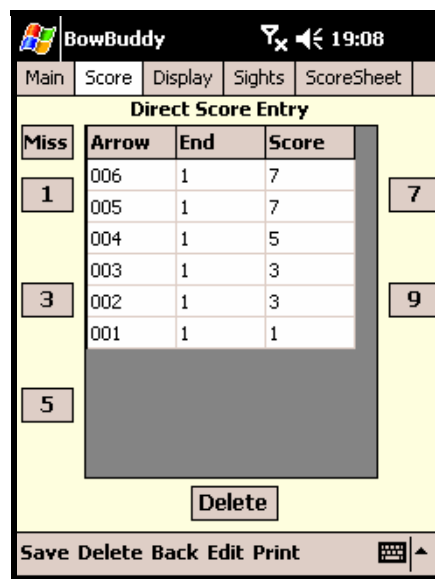
## Direct Score Input

The direct score input is designed for quick entry of scores from old score sheets where the arrow location on the target is unknown. Any scores entered this way will have no visual analysis functions.

To select direct score input, check the direct scoring option from the options menu on the main page of the scoring event.



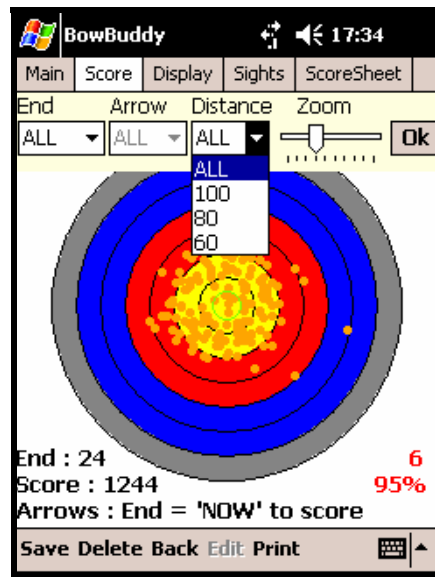
When you select the scoring tab the following screen will be displayed. To score, press the corresponding button for the value of the arrow. If you make a mistake, either use the delete to remove the last arrow or the edit option from the menu for larger mistakes.



# Bow Buddy Version 2.3 User Manual

## Display Panel

This panel controls the display options for the target face. You may zoom in or out to make scoring easier, or analyse the spread of your arrows.



## Options

### Zoom

Magnifies the target face. This is useful to ensure more accurate recording of scores. You should zoom the target to you average group size. If you have the odd drift, use the quick toggle function to see the whole target.

### End

This option will only display arrows from a particular end or 'ALL' for all arrows. **This must be set to 'NOW' to score.**

### Arrow

This option will only display arrows with a particular number. It is only active if the 'use arrow numbers' checkbox was checked on the main page. Again, 'ALL' will display all arrow numbers.

### 'Distance'

This will display arrows shot at a particular distance. 'ALL' shows all arrows.

## **Bow Buddy Version 2.3 User Manual**

### Examples of Display options

End = 'ALL'  
Arrow = '1'  
Distance = '80'

Displays all arrows numbered '1' shot at distance 80 yards

End = '2'  
Arrow = 'ALL'  
Distance = 'ALL'

Displays all arrows for end 2

End = 'ALL'  
Arrow = 'ALL'  
Distance = '60'

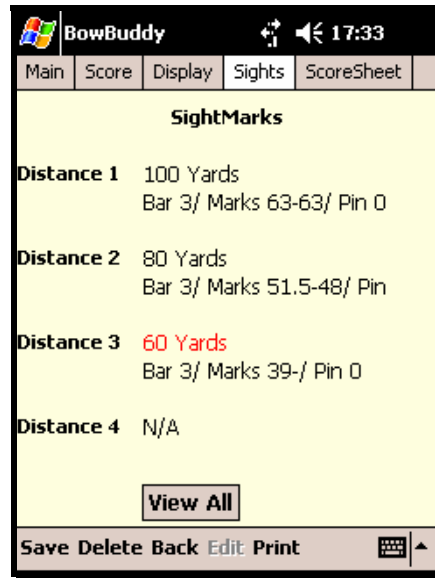
Display all arrows at 60 yards

I'm sure you get the idea by now.

# Bow Buddy Version 2.3 User Manual

## Sight Marks

The sight mark panel will display the sight marks required to shoot the current event.



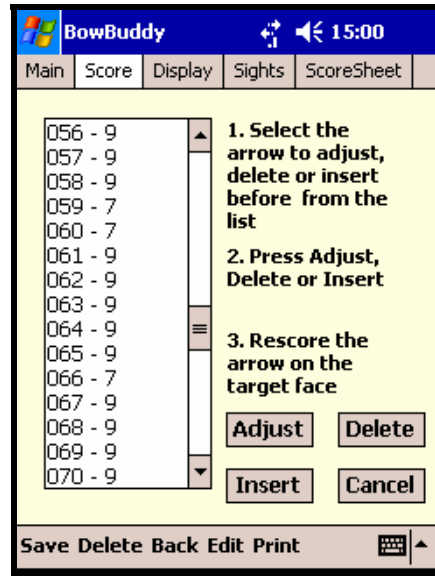
For each distance you will be shown the bar setting, sight mark 1 and 2 along with the pin setting.

If you need to check other sight marks, or calculate missing sight marks, then click the view all button to access the sight database.

# Bow Buddy Version 2.3 User Manual

## Editing Scores

To edit scores within a scoring event, select the edit option from the bottom menu whilst in the scoring tab.



In the panel on the left is a list of all the arrows shot in sequence along with their current score value. From this panel you can adjust a score, insert a missed arrow, or delete that extra arrow.

### Adjusting an Arrow's value

To adjust an arrow, locate it in the list and tap to select. Press the adjust button and the main scoring panel will appear. Just tap the correct location for the arrow.

### Inserting an Arrow

To insert an arrow, select the arrow after the point to insert and press the insert button. Again, tap the location for the arrow on the scoring panel.

### Deleting an existing Arrow

To delete an arrow, select the arrow in the list and press the delete button.

# Bow Buddy Version 2.3 User Manual

## The Score Sheet Tab

The score sheet panel has several different modes. To change mode select the 'Mode' option from the menu and a selection of options will be displayed. Click on the required representation to change mode.

Main	Score	Display	Sights	ScoreSheet
977775	42	999777	48	12 90
999777	48	997777	46	12 184
999977	50	997777	46	12 280
999977	50	999777	48	12 378
9999				76
9999				74
5555				34
5555				34
5555				54
5555				14
3333				50
3333				96

**Total Score 886**    **Max 1296**    **68%**  
**Total Hits 144**    **Max 144**    **100%**  
**Total Gold 36**

File Back Edit Print Mode

# Bow Buddy Version 2.3 User Manual

## Mode 1      Simple Score Sheet

This will display two ends per line showing arrow scores, sub-totaled for each end, followed with total hits and the running total. These will be sub totalled by distance as defined in the event database.

BowBuddy					17:32	
Main	Score	Display	Sights	ScoreSheet		
Me	John	Peter				
	S/T		S/T	Total		
997777	46	999997	52	12	98	
999999	54	999977	50	12	202	
999977	50	999999	54	12	306	
999999	54	999997	52	12	412	
999997	52	999977	50	12	514	
999997	52	999775	46	12	612	
			612			
999977	50	999999	54	12	716	
999997	52	999997	52	12	820	
999997	52	999999	54	12	926	
999999	54	999999	54	12	1034	
			422			
999997	52	999997	52	12	1138	
999997	52	999999	54	12	1244	
			210			
<b>Total Score</b>	<b>1244</b>	<b>Max 1296</b>	<b>95%</b>			
<b>Total Hits</b>	<b>144</b>	<b>Max 144</b>	<b>100%</b>			
<b>Total Gold</b>	<b>119</b>					
Save Delete Back Edit Print						

The bottom of the screen will display overall summary totals with current score, maximum attainable score, performance percentage, total hits, percentage hits, totals gold's and total X's if applicable.

Note that only the first twenty lines will be displayed in the breakdown.

# Bow Buddy Version 2.3 User Manual

## Mode 2 Summary Totals

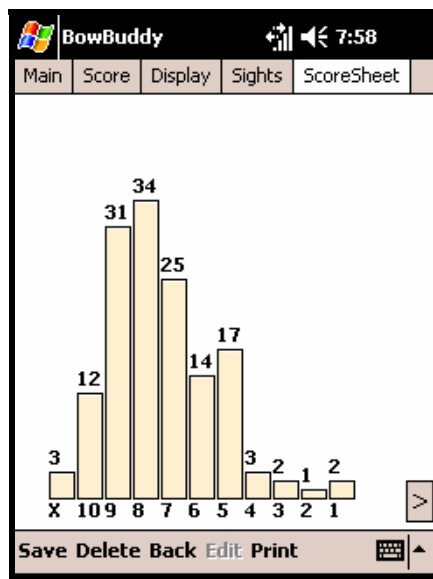
This will display End 1 total, End2 Total, Sub Total, Hits, Gold's, X's and running total. These will be totalled by distance as defined in the event database.

E1	E2	S/T	Hits	Gld	X's	R/T
43	46	89	12	2	0	89
43	41	84	12	0	0	173
38	38	76	12	1	0	249
		249	36	3	0	
40	42	82	12	0	0	331
41	29	70	12	0	0	401
45	48	93	12	1	0	494
		245	36	1	0	
19	21	40	6	0	0	534
23	20	43	6	0	0	577
14	21	35	6	0	0	612
29	22	51	6	2	0	663
25	23	48	6	1	1	711
23	21	44	6	0	0	755
		261	36	3	1	
24	29	53	6	2	0	808
26	29	55	6	2	1	863
26	25	51	6	0	0	914
28	27	55	6	2	0	969
<b>Total Score</b>	<b>1067</b>	<b>Max</b>	<b>1440</b>	<b>74%</b>		
<b>Total Hits</b>	<b>144</b>	<b>Max</b>	<b>144</b>	<b>100%</b>		
<b>Total Gold</b>	<b>15</b>	<b>X's</b>	<b>3</b>			

The bottom of the screen will display overall summary totals with current score, maximum attainable score, performance percentage, total hits, percentage hits, totals gold's and total X's if applicable.

## Mode 3 Histogram

This panel will display a histogram of the scores attained in the scoring event to date.

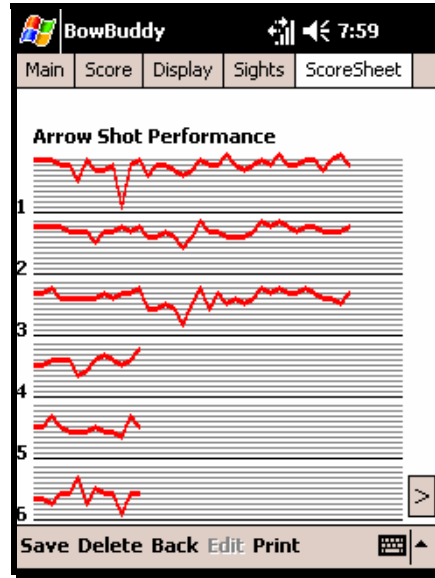


Underneath the bar is the arrow scores, whilst above is the number of arrows in the group

# Bow Buddy Version 2.3 User Manual

## Mode 4 Arrow Performance

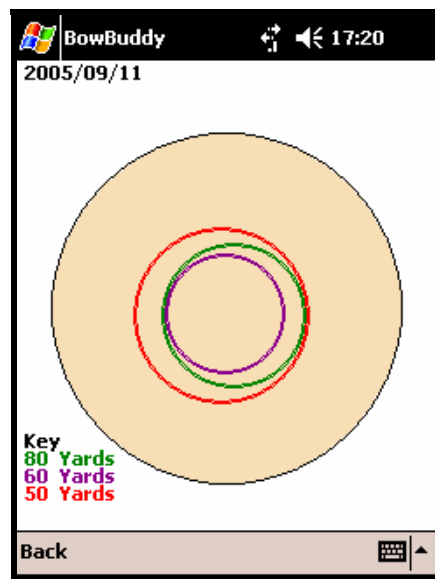
This panel will display the scores obtained by each arrow as it is shot, not by arrow number. You should be aiming for straight lines which will confirm consistency throughout your end.



In this example the round was a Gents Fita which is why the last three arrows stop half way though.

## Mode 5 Arrow Grouping

This panel will display you arrow groups by distance as per the events statistics panel.



# Bow Buddy Version 2.3 User Manual

## Score Sheet Printing

From the scoring module, press the print option and Bow Buddy will create the score sheet in standard html format in the /program files/BowBuddy/.Prints directory. From version 2.1 you can include target faces if required.

The score sheets are named using the standard convention of

“Shoot”\_current date and time “\_” archer name “.html “  
“Shoot” current date and time “\_” archer name “-1.bmp” through to 4.bmp

e.g. **Shoot\_200510021432\_Me.html, Shoot\_200510021432\_Me-1.bmp**

where this would signify 2005 October 2<sup>nd</sup> at 14:32 and it was for me.

Please note that Bow Buddy will only generate one score sheet a time, for the currently selected archer. To print sheets for all archers you will need to select each archer in turn and press print.

You may copy the score sheet files to your pc via active sync or a similar method and then view and print using you default web browser. Don't forget to copy all the files if you have requested target face printing.

**ScoreSheet**

**Archer** Beta Tester  
**Event** Albion  
**Date** Sep 11th 2005 15:01:39  
**Location** Club Field Competition  
**Weather** Sun - Light Wind  
**Bow** Hoyt Ultra Elite  
**BowType** Recurve  
**Arrows** Easton X10

	ET		ET	D/T	Gold's	X's	Hits	R/T
<b>80 Yards</b>								
999997	52	977775	42	94	6	0	12	94
999977	30	999977	30	100	8	0	12	194
999777	48	999977	30	98	7	0	12	292
		Distance Total			21	0	36	<b>292</b>
<b>60 Yards</b>								
999777	48	999977	30	98	7	0	12	390
999999	54	999977	30	104	10	0	12	494
999997	52	999997	52	104	10	0	12	598
		Distance Total			27	0	36	<b>598</b>
<b>50 Yards</b>								
999997	52	999999	54	106	11	0	12	704
999997	52	999997	52	104	10	0	12	808
999997	52	977775	42	94	6	0	12	902
		Distance Total			27	0	36	<b>902</b>
		Event Total						<b>902</b>

Archer's Signature : \_\_\_\_\_

Scorer's Signature : \_\_\_\_\_



80



60



50



# Bow Buddy Version 2.3 User Manual

## Score Sheet Customization

BowBuddy now uses a template to print score sheets. If you wish to customize this you may amend the BBScoreTemplate.html file within the /program files/bowbuddy directory accordingly.

To insert data from BowBuddy use the following tags at your required location within the html file.

<!-- BBARCHER -->	Selected Archer
<!-- BBLOCATION -->	Shoot Location
<!-- BBEVENT -->	Event Name
<!-- BBWEATHER -->	Weather
<!-- BBDATE -->	Shoot Date
<!-- BBBOW -->	Main Archers' Bow
<!-- BBARROW -->	Main Archers' Arrow
<!-- BBNOTES -->	Notes
<!-- BBSCOREPANEL -->	Score panel insert
<!-- BBTARGET1 -->	Include Target Face 1
<!-- BBTARGET2 -->	Include Target Face 2
<!-- BBTARGET3 -->	Include Target Face 3
<!-- BBTARGET4 -->	Include Target Face 4
<!-- BBCLASSGROUP -->	Archer Classification Group

For example the following code is part of a table layout. Embedded within this are the arrow and score panel tags which are substituted during the print process with the correct values.

```
<tr>
  <td width="7%"><strong>Arrows</strong></td>
  <td><!-- BBARROW --></td>
</tr>
<tr>
  <td colspan="2">&nbsp;</td>
</tr>
<tr>
  <td>&nbsp;</td>
  <td><!-- BBSCOREPANEL --></td>
</tr>
```

Take a look at the BBScoreTemplate.html file as an example.

## Bow Buddy Version 2.3 User Manual

### Creation of Custom Targets

BowBuddy can use and manipulate user defined targets which may be any Jpeg image with a resolution of 200 \* 180 pixels. Each face is composed of two images, the displayed target and the scoring mask.

E.g.

Bear.jpg



Bear\_M1.jpg



The mask should be the same image as the display image, and must contain \_M1 at the end of the filename as shown above.

To create scoring regions, edit the mask image with a photo editing package and draw on the scoring zones using the colour codes from the following chart. You must use the exact RGB colour code otherwise the BowBuddy will ignore these zones.

In the above example two scoring zones are shown, red (zone 0) and yellow (zone 1) which will return the two highest scores within the scoring scheme.

So if your scoring scheme was 5|4|3|2|1 you would score 4 for yellow and 5 for red. Anywhere else on the target would not register.

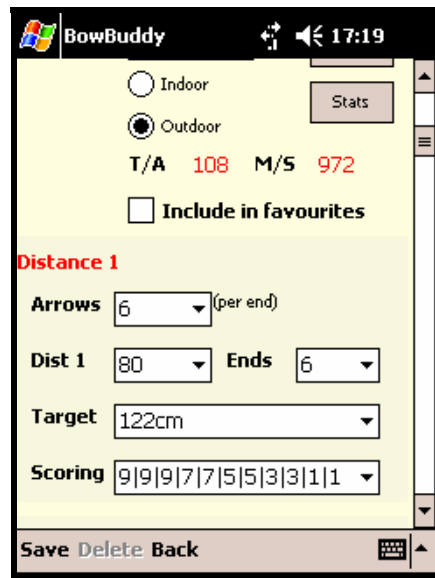
## Bow Buddy Version 2.3 User Manual

There are eleven scoring zones which confirm to the standard eleven ring targets used within BowBuddy (see scoring schemes within the Event database).

### Scoring Zone Registered Colours

Colour	RGB			Score Zone
	Red	Green	Blue	
<b>Red</b>	255	0	0	0
<b>Yellow</b>	255	255	0	1
<b>Green</b>	0	255	0	2
<b>Blue</b>	0	0	255	3
<b>Cyan</b>	0	255	255	4
<b>Purple</b>	255	0	255	5
<b>Brown</b>	128	0	0	6
<b>Grey</b>	128	128	128	7
<b>Dark Purple</b>	128	0	128	8
<b>Royal Blue</b>	0	0	128	9
<b>Dark Green</b>	0	128	0	10
<b>White</b>	255	255	255	11 (Miss)
<b>Any other Colour</b>	Input Not Registered			

When you have created both images, copy them to the /faces directory within BowBuddy on the pda. When you next create an event, these new faces should be available for selection.



If you subsequently delete these faces after shooting against them, BowBuddy will complain with a missing face message in the shooting module.

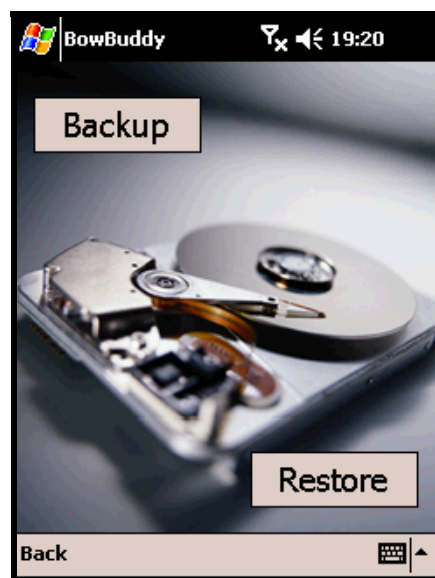
# Bow Buddy Version 2.3 User Manual

## Saving and Restoring your Data

To save or restore your data select the backup option from the main menu.



This will then present the system backup and restore module. Choose your required option.

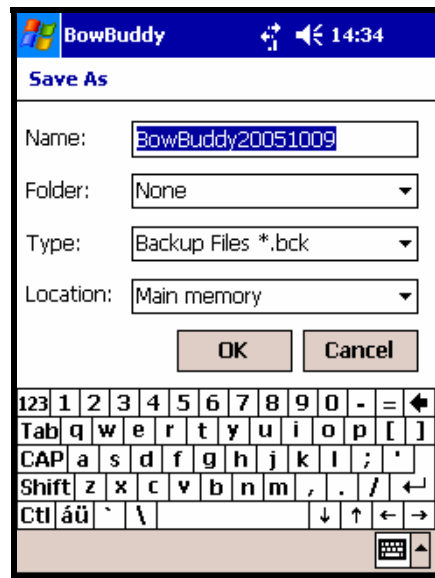


# Bow Buddy Version 2.3 User Manual

## Performing Backups

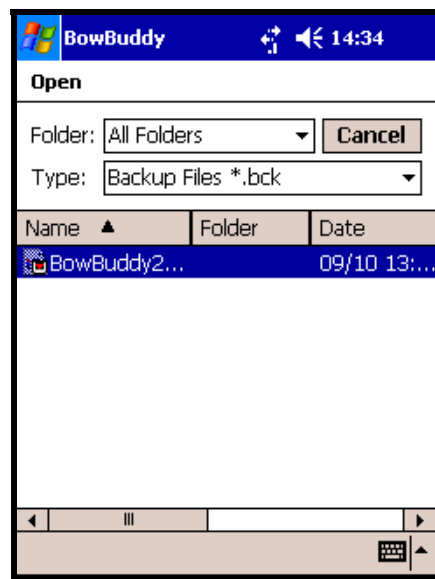
The default file name will always be BowBuddy followed by the date time. Choose you location and folder name and select ok. BowBuddy will then save your data to this file.

Please note that your score sheet prints and custom target faces are excluded from the backup.



## Performing Restores

Select the file to restore and press ok. BowBuddy must be restarted for this to take effect.



# Bow Buddy Version 2.3 User Manual

## Installation

BowBuddy may now be installed into any directory or device within the pda such as flash cards, hard disks, etc.

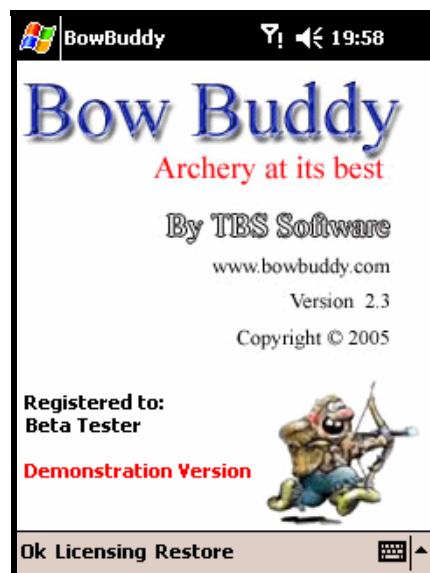
## Using the Installer

Download the BowBuddy installer software. Place your device in it's cradle and start the software. BowBuddy should install on your pda.

## Using the Cab Files

If you prefer to install the cab file, then download the correct cab file for your windows mobile device and copy the cab file to your mobile device using active sync, flash card, or other means. Uninstall any existing versions of BowBuddy and then double click the cab file on the pda. Assuming this is the correct version, Bow Buddy should install as a program.

You may now tap on programs, Bow Buddy to launch the application. At this point you should then be greeted with the splash screen, as follows. The software will initialise in limited use demonstration mode. To enable the full functionality of BowBuddy please register the software on our website.



# Bow Buddy Version 2.3 User Manual

## Registration

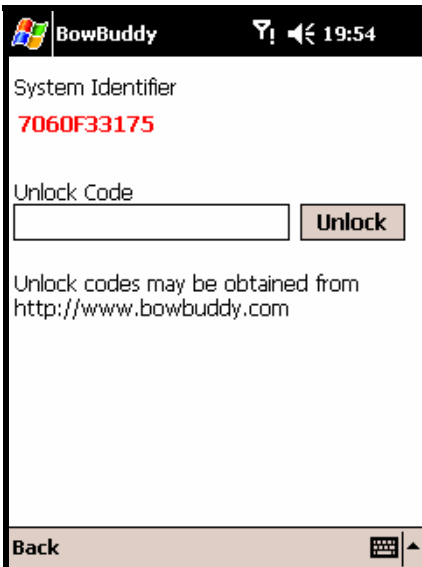
When you first start BowBuddy your will be presented with the registration module. To access this screen later, select 'About' then 'Licensing'.



The screenshot shows the registration interface. At the top, the title bar reads 'BowBuddy' and the time is '19:49'. The main area contains a 'Registered User' label above a single-line text input field. Below that is an 'Address' label above a larger multi-line text input field. A 'Register' button is positioned to the right of the address field. At the bottom, a virtual keyboard is displayed with a 'Back' button on the left and a keyboard icon on the right.

You must enter the registered user before using the software.

To register and unlock the software, press the register key to display the following screen.



The screenshot shows the unlock interface. The title bar reads 'BowBuddy' and the time is '19:54'. The main area displays 'System Identifier' followed by the value '7060F33175' in red. Below this is an 'Unlock Code' label above a single-line text input field. To the right of the text box is an 'Unlock' button. Below the text box, a message reads: 'Unlock codes may be obtained from <http://www.bowbuddy.com>'. At the bottom, there is a 'Back' button and a keyboard icon.

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From the website, select the registration option and enter the system identifier shown in the above module. After completing this process you will be presented with an unlock key which should be entered in the lower box.

If successful, the software should be fully activated and registered.

# **Bow Buddy Version 2.3 User Manual**

## **Requirements**

BowBuddy will work on any PDA or Smart Phone which supports Microsoft CE or Pocket Pc 2002, 2003 or Mobile 5.

### Platforms tested

Windows	CE 3 & 4
Pocket Pc	2000, 2001, 2002, 2003 and 2003 Second Edition
Windows Mobile	5

### Hardware tested

This is a list of the hardware we have tested.

Orange	Spv 1000, Spv 2000 and Spv 5000
O2	Xda IIs, Xda Exec Qtec 9090 (Blue Angel Models)
HP	Ipaq – most models
Dell	Axim - most models

To date, we do not know of a unit that will not support BowBuddy and we believe BowBuddy will even run on the new smart phones, however, the screen resolution required is 240 x 320 pixels or higher.

Please ensure you have downloaded and installed compact framework SP3.

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## **Trouble Shooting**

There are various FAQ's on our website which may help with general troubleshooting of the BowBuddy application. If you cannot resolve your issue then please contact us through the contact page on our website. We will endeavour to reply to all emails within twenty four hours during Monday to Friday.

There are occasions when only a restart of the Pda will work. This is usually fairly obvious as other programs will fail to operate correctly.

To perform a soft or hard reset, please consult your user manual for your PDA.

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## **Upgrading from Previous Versions**

Before you perform any upgrades, please backup your data.

To backup your data, either use the inbuilt options or copy the entire BowBuddy directory from your PDA to your pc using active sync or a flash card. Keep this safe, as this is the only recovery option if things don't go quite to plan.

### **Upgrading to version 2.0**

Download, install and run the upgrade utility on the PDA before you start Version 2.0 for the first time. **Failure to do this may corrupt your existing data.**