

Archery Keeper – Quick Start Guide

1. Setting Up the Round

1. **Select Round Type:** Choose your game (e.g., **3D / IBO**, **Vegas 3-Spot**, etc.) from the top menu.
2. **Targets:** Use the + or - buttons to set how many targets you are shooting (default is 30 for 3D).
3. **Add Shooters:**
 - Type in the **Name**.
 - **Quick Option:** Flip the switch for **Fun Class** if you don't care about age/gender categories.
 - **Formal Option:** Select Gender, Age, and Style from the lists.
 - Tap + **Add Shooter**.
4. When everyone is listed, tap the big green **START ROUND** button.

2. Scoring

- **Enter Scores:** Tap the large numbered buttons to record arrows for the current shooter.
- **Auto-Advance:** The app will automatically move to the next shooter (or the next End) once all arrows are recorded.
- **Manual Advance:** You can also tap the blue **Next >** button to force the app to move forward.
- **Undo:** Made a mistake on the *last* arrow? Tap **Undo** to delete it.

3. Corrections (Editing Old Scores)

If you realize a score was wrong after moving to the next person:

1. Tap the **Scorecard Icon** (top right, looks like a list).
2. Tap the shooter's name at the top of the scorecard.
3. Find the specific arrow bubble (colored circle) in the list and tap it.
4. Select the correct score from the popup keypad.
5. Tap **Done**.





4. Viewing & Saving Results

- **Check Scores:** Tap the **Scorecard Icon** (top right) at any time to see the leaderboard.
- **Save:** At the bottom of the scorecard, tap **Copy** to paste scores into a text message/email, or **CSV** to download a spreadsheet file.

5. Resetting

- To start a brand new day or tournament, tap the **Refresh Icon** (circular arrow) in the top right header.
- *Warning: This deletes all current scores!*

Icons Key

-  **Bullseye (Top Left):** Just the logo.
-  **List (Top Right):** View Scorecard.
-  **Arrow Circle (Top Right):** .
-  **Pencil (In Lists):** Edit a Shooter's profile (change name/class).