

Pinochle Scorer

User Manual



Version 1.0
October 30, 2022

Introduction

The Pinochle Scorer App allows the user to keep score of a Pinochle match. It replaces the manual scoring process with a computer based process that performs calculations and tracks events that otherwise would be done manually.

The main screen is set up for play of a single hand.

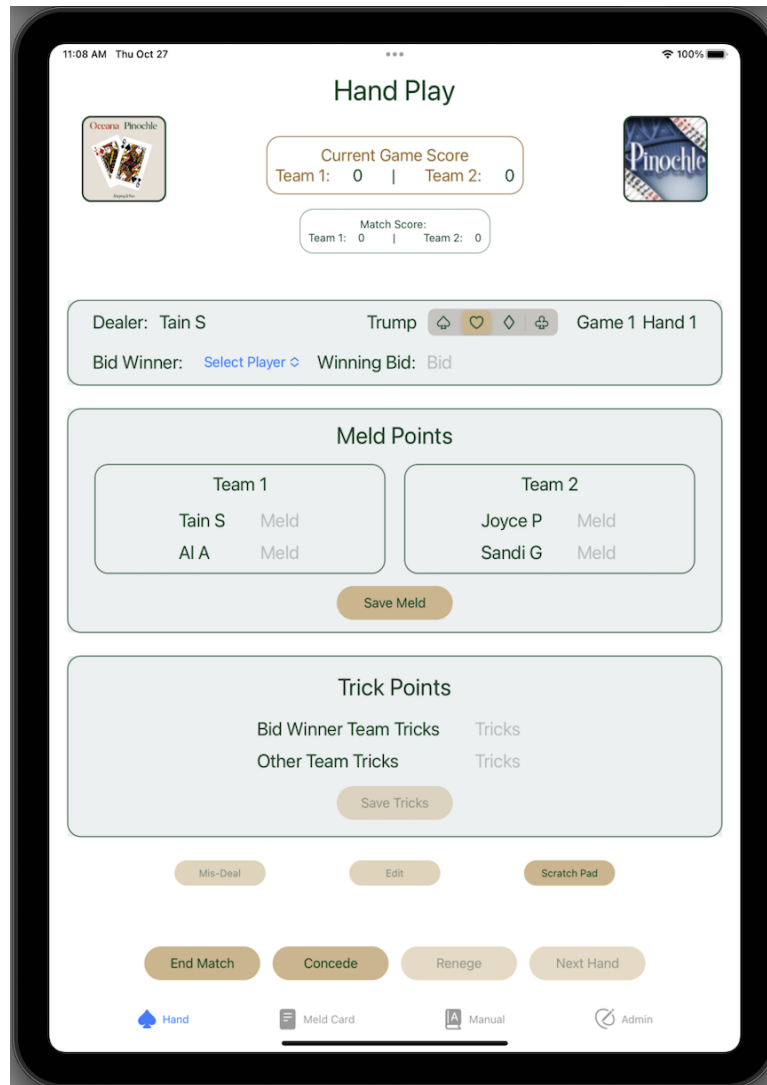


Figure 1: Hand Play screen after setup of a match

Key features include a tab bar at the bottom of the screen that provides immediate access to features such as the Meld Card, the User Manual and an Admin section where features can be modified – such as adding and deleting players. Play is focused on the play of each hand where the user can manage the selection of the player winning the bid, the amount of the bid, the trump suit, followed by entry of meld points and trick points. During hand play the user can also tap on buttons for a renege, for a concession of the current game, and a mis-deal. Moreover, the user can use the edit button to adjust prior entries at

any time and the End Match button to abandon the match. There is also a Scratch Pad calculator for adding meld or other calculations.

Displays in the app are dynamic based on the condition of the game. Thus, buttons are enabled or disabled based on whether it is appropriate to use them at the current state of a hand. For example, the Renege button is only active after meld has been saved and before trick points are saved; i.e. while the hand is being played. Further, a Next Hand or a New Game button will be displayed and enabled in the bottom right of the Hand Play screen when hand play has ended by saving trick points and either a new hand is appropriate or the game is over and a new game is appropriate. Similarly, the Edit Match button will be replaced with a New Match button when a match is over.

The score for the current game and the current match are displayed at the top of the Hand Play screen. Game score shows points by player or team. Match score show games won by a player or team.

Scoring is as simple as tapping the Save Meld or Save Tricks buttons when appropriate. If an error is made or a change is desired, tap the Edit button and an Edit Hand Play sheet will pop up allowing the user to edit all values and save the changes. If meld has already been saved a lock will show on the meld and bidder items and they are disabled. To unlock these items, click on the lock and then they can be edited.

When a winning score and is achieved, a popover appears announcing that the game or the match is over and who is the winner, along with other information. When a hand is completed, the Next Hand button on the bottom right of the screen is active and there is an arrow pointer directing the user to start a new hand.

When a game is over, in addition to the popover announcement, there is a New Game button on the bottom right of the screen (in place of the default Next Hand button) is active with an arrow pointer directing the user to start a new game.

When a match is over, in addition to the popover announcement, there is a New Match button on the bottom left of the screen (in place of the default End Match button) is active with an arrow pointer directing the user to start a new match.

If a bidder is set for a hand, an alert will appear notifying the user and the score will be adjusted accordingly. The Hand Play screen will then be updated just as if the hand had ended normally.

If there is a mis-deal, tap the mis-deal button and a popover will appear asking the user to confirm the misdeal. If confirmed, the hand will be completed with scores adjusted accordingly and play will continue with a new hand.

The Scratch Pad provides a calculator designed specifically for adding meld. It provides a tape showing each entry (4 + 12 + 8 + 2 ...) and a total showing the current total. Tapping the + button after one or more numbers have been tapped will update the total so it is not necessary tap the = button to add a value to the total. There is an = button that can be used but is not necessary to add values. A < button deletes the prior entry and a C button clears the calculator.

Starting the Pinochle Scorer App

When the app is started it first displays a Welcome Screen that allows the user to select either starting the app or viewing Introduction information. There is a check box to allow the user to elect not to show the welcome screen in the future. This decision can be changed at any time in the Settings menu.



Figure 2: Welcome screen at startup of app


To start a match, first complete match setup process displayed on the Match Setup screen. First, select the number of players for the match – 3, 4 5, or 6 players. That selection will change the display for selecting the players for the match appropriately for 3, 4, 5 or 6 players.

Then select the players for the match from the list of players entered into the app. A drop down menu is provided for each player and a drop down menu for the first dealer. The drop down menu has a default of “Select Player.” The selections can be changed until the Save & Start button is tapped.

All players and the first dealer must be selected before the user can proceed with the match. The players must be unique – that is, the selected players must be different for each player listed without duplication. The first dealer must be one of the players selected for the match. An error alert will popup when the Save & Start Button is tapped if the selections are not valid. Simply correct the selections and then tap the Save & Start button again. The user can start over by tapping the Clear Names button to reset the view to its default status.

Setting Up A Match

10:06 AM Thu Oct 27

100% 

Pinochle Scorer



Start Playing

The easiest way to be a score keeper
for pinochle games. Flexible for 3 to 6
players. It does the math for you.
Enjoy!