

Workflow Manual

Open play, by mode — from login to setup to play, plus check-in and the live view.

Pickleball session manager (v2 / Modes)

Modes covered: By wait time · Balanced · Numbering · Manual · Challenge courts · King of the court · Round robin · Bracket

Contents

1. Core concepts & the four tabs	3
2. Logging in	4
3. The dashboard — create, resume, delete a session	5
4. Universal setup — players, check-in, courts	6
5. Running a match — swap, cancel, close, score, edit history	7
6. Mode workflows	8
By wait time	8
Balanced (by skill)	8
Numbering (random)	8
Manual	8
Challenge courts	9
King of the court (ladder)	9
Round robin	9
Bracket	10
7. Players & attendance (present / on hold / delete)	11
8. Player check-in (QR) — admin panel & approvals	12
9. The player check-in page	13
10. The live View page	14
11. Ending a session	15
12. Install the app on your phone (“Pickled”)	16

1. Core concepts & the four tabs

Every session, whatever the mode, runs on the same building blocks.

- **Players** — everyone in the session. Each is either **Here** (in play) or **On hold** (kept in the session but not matched). Each has a skill level (Beginner / Intermediate / Advanced).
- **Courts** — the physical courts you add. A court hosts one match at a time.
- **Queue** — players waiting for a spot, ordered by who has waited longest. An **On hold** section sits below it.
- **Rankings** — the leaderboard (or tournament standings) plus editable match history.
- **Mode** — chosen once when you create the session: a **Format** (Doubles 2v2 or Singles 1v1) and a **matchmaking style**. The mode is shown beside the session name, e.g. *Open Play (Doubles · Round robin)*.

The four tabs along the top are **Players**, **Courts**, **Queue**, and **Rankings**. The **Share** link and a QR are available on each tab to open the read-only live View.

2. Logging in

1. Open the app. The login screen shows the Paddle District logo and (for Modes) a **Version 2 - Modes** label.
2. Sign in with **Continue with Google**, or use **email + password** (tap *Sign up* the first time to create an account).
3. You land on the **dashboard**.

Only the organizer logs in. Players never need an account — they use the check-in link and the View link.

3. The dashboard — create, resume, delete

Create a new session

1. Give the session a **name** and **date**.
2. Pick a **Format: Doubles (2v2)** or **Singles (1v1)**.
3. Pick a **matchmaking style** (the mode). A short description appears under the picker.
4. Create the session. **Check-in is Open by default** on a new session.

Style	What it does
Round robin	Fixed teams play a full schedule against each other. Ranked by wins, then point differential.
King of the court	Winners move up a court, losers move down. Partners stay together.
Challenge courts	Winners stay on their court. Losers go to the back of the queue; the next challengers come on.
Numbering	Players are numbered off and rotate into random matchups.
By wait time	The players who have waited longest are matched up next.
Balanced (by skill)	Teams are balanced by skill level for even games.
Manual	You pick every match yourself, court by court.
Bracket (fixed teams)	Fixed teams play a single/double elimination bracket. (Bracket play arrives in a later phase.)

Resume or delete

Existing sessions are listed on the dashboard. Tap one to **resume** exactly where you left off (state is saved live). Use the delete control to remove a session you no longer need.

4. Universal setup (any mode)

After creating a session you land in the app on the **Players** tab. These steps apply to every mode.

Add players

1. On the **Players** tab, use **Add Players** (one name per line) and tap **Add Players**.
2. Mark who is here: each row has a **Here ✓ / Add to queue** toggle. New manually-added players start not-present; tap to set them **Here**.
3. Set each player's **skill** by tapping the skill badge (cycles Beginner → Intermediate → Advanced).

Add courts

1. Go to the **Courts** tab.
2. Type a court name (e.g. *Court 1*) and tap **+ Add Court**. Repeat for each court.

You can also collect players hands-free with the **QR check-in** (section 9) instead of typing names.

5. Running a match (common to all modes)

Once players are on a court, these controls appear on the court card.

- **Score boxes** — type each side's score, then **Submit Score**. The result is credited to whoever is on the court at submit time.
- **Swap** (⇌) — next to each player; substitutes someone from the bench/queue. Available in **every** mode.
- **Cancel match** — ends the match with **no score**. Choose *back to the queue* or *put on hold* (round robin offers *replay later / skip*; ladder offers *sit out / hold*).
- **Close court** (x) — removes the court. With a live match it asks first; if a score is entered it offers **Record & close** or **Close without recording**, and players go back to the queue.

Edit a past score

On the **Rankings** tab, each match-history row has a  **edit** button. Editing a score reverses the old result and applies the new one to the players' stats automatically. In round robin, the standings table updates too.

6. Mode workflows

Each mode shares the universal setup (section 4). Below is the play loop specific to each, illustrated with the example roster.

EXAMPLE ROSTER (8 PLAYERS, DOUBLES, 2 COURTS)

Player	Level	Player	Level
Alex	Advanced	Eve	Advanced
Bea	Intermediate	Finn	Beginner
Caro	Beginner	Gia	Intermediate
Dan	Intermediate	Hugo	Advanced

We'll reuse Alex, Bea, Caro, Dan, Eve, Finn, Gia, Hugo (levels above) to show how each mode pairs them.

By wait time queue

1. Add present players + courts.
2. On a court, tap **Generate Match** — the longest-waiting players are paired automatically.
3. Enter the score and **Submit**. Players return to the queue; the next match is ready.

EXAMPLE

The 8 join the queue in order. Court 1 auto-fills the longest-waiting four: Alex ADV & Bea INT vs Caro BEG & Dan INT . Eve, Finn, Gia, Hugo wait. After the result, those four go to the back of the line and the next four come on.

Balanced (by skill) queue

1. Add present players (set skills) + courts.
2. **Generate Match** forms teams balanced by declared skill so games stay even.
3. Score & Submit; repeat.

EXAMPLE

Strong and developing players are split across sides: Alex ADV & Finn BEG vs Eve ADV & Caro BEG — each team gets one Advanced + one Beginner instead of stacking the Advanced players together.

Numbering (random) queue

1. Add present players + courts.
2. **Generate Match** draws random matchups from those waiting.
3. Score & Submit; repeat.

EXAMPLE

Matchups are drawn at random regardless of level — e.g. Gia INT & Hugo ADV vs Bea INT & Finn BEG . The next generate produces a different random draw.

Manual you pick

1. Add present players + courts.
2. On a court, tap **Pick Match**. In the picker, tap (or drag) players into **Team A** and **Team B**.

3. Tap **Start** when both teams are full. Score & Submit. Pick the next match yourself.

EXAMPLE

You decide every pairing — e.g. drag Alex ADV & Bea INT into Team A and Hugo ADV & Dan INT into Team B, then Start.

Challenge courts winners stay

1. Add present players + courts.
2. **Generate Match** seats the first challengers.
3. Enter a **decisive** score (ties are not allowed) and Submit: **winners stay**, losers go to the back of the queue, and the next challengers come on.
4. If the queue can't field a full opponent set, the court **holds** ("Waiting for challengers...") until enough players are available.

EXAMPLE

Court 1: Alex ADV & Bea INT beat Caro BEG & Dan INT. Alex & Bea **stay**; Caro & Dan go to the back of the queue; the next challengers Eve ADV & Finn BEG come on to face them.

King of the court (ladder) fixed partners

1. Add present players + courts (courts are the ladder rungs, top to bottom).
2. On the Courts tab tap **Start Ladder**. Present players are seeded into fixed pairs across the courts; extras wait on the **bench**.
3. Play each court, enter scores, and tap **Save Result** on each (a winner is required — no ties).
4. When every active court has a result, tap **Advance Round**: winners move up, losers move down, and the bench rotates in at the bottom. Partners stay together.
5. Use **Reset** to re-seed (e.g. after players come or go).

EXAMPLE

Start Ladder seeds the courts top → bottom: **Court 1 (top)** Alex & Bea vs Caro & Dan; **Court 2** Eve & Finn vs Gia & Hugo. Winners move up toward Court 1, losers down; partners stay together. With 10 present, the extra pair waits on the bench and rotates onto the bottom court.

Round robin fixed teams · schedule

1. Add present players + courts. The Courts tab shows the **team builder** until you start.
2. Build teams: **Auto-pair** shuffles present players into teams, or tap players into teams manually; use **Add team / remove** as needed.
3. Tap **Lock teams** (needs at least 2 full teams).
4. Choose **single (1x)** or **double (2x)** round and tap **Start round robin**. Courts auto-fill with the next eligible match.
5. Enter scores & Submit; freed courts refill. Use **Swap match** to change which match is on an open court.
6. **Rankings** shows the standings table (Wins → Point diff → Points for). **Reset tournament** (on the standings panel) re-opens the team builder.

EXAMPLE

Build four teams — **T1** Alex & Bea, **T2** Caro & Dan, **T3** Eve & Finn, **T4** Gia & Hugo — Lock, pick single round, Start. The schedule plays T1×T2, T3×T4, T1×T3, T2×T4, T1×T4, T2×T3 across your courts; standings rank by wins, then point differential.

A cancelled round-robin match can be **replayed later** (back in the schedule) or **skipped** (excluded from standings).

Bracket later phase

Bracket is selectable and uses the same fixed-team builder as round robin (auto-pair / manual / lock). Single and double elimination **bracket play arrives in a later phase**; for now use round robin for fixed-team competition.

EXAMPLE

The same four teams would be seeded into a bracket — **T1** Alex & Bea vs **T4** Gia & Hugo, and **T2** Caro & Dan vs **T3** Eve & Finn — winners advancing to the final. (Bracket play is a later phase.)

7. Players & attendance

- **Here** ✓ — the player is in play and eligible for matches. Tap to put them **On hold**.
- **Add to queue** — shown when a player is on hold; tap to bring them back into play.
- **On hold** — kept in the session but not matched. Held players appear in the **On hold** section below the waiting queue (Queue tab), each with an **Add to queue** button.
- **Delete** (🗑️) — permanently removes a player and their stats (asks for confirmation). Use *hold* instead if they might return.

Putting a player on hold (or cancelling their match "to hold") never loses them — you can add them back any time. Deleting is the only permanent removal.

8. Player check-in (QR) — admin side

Let players check themselves in from their phones instead of typing names.

Open / share check-in

1. On the **Players** tab, find the **Player check-in** panel.
2. Tap **Show QR** to reveal the code, or copy the **check-in link** to share.
3. Toggle **Open / Closed** to control whether players can submit. The Open state is saved — it stays open even if you log out, and check-ins only enter the game while your admin app is running.

Approving people not on the list

1. When someone checks in whose name **matches an existing player**, they are marked **Here** automatically.
2. When the name is **not on the roster**, it appears in a **Pending approval** list (tagged **NOT ON THE LIST**) with **Approve / Reject**.
3. **Approve** adds them as a present player; **Reject** discards the request. Pending requests survive a reload until you act.

Firebase rules must be configured once in the project console for anonymous check-in writes to be accepted. If check-ins are denied, that ruleset hasn't been applied.

9. The player check-in page

What a player sees when they open the check-in link / scan the QR.

1. The page shows the session name and the organizer's **roster**.
2. The player **taps their name(s)** from the list (multi-select) and taps **Check in (N)**. Names already marked present show greyed as **Here ✓**.
3. If their name isn't listed, they tap **"My name isn't listed - add me"** and enter their name (and skill, in Modes). New names go to the organizer's **Pending approval**.
4. After checking in, a confirmation shows their name(s) plus a **"See live courts & standings"** link to the View page, and a **Check in more** button.
5. If the organizer has check-in **Closed**, the page shows a "check-in is closed" message.

EXAMPLE

Caro opens the link, taps **Caro BEG** from the roster, and taps Check in — she's marked Here on the organizer's app. A walk-in named **Iris** isn't on the roster, so she taps "add me" and enters her name; the organizer then sees **Iris** under *Pending approval* tagged "not on the list".

10. The live View page

A read-only, real-time mirror for players and spectators — no login required.

- Open it from any tab's **Share** link / QR, or from the link players get after checking in.
- **Courts** — live matches with Team A / Team B, each player's name and level, and the running timer.
- **Queue** — who's waiting (and the bench in ladder mode).
- **Rankings** — the live leaderboard, or the round-robin **standings** table.
- **Match history** — completed games (searchable by player name).

EXAMPLE

On the Courts view a spectator sees Alex ADV & Bea INT vs Caro BEG & Dan INT with the live timer, while Eve, Finn, Gia and Hugo appear in the Queue.

The View updates automatically as the organizer runs the session. After a session ends, the View shows the final standings and history.

11. Ending a session

1. In the session header, tap **End Session**.
2. The session is marked ended; the live View switches to the final standings and history.
3. You can still resume past sessions from the dashboard.

That's the full loop: **log in** → **create (format + mode)** → **add players & courts (or QR check-in)** → **run matches for your mode** → **share the View** → **end the session**.

12. Install the app on your phone (“Pickled”)

The site is an installable app. Adding it to your home screen gives you a full-screen app called **Pickled** — no browser bar, instant loading, and a friendly offline screen when the venue internet drops. Nothing to download from an app store.

iPhone / iPad (Safari)

1. Open the site in **Safari**.
2. Tap the **Share** button (the square with an arrow).
3. Scroll down and tap **Add to Home Screen**, then **Add**.
4. “Pickled” appears on your home screen with the Paddle District logo.

Android (Chrome)

1. Open the site in **Chrome**.
2. Tap **Install app** if a banner appears — or open the : menu and tap **Add to Home screen / Install**.
3. Confirm, and “Pickled” appears on your home screen.

Computer (Chrome / Edge)

1. Open the site and look at the right end of the address bar.
2. Click the **install icon** (a small screen with a down arrow) and confirm.
3. Pickled opens in its own window and shows up like a normal app.

Everyone can install it — the organizer, players, and anyone watching the live View. Players still never need an account: their check-in and View links work exactly the same inside the app.

What works offline

Works offline	Needs internet
Opening the app; its screens load instantly from your device.	Logging in, running a live session, check-ins, the live View.
A clear “You’re offline” screen with a Retry button instead of a browser error.	Score syncing between the organizer, co-hosts, and viewers.

When the connection returns, tap **Retry** (or just keep using the app) — everything picks up where it left off. Updates install themselves: whenever you open the app online, you automatically get the newest version.