



Rotations Recovery in Sync.

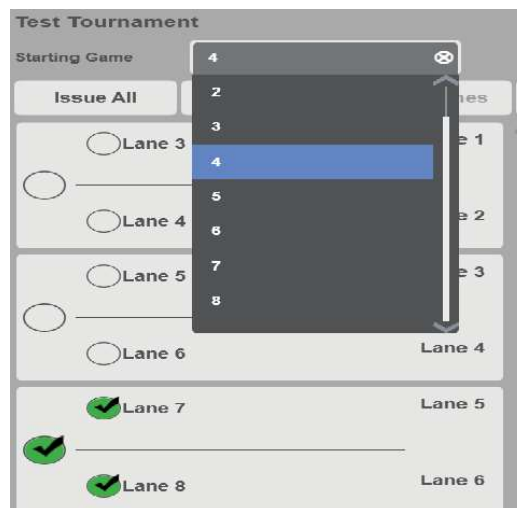
Issue: During an event using rotations the possibility exists that the rotation might fail.

Lanes shut down as if the squad is done. This is usually indicated by the Lane Status page showing the end of session in pink status even though there are more games remaining. In the example below the session is in Game 7 of 8 but the pair of Lanes will shut down at the end of Game 7 and display results screen.



How to recover

1. In Sync Desk, select the problem lanes.
2. Shut down the problem lanes using the **More > Turn Off** function.
 - a. Wait approximately 1 minute to see if the new players names rotate in. If they do they can continue bowling.
3. If player names do not rotate in, select **More > Interfaced Tournament/League** and select the event the same as if you were issuing it for the 1st game.
 - a. From the top of the screen, select the **Issue in Game** drop down and select the correct next game (ex. Game 8).



- b. Select **Issue none** to clear the lane assignments.
 - c. Select the problem lanes that need to be re-assigned and issue as if it were game 1.
4. Go to each lane that this group is moving to. You must follow the same procedure as #2. Although the lanes will appear to be ready for the final game they will not score and will shut down after the normal end of session shut down time.

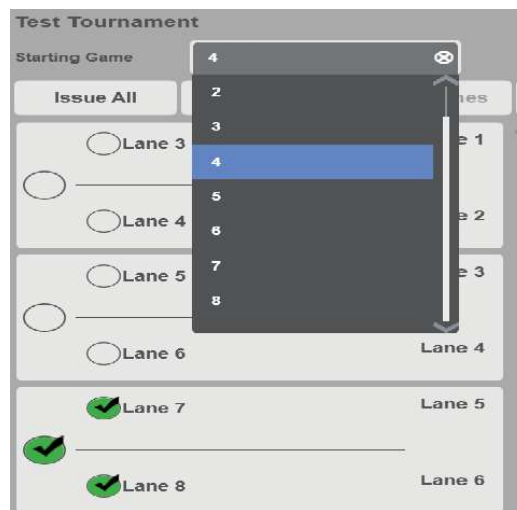


Other scenarios:

- A. Names do not rotate to the next lane assignment.
- B. Player names come back up on the same lanes.

In these situations, the following steps should be taken to continue the correct rotations for the remainder of the session.

1. In Sync Desk, select the problem lanes.
2. Shut down the Lanes using the **More > Turn Off** function.
3. Select **More > Interfaced Tournament/League** and select the event the same as if you were issuing it for the 1st game.
4. From the top of the screen, select the **Issue in Game** drop down and select the correct next game (ex. Game 8).



5. Select **Issue none** to clear the lane assignments.
6. Select the problem lanes that need to be re-assigned and issue as if it were game 1.