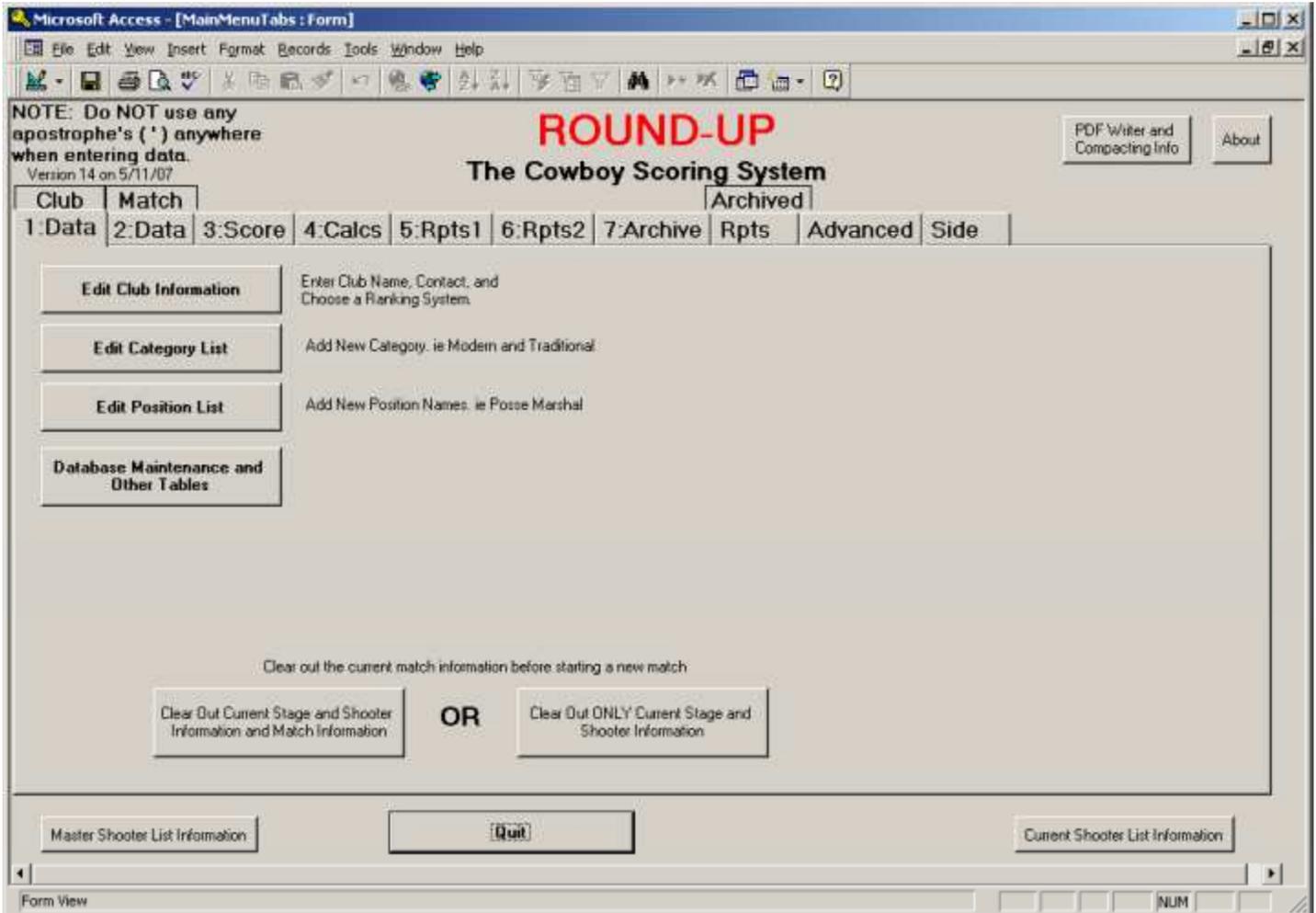
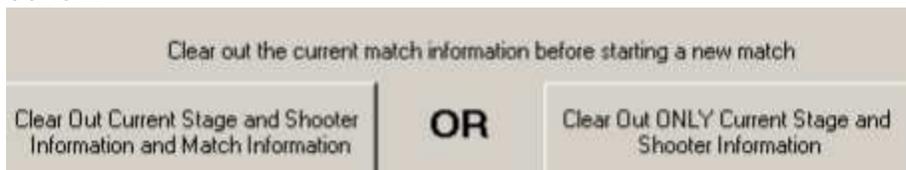


Quick Start for Round-up



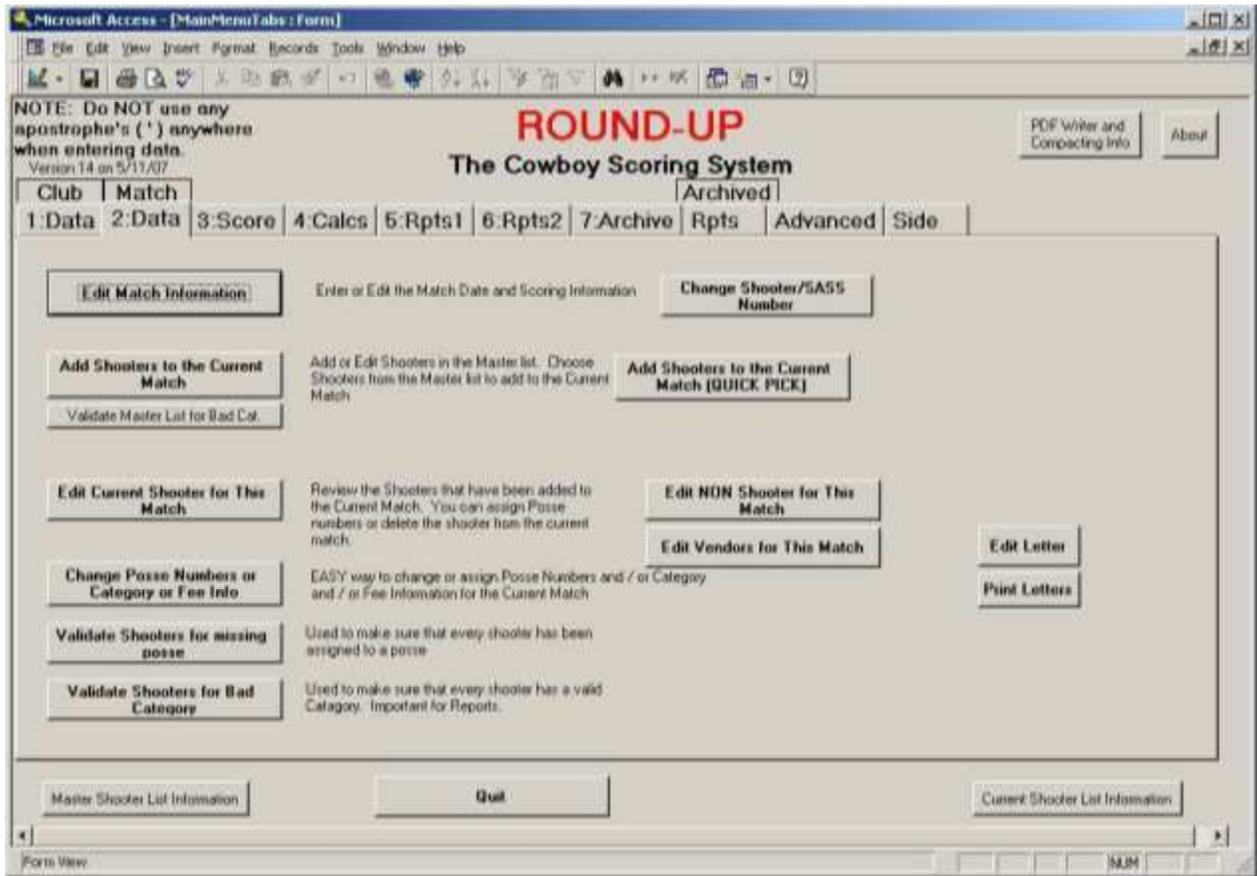
1. Clear Out the Current Match

Click the “Clear Out Current Stage and Shooter Information and Match information” button.



We do this at the start of a new match. Answer “Yes” to the question about being sure you want to clear the data. This warning is to make sure that you have already “Archived” the last matches data. Archive will be explained later. It is NOT required to Archive your prior match. If you do not want to save the results of the prior match, then just click “YES” when asked if you have already archived.

Tab 2:Data



Edit Match Information



Edit Match Information

Match Date must be Unique. Never use the same date twice.

Match Date: 5/5/2007

Match Name: Hooten Holler Roundup

Number Of Stages: 10

MAX of 30 Stages

All Numbers are positive

Miss Time: 5.00

Penalty Time: 10.00

Bonus Time: 5.00

Stage DQ Time: 999.00

Match DQ Time: 9999.00

Number of Scorers: 1

Time Scoring Type: Normal

Additional Fee Master List

Do NOT Use 9999. are other number in line

Edit Times Per Stage

Enter a Match date by clicking the button "Change Match Date". The date MUST be a date that has not been used before.

You MUST enter a Match Name. This is printed on reports. If you do not want a match name, enter a period (.).

Add Shooters to the Current Match

| | | |
|--|---|---|
| Add Shooters to the Current Match | Add or Edit Shooters in the Master list. Choose Shooters from the Master list to add to the Current Match | Add Shooters to the Current Match (QUICK PICK) |
| Validate Master List for Bad Cat. | | |

This is the MASTER LIST. It is a list of all shooters, non shooters, and vendors that you have ever entered. You never have to reenter a shooter that has shot before. When filling out information, you can use the TAB key to move from field to field.

The list comes up in Alphabetical Order. Each shooter MUST have at least a SASS Number, Alias, and Class.

To find an existing Person, you can do one of many things. On the right side of the screen in the name list, click on the name of the person you want. Notice that the screen now shows that person's Info.



Also you can choose the name from the drop down box at the top of the screen.

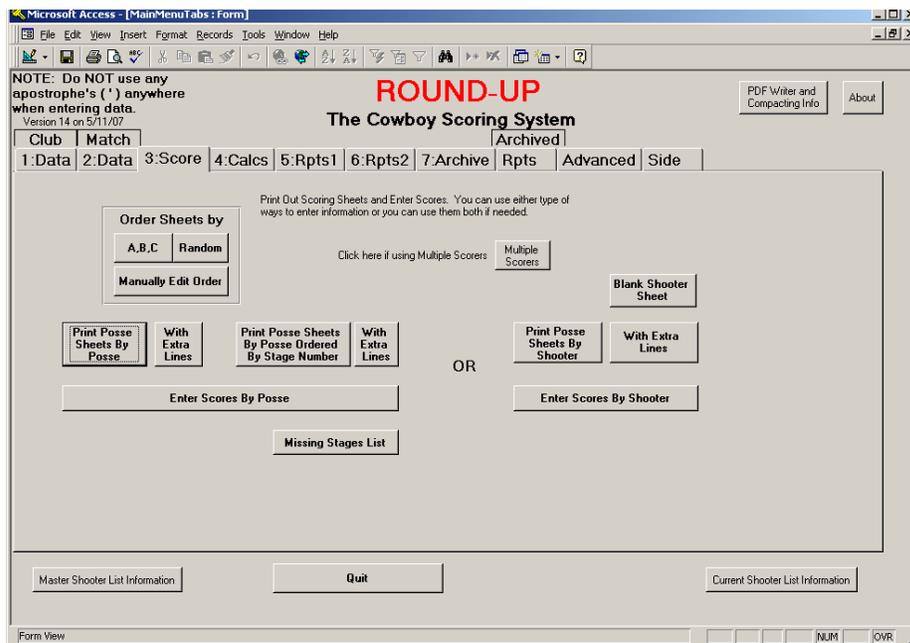


You can use "Edit Current Shooter for This Match" to change information on the shooters that you have already added to the current match. For example, you may need to change Posse Numbers or add a Number for someone you forgot.

This is also where you would delete a shooter from the match.

| | | |
|--|---|--|
| Edit Current Shooter for This Match | Review the Shooters that have been added to the Current Match. You can assign Posse numbers or delete the shooter from the current match. | Edit NON Shooter for This Match |
| | | Edit Vendors for This Match |

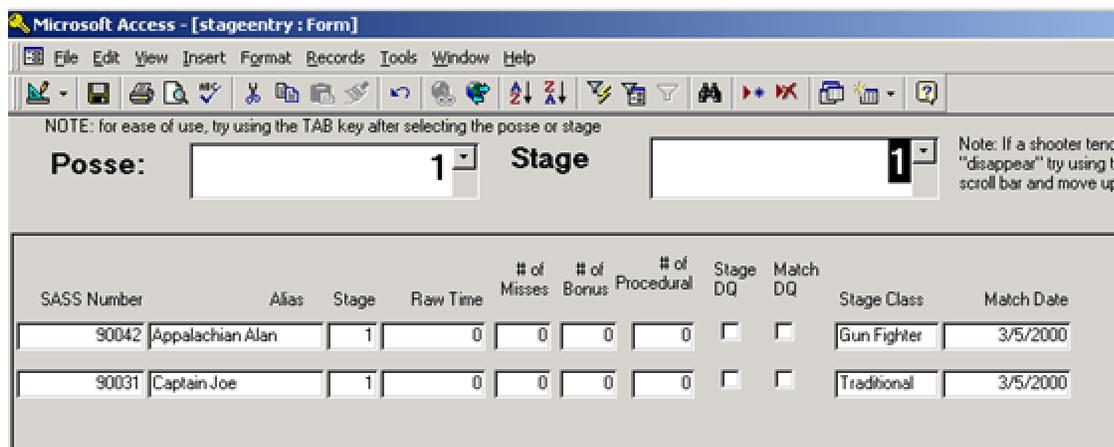
Click TAB 3 Score



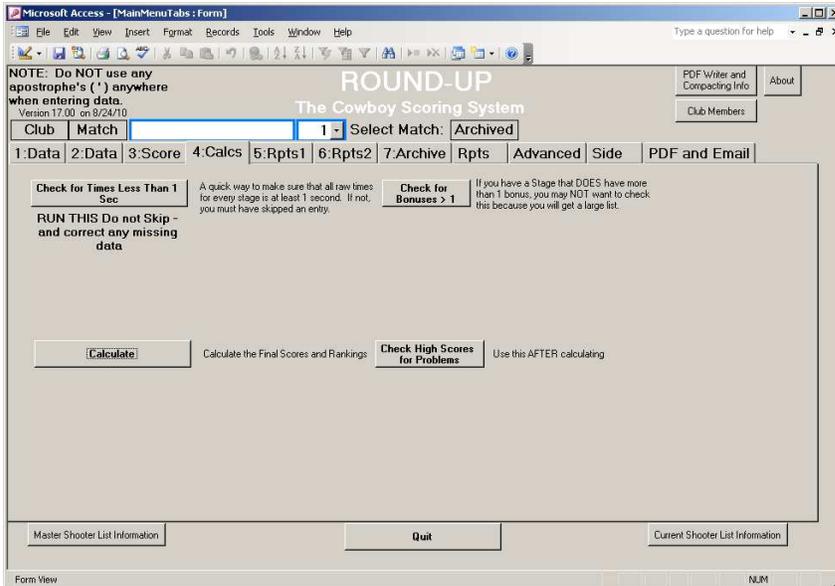
You can use the type of Posse Score sheets that you like the best. The “Posse Sheets By Shooter” work well if you decided to use blank preprinted sheets.

For this Tutorial, Click “Print Posse Sheets By Posse” This will bring up a print preview screen. If you want to print to the printer, Choose FILE and then PRINT **or press Ctrl + P** or click the printer icon. This selection prints a sheet for each posse per stage and would allow you to collect stage score sheets as they are completed.

Click the “Enter Scores By Posse” button
Click the down arrows and choose 1 for both Posse and Stage



Click TAB 4 Calcs



Click the “Check for time less than one second”
This will tell you if you did not enter a time for someone.

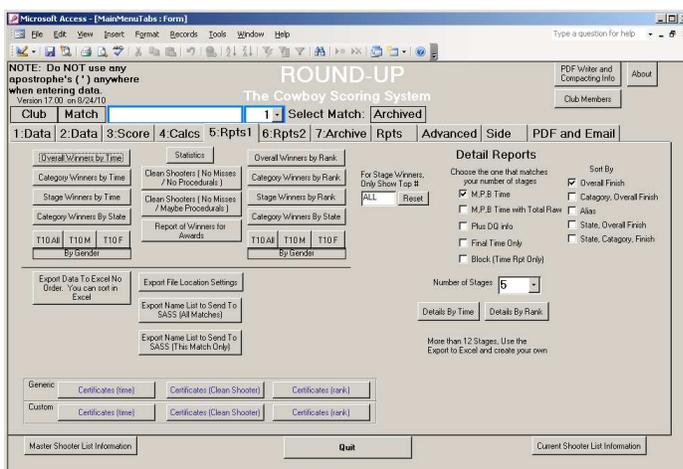
Click Check for Bonus > 1
This can be useful to see if someone got more than 1 bonus

Note: it may be OK to have more than one bonus.
You could make a bonus worth 1 sec and on one stage give a bonus of 2 for 2 sec and on another give 3 for 3 sec.

Click “Calculate” and WAIT for the OK
Note that you may receive a warning if someone has a score of 0 or more than one bonus or procedure.
The Calculate WILL work, it is just a warning.
You may Calculate at any time to check the progress of scores. IE you may want to calculate on day 1 of a two day match.

Use “Check High Scores for Problems” this lists all scores highest to lowest. If you see a strange score such as 1235, then that is a RED flag to check that shooter. I e it probably should have been 12.35

Click TAB 5 Reports1



SAVE: “Overall Winners By Time”
“Clean Shooters”
“Stage Winners By Time”
“Category Winners By Time”