

Tab 1 : Club Data

Microsoft Access - [MainMenuTabs : Form]

File Edit View Insert Format Records Tools Window Help

NOTE: Do NOT use any apostrophe's (') anywhere when entering data.
Version 14 on 5/11/07

ROUND-UP

The Cowboy Scoring System

PDF Writer and Compacting Info About

Club Match Archived

1:Data 2:Data 3:Score 4:Calcs 5:Rpts1 6:Rpts2 7:Archive Rpts Advanced Side

Edit Club Information Enter Club Name, Contact, and Choose a Ranking System.

Edit Category List Add New Category, ie Modern and Traditional

Edit Position List Add New Position Names, ie Posse Marshal

Database Maintenance and Other Tables

Clear out the current match information before starting a new match

Clear Out Current Stage and Shooter Information and Match Information OR Clear Out ONLY Current Stage and Shooter Information

Master Shooter List Information Quit Current Shooter List Information

Form View NUM

Edit Club Information

Edit Club Information Enter Club Name, Contact, and Choose a Ranking System.

Microsoft Access - [ClubInformation]

File Edit View Insert Format Records Tools Window Help

Club Information

ClubName

Contact First Name Print Certificates for top Shooters

Contact Last Name For each class that have at least Shooters

Street 1

Street 2

City Rank Scoring System "In Cat" means that you want to Rank by Category. I think your CRAZY if you want to do this.

State Zip

Phone 1

Phone 2

Email 1

Email 2

Close

1,2,2,3 example (for stage ranking)

Shooter	Time	Rank
1	23	1
2	26	2
3	26	2
4	29	3

1,2,2,4 example (for stage ranking)

Shooter	Time	Rank
1	23	1
2	26	2
3	26	2
4	29	4

Enter the Name of your Club and the Contact Information. This information can be used to create return addresses on mailing labels.

For Certificates and Ribbon Labels, feel in the info needed for how many.

If using Rank Scoring, choose the way you want the ties to occur. 1,2,2,4 is the default. Examples are shown.

If you want to RANK IN CATEGORY, choose the In Cat 1,2,2,4

I HIGHLY suggest that you do NOT use rank in category. I personally do not think it is a good choice. But it is provided for you to use if you really want to.

Edit Category List

Edit Category List
Add New Category. ie Modern and Traditional

Category	Abbreviation	Check This box is this is a Ladies Category	
Category	49	<input type="checkbox"/>	Add New or Change Spelling
Category	BW	<input type="checkbox"/>	Add New or Change Spelling
Category	BPG	<input type="checkbox"/>	Add New or Change Spelling
Category	LBR	<input checked="" type="checkbox"/>	Add New or Change Spelling
Category	BR	<input type="checkbox"/>	Add New or Change Spelling
Category	CC	<input type="checkbox"/>	Add New or Change Spelling
Category	D	<input type="checkbox"/>	Add New or Change Spelling
Category	ES	<input type="checkbox"/>	Add New or Change Spelling
Category	FC	<input type="checkbox"/>	Add New or Change Spelling
Category	FCD	<input type="checkbox"/>	Add New or Change Spelling
Category	FR	<input type="checkbox"/>	Add New or Change Spelling
Category	G	<input type="checkbox"/>	Add New or Change Spelling
Category	L49	<input checked="" type="checkbox"/>	Add New or Change Spelling
Category	LBW	<input checked="" type="checkbox"/>	Add New or Change Spelling
Category	LCC	<input checked="" type="checkbox"/>	Add New or Change Spelling

This is where you can add Names of categories.

You can delete or change the name of categories. Press the button beside the category you want to change or enter a new name for. This will also change the spelling of the associated shooters that were in that category.

Add New Categories at the bottom of the list.

To Delete a category, select it by clicking the box at the left of the row and press the delete key on the keyboard, or click at the top of the screen.

Archived matches are not changed.

The key is to make sure the spelling of each shooters category are the same. Each spelling is considered a different category.

Feel in the Abbreviation being sure not to duplicate yourself. Also click on the check boxes for the Ladies Categories. This is used to determine the top overall Mens and Ladies winners.

NOTE: it is possible that a top overall Lady may have entered a normal (ie mens) category. This program does not account for that in the automatic reports.

IF you want to use the system to track VENDORS and fee info for NON SHOOTERS, then make sure there is a category called Non Shooter and Vendor

Note: Do not use an Apostrophe (') in the names of categories or anywhere else. Including Alias Names.

Edit Position List

Edit Position List
Add New Position Names. ie Posse Marshal

Position	
Position	Bern Marshal
Position	Posse Marshal
* Position	

This is the Master list of POSITIONS. Can be used to track things such as Posse Marshals, EMT, Handicap, or other things.

Used in the Shooter Info.

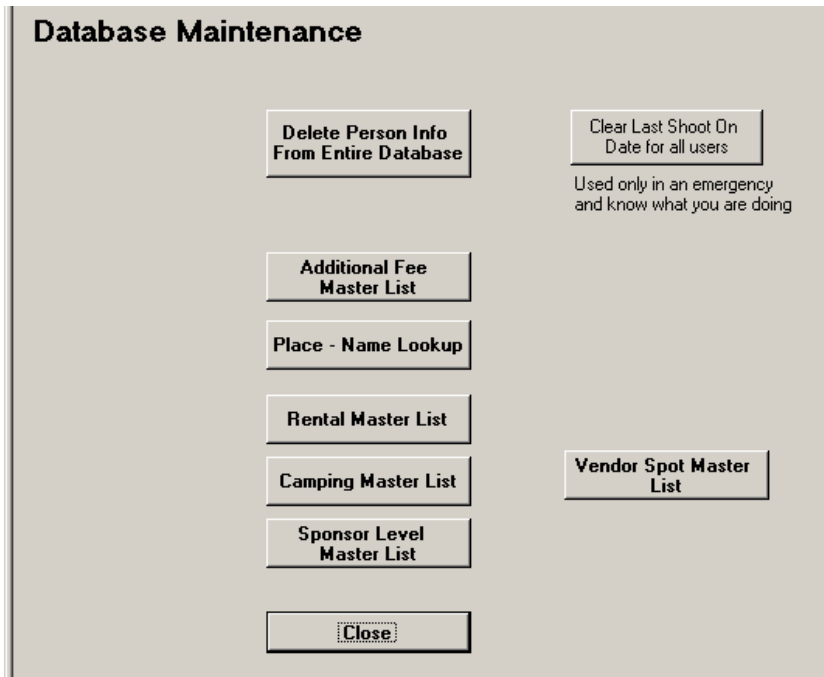
Press the button beside the position you want to change or enter a new name for. This will also change the spelling of the associated shooters that were in that position.

Add New positions at the bottom of the list.

Database Maintenance and Other Tables

Database Maintenance and Other Tables

Used to Maintain other Master Tables.



Delete Person Info From Entire Database

This button will prompt you for a SASS Number and then delete that person from the master list and the current match. Used if you seem to be having troubles of a shooter that should not be there. You usually delete shooters in the Current Match List or the Master Name List

Fee Master List

If you want to track Fees for a match, this is where you would list all the possible fees. Also, you can mark if you need tickets for the fee event.

((Note that you can have "fees" that are a \$0 cost if needed)) IE you may be giving out tickets for a special event to certain shooters or vendors and want to use this feature to track those people.

Place – Name Lookup

This is a cross reference used in many reports so that they know how to spell things such as "1st Place". You normally can leave this alone, but if you decide to give out more than 10 places, you will need to add the additional info to this list.

Rental Master List

List things that you have for Rent and the Quantity available. Such as Carts, Cabins, etc.

Camping Master List / Vendor Spot Master List

Camping Spot List							
Spot #	Description	Lot Size	Electric	Hookups	Location 1	Location 2	Price Level
1	c1	10x20	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Location	Location	4
2	c2	10x40	<input type="checkbox"/>	<input type="checkbox"/>	Location	Location	4
3	c3	20x30	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Location	Location	3
4	c4	20x50	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Location	Location	3
5	c5	22x30	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Location	Location	3
6	c6c	10x10	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Location	Location	1
7	c7	10x10	<input type="checkbox"/>	<input type="checkbox"/>	Location	Location	1
8	c8	15x15	<input type="checkbox"/>	<input type="checkbox"/>	Location	Location	2
*	0		<input type="checkbox"/>	<input type="checkbox"/>			0

This is where you list your available Camping / Vendor Spots. Sizes, location, and in camping the Price Level.

Price Level CAN be a reference number that you would cross reference to a fee or price list. OR it can be the actual price. Per night or total for event. NOTE: that you can SORT the list by double clicking the RED column titles.

Sponsor Level Master List

Used to list the available sponsor titles and level number

Clear Out the Current Match

Clear out the current match information before starting a new match

Clear Out Current Stage and Shooter Information and Match Information

OR

Clear Out ONLY Current Stage and Shooter Information

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.

The Other Button does the same thing, but does not reset the Match Information.

Tab 2 Match Data

Edit Match Information

Edit Match Information

Enter or Edit the Match Date and Scoring Information

Enter a Match Date by clicking the button “Change Match Date”. The date MUST be a date that has not been used before. IE not the same as the last match and not the same as any match in the Archive.

You MUST enter a match date AND the date must be unique. Never use the same date twice. This will allow you to look at old archived matches.

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

Enter the Number of Stages by clicking the button “Change Number of Stages”.

You may change the default times if wanted. All times are entered as a positive number. The program knows to add or subtract these numbers.

Number of Scorers is usually 1, but can be used to have more than one person enter scores on the same computer and then compare them.

Fee Master's List : Same as the button in Database Maintenance and Other Tables. See above for details.

CONTINUED ON NEXT PAGE

Time Scoring Type **Normal**
 Edit Times Per Stage

For Total Time Matches (ie not Rank Scoring) you can determine how stage and match DQ's are handled.

- NORMAL – uses the time entered at the left. Ie 999 for the time of a stage DQ
- MAX PER STAGE – Uses the time entered for that particular stage as the MAX time. This is also the Max for a slow shooter that did not DQ
- SLOWEST PLUS – If a shooter DQ's, they get the time of the slowest shooter for that stage PLUS the time entered for that particular Stage

BUTTON “ **Edit Times Per Stage**” is where you pre determine the Max or Plus Time for each stage. Enter the times for each stage as appropriate.

For Max Time Per Stage - Enter the Maximum Time for each Stage
For Slowest Plus - Enter the Time to be added to the slowest time for the Stage

Leave any UNNEEDED stages at 999

Stage1	999	Stage11	999	Stage21	999
Stage2	999	Stage12	999	Stage22	999
Stage3	999	Stage13	999	Stage23	999
Stage4	999	Stage14	999	Stage24	999
Stage5	999	Stage15	999	Stage25	999
Stage6	999	Stage16	999	Stage26	999
Stage7	999	Stage17	999	Stage27	999
Stage8	999	Stage18	999	Stage28	999
Stage9	999	Stage19	999	Stage29	999
Stage10	999	Stage20	999	Stage30	999

Add shooters to the Current Match Quick Pick
Validate Master List for Bad Cat.

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)

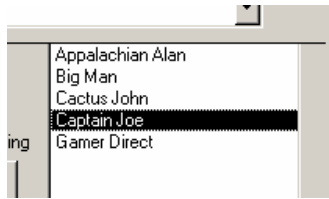
Validate Master List for Bad Cat.

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.

Microsoft Access - [MasterNameList]
 Match Date: 5/5/2007
 Match Name: Hooten Holler Roundup
 Number Of Stages: 10
 Enter SASS Number and press ENTER
 Drop down box to help find a shooter quickly: Appalachian Alan
 Assign Number: 55202
 Last Shoot On: 5/5/2007
 SASS Number: 55202
 Alias: Appalachian Alan
 Category: Frontiersman
 First Name: Alan
 Last Name: Billips
 Street 1: 115 Watercrest Circle
 City: Winchester
 State: KY Zip: 40391
 Phone 1: 859-749-9292
 Email 1: alanbillips@yahoo.com
 Posse: [] Posse Count: []
 Local Club Member: [] Local Club #: []
 SASS Member: [x]
 Local Dues Last Paid On: [] Expires: []
 Vendor: []
 7 Mile Tom
 Abigail Flored
 Abu
 Alamo Kid
 Appalachian Alan
 B B Hayner & Company
 B R Mayfield
 Back 40
 Badlands Beck
 Badwater Bill
 Baldy Bill
 Bam Bam
 Beau Blue
 Beaver Trapper
 Bella Spencer
 Big Six Henderson
 Big Steel
 Bill Rubin
 Bill Carson
 Bracut Loton
 Bison Bud
 Black Tom
 Blackfish Kid
 Blind Shooter
 Bluegrass Will
 Bogardus
 Bonnet Bonney
 Bonnie Dee
 Branch Club
 Brandon A. Bovine
 Brass Picker Jones
 Buckley O Neill
 Buffalo Balu
 Buffalo Creek Kid

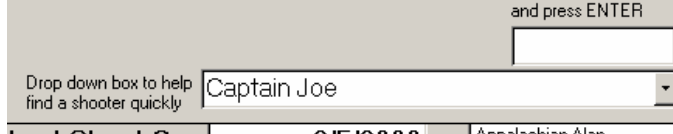
The list comes up in Alphabetical Order. Each shooter MUST have at least a SASS Number, Alias, and Class.

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



Or you can enter the Sass number in the box at the top right of the screen and press the ENTER key

Once you find the person you are looking for and their info is on the screen. CHECK the information for any corrections that need to be made. DOUBLE CHECK the category name. The category will be shown as the last one they used. They may be now in a different one.



For a Main Match Shooter, you can enter the Posse number NOW, or you can wait till later. If scoring a monthly match after the match is over, you may even want to just put all shooters on the same posse. Posse Count will show you how many people you have on each posse already.

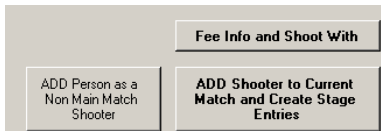
You can now add the person to the match

The person can be added as a SHOOTER or as a NON-shooter

If a SHOOTER, check the category name and then click **Add Shooter to Current Match**

If a NON then change the category to "non shooter" and the click **Add person as a Non Main Match Shooter**

This adds him to our current match. Notice that the "last shoot on" date has changed



The NON shooter option is useful at a large match to track Fees , Dinner Tickets, Etc. Use the category "non shooter" for these people.

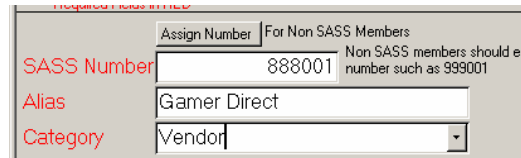
Note that the Non Shooter STILL needs a SASS Number

The other type of "person" is the Vendor.

In the case of the Vendor, the Alias will be the COMPANY NAME

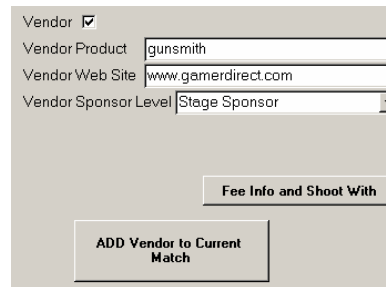
They still need a SASS Number

The Category should be "Vendor"




Fill out the rest of the information, then Click the check box "VENDOR"

Once check additional info is shown

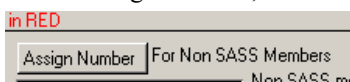


When all info is complete, Click **Add Vendor to Current Match**

To CREATE a new person,

Click the  arrow at the bottom of the screen to add a new person to the master list.

After clicking the arrow, fill out all the information.



If the person does not have a SASS number, you can type in your own number, or use the Assign Number button

Remember that each person MUST have at least a SASS Number, Alias, and Class. All other info is optional.

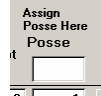
ONCE the person or vendor has been added to the match, you can track fee information by clicking on "Fee Info and Shoot With". See below for info on this button.

QUICK PICK

Add Shooters to the Current Match (QUICK PICK)

Number Of Stages				Assign Posse Here	
SASS Number	Alias	Category	State	Last Shoot Date	Posse
35208	Appalachian Alan	Frontiersman	KY	3/5/2000	1
90099	Big Man	Traditional		3/5/2000	2
90055	Cactus John	Duelist			0
90031	Captain Joe	Traditional	KY	3/5/2000	1
888001	Gamer Direct	Vendor	KY		0
*	0				0

You can add Shooters to the Current Match using the Quick Pick also. To assign the posse number, type it in at the TOP of the list and then Click Add Shooter for those in that Posse.



To add new shooters, go to the bottom of the list and enter the SASS Number, Alias and Category

Non Shooters and Vendors cannot be entered here.

NOTE: If planning to enter the scores by shooter and not by posse, then the posse number does not really matter at all. Put everyone in posse 1.

Match

Validate Master List for Bad Cat.

If wanted, you can use the Validate button to see if the people in you master list have a "valid" category. IE you may have deleted a category and still have people in the master list that had this category. At this point, it really does not matter if they are valid or not. It WILL be important to Validate the Current Match List.

Shooter Letters

Edit Letter

You can print Confirmation Letters from the database.

Edit Letter: Allow you to change the Text in the letter.

Print Letters

Print Letters will print letters for all new shooters since the last time you printed.

As you add shooters to the main match, they are tagged as not having a letter Printed Yet. When you Print Letters, the programs asks you if you want to tag the shooters as having the letter printed. If you do, then next time you print, only the new entries since the last print job will have letters.

Editing people already in the Current Match

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.

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

Change Posse Numbers or Category or Fee Info

EASY way to change or assign Posse Numbers and / or Category and / or Fee Information for the Current Match

You can also edit some information using this button

Match Date: 3/5/2000

SASS Number: 90031

Alias: Captain Joe

Category: Traditional

First Name: Joe

Last Name: Smith

Street 1: 11 Main St

City: Lexington

State: KY Zip: 25412

Phone 1: 325-568-5874

Posse: 1

Local Club Member: Local Club #: 0

SASS Member: Expires: _____

Local Dues Last Paid On: _____

Special Position: _____

Letter has been Printed: Print Letter

Delete Shooter From Current Match

Appalachian Alan
Big Man
Captain Joe

Fee Info and Shoot With

If you make changes here, they are NOT made in the Master List unless you click the button.

These screens look and work just like the MASTER LIST screen that you used to add shooters to the match.

When you add shooters (or vendors) to the match, a COPY of all there info is made into a different table. Thus, if you change information on the EDIT screen, the MASTER list is NOT changed.

If you make changes to things such as the phone number etc, and WANT these changes to be made to the master list also, then click the button to copy the info.

If you make changes here, they are NOT made in the Master List unless you click this button

Letter has been Printed Print Letter

You can also Print (or Re Print) the shooter letter from this screen.

Validate Shooters for missing posse

Used to make sure that every shooter has been assigned to a posse

Validate Shooters for Bad Category

Used to make sure that every shooter has a valid Category. Important for Reports.

Click “**Validate Shooters for missing posse**” you should receive a “Validation Complete” answer. If you had forgot to assign a posse number to a shooter, the sass number of the shooter would have been shown and you could use edit current shooter to make changes.

Click “**Validate Shooters for Bad Category**” you should receive a “Validation Complete” answer. If a shooter is missing a category or for some reason has one that is not in the master list, then the sass number of the shooter would have been shown and you could use edit current shooter to make changes.

Fee Info and Shoot With

The screenshot shows a Microsoft Access form titled "AdditionalShootInformation" for match 35202, "Appalachian Alan", on 3/5/2000. The form is divided into several sections:

- Fee Table:** A table listing fees for various items. The total fee is \$140.00.
- Posse Selection:** Five dropdown menus labeled "Posse With 1" through "Posse With 5", with values 6, 7, 8, 9, and 10 respectively.
- Check/Ref Number:** A text box for tracking payments.
- Amount Received:** A text box showing \$0.00.
- Received On:** A date picker set to "Today".
- Camping Section:** A table for selecting camping spots. The first row shows a spot for 3/4/2000 to 3/6/2000, size 22x30, price 3.
- Buttons:** "Close" and "Today" buttons.

Fee Description	Fee Cost Each	Qty	Fee Sub Total
35202 Main Match Family First Person	\$100.00	1	\$100.00
35202 1 Day Camping	\$5.00	2	\$10.00
35202 Saturday Dinner	\$15.00	1	\$15.00
35202 All Day Side Match	\$15.00	1	\$15.00
35202	\$0.00	0	\$0.00

Check In Date	Check Out Date	Spot #	Description	Size	Elec	Hook	Price
3/4/2000	3/6/2000	5	c5	22x30	Yes	No	3
*							

This area is accessed from multiple screens, but they all work the same. Once the person or vendor has been added to the match, you can access the fee info.

The top left hand side has the fee information. This list was populated by the entries you made into Fee Master Table

This screenshot shows the same Microsoft Access form as above, but with the "Fee Table" expanded to show the full list of items and their costs. The total fee is \$140.00.

Fee Description	Fee Cost Each	Qty	Fee Sub Total
35202 Main Match Family First Person	\$100.00	1	\$100.00
35202 1 Day Camping	\$5.00	2	\$10.00
35202 Saturday Dinner	\$15.00	1	\$15.00
35202 All Day Side Match	\$15.00	1	\$15.00
35202	\$0.00	0	\$0.00

Drop down the list and select the fee you want to apply.

Once selected, the default price will be entered. You can change the price if you want.

Change the Quantity to the number needed.

The Total Price box will auto update as you make changes,

Check/Ref Number

Amount Received

Received On

This section is a place you can enter a check number or a reference number and the amount you received. The button "Today" will put today's date in the box "Received on"

Camping

Check In Date	Check Out Date	Spot #	Description	Size	Elec	Hook	Price
3/4/2000	3/6/2000	5	c5	22x30	Yes	No	3

This section is for assigning camping spots.

To find a spot, type in the Check In Date and the Check Out Date. Then click the button "Find Spot". A list of all AVAILABLE spots will be shown and then you can PICK the spot you want.

Note that picking a spot does NOT place a charge in the FEE section. You will have to do that manually as a separate task. It is not required to assign spots. You can just pick a fee in the fee section and skip the spot reservation.

If the person is a VENDOR, a tab next to camping will show named "Vendor Spot".

Click on the tab name to see the Vendor Spot info. To assign a spot, type in the Check In and Check Out Dates and then click FIND

Posse With

Posse With 1 6

Posse With 2 7

Posse With 3 8

Posse With 4 9

Posse With 5 10

This section allows you to enter the names of the shooters you want to posse this person with. A report will show all requests.

This is a difficult thing to program. I personally do posse assignments by hand. But this will attempt to group all shooters that want to be together in the same posse.

Side Match Entries

SASS Number Side Match Name

If paying ahead of time for particular side matches, you can choose them here.

Rentals

Rental

Total Number Available: Number Not Rented:

Cabin

Match Date	Number	Alias	Shooter	Non	Qty	ID	Rental Description
3/5/2000	35202	Appalachian Alan			2		Cabin <input type="button" value="Add Fee"/>
3/5/2000	0				0		Cabin <input type="button" value="Add Fee"/>

Used to assign rentals to shooters and non shooter.

Pick the rental type at the top using the drop down box. Then the center section will show those that are renting that type. Add new people by using the drop down list under the column Shooter or Non. Type in the Quantity

Note: that this just assigns rentals for the purpose of reporting. To assign Fees, you must click ADD FEE

When you click ADD FEE, the fee list for that person will show

Fee Description	Fee Cost Each	Qty	Fee Sub Total
35202 Main Match Family First Person	\$100.00	1	\$100.00
35202 1 Day Camping	\$5.00	2	\$10.00
35202 Saturday Dinner	\$15.00	1	\$15.00
35202 All Day Side Match	\$15.00	1	\$15.00
* 35202	\$0.00	0	\$0.00

Then use the list to assign a fee for the Rental

The Rental Report can be found on Tab 6 Rpts 2

Tab 3 Score

NOTE: Do NOT use any apostrophe's (') anywhere when entering data.

Version 1.4 on 5/17/07

ROUND-UP
The Cowboy Scoring System

Club Match Archived
1:Data 2:Data 3:Score 4:Calcs 5:Rpts1 6:Rpts2 7:Archive Rpts Advanced Side

Print Out Scoring Sheets and Enter Scores: You can use either type of ways to enter information or you can use them both if needed.

Order Sheets by
A,B,C Random
Manually Edit Order

Click here if using Multiple Scorers Multiple Scorers

Blank Shooter Sheet

Print Posse Sheets By Posse With Extra Lines
Print Posse Sheets By Posse Ordered By Stage Number With Extra Lines
OR
Print Posse Sheets By Shooter With Extra Lines

Enter Scores By Posse Enter Scores By Shooter

Missing Stages List

Master Shooter List Information Quit Current Shooter List Information

By default, shooter score sheets are printed AND entered alphabetically.

If you want something different, you can choose the button RANDOM to randomize the order. Or, you can manually Edit the order. Or randomize it and then edit it.

HOWEVER, if scoring by posse, once you print the posse sheets, it is suggested that you do NOT change the order again. This is because the score entry screen will show you the shooter names in the same order as the printed sheets. This makes entering scores a lot easier.

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

To print the score sheets, click on the button that has them in the way that you want. 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.

Enter Scores By Posse

Enter Scores By Posse

This is mainly used for Annuals, State and above matches where posses were pre set up
Click the down arrows and choose the Posse Number and the Stage Number

Posse: Stage:

NOTE: for ease of use, try using the TAB key after selecting the posse or stage

Posse: Stage:

Note: If a shooter tends to "disappear" try using the scroll bar and move up

Min Time Check:
Max Time Check:
Auto Insert Decimal:

Skip Bonus Stop Skip Procedural Stop

SASS Number	Alias	Stage	Raw Time	# of Misses	# of Bonus	# of Procedural	Stage DQ	Match DQ	Category	Match Date
35202	Appalachian Alan	2	33.54	1	0	1	<input type="checkbox"/>	<input type="checkbox"/>	FR Frontiersman	3/5/2000
90031	Captain Joe	2	40.10	0	0	0	<input type="checkbox"/>	<input type="checkbox"/>	T Traditional	3/5/2000

Press the TAB key until you are in the Raw Time Field for the first shooter (you could also click in the field but the TAB key is easier) NOTE: the Enter key also works and can be used with the number pad.

Enter the Raw Time and other information using TAB or the ENTER key to move between fields

If a Stage DQ, you put a check on the appropriate box.

If Match DQ, check the appropriate box and it will ask you if you are sure. If so, it will mark all stages for that shooter as a match DQ.

Note that if you want to, you can still enter the shooters raw time and other info even though they had a DQ.

If you do not have the raw time, do NOT leave the time as zero. You can do that, but you will be multiple warnings when you try to calculate the scores. I suggest entering 900 or 999 as the raw time. The FINAL time will be whatever you set up for a DQ on the Match information Screen.

Note: If a shooter tends to "disappear" try using the scroll bar and move up

Min Time Check:
Max Time Check:
Auto Insert Decimal:

Skip Bonus Stop Skip Procedural Stop

This area is used to change the way the screen works.

You can have the program give you a warning if you enter a score less than the Min or more than the Max.

Auto Insert Decimal will allow you to enter 2125 and the program will change it to 21.25 for 21 even enter 2100

The two skip button allows the TAB to skip these columns. You can still enter info in the column by using the mouse and clicking in the box

If wanted, you can use the Print Scores buttons to print a list to compare to the hand written sheet. **I use this at the state match and have two people compare the score sheets before considering them Good.**

Enter Scores by Shooter

Enter Scores By Shooter

Microsoft Access - [EnterScoresByShooter : Form]

NOTE: for ease of use, try using the TAB key after selecting the Name

Name:

Min Time Check:
Max Time Check:
Auto Insert Decimal:

Skip Bonus Stop Skip Procedural Stop

Stage	SASS #	Number	Raw Time	# of Misses	# of Bonus	# of Procedural	Stage DQ	Match DQ	Category
1	90099	1	0.00	0	0	0	<input type="checkbox"/>	<input type="checkbox"/>	T Traditional
2	90099	2	0.00	0	0	0	<input type="checkbox"/>	<input type="checkbox"/>	T Traditional

Big Man

Form View

This screen works the same way as the posse sheet. So be sure to read the above section.

You can choose the shooter by the drop down list at the top of the screen, or by selecting a shooter in the list at the right.

The list at the right ONLY shows the shooters that still needed scoring

If looking for a shooter to correct a score, you will have to use the drop down list

Entering scores, skipping columns, warnings, and printing the scores work the same as in the posse section.

Tab 4 Calcs

Microsoft Access - (Main Menu) cls1 form

File Edit View Insert Format Records Tools Window Help

NOTE: Do NOT use any apostrophe's (') anywhere when entering data.

Version 14 on 5/7/17/07

ROUND-UP

The Cowboy Scoring System

PDF Writer and Compacting Info About

Club Match Archived

1:Data 2:Data 3:Score 4:Calcs 5:Rpts1 6:Rpts2 7:Archive Rpts Advanced Side

Check for Times Less Than 1 Sec
A quick way to make sure that all raw times for every stage is at least 1 second. If not, you must have skipped an entry.

Check for Bonus > 1
If you have a Stage that DOES have more than 1 bonus, you may NOT want to check this because you will get a large list.

Check for Procedurals > 1
A good check. Remember that some shooters MAY have more than 1 due to minor safety penalties.

Calculate Calculate the Final Scores and Rankings

Check High Scores for Problems Use this AFTER calculating

Master Shooter List Information Quit Current Shooter List Information

Form View NUM OVR

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.

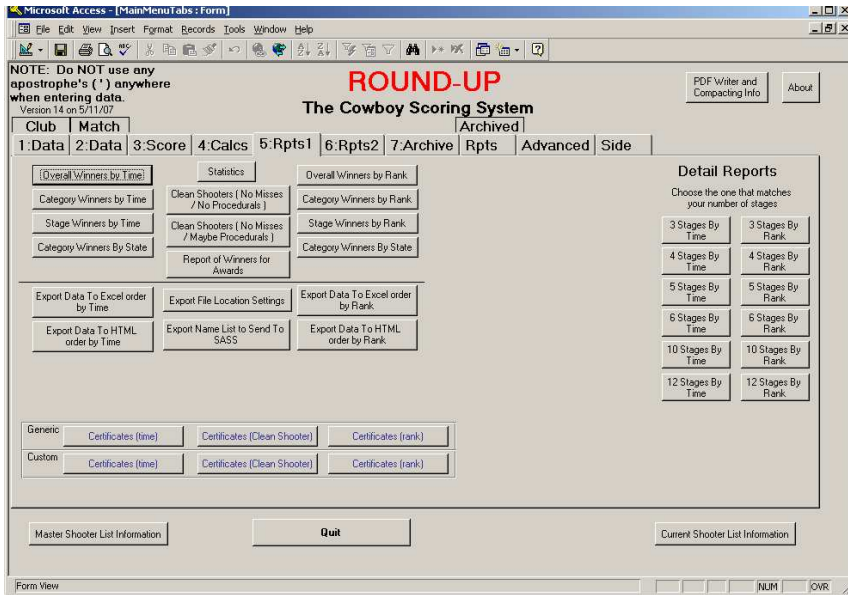
Click **Check for Procedurals > 1**
This can be useful to see if someone got more than 1 Procedure

Note: it may be OK to have more than one Procedure
Someone Could have a Procedure AND a minor safety and therefore 20 sec penalty

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. Ie it probably should have been 12.35

Tab 5 Rpts 1

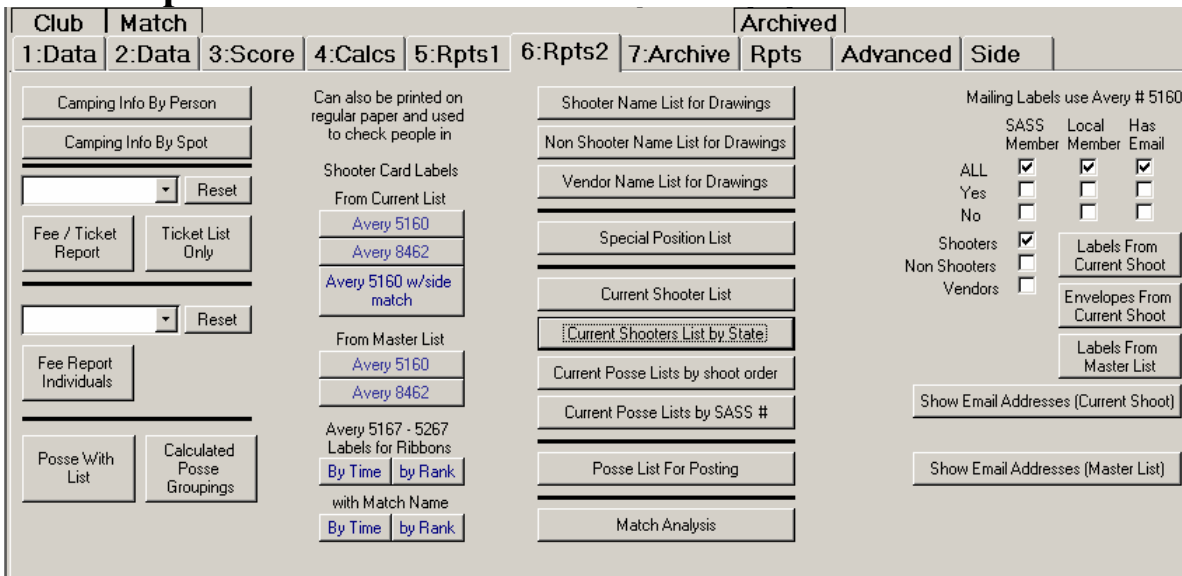


Try out the different reports.

You can export the information of an Excel file or HTML file. These two buttons save a file to your hard drive at name specified in the "Location Settings"

Reports can be printed to a printer, or printed to a PDF document that then could be emailed to shooters.

Tab 6 Rpts 2



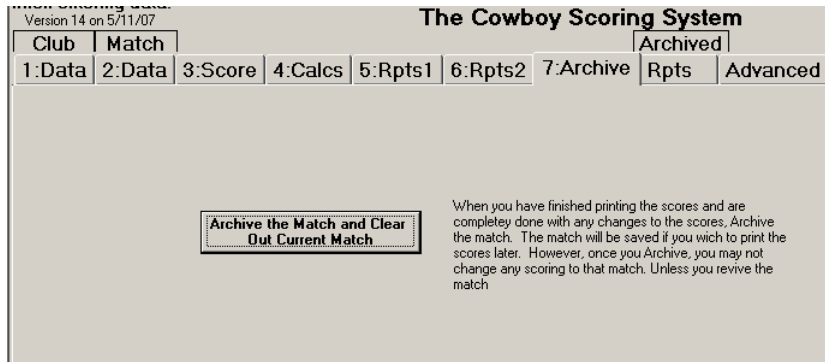
Best way to learn the reports is to try them

Drop down boxes on the left for Fee's
If left blank, the report will show ALL Fees

All the buttons on the right side work in conjunction with the check boxes

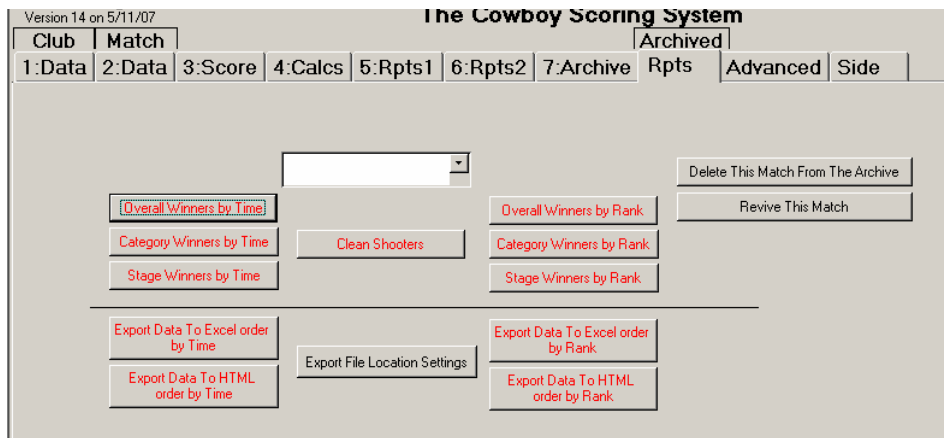
Labels for ribbons work in conjunction with the setup you entered for certificates.
Ie Print for X number of places for categories that have at least X number of entries

Tab 7 Archive



Clicking this button will copy all data from the match to the archive and then delete the current match.

Archived Reports



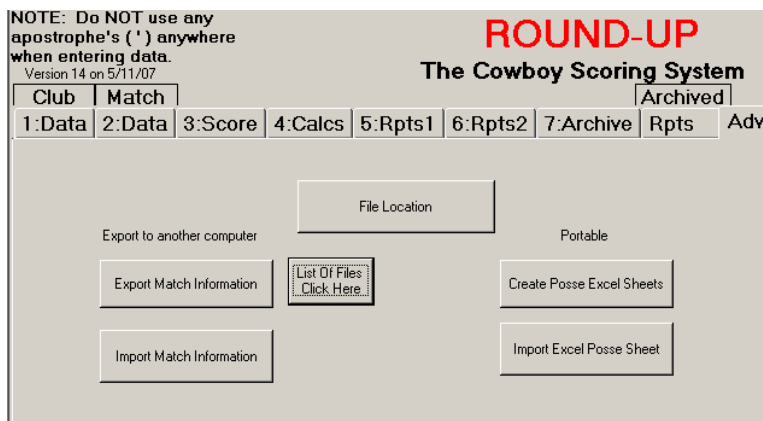
Basic reports you can print of archived matches.

If you need more detail, you can revive a match to become the current match.

When revived, the match is deleted from the archive.

Once revived, you can rerun the calculate and then print any report needed.

Advanced



You can export and import the current match to or from another computer.

Choose the file location by using the file location button. Note that the export does not include archived matches.

Personally, I suggest that if you need the program on another computer, just copy the entire roundup mdb file to the computer by using a CD or USB Memory Key.

Side Match Tab

Side Match Master List Add, Delete, or Change Spelling of Side Matches

Side Match Assignments and Scores Add Shooters to Side Matches and Enter Scores

Side Match Winner Report

You can use the program to track side match entries or to even score side matches.

Side Match Master List

Side Match Master List

"No Limit" - Can enter as many times for score as you want
"Declare" - Shoot as many times as you want, but must DECLARE which one is for Score
"Won,Bought" - Enter once to WIN, as many times as you want to BUY

"Time Only" - Lowest Time Wins
"Miss Only" - Least Misses Wins
"Hit Only" - Most Hits Win
"Miss then Time" - Least Misses Wins, if tie then lowest Time
"Hits then Time" - Most Hits Wins, if tie then lowest Time
"Time+Miss" - Scored by Raw time + XX secs per miss.
"Scale" - Subjective Score 1 - 10 or 1- 100 Highest Score Wins
"Points" - Highest Points Wins

Side Match Name	Award Type	Score Type	A Miss Counts as ?		
Change Me	Declare	Miss Only	5	Add New or Change Spelling	Delete
	No Limit	Time+Miss	5	Add New or Change Spelling	Delete

This is where you list all of the side matches.
Each side match has an award type and a score type

Assignments and scores

Change Me Declare Miss Only 5 3/5/2000

SASS Number	Side Match Name	Miss	Declared	Score
35202	Appalachian Alan	1	<input checked="" type="checkbox"/>	1
90099	Big Man	0	<input checked="" type="checkbox"/>	0
*	0	0	<input type="checkbox"/>	0

This is where you can add people to the side match or do scores
You can also add people to side matches using the Fee Info Screen

First pick the match name from the drop down field
Then add shooters to that match name.

Side Match Scores

To see the final scores, click the "Side Match Winner Report"

Converting from a previous Version

Upgrade to Version 14

If you have already been using Roundup with your own data for your shooters, then you will not want to reenter that information.

If you are using versions before 12, contact me for information on upgrading.

To help you, I have written a routine that will bring your existing matches over to the new database.

If you have been using the export features of the Portable option, delete the Possexx.xls files on the C root Drive first.

Make a backup copy of your database before starting.

If you have converted your current database to Access 2000, 2002, XP etc. Make sure The new Version 14 database is the right one for you version of Access.

Step 1: Move your existing database on your hard drive to the root of the C: drive or to a simple directory name like c:\cowboy. This will make it easier later.

My examples will assume that your current database is C:\COWBOY\ROUNDUP12.MDB

Step 2: Download and Unzip the new database

Step 3: Start ROUNDUP14.MDB

Step 4: Click on the "About" button

Step 5: Click on the "Import Tables" button

Step 6: Type in the FULL location of your current database in the blank

Example : C:\COWBOY\ROUNDUP12.MDB

Step 7: Choose the version you are upgrading from using the drop down list.

Step 9: Click on the "Import Your Old Tables" button

Step 8: You will receive a message that says "complete". If you get an error, please check the name and location of the database.

Close the open windows.

You will not need your old version any more, you may delete it but I suggest you keep it as a backup.

If you were using Custom Certificates, click the "Delete Current Custom Certificates" button and then the "Transfer Custom Certificates from above Database" button.

If you have any trouble, please contact me. Also feel free to email me your database , and I will convert it for you.

READ if using Windows VISTA operating system

A couple of problems have shown up in Vista.

First, Microsoft tries to "protect" you from writing to the C drive root.

So exports to excel and html and other exports may not work.
You need to create a folder on the root named anything such as OUTPUT

Then in the export locations section of the program, change the exports to go to C:\OUTPUT\SCORES.XLS or .html or whatever

For those that use the few exports that do not ask where to go to, Version 14 of the program will allow you to change the locations.

Second, you may get errors when trying to run a report such as
"The OpenReport action was cancelled"

This is a printer driver problem that was caused by either Vista or an update to XP

At work here, I had the print problem after an update to XP. The only way I could preview reports from access or print from internet explorer was to change my default printer to another.

I have since uninstalled my printers and reinstalled them. This has seemed to have reloaded my printer drivers and now I am OK.

So, for a temporary solution, change your default printer.
But what you really need to do is delete or uninstall all of the printers that are of the same model as the printer causing the problem

Then installing the printer again.

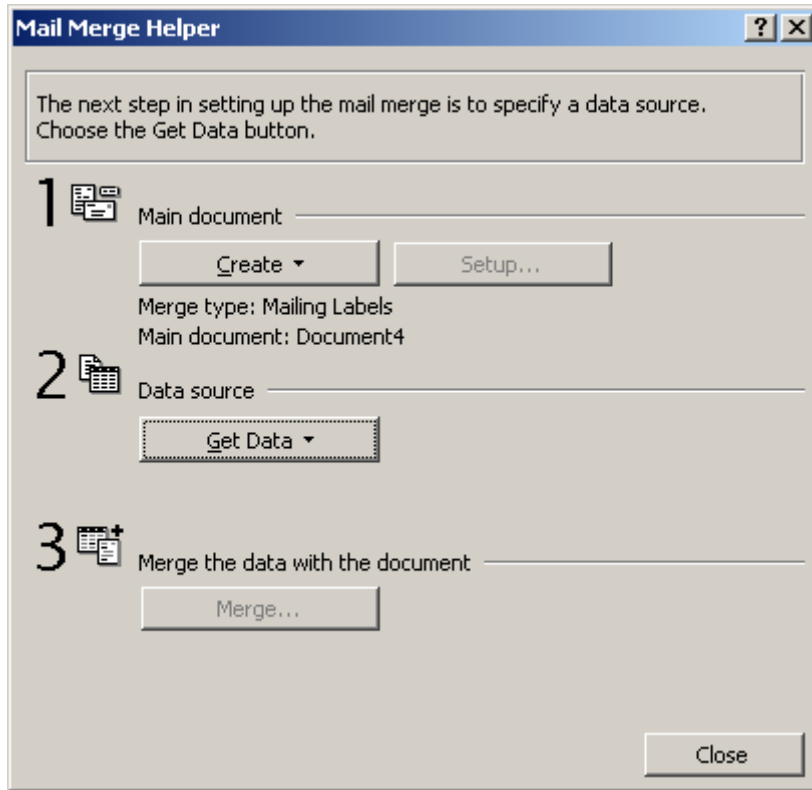
I have not tried, but if this does not work, go into the printer properties and tell Windows to "REINSTALL" the drivers

As I told other users, this is a Microsoft problem. I will try to help as best as I can, but I cannot fix the problems for Microsoft.

Mail Merge

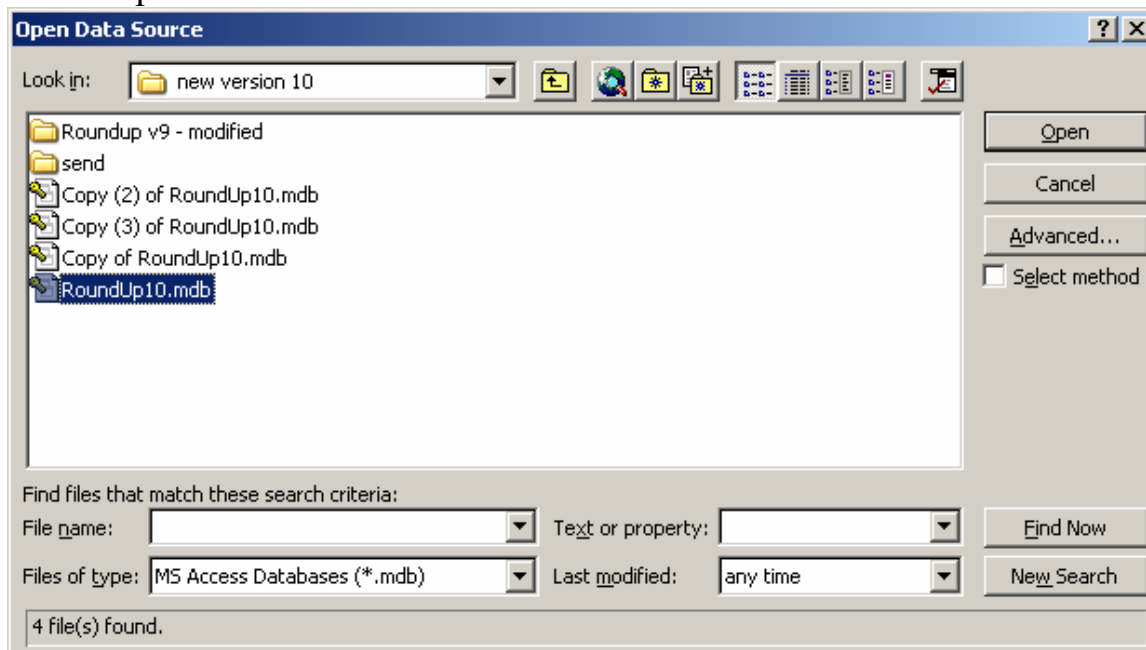
You can use mail merge in Microsoft Word or other programs to create mailing labels or form letters.

In word, choose Tools and then “Mail Merge”



Click Create and then Mailing Labels
Then choose New Main Document

Now select Get Data
Select Open Data Source



Change "Files of type" to MS Access Databases and then browse to the location of the database and select the database.

Click Open

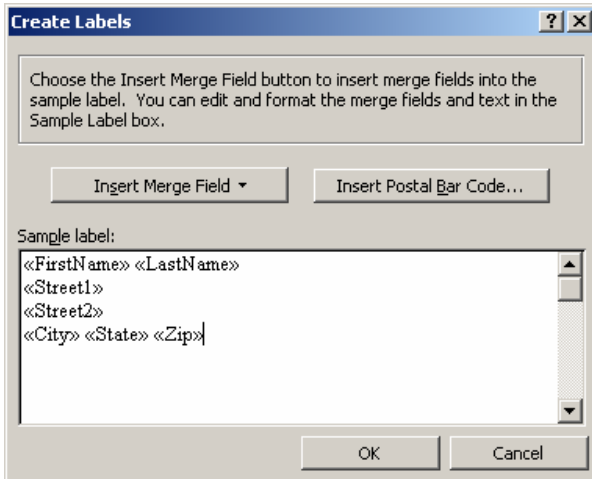
Choose the Table "MasterNameList"

Then Click Set Up Main Document

Select the Address Labels you have and click OK

Use the Insert Merge Field and the space bar to work out your labels

When done click OK



Click Query Options

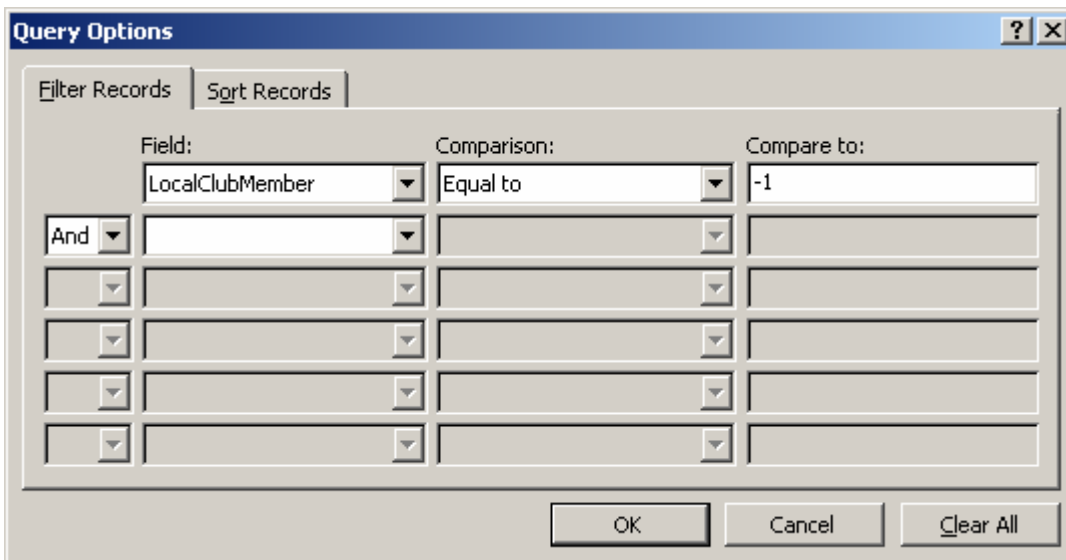
and then select

Field = LocalClubMember

Comparison = Equal to

Compare To = -1

(-1 = true)



Click OK

Click Merge

Default Setting should say New Document

Click Merge

You can now print your labels

Using Multiple Scorers

At a large match, you may decide you want to enter the scores a second or third time and then compare the scores. This would help eliminate data entry errors. You can enter these extra sets of scores on the same computer as the first or on a separate computer.

Set the number of scorers you are going to use in the Match Information area before starting this part.

You will need to put the same version of the scoring program on each computer you plan to use

First set your posses up completely, if you have to add or delete shooters after starting this process, you will have to add or delete the shooter on each computer that you are using so that the basic data will match.

To go to the multi-scorer are click on



Entry Area for Multiple Scorers

Step 1: Do this step on the Master Computer. Export all data to the other computers (if using other computers)

Step 2: Copy the 8 files to the other computers. Put the files on the root C:\ drive.

Step 3: Do this step on each of the other computers. Click Import.

Step 4: On each Computer, Enter the scores.

Scorer 1		Scorer 2		Scorer 3		Scorer 4	
<input type="button" value="Enter Scores By Posse"/>	<input type="button" value="Enter Scores By Shooter"/>	<input type="button" value="Enter Scores By Posse"/>	<input type="button" value="Enter Scores By Shooter"/>	<input type="button" value="Enter Scores By Posse"/>	<input type="button" value="Enter Scores By Shooter"/>	<input type="button" value="Enter Scores By Posse"/>	<input type="button" value="Enter Scores By Shooter"/>

Step 5: Do this step on each of the other computers, Export each of the Scorers results.

Step 6: Copy each of the exported files from the other computers to the Master Computer. Put the files on the root C:\ drive.

Step 7: Use each of these import buttons for the files that were on the other computers

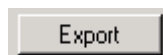
Step 8: Run the Compare

Step 9: If you need to correct anything, just use the ENTER SCORES buttons above on the Master Computer. Then run the Compare Again. There is no need to re-export and re-import for minor correction

Step 10: When Satisfied, close this screen and go to the CALCS tab, run your checks, and then run the Calculate.

We will call the main computer that you are using the Master.

On the master computer, click the export button



This will create 9 files on the root of the C:\ drive. They are

- ClubInformation.txt
- CurrentMatchInformation.txt
- CurrentNameList.txt
- Classes.txt
- MasterNameList.txt
- CurrentStage.txt
- CurrentStage2.txt
- CurrentStage3.txt
- CurrentStage4.txt

Copy these 9 files to the C drive root of each of the **other** computers you are going to use to score with. If you are just going to use the one computer to do an extra set of scores, then you do not have to do this step. You have to copy ALL 9 files even if you are only using 2 scorers.

On each of the Other computers, click the button

Import

Scorer 2

Enter Scores
By Posse

Enter Scores
By Shooter

Use each of the scoring areas to enter the corresponding set of scores.

Scorer 1 will enter the scores on the Master computer. The other scorers will use either the master computer or another computer to enter scores.

After all scores have been entered or after day one, when you want to compare scores.

On each corresponding computer, click the appropriate export buttons.

Export 3

This will create a file on the C root drive called ONE of the following

scores2.txt

scores3.txt

scores4.txt

Copy the file from the Other computers to the C root of the Master Computer.

On the Master computer, click the Import button for each of the scores you copied.

Import 2

Once all scores are imported, you can now compare the scores by clicking on the compare button

Compare

If there were scores that did not match, you will get a report displayed.

If you have error, you can either change the data on each computer or on just the Master computer. When you calculate the scores, the program only uses Scorer 1's data.

If you are running this at the end of all of your scores, I would just change the data on the Master computer. If this is in the middle of a match, I would change the data on all computers.

Once you are satisfied, continue to the Calcs area.

Making the best use of the export to Excel

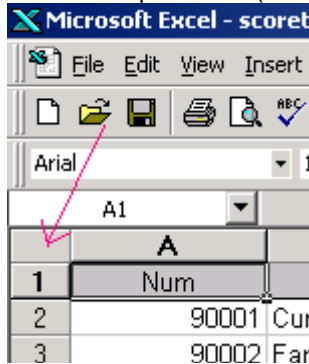
This is to give a quit lesson on using excel to manipulate your data.

First run the export to excel button in the database. This will create a file on the c drive named SCORETABLE.XLS

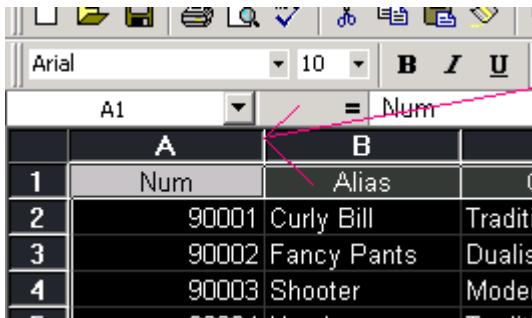
Open the scoretable.xls file in excel. (or archivescoretable.xls if using an archived match)

1	Num	Alias	Class	FinalTime	FinalRank	Raw1	Mt	Pt	Bl	Raw
2	90001	Curly Bill	Traditional	244.93	25	36.7	0	0	0	36.7
3	90002	Fancy Pants	Dualist	253.4	27	41.55	0	0	0	41.55
4	90003	Shooter	Modern	262.17	43	44.66	0	0	0	44.66
5	90004	Henderson	Traditional	269.84	48	43.02	2	0	0	53.02
6	90005	Black Eyed Bill	Traditional	272.62	46	42.87	3	0	0	57.87
7	90006	Ky Outlaw	Traditional	273.68	46	47.94	1	0	0	52.94
8	90007	Cize	Traditional	276.69	44	39	2	0	0	45
9	90008	Yak	Traditional	276.53	41	51.17	1	0	0	56.17
10	90009	No Purse Nez	Modern	278.11	55	48	4	0	0	66
11	90010	Dustin Clays	Traditional	289.05	56	45.52	0	0	0	45.52
12	90011	Beek	Traditional	293.32	74	45.31	1	0	0	50.31
13	90012	Dawg	Dualist	295.08	61	51.39	1	0	0	56.39
14	90013	Bloodhound	Junior	301.05	85	55.1	3	0	0	70.1
15	90014	Driftwood	Traditional	305.13	78	63.04	3	0	0	76.04
16	90015	Copperhead Joe	Traditional	312.97	74	53.47	2	0	0	63.47
17	90016	Rawhide Rex	Traditional	313.99	90	47.43	0	0	0	47.43
18	90017	Siamra	Traditional	325.26	94	49.95	2	0	0	59.95
19	90018	Bison Bud	Traditional	329.36	90	57.94	2	0	0	67.94
20	90019	Nine Toe Bibb	Traditional	344.32	116	54.25	1	0	0	59.25
21	90020	Woo Bib	Traditional	361.48	127	58.72	0	0	0	58.72
22	90021	Skull	Traditional	367.12	124	55.67	1	0	0	61.67
23	90022	Easy Pickens	Traditional	367.76	135	53.66	1	0	0	58.66
24	90023	Smitty	Traditional	372.28	145	67.89	2	0	0	77.89
25	90024	Cactus Pat	Traditional	376.69	158	62.42	0	0	0	62.42
26	90025	Lawman	Traditional	379.18	138	67.32	9	0	0	112.32
27	90026	Harlan James	Cartridge	379.73	150	66.75	3	0	0	81.75
28	90027	Smith	Dualist	383.45	169	64.39	0	0	0	64.39
29	90028	Ky Ranger	Traditional	382.42	156	69.89	0	0	0	69.89
30	90029	Ky Cannon	Traditional	385.77	172	78.01	1	0	0	83.01
31	90030	Captain Hook	Traditional	387.53	170	68.96	2	0	0	78.96
32	90031	B.P. Heyfield	Traditional	394.42	170	72.41	2	0	0	82.41

Click the top left box (where the column headings and row numbers meet) this selects the entire table.)



The data should now be highlighted



Then double click the line between the first and second column heading. This will resize ALL columns to their minimum size.

While the entire database is selected, Choose DATA and SORT and sort by either the FinalTime or FinalRank. This puts everyone in order.

You can now use excel to print and size the scores on 1 page or a couple of pages depending on the number of shooters