



# ForScore Match Software

© 2005-2015 by Jane Fleming





# ForScore Match Scoring Software

Version 3.50

---

*by Jane Fleming*

*This software is designed for scoring IDPA matches.*

*But it is not produced by, endorsed by, or supported by  
the International Defensive Pistol Association®.*



# Table of Contents

Foreword	0
<b>Part I About This Version</b>	<b>1</b>
<b>Part II Two Icons !!</b>	<b>2</b>
<b>Part III A Note on the PDF</b>	<b>3</b>
<b>Part IV Getting Started</b>	<b>5</b>
Introduction .....	6
Welcome! .....	7
System Requirements .....	8
License Agreement .....	9
Installation .....	10
Running ForScore the First Time .....	12
Manual Installation Configuration (Advanced) .....	15
Make It Stop! .....	16
Getting Help Within the Software .....	18
Getting Help Online .....	20
Software Updates .....	21
Quick Start - Overview of Using ForScore .....	23
<b>Part V Tutorial &lt;&lt; Start Here</b>	<b>25</b>
Step 1 - Entering Shooter Information .....	27
Beginning Shooter Entry .....	28
Creating a New Shooter .....	29
Continuing the Tutorial .....	33
The List of Shooters .....	34
The All Shooters List .....	35
Why Even Have an All Shooters List ? .....	37
Step 2 - Creating a Match .....	38
The New Match Wizard .....	39
The New Match Wizard - Other Parameters .....	40
The New Match Wizard - Variable Stages and Stage Names .....	41
Stage Names .....	42
The New Match Wizard - Automatic Registration .....	44
The New Match Wizard - Options .....	45
The New Match Wizard - Viewing Automatically Registered Shooters .....	46
Modifying a Match - Limited Stage .....	48
Step 3 - Registering Shooters .....	50
Registering Shooters .....	51
'VCR' Buttons .....	52
Manually Registering Shooters .....	53
Selecting a Shooter .....	54

Configuring Shooter Registration Info .....	56
Specifying a pistol .....	58
Finishing Betty .....	60
Changing the Screen's Sort Order .....	61
Registering 'Sam' in Another Division .....	63
Changing and 'Refreshing' a Registration .....	66
Yes, there is an easier way....	75
Finishing Step 3 of the Tutorial .....	76
<b>Step 4 - Entering Scores .....</b>	<b>77</b>
Data Entry - Selecting a Match .....	78
Data Entry - "Shooter" Mode .....	79
Data Entry - Selecting a Stage .....	81
Data Entry for a Stage - Overview .....	82
Data Entry for a Stage - Tutorial .....	84
Data Entry - Summary Screen for a Shooter .....	87
Data Entry - "Stage" Mode .....	89
Data Entry - The Warning Beep .....	91
Data Entry Cheat Sheet .....	92
Data Entry - Did Not Finish .....	94
Data Entry - Missing Scoresheets .....	99
Data Entry - Backing up Data (Snapshot) .....	100
Data Entry - 'Pruning' a Match .....	102
Data Entry - Completing the Tutorial .....	104
<b>Step 5 - Printing Results and Making Web Pages .....</b>	<b>107</b>
<b>Printed Results .....</b>	<b>107</b>
Printing Match Results - Setting Appearance Options .....	109
Printing Match Results.....	110
Print Match Results with Other Formatting Options.....	113
Printing Match Results by Category .....	115
Printing Match Results - Most Accurate.....	117
Printing Match Results - PDF Output.....	118
Printing Match Results - Other Format Options .....	120
Printing Match Results - Finishing the Tutorial.....	121
<b>Web Reports .....</b>	<b>122</b>
Web Reports.....	123
Web Reports - What to Create.....	124
Web Reports - Appearance Options.....	125
Web Reports - Generating.....	126
Web Reports - Viewing Generated Pages.....	128
Web Reports - Secondary Pages.....	133
Web Reports - Second Match.....	134
Web Reports - Conclusion.....	136
Web Reports - Additional Options.....	137
<b>Export Reports .....</b>	<b>138</b>
<b>Classifiers .....</b>	<b>141</b>
<b>Classifier Extraction Wizard .....</b>	<b>151</b>
Linked Classifier Results.....	155
<b>Part VI IDPA Website .....</b>	<b>159</b>
<b>Uploading Non-Classifiers .....</b>	<b>161</b>
Creating the "Event" .....	161
Creating the File .....	164
Uploading the File .....	166
Uploading Optional PDF Results .....	169

Uploading Classifiers .....	172
Creating the File .....	172
Uploading .....	174
Downloading Classifications and Status .....	177
Starting the Wizard .....	178
Creating the File .....	180
Downloading .....	183
Viewing and Verifying the File .....	187
Updating the Shooter Database .....	189
Sanctioned Match Bumps .....	192
<b>Part VII 2015 Rulebook .....</b>	<b>197</b>
Old Matches Read-Only .....	199
CCP Division .....	200
Revolver Changes .....	201
One Classifier - 2, 3, 4, or 5 Divisions .....	205
BUG Changes .....	208
SIDE Match Division .....	209
Most Accurate .....	211
Equity Classifications - 2015 .....	212
Manual Equity .....	213
Equity Wizard .....	215
Equity By Committing a Classifier .....	218
Equity After Website Download .....	218
Classification History .....	218
Individual Shooter Classification History .....	219
Database Classification History .....	221
No Military Veteran .....	222
<b>Part VIII Windows 10, 8/8.1, 7, and Vista Compatibility .....</b>	<b>223</b>
Data Storage .....	225
Vista/Later Data Storage .....	226
Vista/Later Setup Wizard .....	227
Files Location Help Screen .....	229
<b>Part IX Details - Going Beyond the Tutorial .....</b>	<b>231</b>
Configuration Settings Overview .....	232
Shooter-Select Lists .....	234
Stretchy Scroll Screens .....	235
Creating/Modifying a Match .....	236
Modifying a Match - General .....	237
Modifying a Match - Strings .....	238
Mark Stage as Limited or No-FTN .....	239
Naming Stages .....	241
Score Sheet Names .....	244
Round Count for Match .....	246
Stage Details Links .....	248
Dropping A Stage .....	250
Resetting A Match .....	253

<b>Not For Competition Division</b> .....	<b>254</b>
<b>SIDE - Side Match Stages</b> .....	<b>255</b>
Designating SIDE Stages.....	256
SIDE Results.....	258
SIDE Match Title.....	258
<b>List of Shooters</b> .....	<b>260</b>
<b>Shooter Update Form - Contact</b> .....	<b>261</b>
<b>Shooter Update Form - Membership</b> .....	<b>262</b>
Local Club Membership.....	263
<b>Shooter Update Form - Classif</b> .....	<b>264</b>
<b>Shooter Update Form - Notes</b> .....	<b>265</b>
<b>Emergency Contact Info</b> .....	<b>266</b>
<b>Waiver Expiration</b> .....	<b>267</b>
Second Waiver.....	269
<b>Inactive Shooters</b> .....	<b>271</b>
<b>Shooter Maintenance Wizards</b> .....	<b>272</b>
Inactive/Regular and Age Status.....	273
Other Shooter Maintenance.....	275
<b>Merge Utility</b> .....	<b>276</b>
<b>Import Utility (FSImport)</b> .....	<b>277</b>
Imported Shooters.....	278
<b>Exporting the Shooters Database</b> .....	<b>279</b>
Importing Shooters into Outlook.....	281
Importing Shooters into Windows Live Mail or Outlook Express.....	288
<b>Registering Shooters</b> .....	<b>291</b>
<b>Registering Shooters</b> .....	<b>292</b>
<b>Shooter Numbers</b> .....	<b>294</b>
<b>Registration - Club Membership</b> .....	<b>295</b>
<b>Registration List - Membership Indicators</b> .....	<b>297</b>
<b>Registration List Waivers</b> .....	<b>297</b>
<b>Unclassified Shooters</b> .....	<b>298</b>
Overriding Highest Classification.....	300
<b>Registering By IDPA Number</b> .....	<b>301</b>
<b>Registering Shooters in SIDE Match Division</b> .....	<b>302</b>
SIDE Shooter Numbers.....	304
<b>Printing Registration List</b> .....	<b>305</b>
<b>Exporting Registrations to Excel</b> .....	<b>306</b>
<b>Reentry (Same Division)</b> .....	<b>307</b>
<b>Second Gun (Different Divisions)</b> .....	<b>311</b>
<b>Squadding Wizard</b> .....	<b>312</b>
<b>Locked Squad Assignments</b> .....	<b>314</b>
<b>Renumber Wizard</b> .....	<b>315</b>
<b>Entering Scores</b> .....	<b>318</b>
<b>Shooter Selection Screen</b> .....	<b>319</b>
<b>Stage Selection Screen</b> .....	<b>320</b>
<b>Stage Entry Screen</b> .....	<b>321</b>
Finger Tracking.....	322
Clear Button.....	324
Who/When Button.....	325
Screen Background Color.....	327
<b>Stage Entry Screen - More than 4 Strings/Stage</b> .....	<b>328</b>
<b>Direct Data Entry</b> .....	<b>329</b>
<b>'Committing' a Classifier Match</b> .....	<b>330</b>
<b>Entering SIDE Results</b> .....	<b>334</b>

FTN Warning .....	336
FTDR Tracking .....	338
Recalculating A Match .....	339
Ties / Tilt .....	339
Tilt .....	340
<b>Print Previewer .....</b>	<b>342</b>
Print Previewer - More Options .....	343
Print Previewer - Simple Reports .....	345
<b>Generating Results .....</b>	<b>346</b>
IDPA IDs in Results .....	346
Ties Warning .....	346
Print Results .....	346
Print Results - Format/Appearance Options.....	346
Print Results - Report Selections.....	348
Dense Print/PDF Results.....	349
Tiled Print/PDF Results.....	351
Web Results .....	352
Web Results - Report Selections .....	353
Web Results - Appearance Options .....	354
Web Appearance Configure Screen.....	355
Custom Header.....	356
Customizing Results - Style Sheets.....	359
Stage Details - Web/PDF .....	362
Centered Stage Results .....	363
Classifier Print/PDF Results .....	364
Classifier Web Results .....	366
CMS Results (No Web Links) .....	368
Exporting Match Results .....	373
Custom Web <Head> Text (Advanced) .....	373
"Stealth" Match Results .....	374
<b>Program Setup .....</b>	<b>376</b>
Program Preferences - General .....	377
Program Preferences - Score Entry .....	378
Program Preferences - Warnings .....	380
Data Warning Beep.....	382
Program Preferences - Reports .....	384
Program Preferences - Reports (Common).....	384
Custom Graphic.....	385
Program Preferences - Reports (HTML) .....	386
Program Preferences - Reports (Print/PDF).....	388
Program Preferences - Reports (2015 Most Accurate).....	390
Program Preferences - Reports (Misc).....	391
Program Preferences - Sign-In and Default Fees .....	392
Program Preferences - IDPA .....	393
Program Preferences - Extras .....	394
Passw ord Protection.....	395
Help Question Mark.....	396
Program Preferences - License .....	398
Program Preferences - Barcode .....	400
Program Preferences - Data .....	401
Program Preferences - Read-Only Date .....	402
Pistols Configuration .....	403
Toobox / Toolbar .....	405
<b>Screen Size .....</b>	<b>406</b>

Screen Text Size .....	406
'Scratch' Pad .....	408
Print / Internet Menu .....	409
<b>Sign-In Sheets</b> .....	409
Simple Pre-Registered Sign-In Sheets.....	410
Detailed (Club Match) Pre-Registered Sign-In Sheets.....	413
New Shooters Sign-In Sheet.....	414
<b>Addresses and Labels</b> .....	416
Email Addresses.....	416
No Carriage Return Option.....	419
EMail List Groups.....	421
Match Utility Labels.....	424
Label "Padding".....	427
Barcode Labels.....	427
Single SIDE Labels .....	428
Mail Labels.....	429
<b>Score Sheets</b> .....	431
Narrow Scoresheet Format.....	433
Generic Narrow Sheets.....	435
"Secret" Custom Logo.....	436
Per-Stage Score Sheets.....	437
Generic Score Sheets.....	439
Half Page Generic Score Sheets.....	440
Narrow Generic Score Sheets.....	442
<b>File Folder Labels</b> .....	443
<b>Data Files Location</b> .....	444
<b>Safeguarding Your Data</b> .....	448
<b>Network Data Entry</b> .....	449
<b>Data Backup and Restore</b> .....	450
<b>Data Archive</b> .....	452
<b>Monthly Automatic Background Data Zipfile</b> .....	453
<b>Background Data Backup</b> .....	454
What ForScore's Background Backup Does.....	454
Configuring The Type and Location.....	455
Specifying Type and Timing.....	457
Turning Backup On During Score Entry.....	458
Turning Backup On Automatically.....	460
Troubleshooting Backup.....	460
<b>Utility Programs</b> .....	461
Resetpw - Password Reset Utility .....	461
FSAdmin - Administrative Utility Program .....	462
Freq - "Analyze This" .....	464
<b>Product Activation</b> .....	466
<b>FAQ - Frequently Asked Questions</b> .....	469
Frequently Asked Questions about Product Activation .....	469
<b>Technical Stuff</b> .....	470
Firewalls .....	470
Data File Mismatch .....	470
Network Performance Tweak .....	470
Digital Signature .....	471

<b>Barcode Module .....</b>	<b>475</b>
<b>IMPORTANT Note on Carriage Returns .....</b>	<b>476</b>
<b>"Split" Barcode Option .....</b>	<b>477</b>
Squad Number on Label.....	481
<b>Barcode Hardware .....</b>	<b>482</b>
Scanner Selection.....	483
Scanner Testing.....	486
Scanner Configuration.....	487
Scanner Adjustments.....	488
Dedicated Printer.....	489
<b>Barcode Printing .....</b>	<b>490</b>
Barcodes for Pre-Registered Shooters.....	490
"Split" Barcodes.....	490
Old Style Barcodes.....	491
Stageless Barcode Labels.....	493
Registration Screen Barcodes.....	496
IDPA Number Barcodes.....	498
Single Label (Classifier).....	501
Barcode Labels for Club Matches.....	502
Club Match "Split" Barcode Labels.....	504
The ScoreSheets.....	505
Generic Labels.....	506
Dymo Labels At Registration.....	507
Printing Barcodes on Score Sheets for Club Matches.....	508
Club Match Barcoded Score Sheets.....	510
<b>Barcode Shooter Registration .....</b>	<b>511</b>
<b>Barcode Score Entry .....</b>	<b>512</b>
<b>Barcode Configuration .....</b>	<b>514</b>
<b>Compare Module .....</b>	<b>515</b>
<b>Compare Cheat Sheet .....</b>	<b>516</b>
<b>Permissions - CRITICAL! .....</b>	<b>517</b>
<b>Compare Module - Setting Up the Match .....</b>	<b>517</b>
<b>Compare Module - Selecting the Target Data .....</b>	<b>518</b>
With a Mapped Drive.....	519
UNC Shortcut.....	520
<b>Compare Module - Comparison Screen .....</b>	<b>523</b>
Compare Module - Editing Scores.....	527
<b>Compare Module - Importing Walk-Ons .....</b>	<b>530</b>
<b>Alternate Entry Background .....</b>	<b>532</b>
Local/Remote Button Color.....	535
<b>Chrono and/or Equipment .....</b>	<b>536</b>
<b>Event Module .....</b>	<b>538</b>
<b>General Features .....</b>	<b>538</b>
Matches Up To 32 Stages.....	538
Division Champions.....	539
Shooter "From".....	540
<b>Sanctioned Match Features .....</b>	<b>545</b>
Non-Shooting Staff.....	546
Chrono and Equipment Checks.....	548
Chrono / Equipment Score Sheets.....	552
Mag Cap Warning.....	553
Combining or Suppressing.....	555
Equipment Thresholds.....	557
Bays .....	561

Assigning Stages to Bays .....	562
Bay Barcode Labels .....	563
Printing Score Sheets for Bays .....	563
Entering Scores by Bay .....	565
Registration Status Web Page.....	566
Who's Registered - Basic Options.....	567
Who's Registered - Missing Classifiers .....	568
Who's Registered - Individual Notes .....	571
Who's Registered - Header Text.....	573
Who's Registered - Number Staff Separately.....	575
Link To Page (i.e., Waitlist).....	576
Sessions (Shooting Days or Time Periods).....	577
Squad and Session Totals .....	581
Custom Categories.....	583
Custom Date.....	586
Extended (Wide) Registration Screen and Classifier Dates.....	588
Total "With Scores" .....	592
Staff versus Safety Officers.....	593
Team Results.....	594
<b>Event Materials Features .....</b>	<b>596</b>
Event Module Overview .....	597
Define Event Items.....	599
Define Defaults.....	601
Specify Info for a Shooter.....	603
Shooter Materials Printouts - Individual.....	609
Printouts .....	611
Printouts - Summary.....	613
Refreshing Event Item Prices.....	614
Who Has What?.....	616
Ordered Items CSV Export.....	618
Awards Wizard.....	620
DNF, DQ, and No-Shows.....	621
Awards Wizard - Quantity.....	621
Awards Estimate (Pre-Match).....	623
Division Champions.....	624
Awards Mailing Labels.....	625
Awards PDF .....	626
Miscellaneous Options.....	626
Badge Wizard.....	627
Badge Wizard - Edit Individuals.....	628
Lunch Info on Name Badges.....	632
Badge Wizard - Options.....	634
Print by Session.....	636
Thank You Reminders.....	638
<b>Hardware Dongle .....</b>	<b>639</b>
Dongle Drivers .....	640
Inserting Dongle the First Time .....	642
Using the Dongle .....	644
<b>Index .....</b>	<b>645</b>

---

## About This Version

The "2015 Rulebook" section hits on the most important changes for the new rulebook - and particularly how I'm handling the REV and BUG sub-divisions.

Windows 10 is now available. I've been using earlier versions of Windows 10 to score our club matches since last winter.

The screen shots for the first 4 sections of the Tutorial have been redone on Windows 10 Pro Technical Preview Build 10049.

The remainder of the tutorial was done on Windows 10 Build 10074 and 10122 (with a different look to the windows in those versions.)

Please remember to check for possible updates to this software once in a while. You can either check my website or use the Help menu in ForScore.

Jane Fleming



rev 8/21/2015

## Two Icons !!

If you are installing ForScore on a new computer, things are straightforward. (But read through the 2015 Rulebook <sup>198</sup> section.)

If you are updating an existing computer, things are a bit more complicated.

The data files needed to alter for this new version so as to support CCP, the sub-divisions of REV and BUG, etc.

I decided to leave the old copy of ForScore on your computer in case you want to look back at your old matches, recreate results, etc.

So you will have two shortcuts.



The new, green icon is the new version

- It will have all your shooters
- REV shooters will receive an initial classification and classification date per 9.6.1.1
- BUG shooters will receive an initial classification and classification date per 9.6.2.1
- CCP shooters will receive an equity calculation. Like other equity, that is a MINIMUM classification, but is not in itself eligible for a sanctioned match.
- It will have all your old matches
- Your old matches will have their registration set to read-only. (You can change that in Program Preferences <sup>402</sup> if you need to.)
- Your old matches will NOT generate results correctly (SSR may appear as REV)
- The new version's data by default is in C:\ForScoreFiles\DATA
- The new version's program files by default are in C:\Program Files (x86)\ForScore2015



The old, blue icon will be your previous software. (If you're upgrading to the 2015 version from an older version, then your "old version" icon will be the older icon.)

- It will have all your shooters and all your old matches.
- Its data by default is in C:\ForScoreFilesPre2015\DATA
- Its program files by default are in C:\Program Files (x86)\ForScore

If you have done custom things with your existing data, you'll need to decide which files to use with the old and new versions and to situate them appropriately.

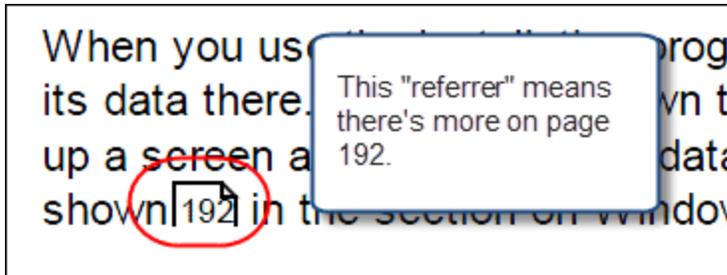
If you're using a dongle, remember to adjust your shortcut(s).

## A Note on the PDF

### Those Little Page Icons in the PDF

This PDF version is the same documentation that is available from the Help menu in **ForScore**.

That documentation has links from one topic to another that you can click. Because you can't click links in a printout, in this file the page icons ("referrers") point you to the page number of a related topic.





# Chapter

# 4

Getting Started

## Getting Started

### Introduction

**ForScore** has been designed to simplify the scoring of matches conducted under IDPA rules.

This software, however, is not supplied by, approved by, or supported by the International Defensive Pistol Association®. In this documentation are screen shots of reports and web pages containing the IDPA logo. These are intended to be illustrative of reports which authorized IDPA affiliates can produce. No other rights to that logo or its usage are implied.

Please note that any match results shown in screen shots may well be fictitious and/or altered to illustrate features in the software.

I wrote this software. And since I'm a person and not a conglomerate, the tone of this documentation will be somewhat casual and in the first person.

I wrote ForScore after being asked to be the statistician for the 2003 California State Championship match. I used it during that match.

We had 30 staff shoot on Friday.

On Saturday, 113 of the 120 non-staff who had registered shot. The match consisted of 9 stages. I did all the data entry, although the program now supports data entry from multiple computers networked together.

The shooting stopped shortly after 5PM, and full results were posted on our web site by 10:30 that evening.

Since that match, I've increased the efficiency of entering scores enormously.

The first year ForScore was used for IDPA Nationals (2006), scores were coming off the printer within two minutes of the final shot.

I'd like to thank the many fearless dudes who served as Beta testers over the years and made numerous suggestions for improvement.

I'd particularly like to thank Dru Nichols. Working with her preparing for eight Nationals matches has been an invaluable education. As I've told her, "I steal from the best!"

Jane Fleming



rev 8/21/2015

## Welcome!



Copyright © 2005-2014 by Jane Fleming  
Distributed by [Beach Bunny Software](#)

ForScore is designed to support matches of up to 16 stages (32 stages with the optional Event Module).

- Several features exist to simplify the automatic creation of matches.
- Many functions take a familiar "Wizard"-like approach to walk the user through procedures.
- Match results can be produced in printed form, as .PDF files, or as HTML (web pages).
- Match stages can be defined with varying numbers of strings per stage.
- Certain stages can be designated as BUG stages... in which case participants registered in the Backup Gun division need only complete those stages to avoid a Did Not Finish (DNF). (You can also use the BUG match for other purposes - such as a shotgun side-match).
- A match designated as a Classifier can automatically calculate a shooter's new classification, if any, and update the shooters database in ForScore and also on the IDPA website.
- Optionally, printed reports and web pages can be configured to show which shooters improved their classifications.
- Match results can be exported in a form that can be imported into Microsoft Excel® and other spreadsheet programs.
- The shooters database can be exported in a form that can be imported into Microsoft Outlook® or Outlook Express®.
- Results are available for an entire match, as a list of the most accurate shooters, and broken down by various categories such as Seniors, Ladies, Law Enforcement, etc.
- Lists of email addresses can be generated for all shooters, or just those who participated in a particular match. Ditto mailing labels.
- The program can generate several types of sign-in sheets.
- Wizard to divide shooters into squads automatically.
- Customizable toolbox<sup>405</sup>.

ForScore is fully network aware, and can be used on simple peer-to-peer networks or in an Active Directory domain configuration. This way, you can have multiple people entering data during a large match.

## System Requirements

ForScore is supported on the following operating systems:

- Windows Vista
- Windows 7
- Windows 8
- Windows 8.1
- Windows 10

and is partially supported on Windows XP.

This software WILL NOT FUNCTION on versions of Windows earlier than those specified.

ForScore is optimized to run on systems with monitor resolution of 1024 by 768 or higher.

## License Agreement

If John Wayne were still alive I'd ask him to write this... hearkening back to an era where all one needed was a handshake, not a team of lawyers.

You (the purchaser/user of this software) purchase a license to use this software (ForScore), and do not own the software itself. Ownership remains with me (Jane Fleming).

Unless other arrangements have been made and other licenses purchased, you are licensed to use this software only on the computer for which the software has been activated by Beach Bunny Software.

I've tried to make the software efficient and accurate. You assume all responsibility for evaluating it and determining whether it meets your needs.

This software is designed to run as a demo for up to forty-five (45) days. You are responsible for evaluating it during that period. After the software has been activated, no refunds will be given.

This software is supplied as-is. If technical problems (so-called "bugs") surface, they may or may not be fixed. If the International Defensive Pistol Association® ("IDPA") changes any of its scoring rules, this software may or may not be updated to reflect those changes. This software is in no way endorsed by or supported by the IDPA. You agree not to sue me, Beach Bunny Software, or any distributor of this software.

If you decide to sue me, Beach Bunny Software, or any distributor of this software, you agree that any and all suits will be brought within the State of California, according to applicable California law. I (Jane Fleming), Beach Bunny Software, and/or any distributor of this software will not be liable for any consequential damages arising from use, misuse, or inability to use this software. You will not seek any remedy beyond the original purchase price of this software license.

Trademarks mentioned in this documentation, including International Defensive Pistol Association®, Microsoft®, Adobe®, etc, are the property of their respective owners.

Separate provisions governing loss and replacement of an optional hardware 'dongle' are covered in the section on dongles<sup>639</sup>.

By your installation and use of this software you attest that you agree to honor and be bound by the terms of this agreement.

## Installation

Installation of ForScore is straightforward. Double-click the installation program to begin the installation. Unless you have a good reason not to, just accept the wizard's defaults.

More specifics on what's stored where are in the Configuration Settings<sup>232</sup> topic.

A few things to keep in mind:

- You must be a member of the local Administrators group on your computer when you install the software and when you run it the first time.
- If you ever use Add/Remove Programs in control panel to remove ForScore, the system will attempt to remove everything that ForScore added to your computer. This includes data files used by ForScore! So if you have any data you need to keep, be sure to remember to back it up before uninstalling ForScore.

Default directories for **Windows Vista or Windows 7 or Windows 8 or Windows 8.1 or Windows 10**

- On **32-bit** computers, program files go into **C:\Program Files\ForScore2015**
- On **64-bit** computers, program files go into **C:\Program Files (x86)\ForScore2015**
- Data files go into **C:\ForScoreFiles\DATA**.
- When you use the Data File Backup option from the File menu to create a snapshot of your data, it copies the data files into a folder called or **C:\ForScoreFiles\Backup**.
- When you use the Data File Archive option from the File menu, it creates a zipfile in a folder called **C:\ForScoreFiles\ArchiveDATA**
- License files go into **C:\ForScoreFiles\LICENSE**.
- CSV (comma separated value) export files for match results or the shooters database will be created in **C:\ForScoreFiles\export**.

Default directories for **Windows XP are now THE SAME as for the newer Windows versions.**

Copying data to another computer or backing it up:

- Data files can be freely copied from one computer to another, as long as they are all running the same version of ForScore. **ALL** data files should be copied as a group, with the possible exception of config.tps, which you may or may not choose to copy. Click [here](#)<sup>470</sup> for more explanation. You can optionally specify a different location<sup>444</sup> for your data files.
- License files are keyed to a specific computer and will not work on another machine. They should be backed up as part of your regular backup routine. (You do have a regular backup routine, don't you?)

Other file information:

- An initialization file is created called <Your Computer Name>-ForScore.ini. This contains settings such as the last choices you made when printing results or making web pages. The file is in the folder that contains your ForScore data files.
- HTML (web pages) and PDF files will be created by default in **C:\IDPAHTML**. You can change this in **Program Setup | Preferences**.
- Your Windows software must be configured to have a default printer. This can be the simple Generic Text printer if you don't have a printer actually installed.

If you choose to install the IDPA rulebook and/or the printable version of this manual (ForScore.pdf), your computer will need a copy of the free Adobe Reader, available from Adobe.



The IDPA rulebook is provided as a convenience, and does not imply any endorsement of this software by the International Defensive Pistol Association®. It's always a good idea to check their website for a newer version of the rulebook. If you want ForScore's menu to be able to load it, the file must be named **IDPARulebook.pdf**.



## Running ForScore the First Time

The **ForScore** installation program sets up a few folders and pieces of information before you run **ForScore** for the first time.

If you're an advanced user and have copied the program files yourself, you'll need to do some additional configuration<sup>[15]</sup>. Otherwise, read on...

When you run ForScore for the first time, you will be greeted by this registration screen to create a demo license. (Even if you've already purchased a license, the software will run as a demo the first time it's installed.)

Enter your name, or the name of your club, and then click **Next**. (You can modify the license name later when you purchase a real license.)

**Demo Mode Registration**

**Demo Registration**

This software will run in Demo mode for up to 45 days.  
If you decide to purchase it, you will receive an unlock/registration code from Beach Bunny Software.

**Demo Version Limitations**

Most features in the demo version are fully functional, however:

- it is limited to a maximum of 120 shooters in a match
- the Compare module will not function for matches with more than 50 shooters
- it can not be run from a network drive

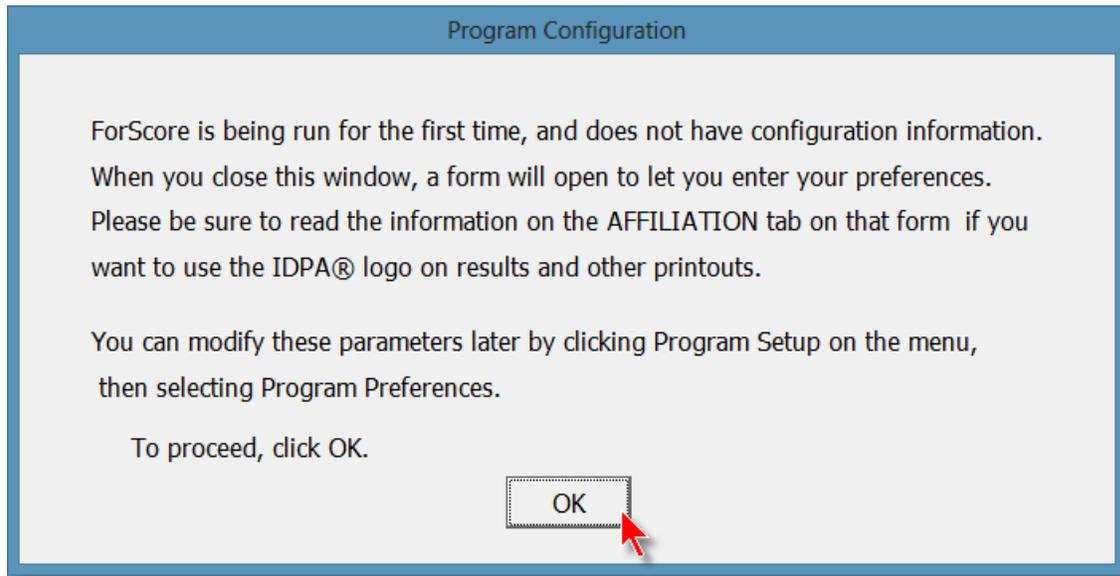
**Registration Name**

To begin using this software, enter your name or the name of the club which will be using it, then click Next.

SLOSA-IDPA

Cancel Next >

You next need to enter a few configuration items.



For now, just fill in the information circled, and leave the other settings at their defaults. More information on program configuration. <sup>377</sup>

If you are using ForScore on behalf of a club that is appropriately affiliated with the International Defensive Pistol Association®, then be sure to click on the **IDPA** tab to enable your use of the IDPA logo. When you're finished, click **OK**.

The screenshot shows the 'Program Preferences' dialog box with the 'IDPA' tab selected. A red circle highlights the 'Default Info For New Shooter Records' section, which includes the following fields:

- Area code: (805)
- City: San Luis Obispo
- State: CA
- ZIP/postal code: 93401
- Country: USA

Other sections visible in the dialog include:

- Phone Number Style:** USA - (###) ###-#### (selected), Free format - +33 467 555 111
- Local Range / Club Info:** Local range name: SLOSA, Show local club membership info (unchecked), Local club name: SLOSA-IDPA
- Registration Options:** Allow reentry (unchecked), Reentries don't place (unchecked), Show second gun check box (unchecked), Show pistol flag (checked), Show staff names in blue (checked), Enable waiver display on registration (unchecked), Shooter info - show 2nd waiver date (unchecked), Enable birthdate for age groups (unchecked)
- For pasting e-mail addresses, use:** Internal program viewer (selected), Notepad (unchecked)

At the bottom right, there are 'OK' and 'Cancel' buttons. A red arrow points to the 'OK' button.

## Manual Installation Configuration (Advanced)

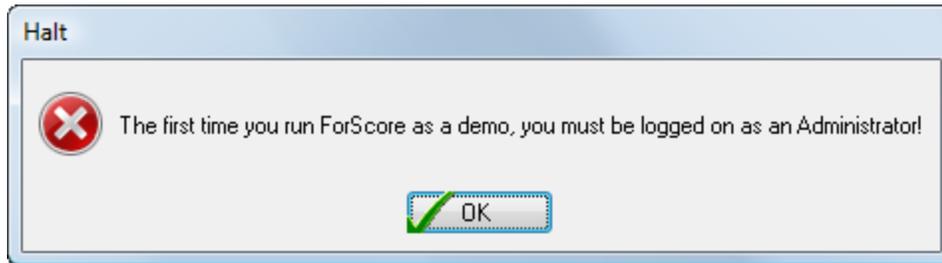
If you are an advanced user who's used to copying files and folders and have not used the installation program to install **ForScore**, you'll run into some additional configuration requirements.

Under Windows XP and earlier, **ForScore** normally stored its data files in C:\Program Files\ForScore\DATA. As of the 2015 version, ForScore now uses the same file folders for Windows XP as it does for the newer versions of Windows.

Under Vista and later operating systems, data is normally in C:\ForScoreFiles\DATA.

When you use the installation program, that folder is created and **E:\fshelp\** is told to look for its data there. If you do your own thing rather than using the installer, on first run the program will pop up a screen asking to create a data folder and specify its location in the Registry. That setup wizard is shown <sup>[227]</sup> in the section on Windows 7 and Vista.

It's also possible that you may get a message asking you to run the software "As Administrator" the first time.

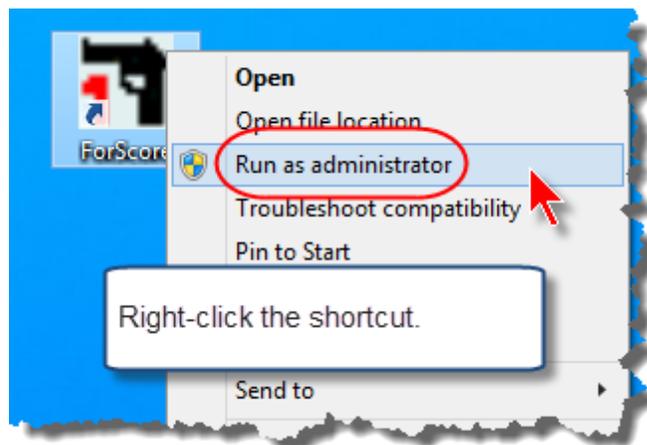


"But wait," you say. "I am an administrator!"

Under Vista and later, you're only *really* an administrator when you're "run as Administrator".

**You'll only need to do this once.**

Right-click the shortcut and specify "Run as administrator."

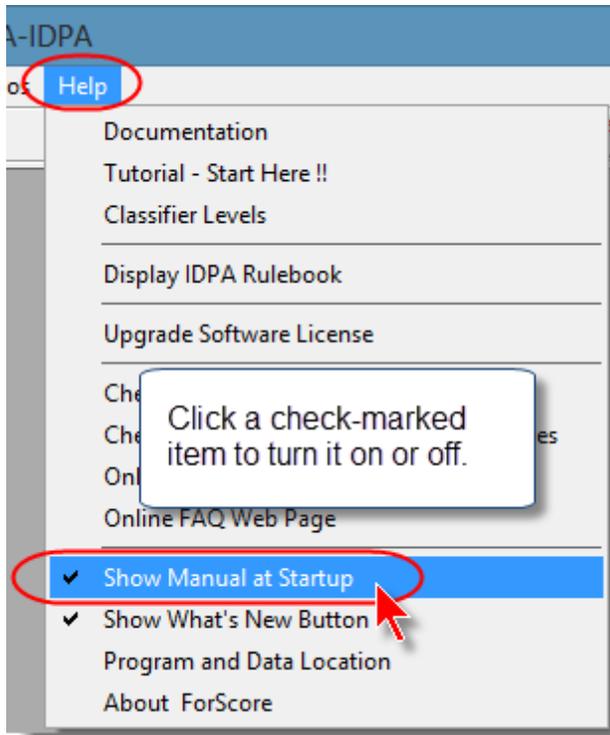


## Make It Stop!

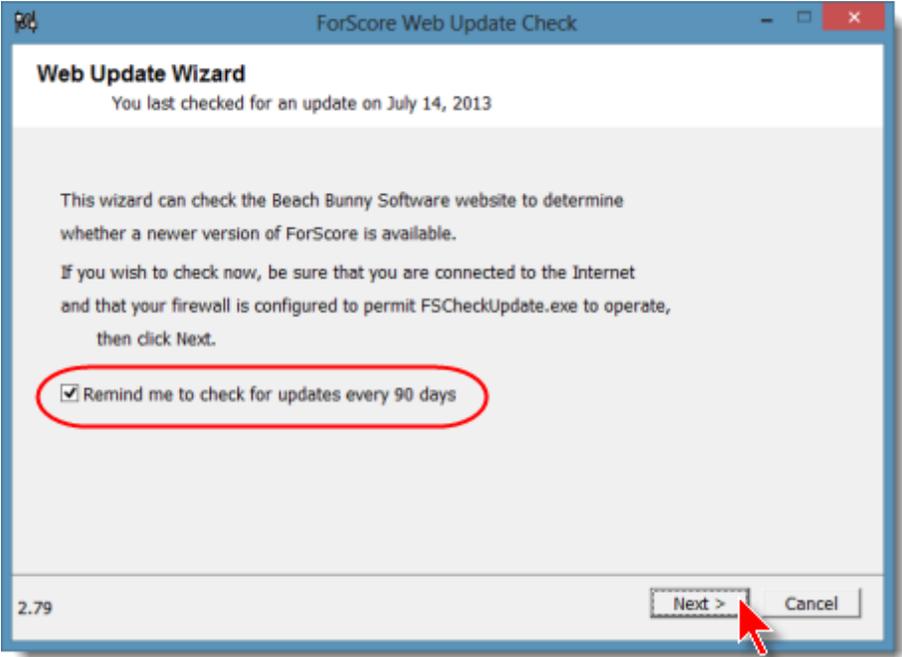
I realize that **Men Don't Read!**

That doesn't mean I can't hope.... sigh.....

When you run **ForScore**, the documentation file will automatically open. If you don't want that to happen each time, click on the **Help** menu and clear the check mark.



The first time you run **ForScore**, it will offer to check online for updated versions. If you don't want to see that wizard, clear the check box and click **Next**.

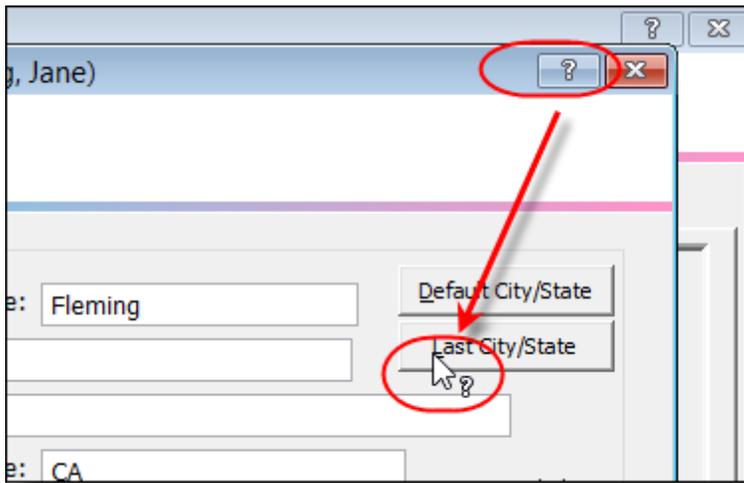


## Getting Help Within the Software

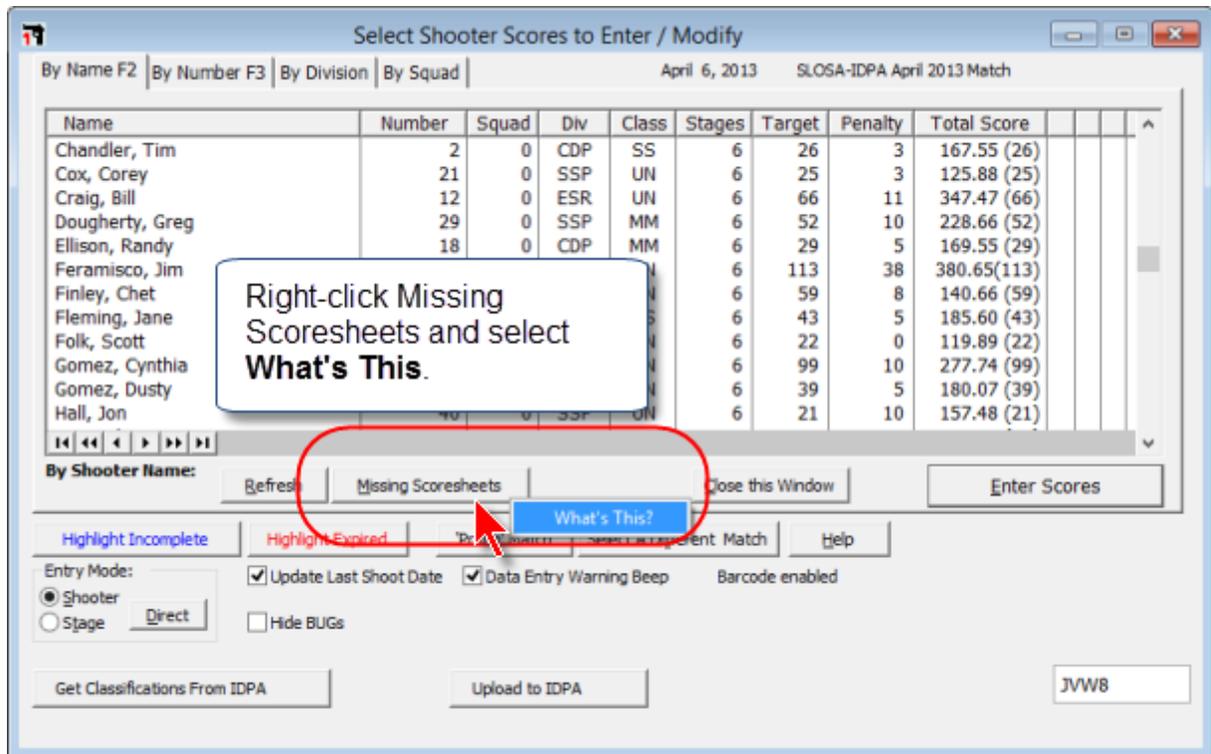
While I strongly recommend that you work through the tutorial, I realize that many folks won't. 😊

Throughout the program, there are two ways to get help. If you can't find an answer in the online help, you might also check for help online <sup>20</sup>.

1. Many windows have a **Help** button, which will call up a page from this help file.
2. Many windows have a **Question Mark** in the upper right corner. Click the question mark. The cursor will now have a question mark tied to it. Then click the specific item on a window about which you wish help. A brief tip will appear.



**NOTE:** On some of the main windows, it's possible to switch the question mark button to a minimize button<sup>396</sup>. If you choose to do so, you can still get tips by right-clicking an item on the screen and then selecting **What's This?**

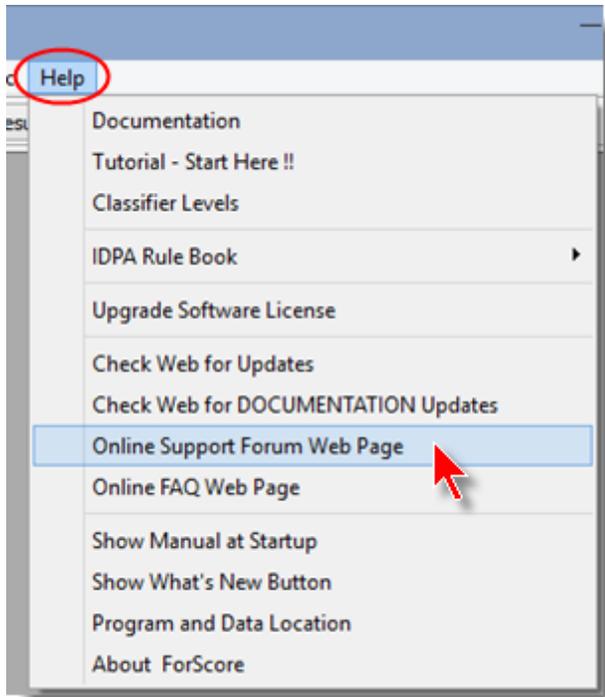


## Getting Help Online

There are presently two online sources for help about **ForScore**.

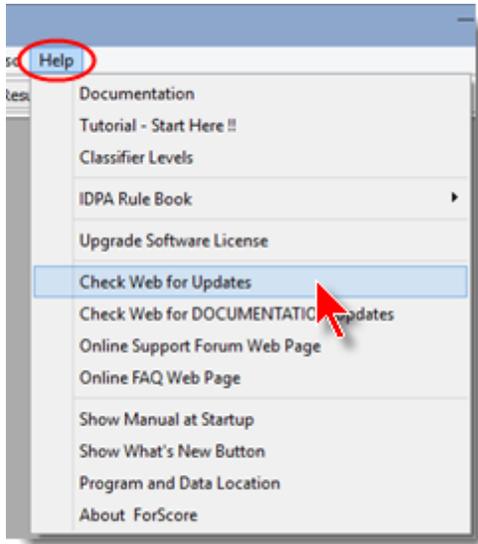
The online FAQ (Frequently Asked Questions) on the Beach Bunny Software website.

The online forum where users post questions, suggestions, bug reports, etc. You can access the forum at <http://forum.beachbunnysoftware.com> or from the Help menu in ForScore (assuming your scoring computer is connected to the Internet.)



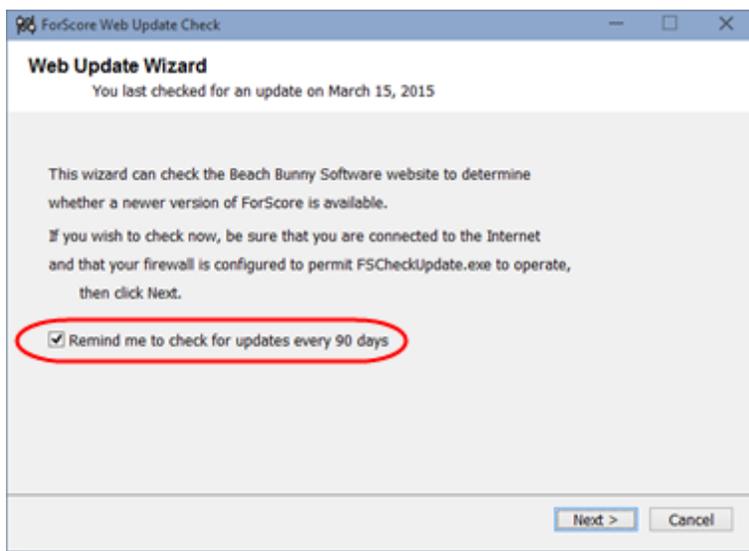
## Software Updates

ForScore can check the Beach Bunny Software website for any available updates. To check your software, click **Help** on the main menu, then select **Check Web for Updates**.



Be sure your computer is currently connected to the Internet, then click **Next**.

If you click the **Remind me to check for updates** box, the software will remind you every 90 days.



A duplicate of the **remind me** check box is on the About screen:



## Quick Start - Overview of Using ForScore

In order to use *ForScore* to score a match, **five steps** must be performed.

They'll be explained in more detail later in this help file. I'd **strongly** suggest you start by working through the simple tutorial<sup>26</sup>.

First, a word about your data.

In most software, you're accustomed to doing some kind of "File Open", "Save File" routine.

In normal Use, **ForScore** takes care of that **automatically** for you.

If you're copying your data to or from another computer, you need to know where it's stored<sup>225</sup>. Otherwise, just start the tutorial.

The five steps to scoring a match:

**1. Shooter information needs to be entered.**

At a minimum, you must enter the shooter's first name and last name. Additionally, you should input his classification - at least for the division in which he will be shooting.

**2. A match needs to be defined.**

This consists of setting the date, giving it a title, deciding whether it's a Classifier or not, setting the number of stages, etc.

**3. Shooters need to be registered for the match.**

When you register a shooter, forms to enter each of his stage information are automatically created. Shooters can be registered in multiple divisions if they so desire.

My Guarantee: If you don't at least read the paragraph on the concept of a 'snapshot'<sup>[50]</sup> you will get burned... sooner or later!

**4. Data (results) need to be entered.**

There are several approaches to entering data:

- **If you do the scoring after a match** and have score sheets for each shooter collated together, the program lets you use your mouse or keyboard shortcut keys to move from stage to stage for that shooter.
- **If you are scoring during a match**, you can set the program to expect data for a specific stage. Then, when you select a shooter's name or shooter number, you go directly to the form for his results for that particular stage.
- The optional barcode module<sup>[475]</sup> can speed data entry.

A warning beep can be activated in case you start to enter data for a stage where you or someone else has already entered scores.

You can add target points in your head if you prefer, but the program can also act as an adding machine. And there's a menu item to invoke the Windows® calculator or Notepad if you need some electronic 'scratch paper'. Check out the data entry cheat-sheet<sup>[92]</sup>.

**5. Results need to be produced.**

ForScore can produce printed output or web pages, PDF files, or export data in a Comma Separated Variable (CSV) file that can be read and manipulated by programs such as Microsoft Excel®.

Web pages give you several formatting options. I personally find the grid with 'greybar' effect the easiest to read. You can optionally choose to add wallpaper or a solid color background to your web results.

If your club is affiliated with the International Defensive Pistol Association®, and thus eligible to use their logo, that can automatically be included on web pages.

PDF files can be generated by both the **Print** and **Web** wizards.

If you post your results as web pages (which I prefer to do, as they load much faster than PDF files on viewers' computers), your web results can automatically link to the .PDF results in case the viewer wants a printable version.

# Chapter

---

# 5

Tutorial << Start  
Here

## Tutorial << Start Here

The steps in this tutorial will follow those listed in the Overview<sup>[23]</sup>:

1. Entering Shooter Information<sup>[27]</sup>
2. Creating a Match<sup>[38]</sup> (also describes automatic shooter registration)
3. Registering Shooters<sup>[50]</sup>
4. Entering Scores<sup>[77]</sup>
5. Printing Results and Making Web Pages<sup>[107]</sup>

The buttons on the program toolbar are organized from left to right in order of these steps.

There is one additional section to the tutorial:

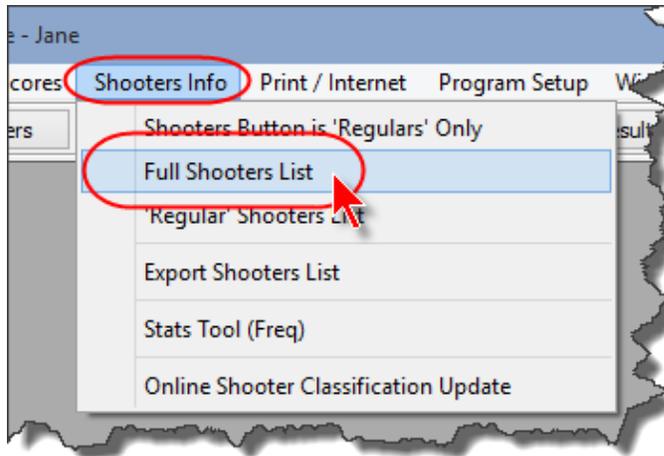
6. Classifiers

## Step 1 - Entering Shooter Information

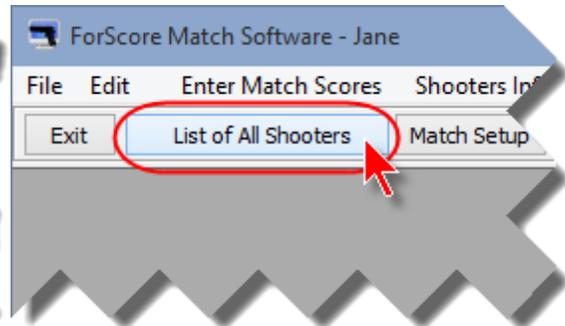
For purposes of this tutorial, it's enough to enter minimal information for a few shooters. The shooter information screen will be covered in more detail in a later topic.

There are two ways to access the shooters database:

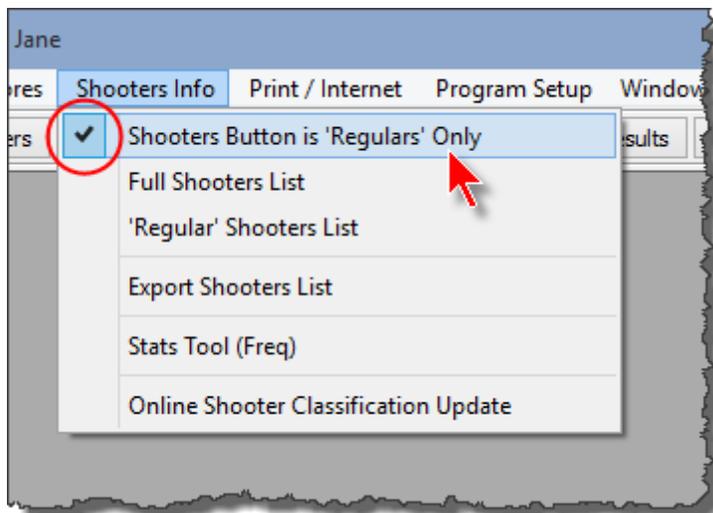
By clicking **Shooters Info**, then selecting one of the shooters lists:



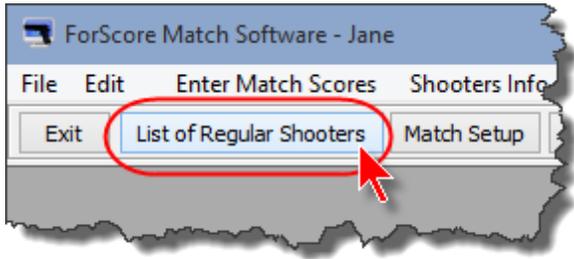
By using the button on the taskbar:



On the **Shooters Info** menu, click **Shooters Button is 'Regulars' Only** menu choice.



The label on the taskbar button changes to **List of Regular Shooters**. Click that button.



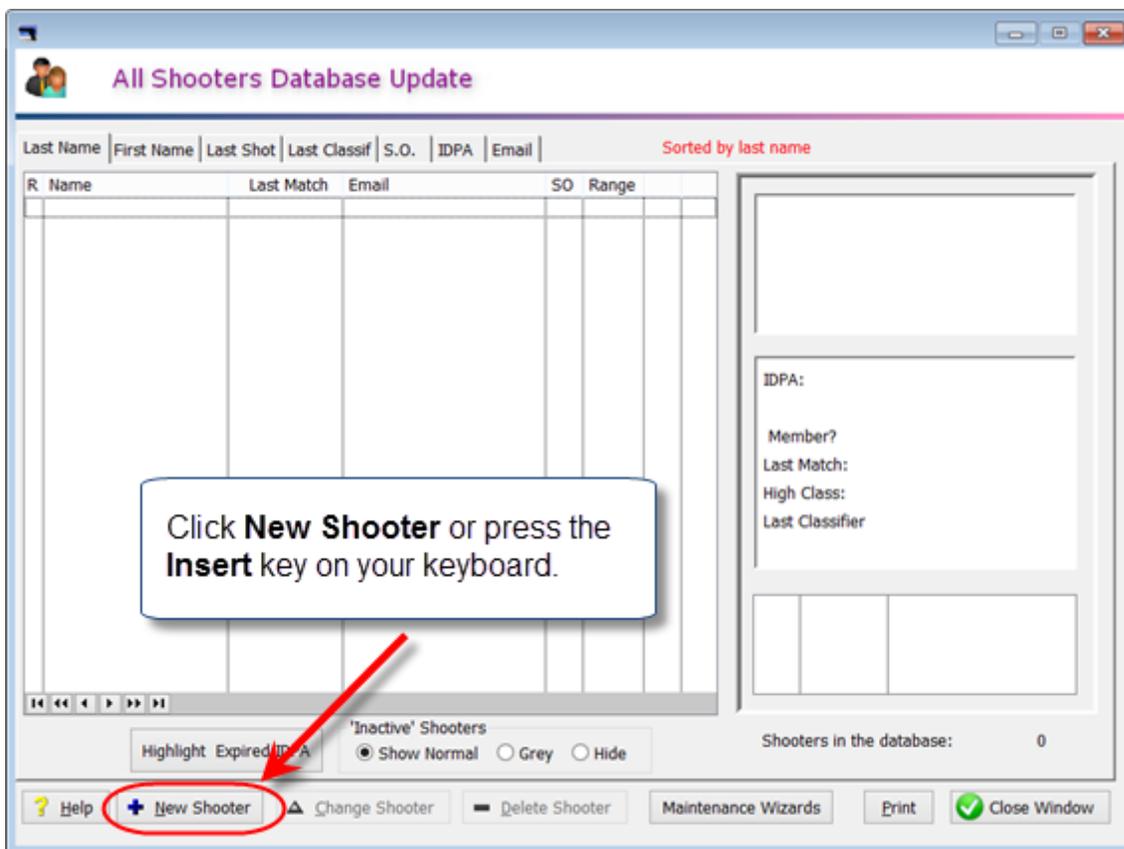
## Beginning Shooter Entry

As you're just starting out, there are no shooters in your list.

This screen is where you'll keep track of everybody who shoots your matches - not just a particular match.

That way, you don't have to enter a guy's information again for each match he shoots.

Click the **New Shooter** button, or hit the **Insert** key on the keyboard.



## Creating a New Shooter

Because we began this tutorial with the **Show 'Regular' Shooters Only** check box selected, this new shooter's entry already has the **'Regular' shooter** box checked.

As in other Windows programs, underlines denote "hot keys". You can press and hold down the **Alt** key on your keyboard and then hit the **T** key, for example, to jump to the entry for State.

To add a phone number, click the **Insert** button. Or right-click in the white area and click **Insert** on the pop-up menu which is

As a minimum, you need to enter the shooter's first and last names. The system will capitalize them for you. A couple of shortcuts.....

Clicking the **Default City/State** button will enter the city, state, and ZIP Code you entered in the Program Preferences when you first ran *ForScore*.

Clicking the **Last City/State** button will, not surprisingly, copy the city, state, and ZIP Code you most recently entered. This can be useful when you're registering several family members, for example.

**NOTE:** If you're entering much of the same data for a second person (perhaps a wife or a child), you can hold **Alt** and press the **Insert** key on your keyboard to copy the information into the next shooter, one entry at a time.

The Safety Officer check box lets you track which shooters are qualified as Safety Officers.

To enter one or more phone numbers, either click the **Insert** button, or right-click your mouse in the phone number window.

You can enter phone numbers either by using the **Insert Change** and **Delete** buttons, or by right-clicking in the phones window and then selecting whether to insert a new phone record or change or delete an existing one.

- Enter the area code in the left column (it will default to the area code you set in Program Preferences.)
- Hit the **Tab** key to move to the Number field. Enter the 7 digit phone number - do not enter any dashes.
- Hit the **Tab** key to move to the Description field. Type a description, then hit **Enter**.
- Repeat this for any additional phone numbers you want to enter.
- 

Address: \_\_\_\_\_

Address (additional): \_\_\_\_\_

City: \_\_\_\_\_

Zip/P \_\_\_\_\_

EMa \_\_\_\_\_

Phon \_\_\_\_\_

Area Number

Contact name: \_\_\_\_\_

Relation: \_\_\_\_\_

Phone: \_\_\_\_\_

Remarks: \_\_\_\_\_

Print

Update

Area code: (805) Number: 555-2121

Type: Home

Number will be Home

Cell

Work

Other

OK

Cancel

Insert

Change

Delete

Use drop-down to select the type of phone.

Click the **Membership** button to enter IDPA, range, and optionally local club membership information. You can also specify default categories that will be used when registering this shooter for a specific match.

Record Will Be Changed (Fleming, Jane)

**Fleming, Jane** A16849

Contact F2

Membership F3

Classif F4

Notes F5

IDPA Info

IDPA Number: A16849 Expires: Dec 7, 2015

Range Info

Member?  Y  N

Number: Expires: Dec 1, 2015

Liability form expiration date:

Default Categories (can be modified for a specific match)

- Junior (12 thru 17)
- Senior (50 - 64)
- Distinguished Senior (65+)
- Law Enforcement
- Military
- Military Veteran
- Lady
- Industry
- International
- Press

'Regular'

Inactive

Staff

Safety Officer

Help OK Cancel

Now click the **Classif** button to enter at least one classification for each shooter.

Classifier dates are normally updated automatically by the software, and will be discussed later<sup>330</sup>. But you can click the **Unlock** button if you want to alter them manually.

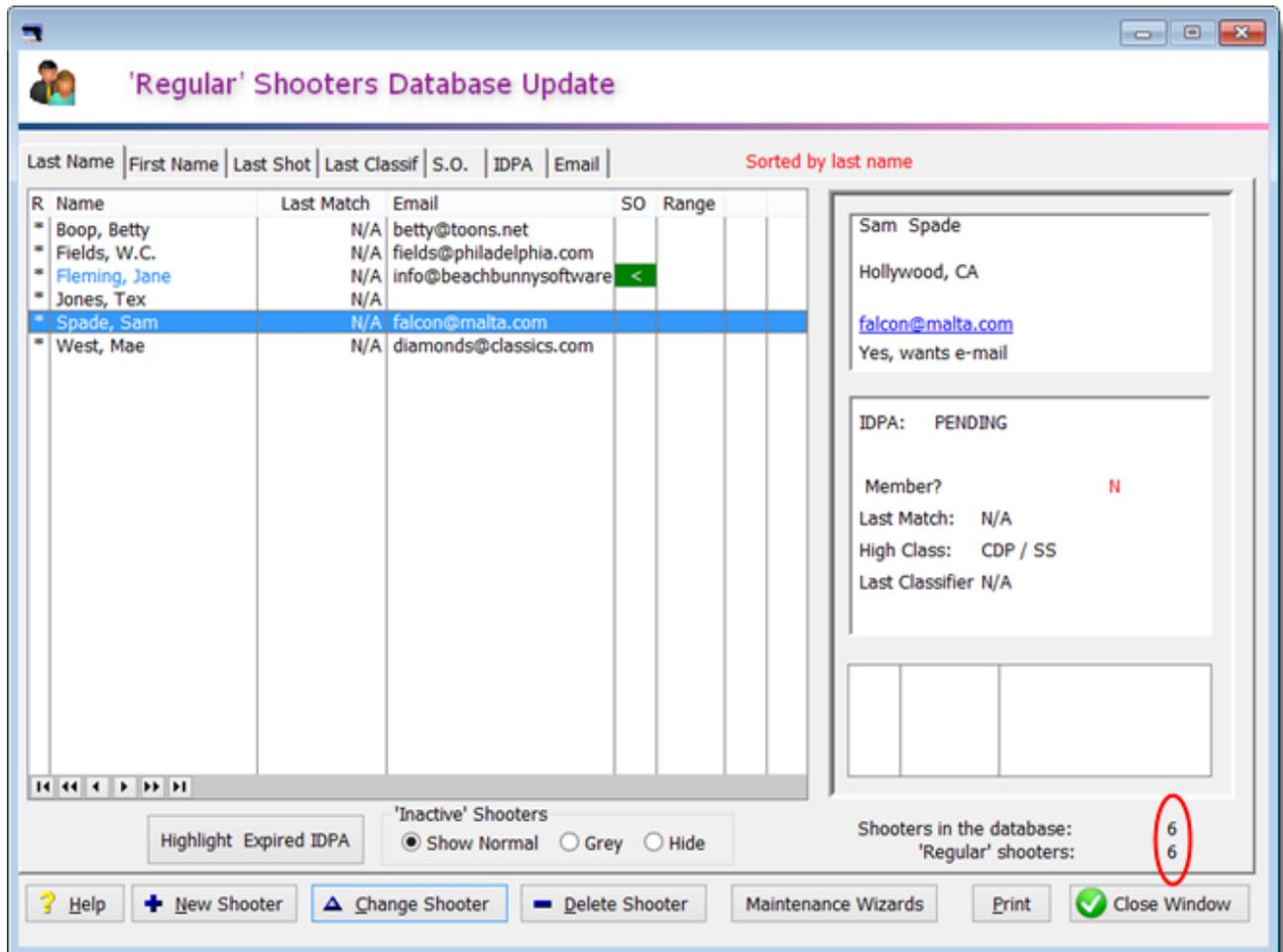
The screenshot shows a software window titled "Record Will Be Changed (Fleming, Jane)". The window displays the name "Fleming, Jane" and the ID "A16849". On the left side, there is a vertical menu with buttons for "Contact F2", "Membership F3", "Classif F4", and "Notes F5". The "Classif F4" button is highlighted with a red arrow. Below the menu, there are several classification sections: "CDP Classification", "SSP Classification", "BEV Classification", "ESP Classification", "CCP Classification", and "BUG Classification". Each section contains radio buttons for "DM", "Master", "Expert", "Sharpshooter", "Marksman", "Novice", and "Unclassified", along with an "Equity" checkbox and a "Classifier:" text field. The "Unclassified" option is selected in the CDP, SSP, and BEV sections. In the ESP section, "Sharpshooter" is selected. In the CCP section, "Marksman" is selected. In the BUG section, "Marksman" is selected. At the bottom of the window, there are buttons for "Unlock Dates and Equity", "History", "Help", "OK", and "Cancel".

When you're finished entering this shooter's information, click **OK**.

## Continuing the Tutorial

Enter about a half dozen shooter names. Below the white area on the right is a line showing how many 'regular' shooters are in the database (presently 6).

As you can see, I entered only minimal information for Sam Spade... (is that a 1911 in your pocket, Bogey?)



## The List of Shooters

You'll see that scrolling through the names changes the detailed information shown in the white boxes to the right.

My name is in blue, because I've designated myself as staff. The green flag to the right of the email address indicates that I've marked this shooter as a qualified safety officer.

The tabs at the top of the screen let you sort shooters by first or last name, last shoot day, last Classifier, and whether they are safety officers. You can also sort them by IDPA number or alphabetically by email (useful when an email you send to [wizbangcdp@bogus.com](mailto:wizbangcdp@bogus.com) bounces and you want to find out who that is.)

If you exit the program with **First Name** selected, the next time you run it the software will remember your choice. There's a more detailed explanation of this screen later in the documentation<sup>[26]</sup>.

Click a tab to change how the names are sorted.

Sorted by last name

R	Name	Last Match	Email	SO	Range
*	Boop, Betty	N/A	betty@toons.net		
*	Fields, W.C.	N/A	fields@philadelphia.com		
*	Fleming, Jane	N/A	info@beachbunnysoftware.com	<	<
*	Jones, Tex	N/A			
*	Spade, Sam	N/A	falcon@malta.com		
*	West, Mae	N/A	diamonds@classics.com		

Jane Fleming  
123 Main Street  
Pismo Beach, CA 93123  
[info@beachbunnysoftware.com](mailto:info@beachbunnysoftware.com)  
Yes, wants e-mail N

IDPA: A16849 DEC 7,2015  
Lady, DS  
SLOSA Member? Y  
Last Match: N/A  
High Class: ~UNCLASS~  
Last Classifier N/A

(805) 555-2121 Home  
(805) 222-1212 Cell

If you use Outlook for email, you can click the link to create an email. This will not work with web-based email such as Yahoo.

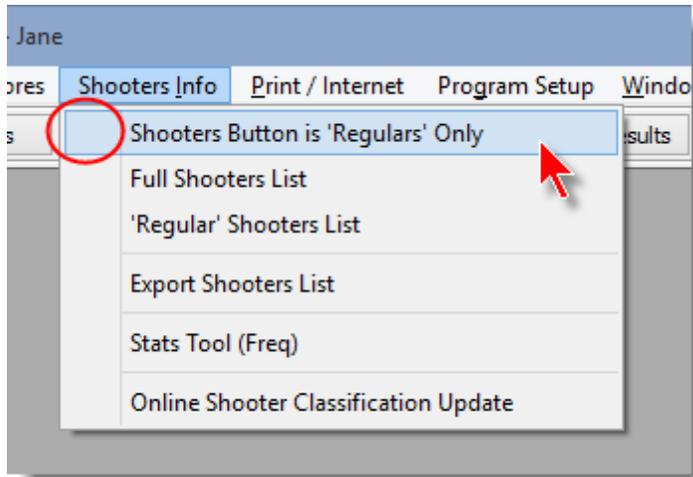
Highlight Expired IDPA  Show Normal  Grey  Hide

Shooters in the database: 6  
'Regular' shooters: 6

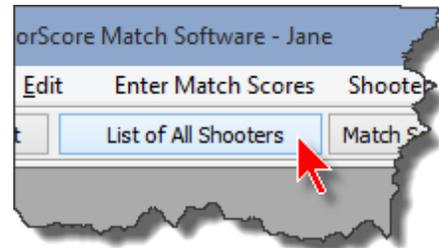
? Help + New Shooter ▲ Change Shooter - Delete Shooter Maintenance Wizards Print ✓ Close Window

## The All Shooters List

Clear the **Show 'Regular' Shooters Only** check mark on the **Shooters Info** menu.

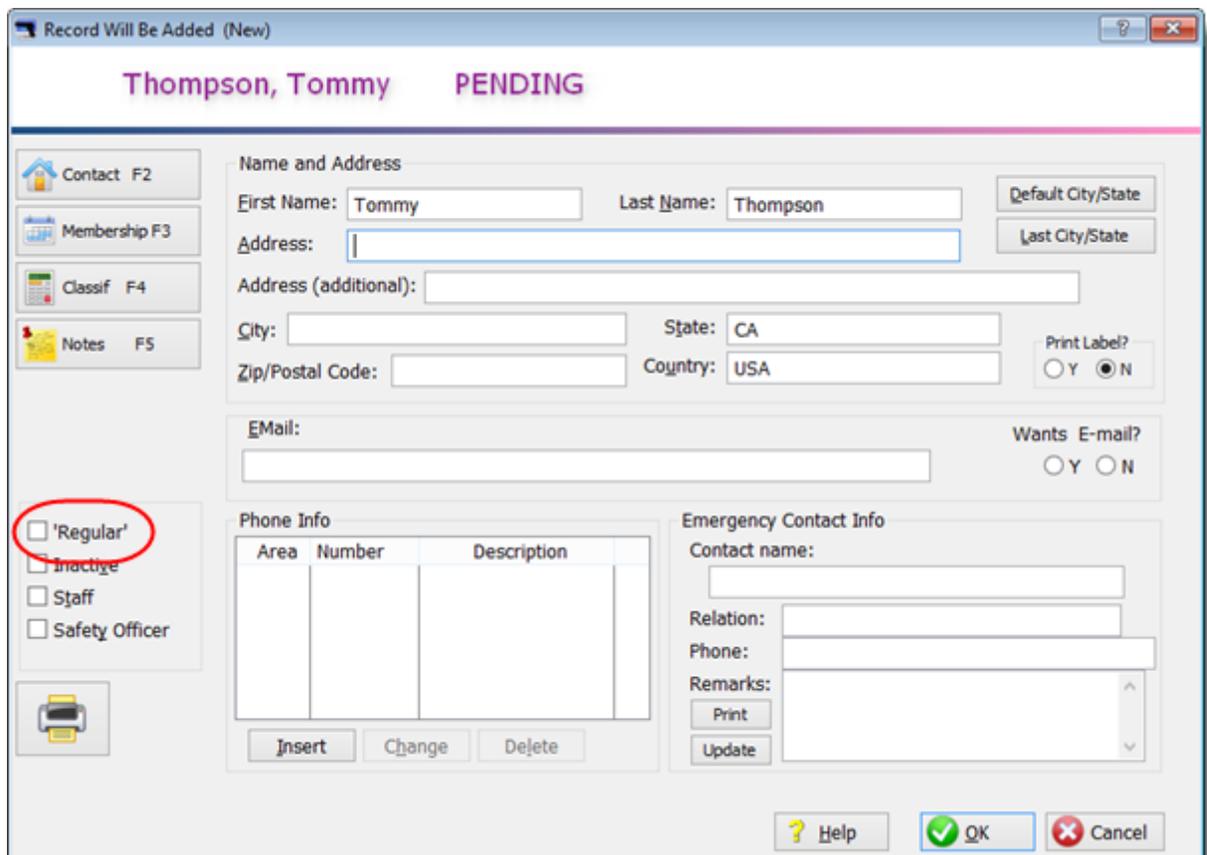


The button on the toolbar changes to read **List of All Shooters**.



Click that button. Then enter another four shooter names.

This time, notice that the **'Regular' shooter** box is not checked when you enter new shooters. Leave it unchecked for the 4 additional names you enter.

A screenshot of the 'Record Will Be Added (New)' dialog box. The title bar says 'Record Will Be Added (New)'. The main title is 'Thompson, Tommy PENDING'. On the left, there are buttons for 'Contact F2', 'Membership F3', 'Classif F4', and 'Notes F5'. Below these is a list of checkboxes: 'Regular' (unchecked and circled in red), 'Inactive', 'Staff', and 'Safety Officer'. The main form area has fields for 'Name and Address': 'First Name: Tommy', 'Last Name: Thompson', 'Address:', 'Address (additional):', 'City:', 'State: CA', 'Zip/Postal Code:', and 'Country: USA'. There are also buttons for 'Default City/State' and 'Last City/State'. Below these are 'E-Mail:' and 'Wants E-mail?' (radio buttons for Y and N). There is a 'Phone Info' table with columns 'Area', 'Number', and 'Description', and buttons 'Insert', 'Change', and 'Delete'. There is also an 'Emergency Contact Info' section with fields for 'Contact name:', 'Relation:', 'Phone:', and 'Remarks:', and buttons 'Print' and 'Update'. At the bottom are 'Help', 'OK', and 'Cancel' buttons.

Notice that the 'regular' shooters (those for whom the '**Regular** shooter' box was checked) have asterisks in the left hand column. The total number of shooters in the database is now 10.

Sam's and my names are in blue because I marked us as **Staff** and have set Program Preferences to highlight staff in blue.

You can click the **Last Shot** tab to sort shooters by how recently they've participated in your events.

The **Last Classif** tab sorts by the date shooters last completed a Classifier match.

The **S.O.** tab shows only the shooters rated as safety officers. And you can also sort by IDPA number and by email address.

Click **Close Window** to continue the tutorial. (Or you could leave the window open if you prefer.)

**All Shooters Database Update**

Sorted by last name

R	Name	Last Match	Email	SO	Range
*	Boop, Betty	N/A	betty@toons.net		
*	Fields, W.C.	N/A	fields@philadelphia.com		
*	Fleming, Jane	N/A	info@beachbunnysoftware		
*	Jones, Tex	N/A			
	Smith, Betty	N/A			
	Smith, Tom	N/A			
*	Spade, Sam	N/A	falcon@malta.com		
	Thompson, Tommy	N/A			
*	West, Mae	N/A	diamonds@classics.com		
*	Zeta-Jones, Michael	N/A			

Betty Boop  
 92 Hollywood Blvd  
 Hollywood, CA 91111  
[betty@toons.net](mailto:betty@toons.net)  
 Yes, wants e-mail

IDPA: PENDING  
 Lady  
 SLOSA Member? **N**  
 Last Match: N/A  
 High Class: ~UNCLASS~  
 Last Classifier N/A

Shooters in the database: 10

Highlight  Expired IDPA  
 \*Inactive\* Shooters  
 Show Normal  Grey  Hide

? Help   + New Shooter   ▲ Change Shooter   ■ Delete Shooter   Maintenance Wizards   Print   ✓ Close Window

## Why Even Have an All Shooters List ?

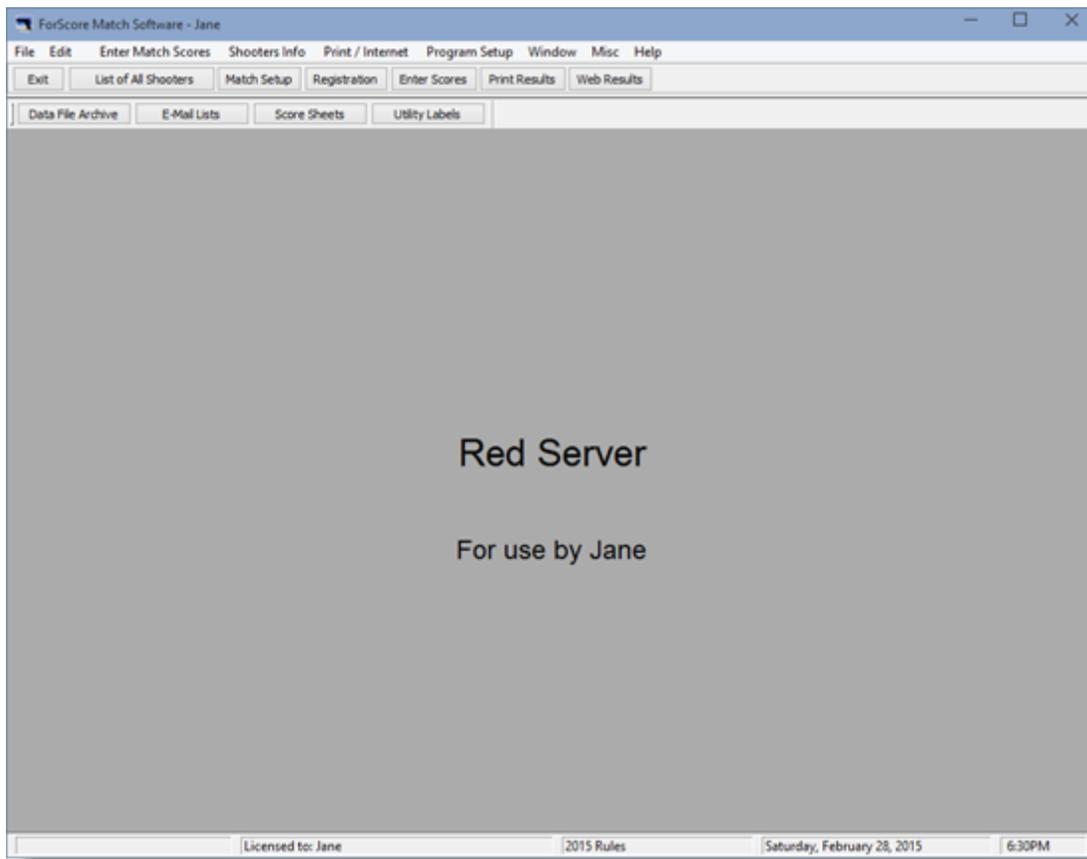
It's an option, that's all.

I keep information for anyone who's shot with our club. If someone shoots the state championship but doesn't participate in our local matches, for example, I can reduce clutter by not having his name on my regular list, but don't have to erase the data altogether.

Of course, if you prefer you could install another instance of ForScore in a different folder or on a different computer, and just use that for a special match. In that case, you can use Program Preferences<sup>[377]</sup> to set a custom screen background banner to remind yourself instantly what installation you're working with (as shown below). (Banner not available with the demo version.)

You can also maintain a separate data folder<sup>[444]</sup> for a specific match or for a different club. The banner can be different for each data folder. Or for each server if you're using Compare for a sanctioned match.

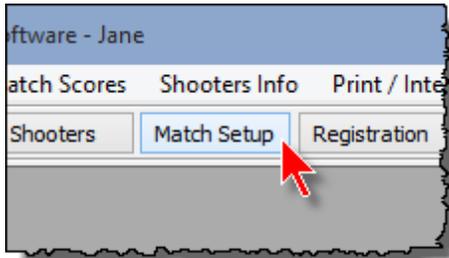
This shot also shows the custom toolbar<sup>[405]</sup> that you can configure (not covered in the tutorial.)



## Step 2 - Creating a Match

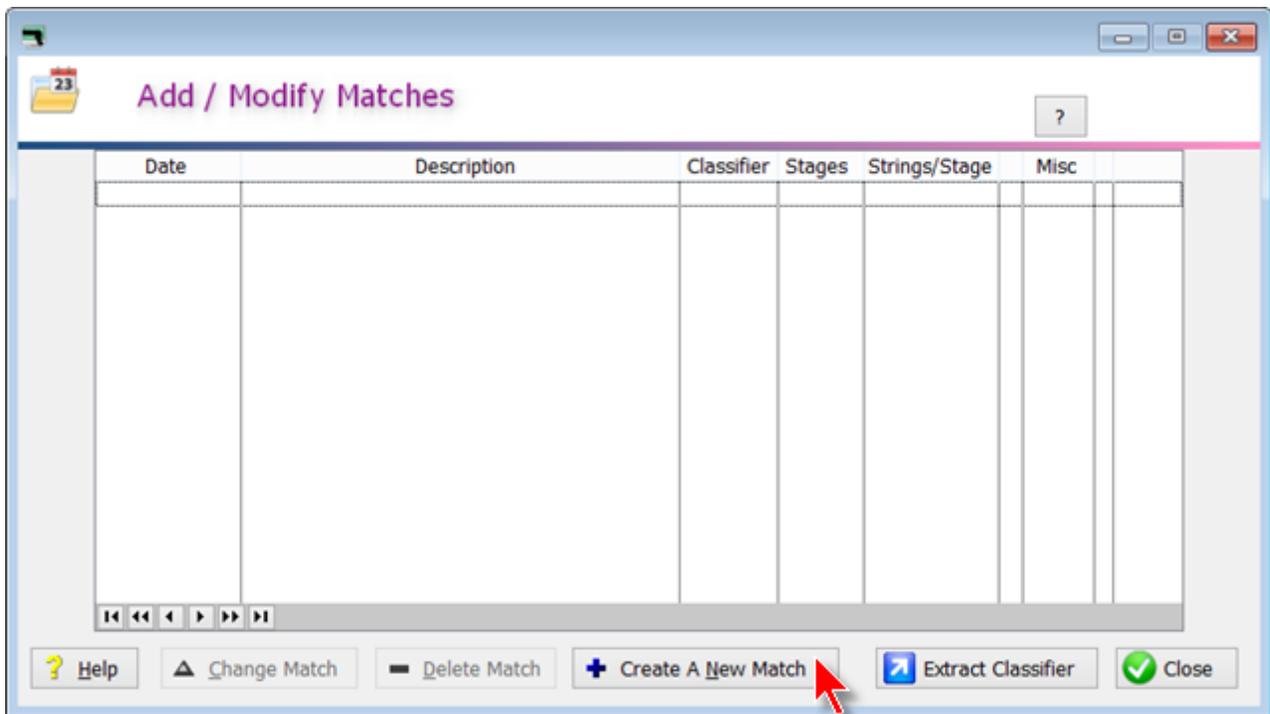
All right, we have some shooters to work with. Time to create a match.

On the main menu bar, click **Match Setup** and then **Create/Modify a Match**



No matches have been defined, so the only option is **Create a New Match**. Click that button now to invoke the **New Match Wizard**.

**NOTE:** You can also press the **Insert** button the keyboard to start the wizard, or right-click the white area and select **New Match**.



## The New Match Wizard

After the **New Match Wizard** opens, enter the date and the name you want to use for this match.

You can enter a date manually using the format 3/12/15 (or or 3/12/2015 or march 12 15...) for March 12, 2015, or click the **Calendar** button. Find the date you want in the calendar and click it.

New Match Wizard

Create New Match

Enter Parameters

Date:

Title for match reports and web pages:

Classifier  
 Yes  
 No

Number of stages:

Has SIDE Match  
 No  
 Yes

Select Match Date

May 2015

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					01	02
03	04	05	06	07	08	09
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

Today

Help

## The New Match Wizard - Other Parameters

Enter the rest of the parameters for the match.

- If you designate this match as a Classifier, appropriate stage and string settings will be preset.
- The option to designate **Has SIDE Match Stages** is explained in the detailed documentation later in this manual.

Set your parameters for a 6 stage match with no side match, then click **Next** to continue

New Match Wizard

Create New Match

Enter Parameters

Date: May 3, 2015

Title for match reports and web pages:  
Sunday in Paradise

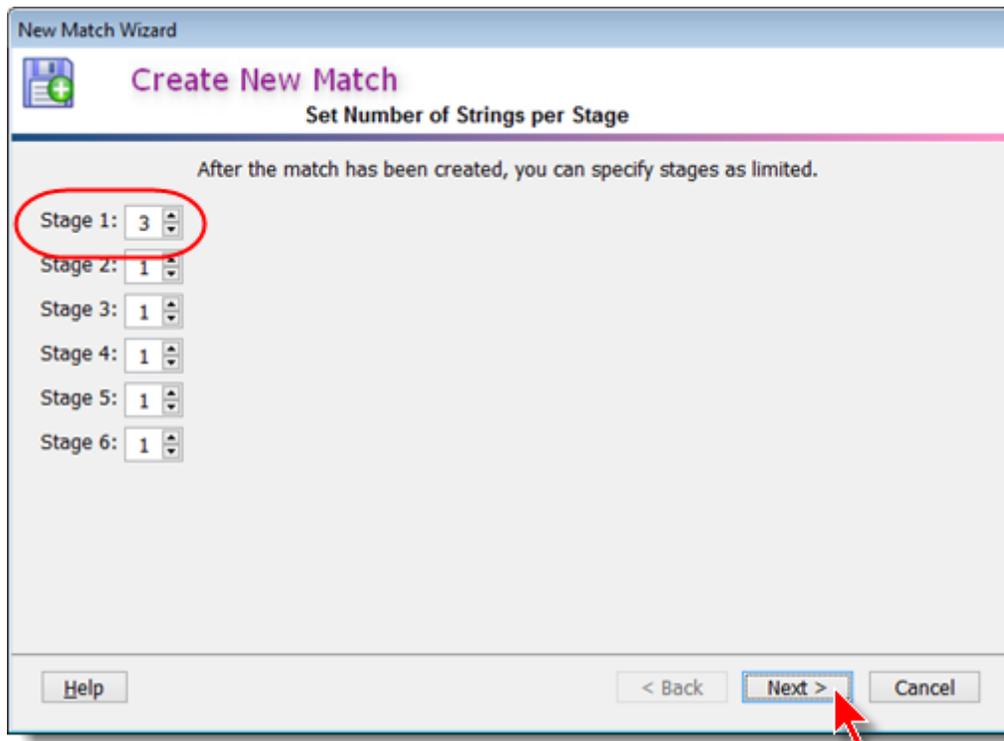
Classifier  
 Yes  
 No

Number of stages: 6

Has SIDE Match Stages  
 No  
 Yes

## The New Match Wizard - Variable Stages and Stage Names

Notice that I've decided we'll shoot 3 strings on Stage 1 only. All other stages will only have one string. To continue, click **Next**.



## Stage Names

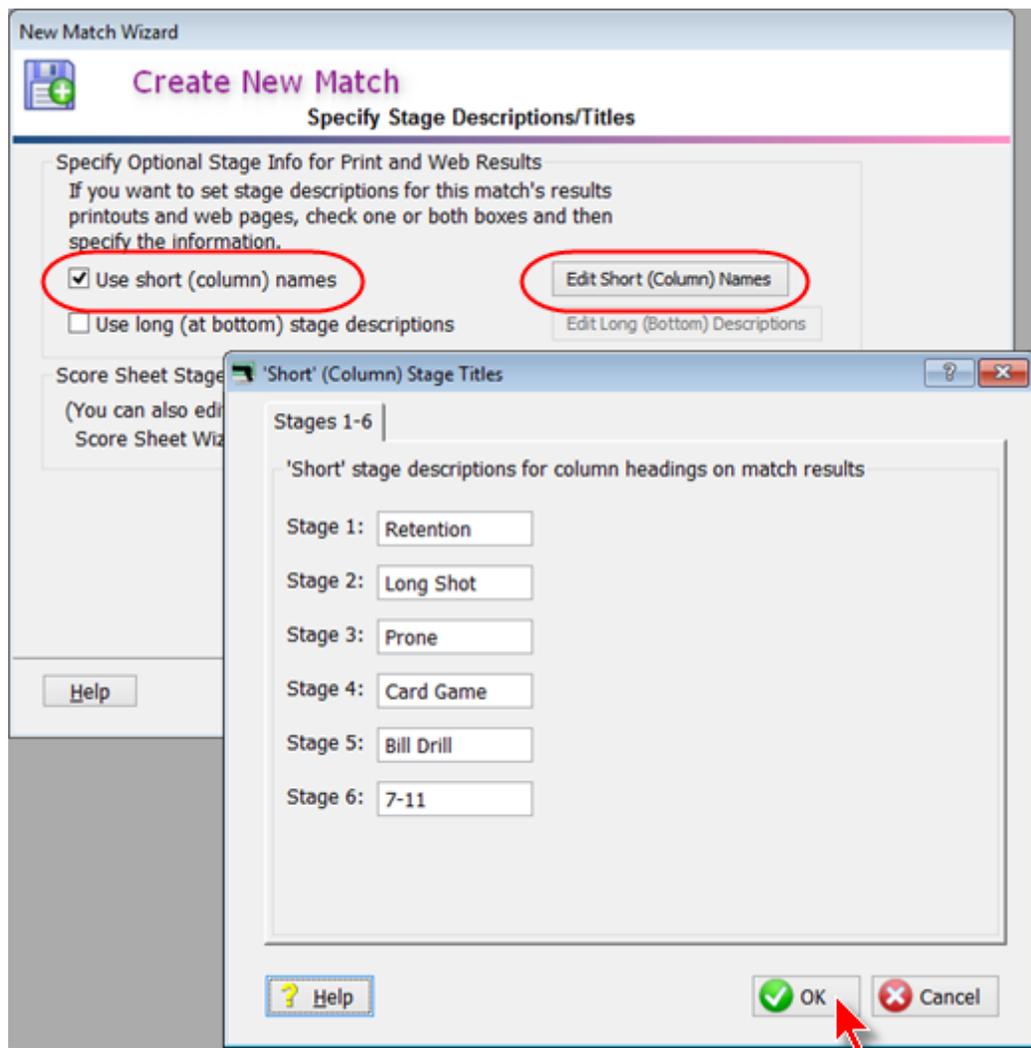
You can optionally enter names that will show on your match results, so your shooters can better remember your match when they look at their scores.

You can enter "short" names, which will appear above each stage column in the results.

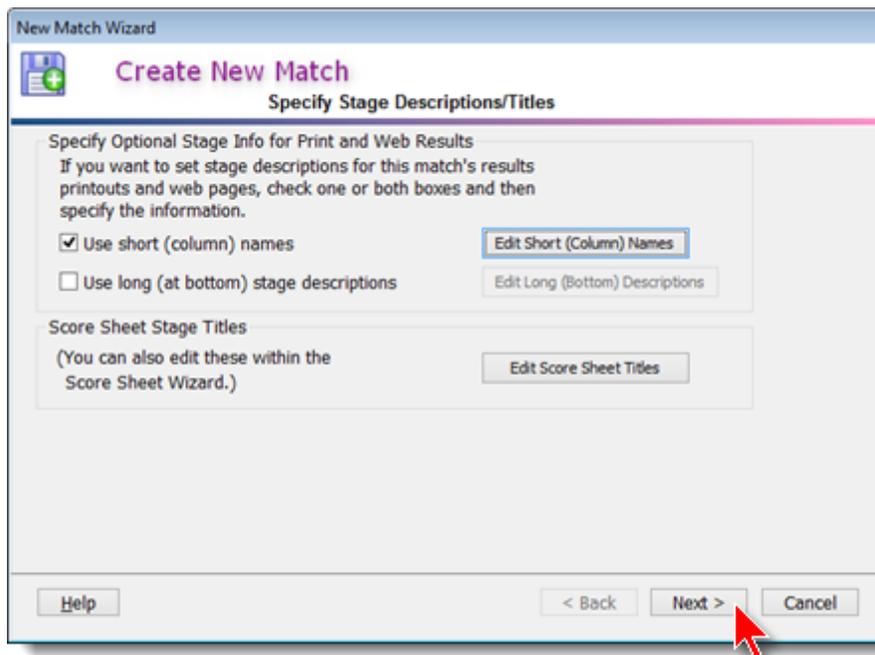
And/or you can enter "long" names, which will appear at the bottom of the results. Because the long names are not limited by the width of the score columns, they can be more descriptive.

For this tutorial, we'll just do short names.

Click the **Use short (column) names** check box. Then click the **Edit Short (Column) Names** button.



Fill in some brief descriptions for the stages. After you click **OK** on the stage titles screen, click **Next**.



The screenshot shows a dialog box titled "New Match Wizard" with a sub-header "Create New Match" and a section "Specify Stage Descriptions/Titles". The main content area contains two sections: "Specify Optional Stage Info for Print and Web Results" and "Score Sheet Stage Titles".

**Specify Optional Stage Info for Print and Web Results**  
If you want to set stage descriptions for this match's results printouts and web pages, check one or both boxes and then specify the information.

- Use short (column) names Edit Short (Column) Names
- Use long (at bottom) stage descriptions Edit Long (Bottom) Descriptions

**Score Sheet Stage Titles**  
(You can also edit these within the Score Sheet Wizard.) Edit Score Sheet Titles

At the bottom of the dialog box, there are three buttons: "Help", "< Back", and "Next >" (with a red mouse cursor pointing to it), and "Cancel".

## The New Match Wizard - Automatic Registration

While we have created a database of people who shoot with our club (or for this event), we haven't specified who is going to participate in this particular match. That's the purpose of 'registration'.

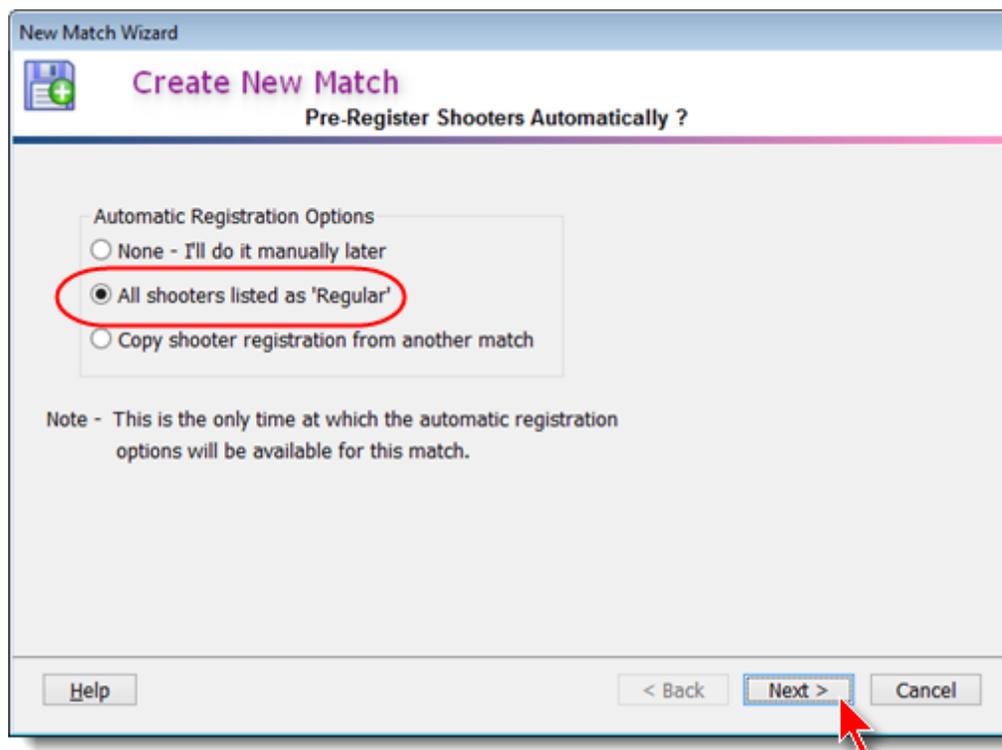
When you first create a match, you can select either of two automatic registration modes (or none, if you prefer.)

- **All shooters listed as 'Regular'** will, perhaps not surprisingly, register all shooters we've designated as 'regular' in our database
- **Copy shooter registration from another match** would do just what it sounds. Not much use here, though, as this is the first match we've defined.

**NOTE:** I personally stopped using this feature a number of years ago.

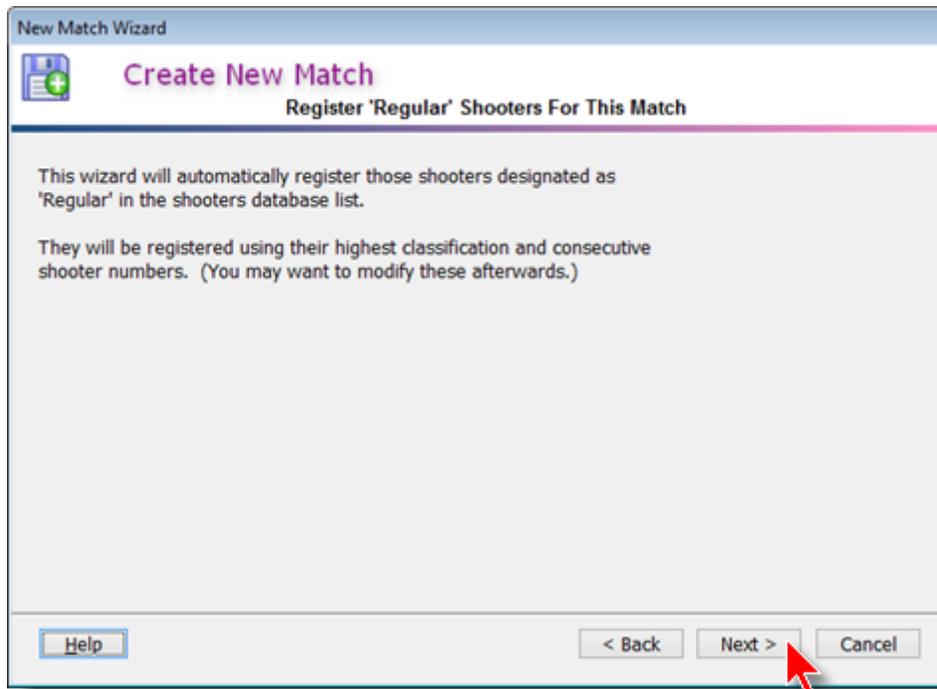
When I first wrote ForScore, my preference for local matches was to begin with the **All shooters listed as 'Regular'** option, adjust the registrations when someone decided to shoot in a division other than what the program had assumed, then use the automatic prune<sup>102</sup> function after match data entry was completed to remove those shooters who didn't actually participate. As our list of 'regular' shooters has now grown to over 300, and we usually have 35 to 50 shoot a monthly match, I now prefer to register shooters individually.

For purposes of this tutorial, though, select the **All shooters listed as 'Regular'** button and click **Next**.



## The New Match Wizard - Options

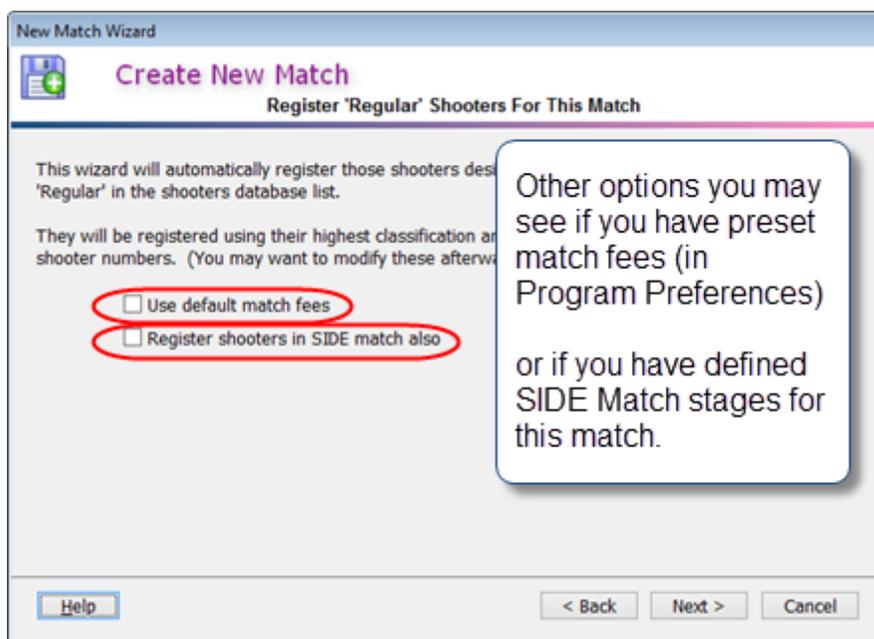
Click **Next**



Other options you *might* see at this point -

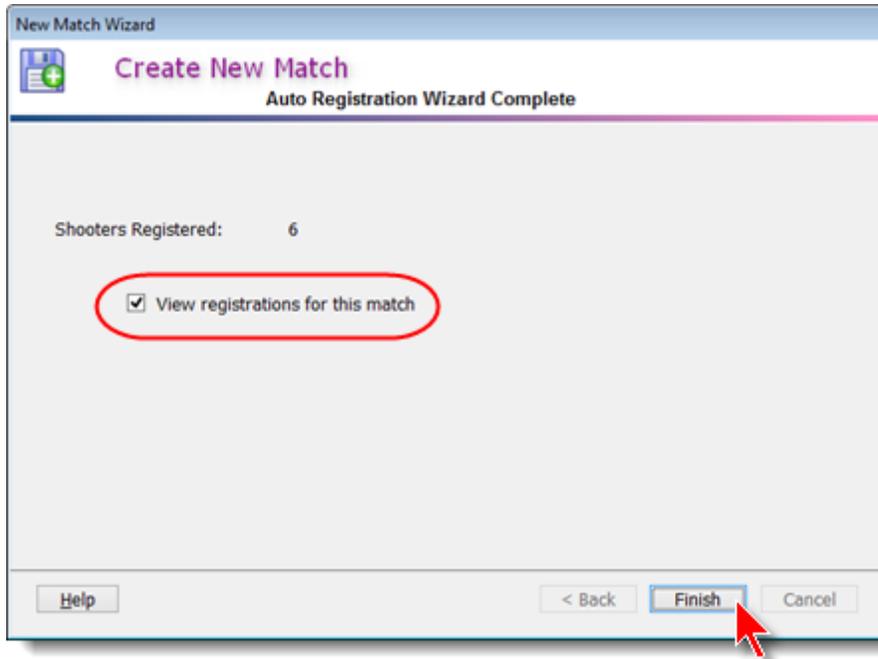
If you've specified default match fees for regular shooters, staff, etc., the option to register shooters using those presets will be available. (That is not covered in this tutorial.)

If you've defined a separate match-within-a-match for SIDE Match stages, the option to register shooters in the SIDE match as well as in the regular stages will be available. (That is not covered in this tutorial.)



## The New Match Wizard - Viewing Automatically Registered Shooters

Be sure the **View registrations for this match** box is checked, then click **Finish**.



Because I checked the **View registrations for this match** before finishing the wizard, the registration screen opens showing my match. At this point I could adjust the registrations as needed. Numbers at the bottom of the screen display how many participants are registered. We will change one of these registrants when we continue the tutorial with Step 3 - Registering shooters [51]. The 'Money' column is used (optionally) for match fees. Colors in the Range column show range membership status. For now, click **Close**.

Match Registration  
MAY 3, 2015 -- Sunday In Paradise

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range Loc	Money
Boop, Betty	1	ESP	MM	A9984433		0		0.00
Fields, W.C.	2	REV-S	NV	SS1909		0		0.00
Fleming, Jane	3	ESP	SS	A16849	<	0	!!	0.00
Jones, Tex	4	REV-S	SS	TX99999		0		0.00
Spade, Sam	5	CDP	SS	A9874432		0		0.00
West, Mae	6	ESP	MM	M0002		0	<	0.00

Expired range member.

Current range member.

Registered: 6  
Staff: 1

Total Money: 0.00

Buttons: Register a Shooter, Delete, Change, Print, PDF, Close, Refresh, Export, Online Classification Wizard, Help

## Modifying a Match - Limited Stage

At this point, the New Match Wizard is finished.

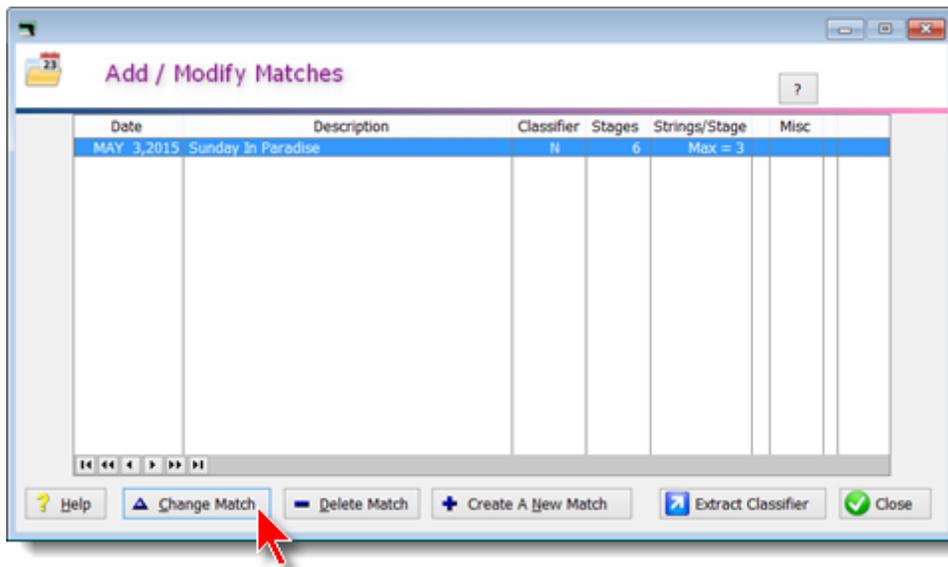
There are many other match options that can be configured after the wizard has done its thing.

In this example, we're going to specify one stage in our match as Limited scoring.

This will help you avoid accidentally entering Failures to Neutralize for that stage when you're entering scores.

If you were printing score sheets for this match, you could also show the Limited stages on the score sheets.

Click the **Match Setup** button on the main toolbar, then select the match you just created.



Click the **Strings** button.

On the stage configuration page, mark the **L** checkbox for stage 5.

Then click **OK** to close the match configuration screen.

And click **Close** to close the Add/Modify Matches screen.

**Modify a Match**

**Modify Match Settings** Sunday In Paradise  
Stage Configuration - Strings, FTN May 3, 2015

General

Strings

Configure stage names

Stage Names

Round Count

Side Match

Drop Stages

Drop stages

Mark checkbox to specify a stage as Limited (also blocks FTN) or just as no-FTN (stage w/ all targets disappearing) ?

		L	NF
Stage 1:	3	<input type="checkbox"/>	<input type="checkbox"/>
Stage 2:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 3:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 4:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 5:	1	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Stage 6:	1	<input type="checkbox"/>	<input type="checkbox"/>

? Help OK Cancel

## Step 3 - Registering Shooters

### Important Concept - the 'Snapshot'

When you register a shooter for a match, certain information about that shooter is looked up from your master database.

I decided to make that lookup a onetime matter for ForScore.

So when you register Suzie Jones as an SSP Novice for a match, that information is frozen unless you explicitly change it.

The reason for this is that if, for some reason, you needed to print out last April's match, you'd want Suzie's information as it existed at that time. If she's since married Bob Smith and upgraded her SSP classification to Sharpshooter, you wouldn't want the old match to reflect the new information.

So if you find any information is incorrect in a shooter's registration as far as name or classification, you need to modify the shooter database<sup>[27]</sup> first, then '**refresh**' the information in that shooter's registration for the match in question.

If you modify the shooter database information from within the registration screen by clicking the **Update This Shooter** button), it will automatically 'refresh' the registration.

Some items, such as **staff** or **senior**, can be individually specified on a shooter's registration without updating the shooters database.

That's because those may change from one match to another. (You may be staff at one match but not at another.

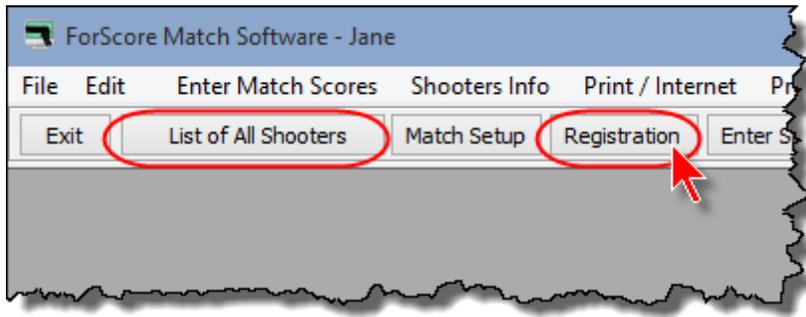
Some sanctioned matches will only allow you to specify one sub-category, so I might choose Distinguished Senior rather than Lady.)

## Registering Shooters

In this section of the tutorial, you will modify one existing registration and add two new ones.

On the main toolbar, be sure the second button says **List of All Shooters**. If it does not, make it so as we did earlier in this tutorial<sup>393</sup>.

Then click **Registration**.

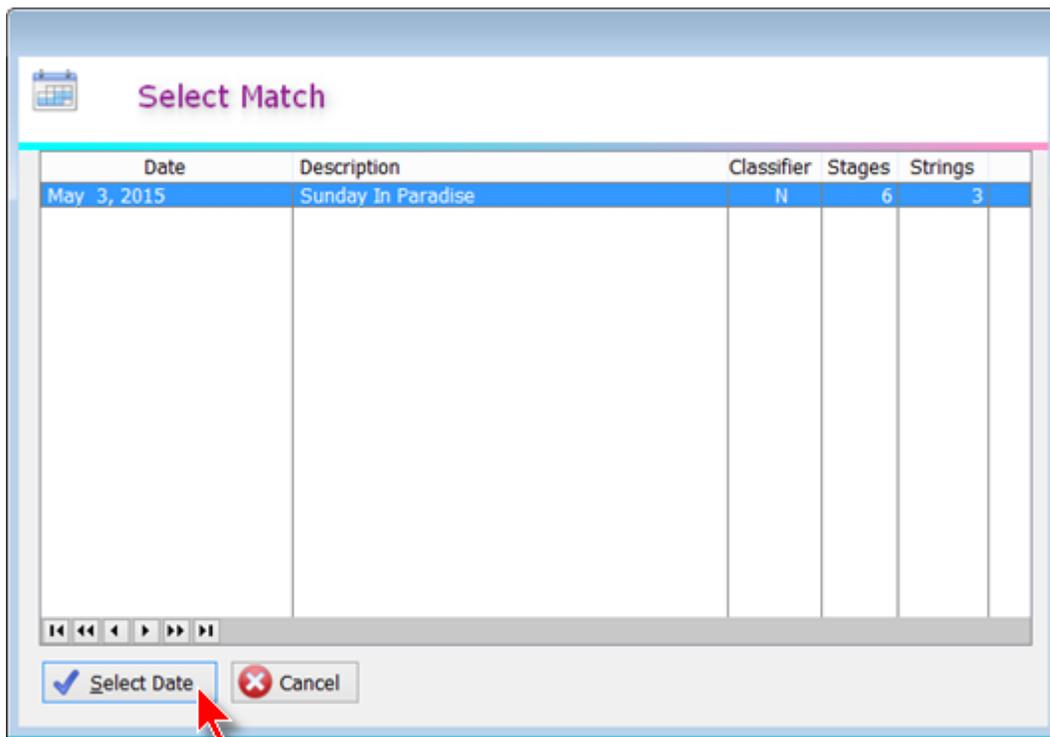


As I've only defined one match so far, that's the only one on the list. Notice that the screen specifies that it has 6 stages and 3 strings. Even though only one stage has three strings, this screen shows the maximum of any stage in the match.

If your list of matches gets too long and cumbersome, you can consider backing up your data to an archive directory, or hiding some matches<sup>236</sup>. If matches are 'hidden' they will not appear in this selection list.

Highlight the match you created (it should be automatically highlighted, since it's the only one) and click **Select Date**.

**NOTE:** In **Program Preferences**<sup>394</sup> you can choose to go directly to the match if there's only one match visible.



## 'VCR' Buttons

To digress briefly for a general observation:

Note that most all list screens in **ForScore** have "**VCR buttons**" at the bottom.

While on many lists you can get the record you want by typing a few letters (the beginning of someone's last name or of his email address, for example), there are times you may want to scroll to the top or bottom of a list... or up or down one page.

The buttons at the bottom of lists work like those on a VCR.

The left button jumps to the top of the list. The rightmost button jumps to the bottom.

The double left arrow jumps up one page. The double right button jumps down one page.

The single left and right buttons scroll up or down one record.

Of course, you can also use the up and down arrow keys and the **PageUp** and **PageDown** or **Home** and **End** keys on your keyboard. And on most lists, the wheel on a wheel mouse will also move you up and down.

**Select Match**

Date	Description	Classifier	Stages	Strings
March 7, 2015	SLOSA IDPA March, 2015	N	6	3
January 3, 2015	SLOSA IDPA January 2015 Classifier	Y	3	7
December 6, 2014	SLOSA IDPA December 2014 Match	N	6	3
October 4, 2014	SLOSA IDPA October 2014 Monthly Match	N	6	1
September 6, 2014	SLOSA IDPA September 2014 Match	N	6	3
August 2, 2014	SLOSA IDPA August 2014 Monthly Match	N	5	1
July 5, 2014	SLOSA IDPA July 2014 Classifier	Y	3	7
June 21, 2014	SLOSA IDPA June 2014 Match	N	5	1
May 3, 2014	SLOSA IDPA May 2014 Match	N	6	3
April 5, 2014	SLOSA IDPA April 2014	N	6	2
February 1, 2014	SLOSA IDPA February 2014 Match	N	6	2
January 4, 2014	SLOSA IDPA January 2014 Classifier	Y	3	7
November 2, 2013	SLOSA IDPA November 2013 Match	N	5	3
October 5, 2013	SLOSA IDPA October 2013 Match	N	6	2
September 7, 2013	SLOSA-IDPA Sept 2013 Match	N	6	3
August 3, 2013	SLOSA-IDPA August 2013 Match	N	6	3
July 6, 2013	SLOSA July 2013 Classifier	Y	3	7

Navigation buttons: [Home] [Left] [Right] [End]

Buttons:

## Manually Registering Shooters

The same screen opens that you saw at the end of the tutorial on creating a match<sup>46</sup>

The six entrants were automatically registered by the wizard when I created the match and elected to register all 'regular' shooters.

Now I want to register two shooters who are not designated as 'regular'. That's why I made sure the check box was cleared before opening the shooter registration procedure.

Click **Register a Shooter**.

(You can also press the **Insert** button on your keyboard, or right-click the white area and select **Register a Shooter**.)

Match Registration  
MAY 3, 2015 -- Sunday In Paradise

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range Loc	Money
Boop, Betty	1	ESP	MM	A9984433		0		0.00
Fields, W.C.	2	REV-S	NV	SS1909		0		0.00
Fleming, Jane	3	ESP	SS	A16849	<	0	!!	0.00
Jones, Tex	4	REV-S	SS	TX99999		0		0.00
Spade, Sam	5	CDP	SS	A9874432		0		0.00
West, Mae	6	ESP	MM	M0002		0	<	0.00

Registered: 6  
Staff: 1

Total Money: 0.00

+ Register a Shooter   - Delete   ▲ Change   Print

\* IDPA # Lookup    PDF

? Help   Refresh   Export   Online Classification Wizard   Close

## Selecting a Shooter

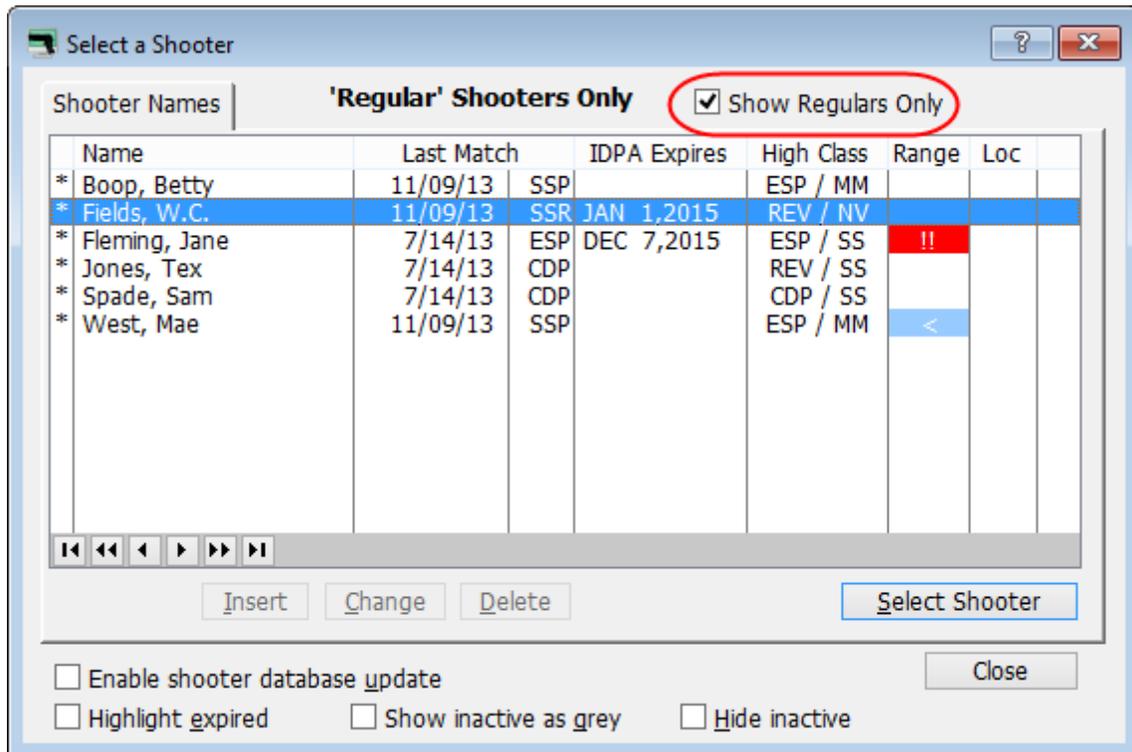
Notice that you are now selecting from the list of all shooters.

The screenshot shows the 'Match Registration' window for 'MAY 3, 2015 -- Sunday In Paradise'. A dialog box titled 'Select a Shooter' is open, displaying a list of shooters. The 'All Shooters' tab is selected and circled in red. The list includes the following data:

Name	Last Match	IDPA Expires	High Class	Range
Boop, Betty	11/09/13	SSP	ESP / MM	
Fields, W.C.	11/09/13	SSR	REV / NV	
Fleming, Jane	7/14/13	ESP	ESP / SS	II
Jones, Tex	7/14/13	CDP	REV / SS	
Smith, Betty	7/14/13	SSP	MAY 1, 2015	SSP / NV
Smith, Tom	/ /		DEC 1, 2014	~UNCLASS~
Spade, Sam	7/14/13	CDP		CDP / SS
Thompson, Tommy	/ /			~UNCLASS~
West, Mae	11/09/13	SSP		ESP / MM
Zeta-Jones, Michael	/ /		DEC 12, 2013	~UNCLASS~

The 'Smith, Betty' row is highlighted in blue, and a red arrow points to it. The dialog box also includes buttons for 'Insert', 'Change', 'Delete', and 'Select Shooter', along with checkboxes for 'Enable shooter database update', 'Highlight expired', 'Show inactive as grey', and 'Hide inactive'.

If the **Show Regulars Only** check box on this screen were marked, you would be selecting from them only.



Select a Shooter

Shooter Names | **'Regular' Shooters Only**  Show Regulars Only

Name	Last Match	IDPA Expires	High Class	Range	Loc
* Boop, Betty	11/09/13	SSP	ESP / MM		
* Fields, W.C.	11/09/13	SSR JAN 1,2015	REV / NV		
* Fleming, Jane	7/14/13	ESP DEC 7,2015	ESP / SS	!!	
* Jones, Tex	7/14/13	CDP	REV / SS		
* Spade, Sam	7/14/13	CDP	CDP / SS		
* West, Mae	11/09/13	SSP	ESP / MM	<	

Insert Change Delete Select Shooter

Enable shooter database update  Highlight expired  Show inactive as grey  Hide inactive

Close

## Configuring Shooter Registration Info

Highlight the name of someone who isn't yet registered in the match, and click **Select Shooter**. In my case, I've selected Betty Smith.

Note that some information has been automatically entered. When I added Betty to the shooters database, I specified that she is a lady and a senior. I also said that she was an SSP Novice and Unclassified in all other divisions, so the program defaulted to registering her in her highest classification. See the important note below<sup>57</sup> about Unclassified shooters. I also specified a date on which her IDPA membership expires. Because that date is prior to this match's date, the membership number is displayed in **red**.

To register her in a different division for this match, I'd click the appropriate button to select another division (or use a hot key, such as **Ctrl+E** for ESP). Her shooter classification would automatically adjust to her classification for that other division. Changes in classification must be made in the main shooter database, not typed in here directly.

Adding a Shooter to this Match

7 - Smith, Betty SSP/NV

Match date: MAY 3, 2015

Select Shooter Update This Shooter

Smith, Betty

A99999

Shooter number: 7

Don't derive classification

CDP UN  (Ctrl+C)

ESP UN  (Ctrl+E)

**SSP NV  (Ctrl+S)**

CCP NV  (Ctrl+P)

REV-S UN  (Ctrl+R) REV-E  (Ctrl+Shift+R)

BUG-S NV  (Ctrl+B) BUG-R  (Ctrl+Shift+B)

NFC UN

SIDE UN

SSP Novice

Match Fee: 0.00

Pistol (optional):

Specify for this match

Staff

Junior (12 thru 17)

Senior (50-64)

Distinguished Senior (65+)

Law

Lady

Press

International

Industry

Optional

Squad (Alt+Q): 0

Lock Squad

Red "light" means she's not a current member of my local range ("SLOSA").

If you enter the shooter's IDPA membership expiration date in the list of shooters, it will show red here when expired.

If you have defined SIDE match stages for this match, the check box to register this shooter in the SIDE match simultaneously will be available. You can update Betty's shooter information by clicking the **Update This Shooter** button.

If you are pre-squadding a match, you can enter Betty's squad number here. (Or you can use the Auto Squadding Wizard<sup>312</sup> later.) You can also optionally enter the shooter's match fee and pistol information.

Those topics are not part of this tutorial. There is more detail on this screen elsewhere in this documentation<sup>292</sup>.

The screenshot shows a software window titled "Adding a Shooter to this Match" with a sub-header "7 - Smith, Betty SSP/NV Squad: 3" and "Match date: MAY 3,2015". The window contains several sections:

- Select Shooter:** A button labeled "Select Shooter" and a status indicator "SLOSA". A red circle highlights the "Update This Shooter" button.
- Shooter Information:** Name "Smith, Betty", ID "A99999", and "Shooter number: 7".
- Classification:** A list of radio buttons for various divisions: "Don't derive classification", "CDP UN (Ctrl+C)", "ESP UN (Ctrl+E)", "SSP NV (Ctrl+S)", "CCP NV (Ctrl+P)", "REV-S UN (Ctrl+R)", "REV-E UN (Ctrl+Shift+R)", "BUG-S NV (Ctrl+B)", "BUG-R UN (Ctrl+Shift+B)", "NFC UN", and "SIDE UN (Ctrl+D)". The "SSP NV" option is selected.
- Match Fee:** A text box containing "10.00", circled in red.
- Pistol (optional):** A text box containing "Glock 34 9mm", circled in red.
- Registration Options:** A checkbox "Also register in SIDE match?" is circled in red.
- Specify for this match:** A section with a "Staff" checkbox and several sub-options: "Junior (12 thru 17)", "Senior (50-64)", "Distinguished Senior (65+)", "Low", "Lady", "Military", "Press", "International", and "Industry". "Senior (50-64)" and "Lady" are checked.
- Optional Squad (Alt+Q):** A text box containing "3", circled in red, with a "Lock Squad" checkbox below it.
- Buttons:** "Help", "Refresh", "OK", and "Cancel" are at the bottom.

**NOTE:** ForScore follows IDPA rules for unclassified shooters at club matches. If a shooter is classified in any division and shoots in a division in which he's not classified, **he'll be registered for that match using his highest classification from any other division**. For more information, see the Unclassified Shooters<sup>298</sup> topic and Registering 'Sam' in Another Division<sup>63</sup>.

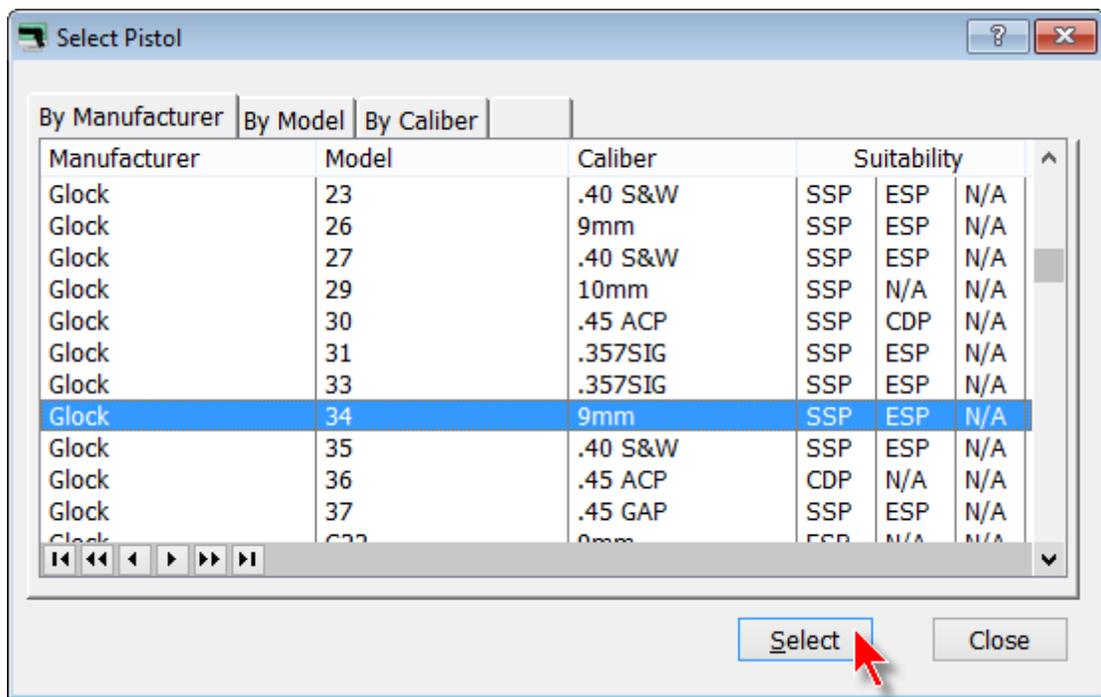
## Specifying a pistol

If you care to keep track of which pistols were used in a match, you can do so here.

Click the **Select** button.

The screenshot shows a dialog box titled "Adding a Shooter to this Match" for shooter "7 - Smith, Betty SSP/NV" with a match date of "MAY 3, 2015". The interface includes a "Select Shooter" button, a "SLOSA" status indicator, and an "Update This Shooter" button. The shooter's name "Smith, Betty" and ID "A99999" are displayed. A "Shooter number" field contains the value "7". A list of classification codes is shown, with "SSP NV" selected. A "Specify for this match" section contains several checkboxes, with "Senior (50-64)", "Lady", and "Novice" checked. A "Match Fee" field is set to "0.00". An "Optional Squad (Alt+Q)" field is set to "0". A "Pistol (optional)" field is empty, with "Select" and "Clear" buttons next to it. The "Select" button is circled in red with a red arrow pointing to it. At the bottom, there are "Help", "Refresh", "OK", and "Cancel" buttons.

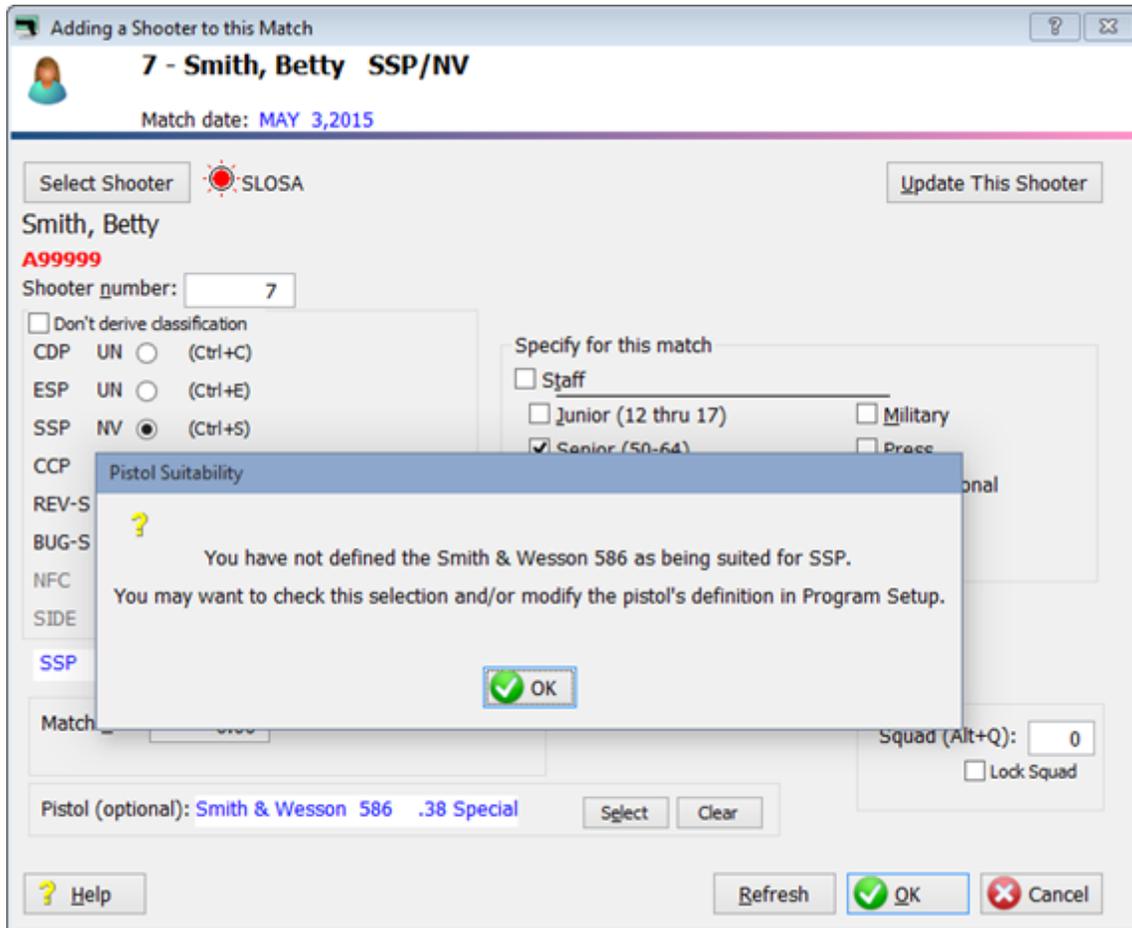
Then select one from the list. The **Clear** button lets you erase the pistol from this shooter.



Configuration of the pistols list is discussed in this section<sup>403</sup>.

## Finishing Betty

If you select a pistol that the system hasn't been told is suitable for a particular division, the program will nag you but still let you proceed. You can modify the pistol's definition with the Pistol Definitions Utility<sup>[403]</sup>. Click **OK** to finish this shooter's registration.



## Changing the Screen's Sort Order

You should be back at the registration screen for the match. Notice that there's a green **P** indication by Betty showing a pistol has been specified for her. (If you don't want that shown, you can turn it off in Program Preferences<sup>(377)</sup>.)

Match Registration  
MAY 3, 2015 -- Sunday In Paradise

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Boop, Betty	1	ESP	MM	A9984433		0		0.00
Fields, W.C.	2	REV-S	NV	SS1909		0		0.00
Fleming, Jane	3	ESP	SS	A16849	<	0	!!	0.00
Jones, Tex	4	REV-S	SS	TX99999		0		0.00
Smith, Betty	7	SSP	NV	A99999		0	P	0.00
Spade, Sam	5	CDP	SS	A9874432		0		0.00
West, Mae	6	ESP	MM	M0002		0	<	0.00

Total Money: 0.00

Registered: 7  
Staff: 1

Buttons: + Register a Shooter, - Delete, ▲ Change, Print, \* IDPA # Lookup, PDF, ? Help, Refresh, Export, Online Classification Wizard, Close

Click the **By Shooter Number** tab. Notice that shooters are now sorted by number, rather than alphabetically. Notice also that if you 'hover' your mouse over the **By Shooter Number** tab, a help popup will inform you that you can press the **F3** key to select it. Likewise, instead of using the mouse you can press the **F2** key for alphabetical listing, **F4** for listing by squad, etc. Most of the lists in **ForScore** have similar hot keys for selecting their sort orders.

**Match Registration**  
MAY 3, 2015 -- Sunday In Paradise

Alphabetical Listing **By Shooter Number** | By Squad | By Division | By Classification | Staff | SO

Hot key is F3

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Boop, Betty	1	ESP	MM	A9984433		0		0.00
Fields, W.C.	2	REV-S	NV	SS1909		0		0.00
Fleming, Jane	3	ESP	SS	A16849	<	0	!!	0.00
Jones, Tex	4	REV-S	SS	TX99999		0		0.00
Spade, Sam	5	CDP	SS	A9874432		0		0.00
West, Mae	6	ESP	MM	M0002		0	<	0.00
Smith, Betty	7	SSP	NV	A99999		0	P	0.00

Registered: 7  
Staff: 1

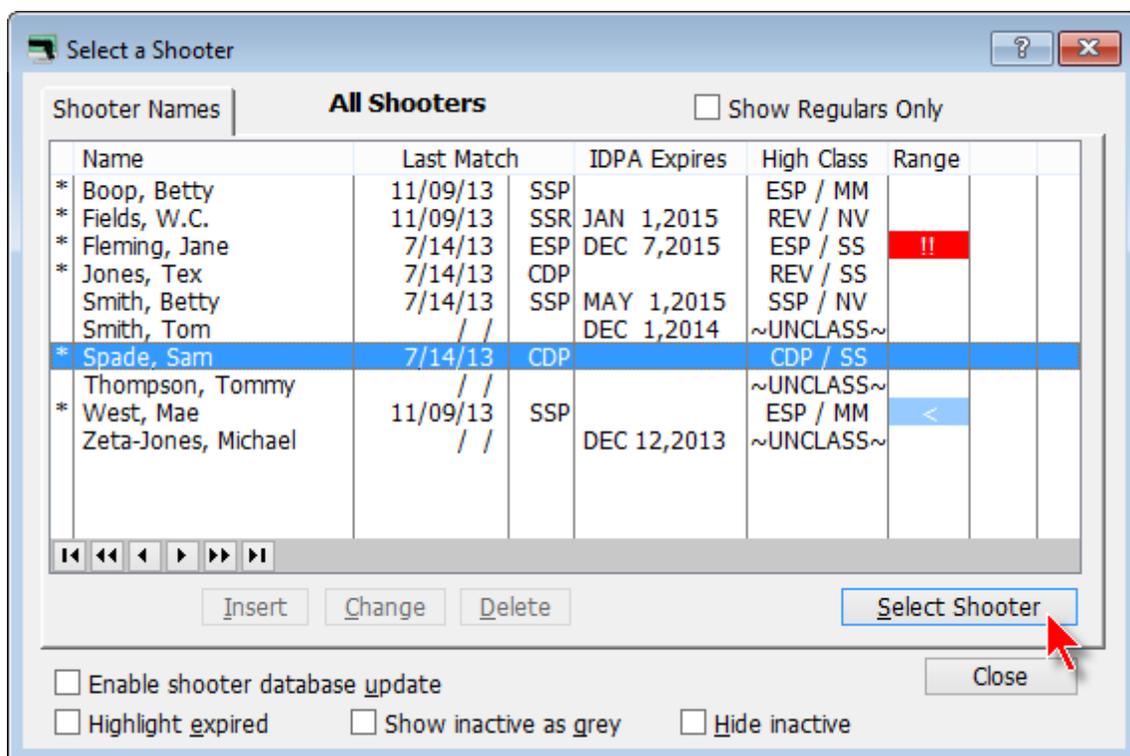
Total Money: 0.00

Buttons: + Register a Shooter, - Delete, ▲ Change, Print, \* IDPA # Lookup, PDF, ? Help, Refresh, Export, Online Classification Wizard, Renumber, Close

## Registering 'Sam' in Another Division

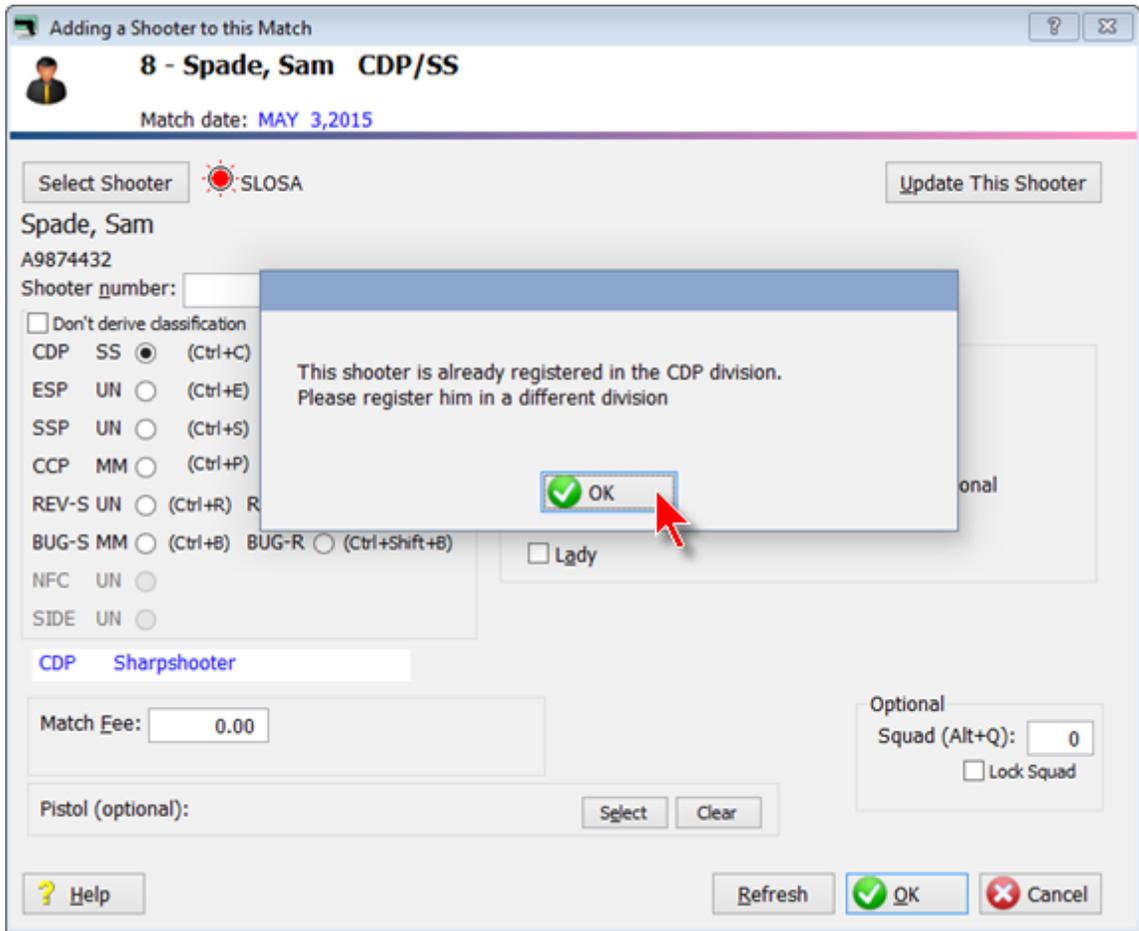
Click **Register a Shooter** to register another shooter.

You're going to let Sam shoot REV as well as his 1911. Select him (or one of the users you've already registered).



In my case, I've already registered Sam in CDP. But since his highest classification is CDP, the system tries to register him there by default. Default behavior for ForScore is not to permit a shooter to be registered in one match twice in the same division. You can change that behavior by checking **Allow Reentry** in Program Preferences<sup>[377]</sup>.

So I'll change Sam's registration to shoot REV as well as the CDP he's already registered for.



Sam is going to shoot in the Enhanced sub-category of the REV division.

I held the **Ctrl** key and the Shift key and then tapped the **R** key to select REV-E for this registration. (I could also have clicked the REV-E button with the mouse.)

Note that Sam's REV registration has been assigned a different shooter number. You can change that as you like, as long as no two registrations in a given match have the same shooter number. Even though Sam isn't classified in REV, he'll be shooting as a Sharpshooter because that's his highest classification. (That's per the IDPA rulebook provisions for local matches. You can turn off that feature in Program Preferences<sup>393</sup>.) He doesn't have an autoloader classification that would trigger an "equity" classification.

Click **OK** to close Sam's registration.

Adding a Shooter to this Match

8 - Spade, Sam REV-E/SS

Match date: MAY 3,2015

Select Shooter: SLOSA

Update This Shooter

Spade, Sam  
A9874432 Regular

Shooter number: 8

Don't derive classification

CDP SS  (Ctrl+C)

ESP UN  (Ctrl+E)

SSP UN  (Ctrl+S)

CCP MM  (Ctrl+P)

REV-S UN  (Ctrl+R) **REV-E  (Ctrl+Shift+R)**

BUG-S MM  (Ctrl+B) BUG-R  (Ctrl+Shift+B)

NFC UN

SIDE UN

Specify for this match

Staff

Junior (12 thru 17)  Military

Senior (50-64)  Press

Distinguished Senior (65+)  International

Law  Industry

Lady

REV-E Sharpshooter (derived from highest classification)

Match Fee: 0.00

Optional Squad (Alt+Q): 0  Lock Squad

Pistol (optional):

## Changing and 'Refreshing' a Registration

By now we've manually added two registrations - one for a shooter who wasn't on our 'regulars' list, and a second registration for a shooter who's going to participate in two divisions. (The orange flag on Sam means that that classification is derived.) I've clicked the **Alphabetical Listing** tab.

**Match Registration**  
MAY 3, 2015 -- Sunday In Paradise

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

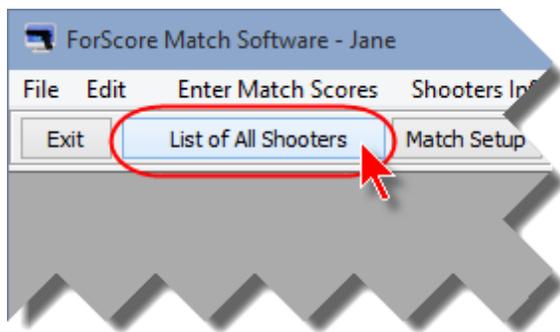
Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Boop, Betty	1	ESP	MM	A9984433		0		0.00
Fields, W.C.	2	REV-S	NV	SS1909		0		0.00
Fleming, Jane	3	ESP	SS	A16849	<	0	!!	0.00
Jones, Tex	4	REV-S	SS	TX99999		0		0.00
Smith, Betty	7	SSP	NV	A99999		0	P	0.00
Spade, Sam	5	CDP	SS	A9874432		0		0.00
Spade, Sam	8	REV-E	SS	A9874432		0		0.00
West, Mae	6	ESP	MM	M0002		0	<	0.00

Total Money: 0.00

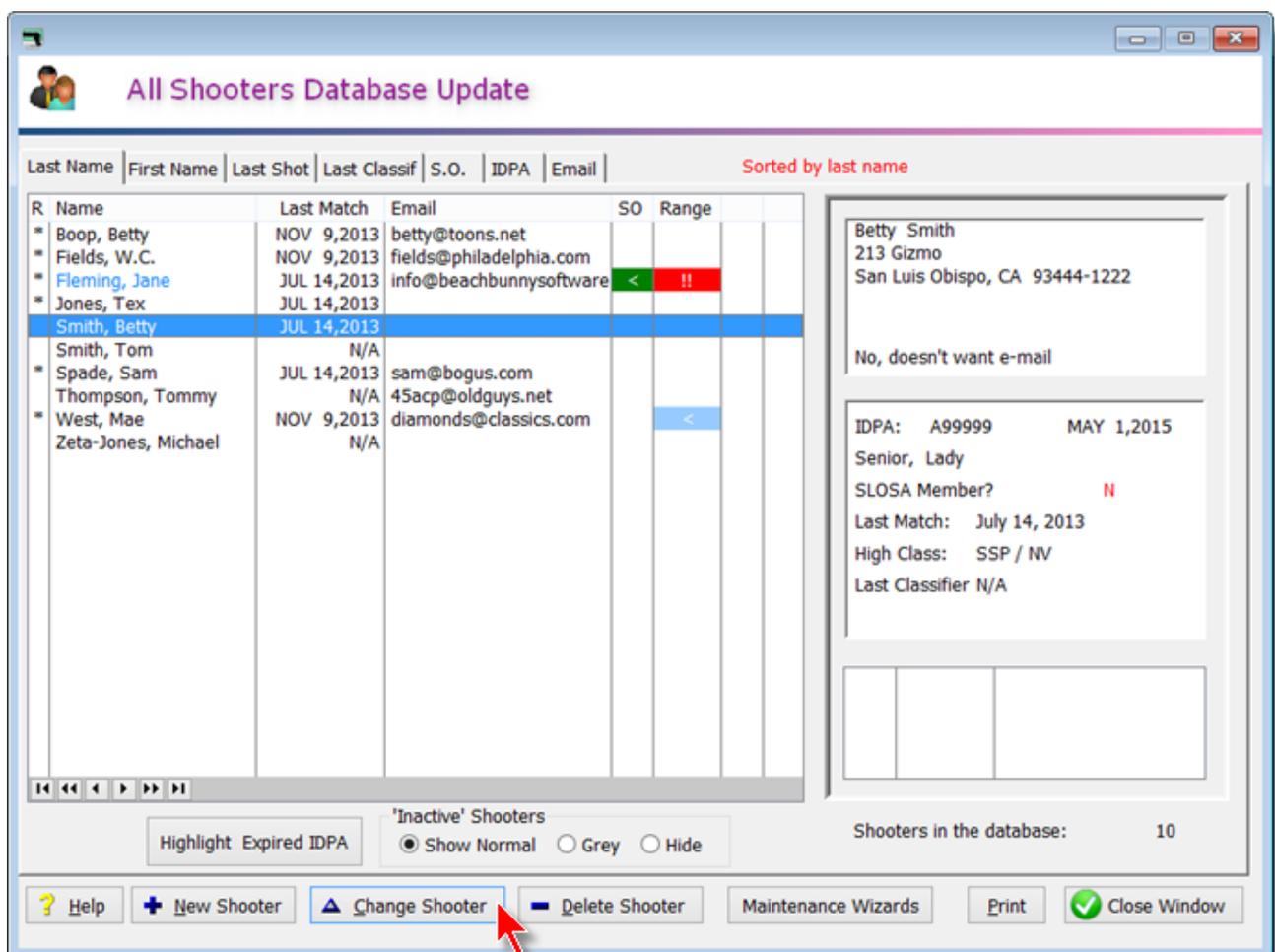
Registered: 8  
Staff: 1

Buttons: + Register a Shooter, - Delete, ▲ Change, Print, \* IDPA # Lookup, PDF, ? Help, Refresh, Export, Online Classification Wizard, Close

But Betty Smith has told us that she's renewed her membership, has changed her name, and has upgraded her SSP classification to Sharpshooter. (Somebody's been practicing!) In addition, we've decided that Betty will be serving as one of the staff for this match, as she recently received her Safety Officer card. Betty's name and classification will need to be changed in the shooters database before we can update this registration 'snapshot'. You can leave the registration window open, if you wish. Click on the **List of All Shooters** button.



From the list of all shooters, select Betty's name and click **Change Shooter**.



I've changed Betty's last name to Johnson. I'll click on the **Membership** button (or press F3) and update her IDPA membership expiration (she's renewed her membership for 3 years).

Record Will Be Changed (Smith, Betty)

**Johnson, Betty**    A99999    Last Match: JUL 14, 2013  
Alt+Insert copies data from last record

Contact F2    Membership F3    Classif F4    Notes F5

Name and Address

First Name: Betty    Last Name: Johnson    Default City/State

Address: 213 Gizmo    Last City/State

Address (additional):

City: San Luis Obispo    State: CA    Print Label?  Y  N

Zip/Postal Code: 93444-1222    Country: USA

Email:    Wants SLOSA-IDPA E-mail?  Y  N

'Regular'     Inactive     Staff     Safety Officer

Phone Info

Area	Number	Description

Emergency Contact Info

Contact name:

Relation:

Phone:

Remarks:

Insert    Change    Delete    Print    Update

Help    OK    Cancel

But I'm not ready to click **OK** until I've changed her classification as well.

Record Will Be Changed (Smith, Betty)

**Johnson, Betty**    **A99999**    **Last Match: JUL 14, 2013**

Contact F2

Membership F3

**Classif F4**

Notes F5

'Regular'

Inactive

Staff

Safety Officer

IDPA Info

IDPA Number: A99999    Expires: **May 1, 2018**

Range Info

SLOSA Member?     Y     N

Number:    Expires:

Liability form expiration date:

Default Categories  
(can be modified for a specific match)

- Junior (12 thru 17)
- Senior (50 - 64)
- Distinguished Senior (65+)
- Law Enforcement
- Military
- Military Veteran
- Lady
- Industry
- International
- Press \$

Help    OK    Cancel

I'll click on the **Classif** button (or press F4), and change Betty to SSP Sharpshooter. Notice that I am **not** specifying Betty as Staff here. If I did, Betty would be considered staff by default for *all* matches.

I'll also mark the **Safety Officer** box.

Satisfied with the changes, click **OK**.

I can close the **List of All Shooters**, or leave it open.

The screenshot shows a window titled "Record Will Be Changed (Smith, Betty)". The header displays "Johnson, Betty" and "A99999" on the left, and "Last Match: JUL 14, 2013" on the right. On the left side, there is a sidebar with buttons for "Contact F2", "Membership F3", "Classif F4", and "Notes F5". Below these are checkboxes for "'Regular'", "Inactive", "Staff", and "Safety Officer" (which is checked and circled in red). At the bottom left is a printer icon. The main area contains six classification sections: CDP, SSP, BEV, ESP, CCP, and BUG. Each section has radio buttons for "DM", "Master", "Expert", "Sharpshooter", "Marksman", "Novice", and "Unclassified", along with an "Equity" checkbox. In the SSP section, "Sharpshooter" is selected and circled in red. At the bottom, there are buttons for "Unlock Dates and Equity", "History", "Help", "OK" (with a green checkmark and a red arrow pointing to it), and "Cancel".

I chose to leave the **List of All Shooters** open, but have now clicked on the **Shooters Registered for Match** window.

If you closed the **Shooters Registered for Match** window before modifying Betty's information, click the **Match Registration** button on the toolbar to reopen it.

**Notice that my 'snapshot' has not changed.** Although the shooters database shows the 'new' Betty, for this match she still has the name and classification with which I first registered her.

The screenshot displays two overlapping windows. The background window is titled "All Shooters Database Update" and shows a list of shooters. The foreground window is titled "Match Registration" for "MAY 3, 2015 -- Sunday In Paradise". A callout box explains that the updated information for Betty is visible in the shooters list but does not automatically update the match registration.

**All Shooters Database Update**

**IMPORTANT!!**

**Match Registration**

MAY 3, 2015 -- Sunday In Paradise

Alphabetical Listing

Name	Classification	IDPA ID
Boop, Betty		A9984433
Fields, W.C.		SS1909
Fleming, Jane		A16849
Jones, Tex		TX99999
Smith, Tom		A99999
Spade, Sam		A9874432
Thompson, Tommy		A9874432
West, Mae		A9874432
Zeta-Jones, Michael		M0002

The updated info for Betty shows on the shooters list. It does NOT automatically update this match registration, nor the registration for any other match.

Highlight Betty's name on the **Shooters Registered for Match** screen and click **Change**.

The record displays the old snapshot information, but it no longer shows her IDPA number in red because it's valid as of the match date.

The screen points out that Betty has a new SSP classification, and prompts me to click Refresh to update the 'snapshot'.

**SSP Novice** (which I've highlighted in this picture) is the classification with which she's currently registered for this match.

Changing a Shooter's Registration Info

**7 - Smith, Betty SSP/SS**

Match date: MAY 3, 2015

Select Shooter: SLOSA

**Smith, Betty**

A99999

Shooter number: 7

Don't derive classification

CDP UN  (Ctrl+C)

ESP UN  (Ctrl+E)

SSP SS  **<- New**

CCP NV  (Ctrl+P)

REV-S UN  (Ctrl+R) REV-E  (Ctrl+Shift+R)

BUG-S NV  (Ctrl+B) BUG-R  (Ctrl+Shift+B)

NFC UN

SIDE UN

**SSP Novice**

Specify for this match

Staff

Junior (12 thru 17)

Senior (50-64)

Distinguished Senior (65+)

Law

Lady

International

Industry

Match Fee: 0.00

Optional Squad (Alt+Q): 0

Lock Squad

Pistol (optional): Glock 34 9mm

Select Clear

? Help Safety Officer

Refresh OK Cancel

I double-clicked Betty's item in the registration list (or I could have clicked **Change** on that list.)

The snapshot has not been updated - she's still named Smith and still registered as Novice until I click **Refresh**.

Click Refresh if you want to update her classification for this match

After I click **Refresh**, her name and classification are updated.

I'm also going to designate her as **Staff** for *this match only* by clicking **Staff**.

Note that she is shown as a Safety Officer. That's because we marked her as qualified in the shooters database. For club matches, this gives you an idea of how many SOs you have participating. For large matches, you can specify Safety Officers explicitly with the Event Module<sup>593</sup>.

Click **OK** to save Betty's updated (refreshed) registration.

The screenshot shows a software window titled "Changing a Shooter's Registration Info" for a shooter named Betty Johnson. The window displays various registration details and options. Key elements include:

- Title Bar:** "Changing a Shooter's Registration Info" with standard window controls.
- Header:** "7 Johnson, Betty SSP/SS" (circled in red), "Match date: MAY 3, 2015", and "SLOSA" (with a target icon).
- Buttons:** "Select Shooter", "Update This Shooter", "Refresh", "OK" (with a green checkmark and a red arrow pointing to it), and "Cancel".
- Shooter Info:** "Johnson, Betty", "A99999", "Shooter number: 7".
- Classification List:** A list of classification codes with radio buttons: Don't derive classification, CDP UN (Ctrl+C), ESP UN (Ctrl+E), SSP SS (Ctrl+S) (selected), CCP NV (Ctrl+P), REV-S UN (Ctrl+R), REV-E (Ctrl+Shift+R), BUG-S NV (Ctrl+B), BUG-R (Ctrl+Shift+B), NFC UN, SIDE UN. "SSP Sharpshooter" is circled in red.
- Match Specifics:** "Match Fee: 0.00", "Pistol (optional): Glock 34 9mm", "Optional Squad (Alt+Q): 0", "Lock Squad" checkbox.
- Match Classification Section:** "Specify for this match" with checkboxes: Staff (checked and circled in red), Junior (12 thru 17), Senior (50-64), Distinguished Senior (65+), Law, Lady (checked), Military, Press, International, Industry.
- Footer:** "Safety Officer" label.

The registration screen shows Betty's updated information, and that there are now two people registered as staff for this match.

**Match Registration**  
MAY 3, 2015 -- Sunday In Paradise

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Boop, Betty	1	ESP	MM	A9984433		0		0.00
Fields, W.C.	2	REV-S	NV	SS1909		0		0.00
Fleming, Jane	3	ESP	SS	A16849	<	0	!!	0.00
Johnson, Betty	7	SSP	SS	A99999	<	0	P	0.00
Jones, Tex	4	REV-S	SS	TX99999		0		0.00
Spade, Sam	5	CDP	SS	A9874432		0		0.00
Spade, Sam	8	REV-E	SS	A9874432		0		0.00
West, Mae	6	ESP	MM	M0002		0	<	0.00

Registered: 8  
Staff: 2

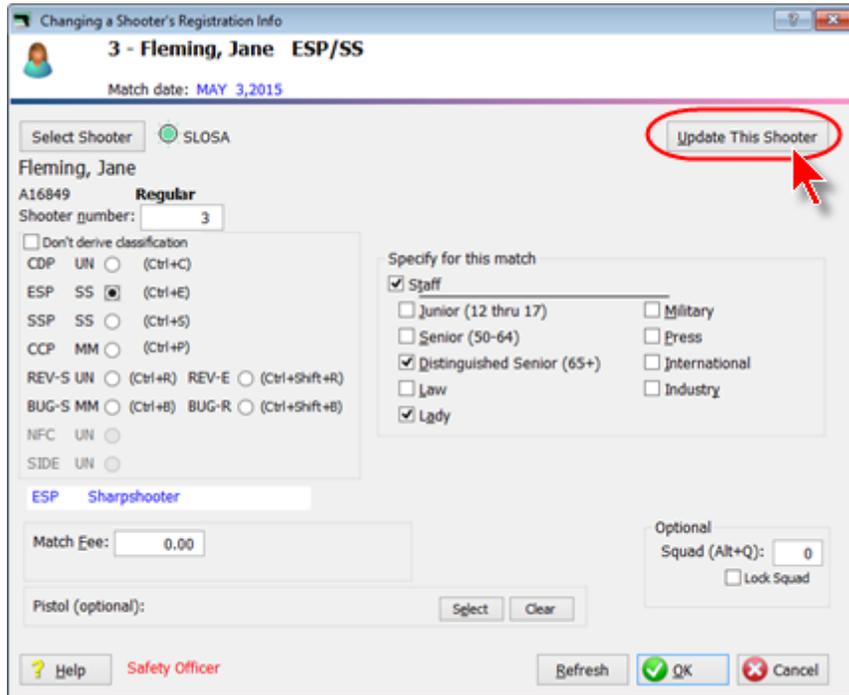
Total Money: 0.00

Buttons: + Register a Shooter, - Delete, ▲ Change, Print, \* IDPA # Lookup, ? Help, Refresh, Export, Online Classification Wizard, PDF, Close

## Yes, there is an easier way....

For purposes of this tutorial I want to emphasize the **five distinct steps** spelled out in the Quick Start<sup>23</sup>.

But once you get sufficiently comfortable with the basics of the program, you can update the shooter's information from within the registration you're presently working on. You'll be able to update a shooter's name, classification, etc, by clicking **Update This Shooter**.



Changing a Shooter's Registration Info

3 - Fleming, Jane ESP/SS

Match date: MAY 3, 2015

Select Shooter SLOSA

Fleming, Jane

A16849 Regular

Shooter number: 3

Don't derive classification

CDP UN  (Ctrl+C)

ESP SS  (Ctrl+E)

SSP SS  (Ctrl+S)

CCP MM  (Ctrl+P)

REV-S UN  (Ctrl+R) REV-E  (Ctrl+Shift+R)

BUG-S MM  (Ctrl+B) BUG-R  (Ctrl+Shift+B)

NFC UN

SIDE UN

ESP Sharpshooter

Match Fee: 0.00

Pistol (optional):

Specify for this match

Staff

Junior (12 thru 17)  Military

Senior (50-64)  Press

Distinguished Senior (65+)  International

Law  Industry

Lady

Optional

Squad (Alt+Q): 0

Lock Squad

Safety Officer

Also, when you go to register a shooter you'll be able to enter a new shooter directly without having to go to the shooters database lists.

Match Registration  
MAY 3, 2015 -- Sunday In Paradise

Adding a Shooter to this Match

Alphabe  
Name Match d

Select a Shooter

Shooter Names | All Shooters  Show Regulars Only

Name	Last Match	IDPA Expires	High Class	Range
* Boop, Betty	11/09/13	SSP	ESP / MM	
* Fields, W.C.	11/09/13	SSR	JAN 1, 2015	REV / NV
* Fleming, Jane	7/14/13	ESP	DEC 7, 2015	ESP / SS
* Johnson, Betty	7/14/13	SSP	MAY 1, 2018	SSP / SS
* Jones, Tex	7/14/13	CDP		REV / SS
Smith, Tom	/ /		DEC 1, 2014	~UNCLASS~
* Spade, Sam	7/14/13	CDP		CDP / SS
Thompson, Tommy	/ /			~UNCLASS~
* West, Mae	11/09/13	SSP		ESP / MM
Zeta-Jones, Michael	/ /		DEC 12, 2013	~UNCLASS~

REV-S  (Ctrl+  
BUG-S  (Ctrl+  
NFC UN   
SIDE UN

Register Staff: Match Fee: 0.00

Insert Change Delete Select S

Enable shooter database update  
 Highlight expired  Show inactive as grey  Hide inactive

Optional

When you're comfortable with what you're doing, you can also add a new shooter to the list while you're registering him for the match without having to go to the List of All Shooters first.

### Finishing Step 3 of the Tutorial

By now we've explored two ways to register shooters - automatically when a match is created and individually from the shooter registration screen.

I hope you'll remember the concept of registration being like a **'snapshot'**. If you need to change a shooter's name or classification, you *must* do it in the shooters database. Then you can **refresh** any match registration records. This concludes this part of the tutorial. Feel free to play with any of the registration elements, to create and/or register additional shooters, etc.

When you're ready, close any windows you may have open in ForScore and continue to the next portion of the tutorial - entering match scores [\[77\]](#).

---

## Step 4 - Entering Scores

### Important Concept - Three Modes of Data Entry

If you are entering data after a match, you may have each shooter's score sheets stapled together. In this case, it's simplest to enter all of Bob Smith's scores and then to enter all of Steve Jones' scores. ForScore refers to this entry mode as **Shooter**.

If you are entering data during a match, you may get a wad of score sheets brought in from stage 5. In this case, you'll be entering all of the stage 5 score sheets you have, and then move on to the pile you've received from another stage. ForScore refers to this entry mode as **Stage**

If you have a pile of score sheets not sorted by shooter or stage, then you're best with Direct entry. In Direct entry, you type a shooter number and stage number and jump to the input screen for that score sheet. Direct entry is not covered in the tutorial, but is explained here<sup>329</sup>.

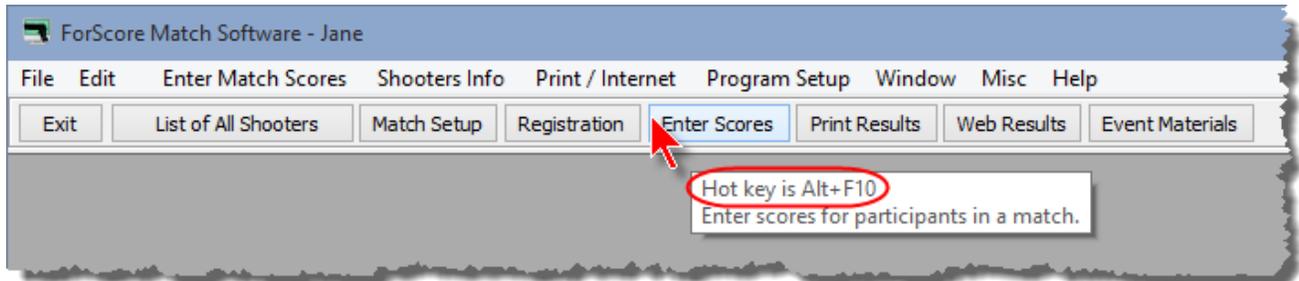
If you have purchased the optional barcode module<sup>475</sup>, that provides yet a fourth means of score entry.

These three entry modes are also illustrated in a video on the Beach Bunny Software website. The video shows an older version of the software, but the techniques are still valid.

## Data Entry - Selecting a Match

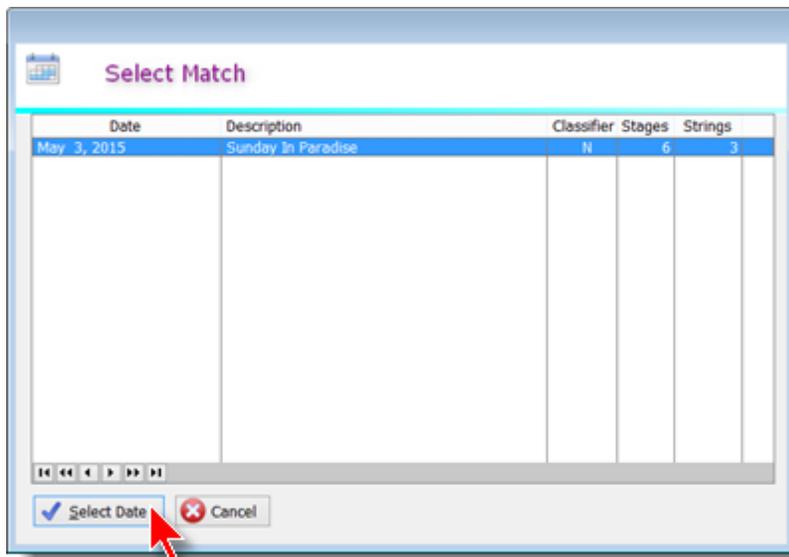
You'll first enter some scores in **Shooter** mode.

Click **Enter Scores** on the toolbar. Notice that if you 'hover' your mouse over the button, it informs you that you can also hold the **Alt** key and press **F10** to begin entering scores.



Then select the match you created.

**NOTE:** In situations like this, where the software is only showing one match, it seems a little silly to have to select it. If you prefer, you can tick the check box in Program Preferences<sup>394</sup> to avoid having to select when there's only one match on the list.



## Data Entry - "Shooter" Mode

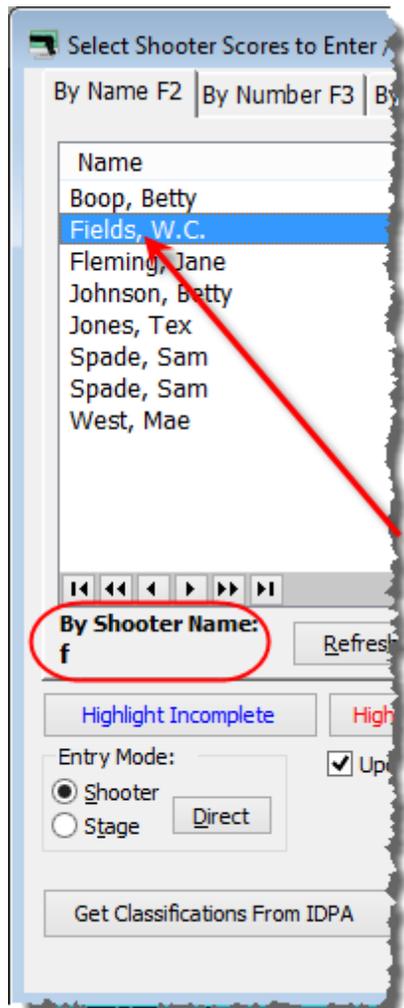
This is the main data entry screen for my match.

**NOTE:** the **Select Match Date** screen will only appear the *first* time you begin entering data. After that, any time you press the **Enter Scores** button on the toolbar you will go back to entering data for the same match. If you need to enter scores for a different match, click **Select a Different Match**.

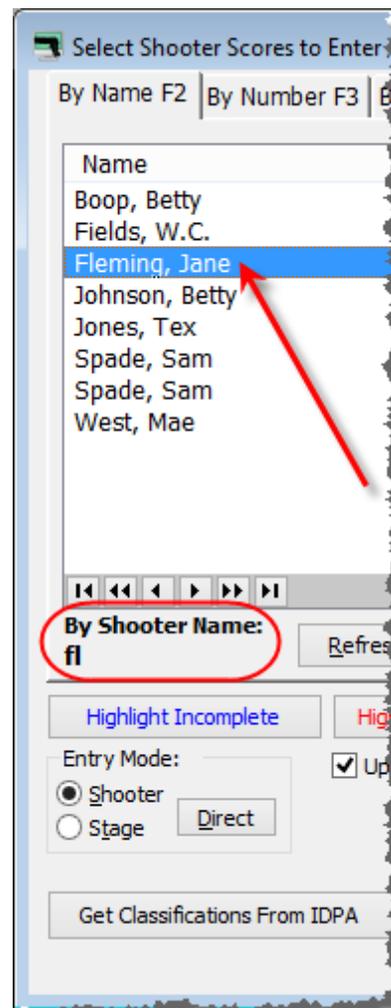
Notice that I'm set to use a shooter's last name to select by, and am in the **Shooter** data entry mode (lower left).

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Boop, Betty	1	0	ESP	MM	0	0	0	---	
Fields, W.C.	2	0	REV-S	NV	0	0	0	---	
Fleming, Jane	3	0	ESP	SS	0	0	0	---	
Johnson, Betty	7	0	SSP	SS	0	0	0	---	
Jones, Tex	4	0	REV-S	SS	0	0	0	---	
Spade, Sam	5	0	CDP	SS	0	0	0	---	
Spade, Sam	8	0	REV-E	SS	0	0	0	---	
West, Mae	6	0	ESP	MM	0	0	0	---	

I'm going to begin by entering scores for Jane Fleming. As I'm set to select by last name, I'll type the letter **F** (upper or lower case is fine). The cursor now jumps to the first last name beginning with F. The name I'm starting to type starts to appear in the lower left corner of the screen.



Now I'll type the letter **L**. When I've typed enough letters so the shooter I want is highlighted, I'll hit the **Enter** key. (You can, of course, scroll with your mouse and double-click the name, if you prefer. Or use the mouse or arrow keys to highlight a name, and then click **Enter Results**.)



## Data Entry - Selecting a Stage

Because I'm using **Shooter** data entry mode, I go to a screen listing all of the match data for this shooter. When I illustrate **Stage** entry mode later in this tutorial, this screen will be bypassed.

You can use your mouse to select the stage you want to enter, or just type the stage number followed by **Enter**. Click here<sup>340</sup> for an explanation of the **Tilt** check box.

As I have all of Jane's score sheets in hand, I'm going to begin entering stage 1. Stage 1 is already highlighted, so just press **Enter** on the keyboard.

Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score
1	0.00	0	0	0	0	0.00	0.00
2	0.00	0	0	0	0	0.00	0.00
3	0.00	0	0	0	0	0.00	0.00
4	0.00	0	0	0	0	0.00	0.00
5	0.00	0	0	0	0	0.00	0.00
6	0.00	0	0	0	0	0.00	0.00

## Data Entry for a Stage - Overview

Let's take the time to look carefully at this data entry form. A lot of information is displayed to help avoid mistakes.

Stage number, shooter number, and shooter name are all displayed in red on white.

Fields automatically calculated by the system are displayed in blue.

The form has entry space for three strings, because that's what we defined for stage 1.

**Stage 1** Shooter Number: **3** May 3, 2015

Name: **Fleming, Jane** ESP/SS A16849

String 1 Time: 0.00

String 2 Time: 0.00

String 3 Time: 0.00

Target 1: 0 Target 7: 0 Target 13: 0

Target 2: 0 Target 8: 0 Target 14: 0

Target 3: 0 Target 9: 0 Target 15: 0

Target 4: 0 Target 10: 0 Target 16: 0

Target 5: 0 Target 11: 0 Target 17: 0

Target 6: 0 Target 12: 0 Target 18: 0

Total Target Points Down: 0

Total Time: 0.00

Penalty Seconds: 0.00

Total Stage Score: 0.00

**KEYPAD Hotkeys**

- + tabs down
- tabs up
- \* = Procedurals
- / = Non Threats
- Ctrl+Del = FTN
- Ctrl+Number = Target number

Finger violation

Procedurals: \* 0

Non Threats: / 0

Failures To Neutralize: 0

Failures To Do Right: 0

Ctrl+Del

Did Not Finish

Disqualified

Help

OK

Cancel

< Previous  or PageDown

**Shortcut keys** are displayed as underlines. For example, holding the **Alt** key and tapping the **F** key will jump you right to the entry field for failures to neutralize. And so on...

Some other shortcut keys are indicated with **bold blue** reminders.

**PageDown** will move to the entry for stage 2.

If you're using a laptop, I **strongly** recommend that you use a separate full keyboard. A separate numeric keypad is OK, but less efficient because you usually won't have the PageUp and PageDown keys in the right place.

Be sure that **Num Lock** is switched on on your keyboard. Then various other hotkeys will be available to you.

- The **plus** and **minus** keys on the numeric keypad will tab down and up through the entry fields.
- The **star** key on the keypad will jump to procedurals.
- The **slash** key on the keypad jumps to non threats.
- Holding the **Ctrl** key and hitting **Del** on the keypad jumps to FTN.
- Holding the **Ctrl** key and hitting one of the numbers **on the keypad** jumps to that **target**. **Ctrl** plus one of the numbers **on the keyboard** jumps to that **string**.

**HINT:** You can hold the right **Ctrl** key **with your right thumb** and use your other fingers to hit a number key or the **Del** key.

You can regard the target entries as a mini adding machine. The individual entries will not show up in any reports.

If it's a simple score sheet and you prefer to add the target points in your head, just enter them all for target 1. I often do a mixture - adding a few ones together and entering them for target 1 for the good shooters who don't have many misses, and using the individual targets for shooters who are down a lot of points.

If you check **Did Not Finish** on any one stage, that competitor's entire match record will be marked DNF.

Similarly, if you check **Disqualified** on any one stage, that match record will be marked DQ.

There's a certain amount of error checking – If, for example, you enter a failure to neutralize when a shooter doesn't have at least 5 target points down (which would be the minimum on a steel target) you'll get a warning message. You can also be warned if you don't enter times for all strings, enter string times of less than one second or more than 100 seconds, etc. You can enable or disable those in Program Preferences [380](#).

Notice that for Classifiers, or any other matches **having one or more stages with more than four strings**, a more condensed entry screen will be used. Its functions work the same as do those of the larger screen.

## Data Entry for a Stage - Tutorial

Enter some data for this shooter. When you are finished, click **Next**, or hit **PageDown**.

(After you get through entering some data, I'll show you the keyboard shortcuts I find most efficient.)

If you ever discover you've completely trashed this stage (maybe somebody entered scores on the wrong score sheet), you can click the **Clear** button to start over.

Enter / Modify Data for this Stage
? X

### Stage 1

Name: Fleming, Jane

Shooter Number: 3

ESP/SS

May 3, 2015

A16849

String 1 Time:

String 2 Time:

String 3 Time:

KEYPAD Hotkeys

+ tabs down      / = Non Threats  
- tabs up        Ctrl+Del = FTN  
\* = Procedurals    Ctrl+Number = Target number

Finger violation

Procedurals:      \*

Non Threats:      /

Failures To Neutralize:

Ctrl+Del

Failures To Do Right:

Total Time: 36.14

Penalty Seconds: 5.50

---

Total Target Points Down:       Total Stage Score: 41.64

Target 1: <input type="text" value="5"/>	Target 7: <input type="text" value="0"/>	Target 13: <input type="text" value="0"/>
Target 2: <input type="text" value="6"/>	Target 8: <input type="text" value="0"/>	Target 14: <input type="text" value="0"/>
Target 3: <input type="text" value="0"/>	Target 9: <input type="text" value="0"/>	Target 15: <input type="text" value="0"/>
Target 4: <input type="text" value="0"/>	Target 10: <input type="text" value="0"/>	Target 16: <input type="text" value="0"/>
Target 5: <input type="text" value="0"/>	Target 11: <input type="text" value="0"/>	Target 17: <input type="text" value="0"/>
Target 6: <input type="text" value="0"/>	Target 12: <input type="text" value="0"/>	Target 18: <input type="text" value="0"/>

< Previous
Next >

Did Not Finish  
 Disqualified

? Help
OK
X Cancel

or PageDown

Because I defined the subsequent stages as having only one string each, that's all that appears on their data entry forms.

Continue entering data for the remaining stages for this shooter.

Because I defined stage 5 as Limited, the FTN option is disabled for that stage.

Enter / Modify Data for this Stage

**Stage 5** Shooter Number: **3** May 3, 2015

Name: **Fleming, Jane** ESP/SS A16849

String 1 Time:

**Because I defined state 5 as Limited in match setup, I can't accidentally give somebody an FTN on this stage.**

**KEYPAD Hotkeys**

- + tabs down / = Non Threats
- tabs up Ctrl+Del = FTN
- \* = Procedurals Ctrl+Number = Target number

Finger violation

Procedurals: \*

Non Threats: /

Limited

Failures To Do Right:

Total Time:

Penalty Seconds:

Total Target Points Down:  Total Stage Score:

or PageUp or PageDown

Did Not Finish

Disqualified

On the final stage, the **Next** button will be disabled. Click **OK** on the final stage (or hit **Enter**) to return to the screen summarizing the shooter's results.

Enter / Modify Data for this Stage

**Stage 6** Shooter Number: **3** May 3, 2015

Name: **Fleming, Jane** ESP/SS A16849

String 1 Time:

**KEYPAD Hotkeys**

- + tabs down / = Non Threats
- tabs up Ctrl+Del = FTN
- \* = Procedurals Ctrl+Number = Target number

Finger violation

Procedurals: \*

Non Threats: /

Failures To Neutralize:

Failures To Do Right:

Total Time:

Penalty Seconds:

Total Target Points Down:  Total Stage Score:

Target 1:  Target 7:  Target 13:

Target 2:  Target 8:  Target 14:

Target 3:  Target 9:  Target 15:

Target 4:  Target 10:

Target 5:  Target 11:

Target 6:  Target 12:

On the last stage, click **OK** or hit **Enter**.

< Previous Next >

or PageUp

Did Not Finish

Disqualified

? Help

## Data Entry - Summary Screen for a Shooter

This is a good point at which to check your data entry against the shooter's score sheets.

Update Stage Results

Fleming, Jane  
Shooter Number: 3

Division: ESP  
Class: Sharpshooter

Sunday In Paradise  
A16849

Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score
1	36.14	11	0	0	0	5.50	41.64
2	21.75	9	0	0	0	4.50	26.25
3	12.01	10	0	1	1	15.00	27.01
4	32.10	0	0	0	0	0.00	32.10
5	24.87	5	0	0	0	2.50	27.37
6	10.15	0	1	0	0	3.00	13.15

137.02 35 1 1 1 30.50 167.52

Save Totals and Close this Window Close Window Print Help Enter/Change Stage Results

Shift+Enter

Shift + Enter is the shortcut to close this screen.

Click the **Save Totals and Close this Window** button to continue with the tutorial. (The **Close Window** button is disabled because you have not saved the revised totals.) Instead of using the mouse, you can hold the keyboard **Shift** key and hit **Enter** to save and close.

You can also print the results for this shooter, and give them to him (or to another statistician) to verify against the original score sheets and then to initial.

Fleming, Jane		Shooter Number: 3		Data checked by: _____		May 3, 2015	
ESP SS							
<b>Stage: 1</b>	<u>String 1</u> 12.17	<u>String 2</u> 14.98	<u>String 3</u> 8.99				
Target Points Down: 11	Procedurals: 0	Non Threats: 0	Failure To Neutralize: 0	Failure To Do Right: 0			
Total string time for stage: 36.14	Total additional seconds (target points and penalties): 5.50				<b>Total score for this stage: 41.64</b>		
<b>Stage: 2</b>	<u>String 1</u> 21.75	<u>String 2</u> 0	<u>String 3</u> 0				
Target Points Down: 9	Procedurals: 0	Non Threats: 0	Failure To Neutralize: 0	Failure To Do Right: 0			
Total string time for stage: 21.75	Total additional seconds (target points and penalties): 4.50				<b>Total score for this stage: 26.25</b>		
<b>Stage: 3</b>	<u>String 1</u> 12.01	<u>String 2</u> 0	<u>String 3</u> 0				
Target Points Down: 10	Procedurals: 0	Non Threats: 1	Failure To Neutralize: 1	Failure To Do Right: 0			
Total string time for stage: 12.01	Total additional seconds (target points and penalties): 15.00				<b>Total score for this stage: 27.01</b>		
<b>Stage: 4</b>	<u>String 1</u> 32.10	<u>String 2</u> 0	<u>String 3</u> 0				
Target Points Down: 0	Procedurals: 0	Non Threats: 0	Failure To Neutralize: 0	Failure To Do Right: 0			
Total string time for stage: 32.10	Total additional seconds (target points and penalties): 0.00				<b>Total score for this stage: 32.10</b>		
<b>Stage: 5</b>	<u>String 1</u> 24.87	<u>String 2</u> 0	<u>String 3</u> 0				
Target Points Down: 5	Procedurals: 0	Non Threats: 0	Failure To Neutralize: 0	Failure To Do Right: 0			
Total string time for stage: 24.87	Total additional seconds (target points and penalties): 2.50				<b>Total score for this stage: 27.37</b>		
<b>Stage: 6</b>	<u>String 1</u> 10.15	<u>String 2</u> 0	<u>String 3</u> 0				
Target Points Down: 0	Procedurals: 1	Non Threats: 0	Failure To Neutralize: 0	Failure To Do Right: 0			
Total string time for stage: 10.15	Total additional seconds (target points and penalties): 3.00				<b>Total score for this stage: 13.15</b>		
<b>Total Raw Time: 137.02</b>		<b>Target Points Missed: 35</b>		<b>Total Penalty (targets plus penalties): 30.50</b>		<b>Match Score: 167.52 (35)</b>	

## Data Entry - "Stage" Mode

We're now back at the results screen. Jane's information has been entered, and her final score appears.

I'm going to work with entering data by stage, now, so I've switched the Entry Mode to **Stage** and selected to enter data for **stage 5**.

I've also decided I'm going to select shooters by number, rather than by name, so I've clicked on the **By Number** tab. (If I'm in a hurry, how much more likely do you think I am to make a mistake and enter Sam Spade's CDP scores in his revolver registration, for example? Also, I can use the same hand position on the numeric keypad to select shooter numbers and then to enter their scores.)

**NOTE:** Rather than using the mouse to select the **By Number** tab, you can type the hot key (**F3**).

Make sure the **Data Entry Warning Beep** box is checked.

I've started entering Sam Spade's REV shooter number.. See where the first digit (**8**) is circled at the lower left of the screen. If I make a mistake in typing the number, I can use the **Backspace** key on the keyboard to make the correction. (Backspacing, of course, also works if I'm on the **By Name** screen and locating a shooter's record by typing his last name.)

You can also use the **Refresh** button to erase what you've typed, although that's not its primary purpose.

In this case, typing **8** is enough to get me to Sam's REV record, so I'll hit **Enter**. (Again, use the mouse if you prefer.)

Select Shooter Scores to Enter / Modify

By Name F2 | **By Number F3** | By Division | By Squad | May 3, 2015 | Sunday In Paradise

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Boop, Betty	1	0	ESP	MM	0	0	0	---	
Fields, W.C.	2	0	REV-S	NV	0	0	0	---	
Fleming, Jane	3	0	ESP	SS	6	35	13	167.52 (35)	
Jones, Tex	4	0	REV-S	SS	0	0	0	---	
Spade, Sam	5	0	CDP	SS	0	0	0	---	
West, Mae	6	0	ESP	MM	0	0	0	---	
Johnson, Betty	7	0	SSP	SS	0	0	0	---	
Spade, Sam	8	0	REV-E	SS	0	0	0	---	

By Shooter Number: **8** Refresh Missing Scoresheets Close this Window Enter Scores

Highlight Incomplete Highlight Expired 'Prune' Match Select A Different Match Help

Entry Mode:  Shooter  **Stage** Direct

Update Last Shoot Date  Data Entry Warning Beep

0 1 2 3 4 **5** 6 Stage 5

Get Classifications From IDPA Upload to IDPA JF10

This screen is like the last one I used, except the **Next** and **Previous** buttons no longer appear because I'm just entering data for stage 5 and my score sheets may be in any order. After you've entered his data, hit **Enter** on the keyboard or click **OK**.

Enter / Modify Data for this Stage
? X

## Stage 5

Name: Spade, Sam

Shooter Number: 8

REV-E/SS

May 3, 2015

A9874432

String 1 Time:  Clear

KEYPAD Hotkeys

+ tabs down     / = Non Threats  
- tabs up       Ctrl+Del = FTN  
\* = Procedurals    Ctrl+Number = Target number

Target 1: <input style="width: 40px;" type="text" value="5"/>	Target 7: <input style="width: 40px;" type="text" value="0"/>	Target 13: <input style="width: 40px;" type="text" value="0"/>
Target 2: <input style="width: 40px;" type="text" value="0"/>	Target 8: <input style="width: 40px;" type="text" value="0"/>	Target 14: <input style="width: 40px;" type="text" value="0"/>
Target 3: <input style="width: 40px;" type="text" value="0"/>	Target 9: <input style="width: 40px;" type="text" value="0"/>	Target 15: <input style="width: 40px;" type="text" value="0"/>
Target 4: <input style="width: 40px;" type="text" value="0"/>	Target 10: <input style="width: 40px;" type="text" value="0"/>	Target 16: <input style="width: 40px;" type="text" value="0"/>
Target 5: <input style="width: 40px;" type="text" value="0"/>	Target 11: <input style="width: 40px;" type="text" value="0"/>	Target 17: <input style="width: 40px;" type="text" value="0"/>
Target 6: <input style="width: 40px;" type="text" value="0"/>	Target 12: <input style="width: 40px;" type="text" value="0"/>	Target 18: <input style="width: 40px;" type="text" value="0"/>

Finger violation

Procedurals:     \*

Non Threats:     /

Limited

Failures To Do Right:

Total Time: 22.17

Penalty Seconds: 2.50

---

Total Stage Score: 24.67

Total Target Points Down:

Did Not Finish

Disqualified

?

Help

✓ OK

✗ Cancel

In by-stage entry mode, the **Next** and **Previous** buttons are not available.

## Data Entry - The Warning Beep

I'm back at the main screen.

You'll notice that it shows one stage has been entered for Sam. His results are indicated as **INC**.

Be sure your computer's speakers are turned on. Now select a shooter whose data you entered previously (Jane in my example) and hit **Enter**.

The beep is to wake you up. Woops! Maybe I've picked the wrong shooter. (Maybe it's just because I'm blonde... but this *ding* has saved me from a few blunders when my eyes began to blur.) Of course, maybe you or someone has noticed an error in what's been entered and you're just going into Jane's stage 5 to correct it.

If the beep annoys you, clear the check box to turn it off. The default beep is called **chirp.wav** in the ForScoreprogram folder; you can replace it with something else with the same filename if you prefer a different sound.

The **Update Last Shoot Date** box tells the system to update the shooter's master database record. Unless you are just practicing with the software, and not actually entering data for a match, I'd suggest leaving this box checked.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Boop, Betty	1	0	ESP	MM	0	0	0	---	
Fields, W.C.	2	0	REV-S	NV	0	0	0	---	
Fleming, Jane	3	0	ESP	SS	6	35	13	167.52 (35)	
Jones, Tex	4	0	REV-S	SS	0	0	0	---	
Spade, Sam	5	0	CDP	SS	0	0	0	---	
West, Mae	6	0	ESP	MM	0	0	0	---	
Johnson, Betty	7	0	SSP	SS	0	0	0	---	
Spade, Sam	8	0	REV-E	SS	1	5	0	INC	

## Data Entry Cheat Sheet

OK, here's how I do it... keystroke by keystroke. The principle involved is to minimize switching back and forth from mouse to keyboard, which is very inefficient. You might want to print this page and keep a copy by the keyboard.

Start at the **Select Shooter Scores to Enter / Modify** screen. (Note that barcode entry will only be available if you've checked Enable Barcode<sup>3994</sup> on the **Extras** tab in **Program Preferences**.)

### Entering scores by shooter number.

Be sure **Num Lock** is set on your keypad. If you're using a laptop, invest ten bucks in a full size keyboard, or get one of the USB numeric keypads.

1. Click the **By Number** tab at the top of the screen.
2. Type the beginning of a shooter's number until the correct shooter is highlighted.
3. Hit **Enter** on the keypad.
4. Stage 1 is highlighted.
5. Hit **Enter** on the keypad.
6. Use keypad to enter String 1 time.
7. Hit the **Plus** key (or use your left index finger to hit **Tab**) to move to next string or to target points. The **Minus** key or **Shift+Tab** will move back up the screen. **Ctrl** plus a *keypad* number will select that target. **Ctrl** plus a *keyboard* number will select that string.
8. Use keypad to enter numbers.
9. Repeat until all numbers are entered for this stage.
10. To enter a procedural, hit the star ( \* ) key on the keypad and type the number. (Or hold the left **Alt** button and hit the underlined letter, which is **P**). For a non-threat, hit the slash ( / ) key or hold **Alt** and type **N**. For failure to neutralize, use **Ctrl+Del** on the keypad.
11. Use the right index finger to hit **PgDn** (or **PageDown**) to move to stage 2. (Or you can hold the **Alt** key and press the **Right Arrow**.)
12. After entering the last stage, hit **Enter** on the keypad to get back to the summary for the shooter.
13. If the summary screen looks OK, hold **Alt** or **Shift** and hit **Enter** on the keypad to get back to the **Select Shooter Scores to Enter / Modify** screen.

### Entering scores by shooter name.

This is the same as by shooter number, but select the **By Name** tab at the top of the screen.

1. Type first letters of a shooter's name until the correct shooter is highlighted.
2. Hit **Enter** on the keypad. Then proceed as in steps 3 through 12, above.

### Entering scores by stage.

This works the same as above... just skip steps 4, 5, 11, and 13. Click the **Stage** radio button. Click the radio button for the appropriate stage number.

1. Select the **By Name** or the **By Number** tab. Type first letters of a shooter's name or the beginning of a shooter's number.
2. Hit **Enter** on the keypad
3. Use keypad to enter String 1 time.
4. Use keypad **Plus** key or the left **Tab** button to move to next string or to target points.
5. Use hot keys as described above in steps 7 and 10.
6. Hit **Enter** on the keypad to get back to the **Select Shooter Scores to Enter / Modify** screen.

### Entering scores by Direct mode

1. Select **Direct**. A small window will open.
2. Use the keypad to enter the shooter number. Hit the **Plus** key (or use the **Tab** key) to move to the stage number.
3. Use the keypad to enter the stage number. Hit **Enter** to get to the data entry screen.
4. Enter stage data as described above. Hit **Enter** when finished with the stage.
5. Continue entering scores. When finished, click **Close** or hit **Esc**.

Entering scores with optional **Barcode** module (be sure Barcode is enabled ).

1. If you're using a hand-held scanner or wand, hold it in your left hand.
2. Scan the barcode on the score sheet.
3. Enter scores as described above. You can use the keypad and hot keys to do data entry with your right hand, leaving the left hand free to shuffle papers and manipulate the barcode reader.

## Data Entry - Did Not Finish

I've decided to use Betty Boop as our Did Not Finish example.

To DNF (or DQ) a shooter, you can mark the check box on any of his stages. I'm just using stage 5.

The screenshot shows a software window titled "Enter / Modify Data for this Stage". The window displays information for "Stage 5" for shooter "Boop, Betty" (Shooter Number: 1, ESP/MM, A9984433) on "May 3, 2015".

At the top, it shows "String 1 Time: 0.00" with a "Clear" button. Below this is a grid of 18 target score boxes, all containing "0".

On the right side, there are several input fields for penalties and scores:

- Procedurals:** \* 0
- Non Threats:** / 0
- Limited:** 0
- Failures To Do Right:** 0
- Total Time:** 0.00
- Penalty Seconds:** 0.00
- Total Stage Score:** 0.00

At the bottom, there are navigation buttons: "< Previous", "Next >", "Help", "OK", and "Cancel". A checkbox labeled "Did Not Finish" is checked and circled in red. Below it is a "Disqualified" checkbox.

A "KEYPAD Hotkeys" section is also visible, listing: "+ tabs down", "- tabs up", "\* = Procedurals", "/ = Non Threats", "Ctrl+Del = FTN", and "Ctrl+Number = Target number".

If you're in **Shooter** data entry mode, the stage at which he was flagged as DNF will appear in red on the summary for that shooter:

Update Stage Results

Boop, Betty  
Shooter Number: 1

Division: ESP  
Class: Marksman

Sunday In Paradise  
A9984433

Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score
1	54.78	11	0	0	0	5.50	60.28
2	31.18	13	0	0	0	6.50	37.68
3	0.00	0	0	0	0	0.00	0.00
4	0.00	0	0	0	0	0.00	0.00
5	0.00	0	0	0	0	0.00	0.00
6	21.47	8	0	0	0	4.00	25.47

107.43      32      0      0      0      16.00      DNF

Save Totals and Close this Window    Close Window    Print    Help    Enter/Change Stage Results

Shift+Enter

With either data entry mode, DNF shooters will be highlighted in red on the **Select Shooter Scores to Enter / Modify** screen.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Boop, Betty	1	0	ESP	MM	3	32	0	DNF	
Fields, W.C.	2	0	REV-S	NV	0	0	0	---	
Fleming, Jane	3	0	ESP	SS	6	35	13	167.52 (35)	
Johnson, Betty	7	0	SSP	SS	0	0	0	---	
Jones, Tex	4	0	REV-S	SS	0	0	0	---	
Spade, Sam	5	0	CDP	SS	0	0	0	---	
Spade, Sam	8	0	REV-E	SS	1	5	0	INC	
West, Mae	6	0	ESP	MM	0	0	0	---	

## Data Entry - Missing Scoresheets

Continue entering data for the tutorial until you have something like this

- One DNF shooter.
- Two Incomplete shooters.
- Two blank shooters (no stages).
- Several shooters completed.

Then click **Highlight Incomplete**. Note that incomplete scores are highlighted in blue. This is one way to get an idea of what's left to do.

The caption on the **Highlight Incomplete** button has changed to **Un-Highlight Incomplete**. Click it to restore the normal colors.

Select Shooter Scores to Enter / Modify

By Name F2 | By Number F3 | By Division | By Squad | May 3, 2015 | Sunday In Paradise

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Boop, Betty	1	0	ESP	MM	3	32	0	DNF	
Fields, W.C.	2	0	REV-S	NV	0	0	0	---	
Fleming, Jane	3	0	ESP	SS	6	35	13	167.52 (35)	
Johnson, Betty	7	0	SSP	SS	6	44	0	157.40 (44)	
Jones, Tex	4	0	REV-S	SS	6	32	8	167.27 (32)	
Spade, Sam	5	0	CDP	SS	0	0	0	---	
Spade, Sam	8	0	REV-E	SS	5	33	0	INC	
West, Mae	6	0	ESP	MM	5	64	3	INC	

By Shooter Name: Refresh Missing Scoresheets Close this Window Enter Scores

Un-Highlight Incomplete Highlight Expired Prune Match Select A Different Match Help

Entry Mode:  Shooter  Stage Direct

Update Last Shoot Date  Data Entry Warning Beep

Get Classifications From IDPA

When you click **Highlight Incomplete**, the button changes to "Un-Highlight" and incomplete scores are shown in blue.

JF10

Click the **Check Missing Scoresheets** button (for this it does not matter whether or not incomplete results have the highlighting color turned on.)

You'll get a screen like the following.

Note that I've elected to sort by which stages are missing results, rather than by shooters.

The sort order you choose will also be used if you print this report.

Notice that stage 1 scores are missing for Sam's CDP and for W.C. In fact, from the previous screen shot we can see that they didn't shoot any stages.

Missing Score Sheets Summary

## Missing Scoresheets

Percent of match score sheets entered -- 70.8%

Details | Stage Summary | Squad Summary

Omit No-Shows

Name	Number	Division	Stage	Squad
Fields, W.C.	2	REV-S	1	0
Spade, Sam	5	CDP	1	0
Fields, W.C.	2	REV-S	2	0
Spade, Sam	5	CDP	2	0
Spade, Sam	8	REV-E	2	0
Spade, Sam	5	CDP	3	0
Fields, W.C.	2	REV-S	3	0
Fields, W.C.	2	REV-S	4	0
Spade, Sam	5	CDP	4	0
Spade, Sam	5	CDP	5	0
Fields, W.C.	2	REV-S	5	0

Summary generated April 18, 2015 at 6:01PM.  
14 stage records missing for 4 entrants.

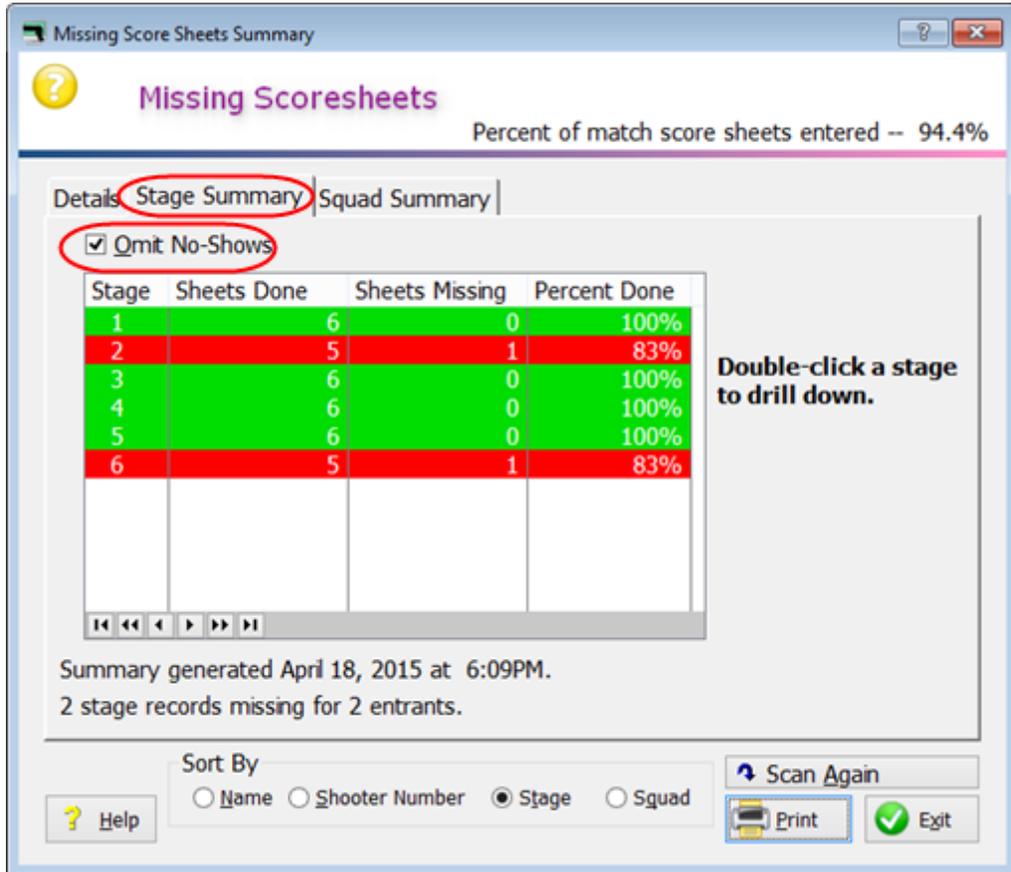
Sort By:  Name  Shooter Number  Stage  Squad

Buttons: Help, Scan Again, Print, Exit

I've checked the **Omit No-Shows** box. And have clicked the **Stage Summary** tab at the top of the window. Where we had been missing 14 score sheets, with the no-shows omitted we're now missing 2 sheets. And we can see that only stages 2 and 6 are incomplete.

Click **Exit** to close the missing score sheets screen.

Then finish entering scores for the rest of the shooters who have at least one score already entered.



Missing Score Sheets Summary

Missing Scoresheets

Percent of match score sheets entered -- 94.4%

Details Stage Summary Squad Summary

Omit No-Shows

Stage	Sheets Done	Sheets Missing	Percent Done
1	6	0	100%
2	5	1	83%
3	6	0	100%
4	6	0	100%
5	6	0	100%
6	5	1	83%

Double-click a stage to drill down.

Summary generated April 18, 2015 at 6:09PM.  
2 stage records missing for 2 entrants.

Sort By  
 Name  Shooter Number  Stage  Squad

Scan Again

Print Exit

Help

## Data Entry - Backing up Data (Snapshot)

If all your data entry is finished, you're ready to move on to doing something with it - printing or making web pages. But I want to show you another feature first.

For our local matches, I sometimes use the **All shooters listed as 'Regular'** auto-registration option. That typically registers about 90 shooters, but perhaps only 30 to 40 participate.

So after data entry is finished for those who did shoot, I want to get rid of all of the blank records.

The 'pruning' feature will delete those empty registration records.

But first, it's a good idea to make a backup copy of your match data.

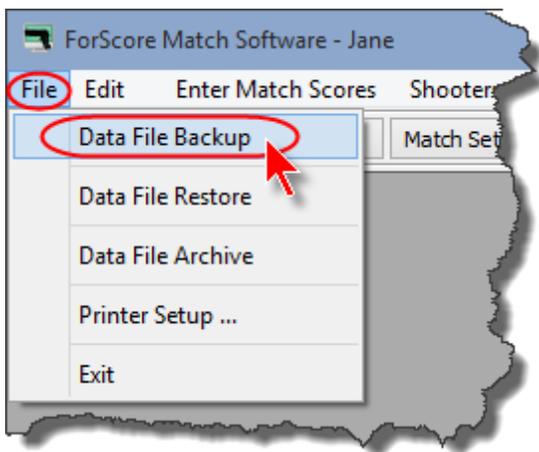
**NOTE:** This 'snapshot' is intended to let you undo something. For a major match, please also use the option to back up your data to a thumb drive<sup>[454]</sup> automatically as you're scoring.

Click on the **File** menu, then select **Data File Backup**. By the way, the **Data File Backup** is one option I generally put on the custom toolbar<sup>[405]</sup>.

The **Data File Restore** menu option will only be visible if you've already backed up data at least once.

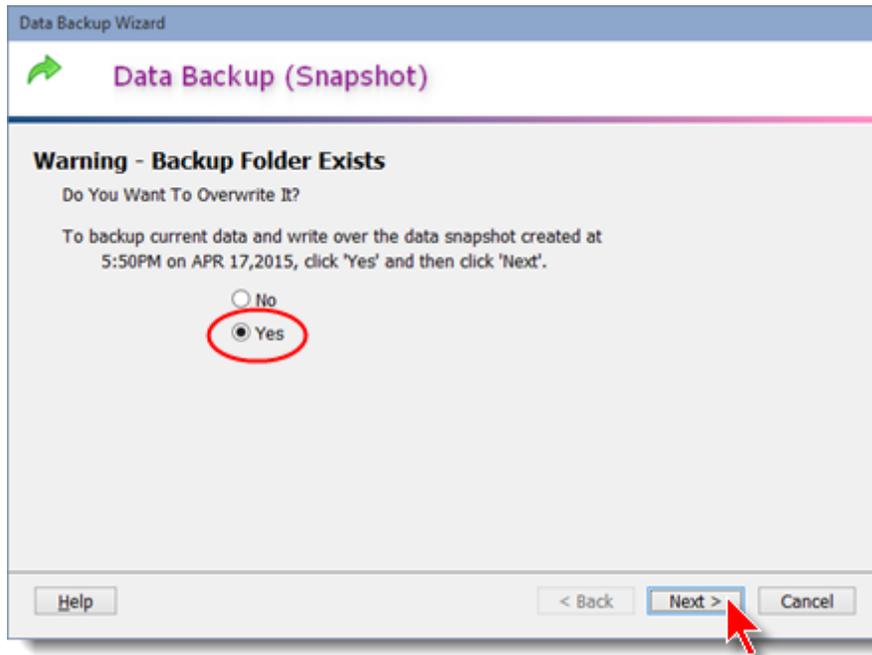
**Data File Archive** is another data saving option explained later in the documentation<sup>[452]</sup>.

The **Exit** option is not available when you're entering scores.

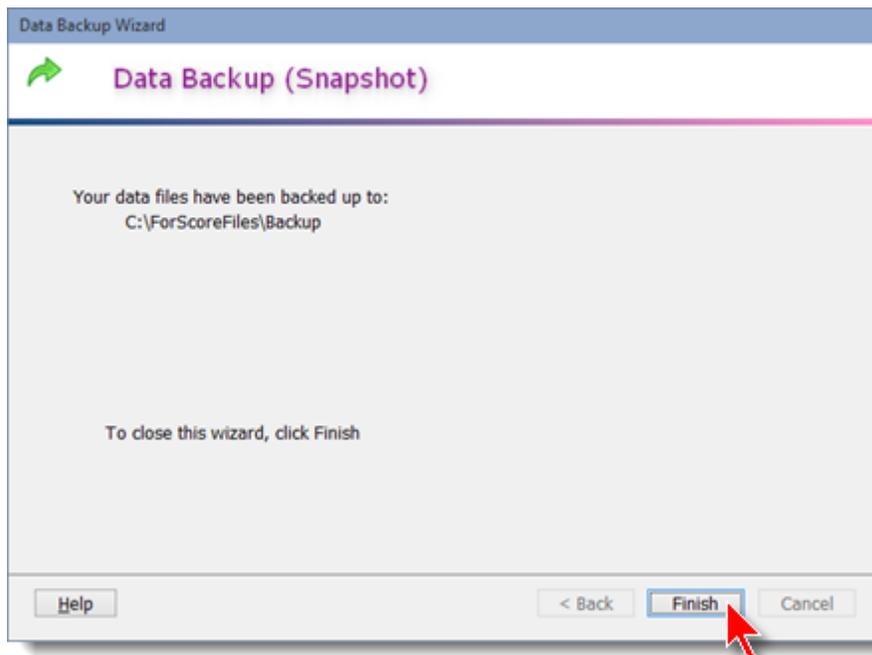


Click **Next** on the Wizard opening screen.

If a previous backup exists, you'll be asked whether to overwrite it:



Backups of the data files will be put in a folder called **backup** below the folder where ForScore is installed. Remember - **this is just a single snapshot**. It does **not** take the place of regular data backup! It's of most use before you do something to your data, such as "pruning", dropping a stage, etc.



## Data Entry - 'Pruning' a Match

Again, you'll only need to prune a match if you've registered a lot of shooters who didn't actually shoot. My preference for local matches where there is a fairly regular group who shoots **used to be** (until our local group grew too large - I no longer do this for our club matches):

1. Bulk register all the 'regular' shooters in your database
2. Adjust parameters for those who wind up shooting (perhaps changing CDP to ESP, for example)
3. Then automatically delete those people I've auto registered who didn't actually shoot the match.

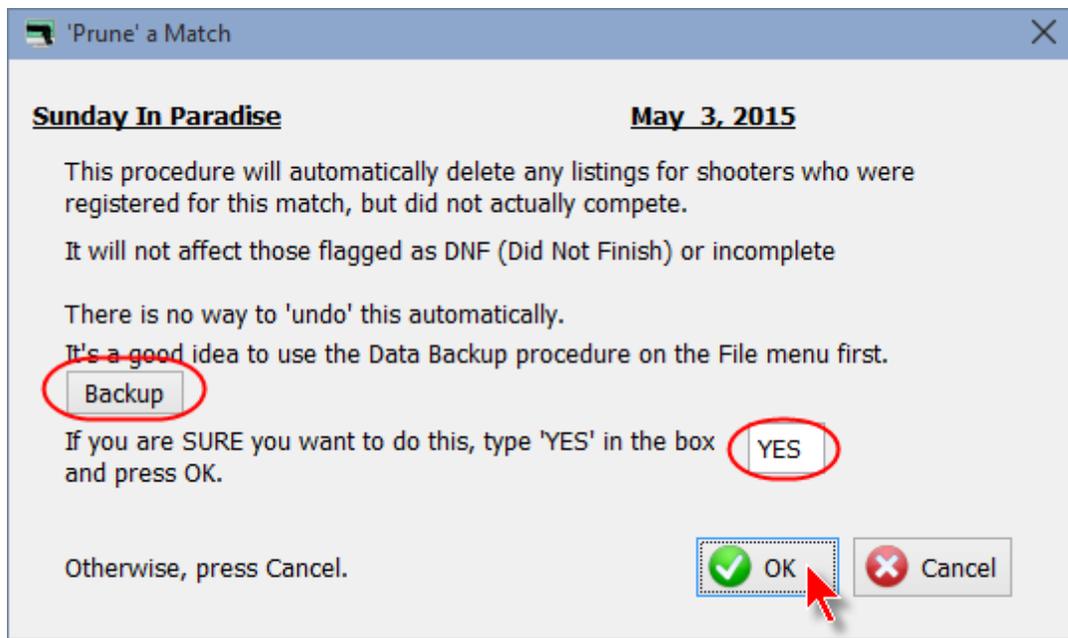
For some matches, though, you may want incomplete shooters visible. One year, we cut off the California state match at 150 shooters and wound up turning a number of people away. Then we had 8 no-shows. The match director decided to leave those people in the match results so that people who were turned away wouldn't see less than 150 shooters listed. YMMV.

"Pruning" will not delete shooters who shot some stages and are thus designated as DNF (Did Not Finish) or incomplete.

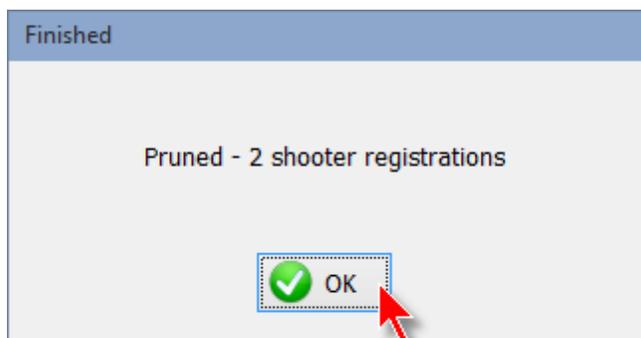
In this match I have two shooters who have not shot any stages, and thus have dashes in the **Total Score** column. Click the **'Prune' Match** button.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Boop, Betty	1	0	ESP	MM	3	32	0	DNF	
Fields, W.C.	2	0	REV-S	NV	0	0	0	---	
Fleming, Jane	3	0	ESP	SS	6	35	13	167.52 (35)	
Johnson, Betty	7	0	SSP	SS	6	44	0	157.40 (44)	
Jones, Tex	4	0	REV-S	SS	6	32	8	167.27 (32)	
Spade, Sam	5	0	CDP	SS	0	0	0	---	
Spade, Sam	8	0	REV-E	SS	6	42	3	186.28 (42)	
West, Mae	6	0	ESP	MM	6	73	3	237.82 (73)	

Confirm that you want to do this. Notice that you're reminded to back up your data files. The **Backup** button will open the same data backup wizard I just used. As I've already backed up my data, I'll type YES in the box and click OK.



And close the screen.



## Data Entry - Completing the Tutorial

I entered data for the two incomplete shooters, and now my match is finished. Click **Close this Window**.

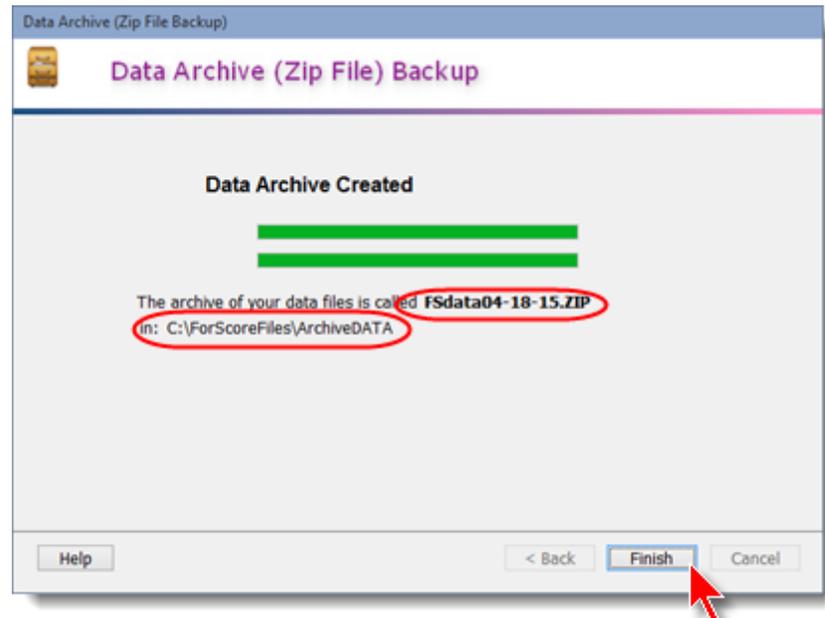
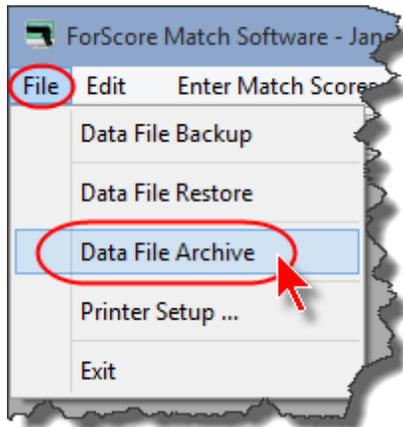
The screenshot shows the 'Select Shooter Scores to Enter / Modify' window. The window title is 'Select Shooter Scores to Enter / Modify'. The window has a menu bar with 'By Name F2', 'By Number F3', 'By Division', and 'By Squad'. The date and location are 'May 3, 2015' and 'Sunday In Paradise'. The window contains a table of shooter scores:

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Boop, Betty	1	0	ESP	MM	3	32	0	DNF	
Fleming, Jane	3	0	ESP	SS	6	35	13	167.52 (35)	
Johnson, Betty	7	0	SSP	SS	6	44	0	157.40 (44)	
Jones, Tex	4	0	REV-S	SS	6	32	8	167.27 (32)	
Spade, Sam	8	0	REV-E	SS	6	42	3	186.28 (42)	
West, Mae	6	0	ESP	MM	6	73	3	237.82 (73)	

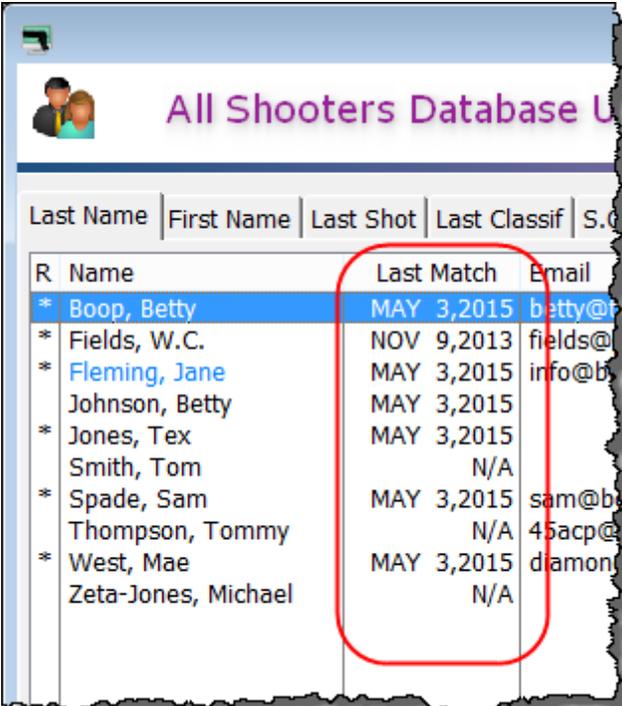
A callout box with the text 'All scores are entered.' is positioned over the table. Below the table is a navigation bar with buttons for 'Refresh', 'Missing Scoresheets', 'Close this Window', and 'Enter Scores'. A red arrow points to the 'Close this Window' button. Below the navigation bar are several other buttons: 'Un-Highlight Incomplete', 'Highlight Expired', 'Prune Match', 'Select A Different Match', and 'Help'. There are also checkboxes for 'Update Last Shoot Date' and 'Data Entry Warning Beep', and radio buttons for 'Shooter' and 'Stage'. At the bottom of the window are buttons for 'Get Classifications From IDPA', 'Upload to IDPA', and a text box containing 'JF10'.

After finishing a match, I like to make a zipfile copy of the data files and copy it onto a floppy disk or CD. **ForScore's** archive function will create such a file, but you'll need to copy it yourself to wherever you keep your computer backup stuff.

Click **File**, then **Data File Archive**. Click Next, then Finish. Your zipfile has been created in a folder called **ArchiveDATA**. It can be opened by standard programs such as WinZip or directly by the Windows Explorer in Windows XP or later.



One more thing to point out -  
Open the list of all shooters... Notice that the **Last Shoot** has been updated.  
Click **Close Window** to finish this portion of the tutorial.



The screenshot shows a window titled "All Shooters Database U". It contains a table with the following columns: "Last Name", "First Name", "Last Shot", "Last Classif", and "S.C.". The table lists several shooters, with the "Last Shot" column highlighted by a red circle. The data is as follows:

R	Name	Last Match	Email
*	Boop, Betty	MAY 3,2015	betty@f
*	Fields, W.C.	NOV 9,2013	fields@
*	Fleming, Jane	MAY 3,2015	info@b
	Johnson, Betty	MAY 3,2015	
*	Jones, Tex	MAY 3,2015	
	Smith, Tom	N/A	
*	Spade, Sam	MAY 3,2015	sam@b
	Thompson, Tommy	N/A	45acp@
*	West, Mae	MAY 3,2015	diamond
	Zeta-Jones, Michael	N/A	

## Step 5 - Printing Results and Making Web Pages

Several options are available for presenting the results of your match:

Printed reports<sup>[107]</sup>, including Adobe® PDF format.

Web (HTML) reports<sup>[122]</sup>

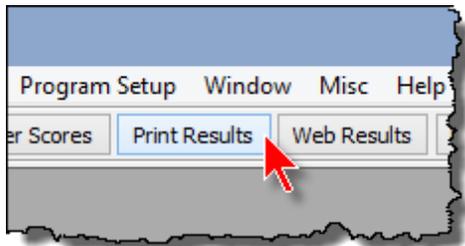
Export (CSV) reports<sup>[136]</sup> that can be read by spreadsheet software such as Microsoft Excel®

For an explanation of the buttons and options on the Print Preview screen, click here<sup>[342]</sup>.

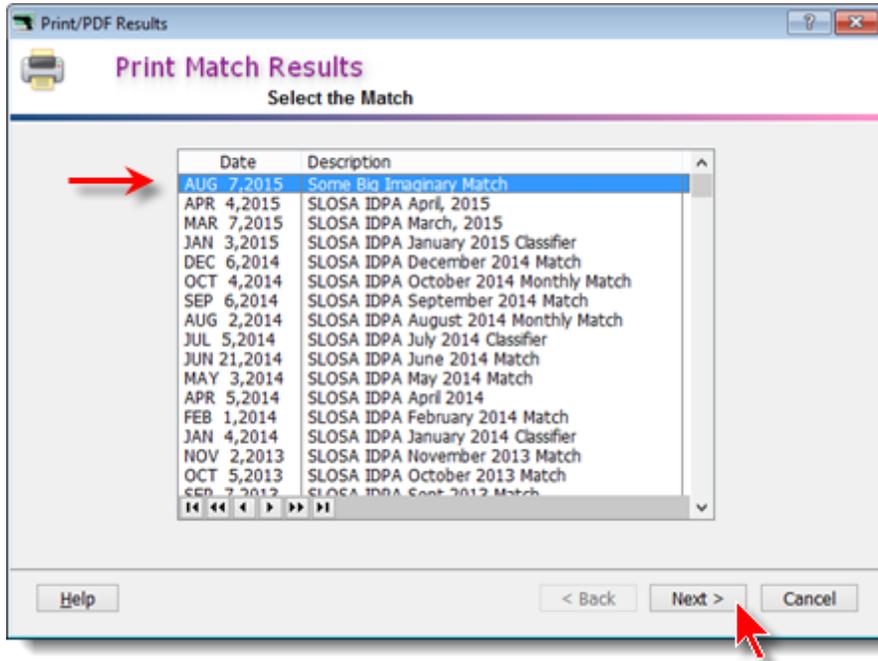
To give a better indication of the options available, the screens I'll show in this section reflect some real matches rather than the one created for the tutorial. You can follow along with the tutorial match you created in the previous steps.

### Printed Results

Begin by clicking **Print Results**. (or hold **Alt** and press **F11**).



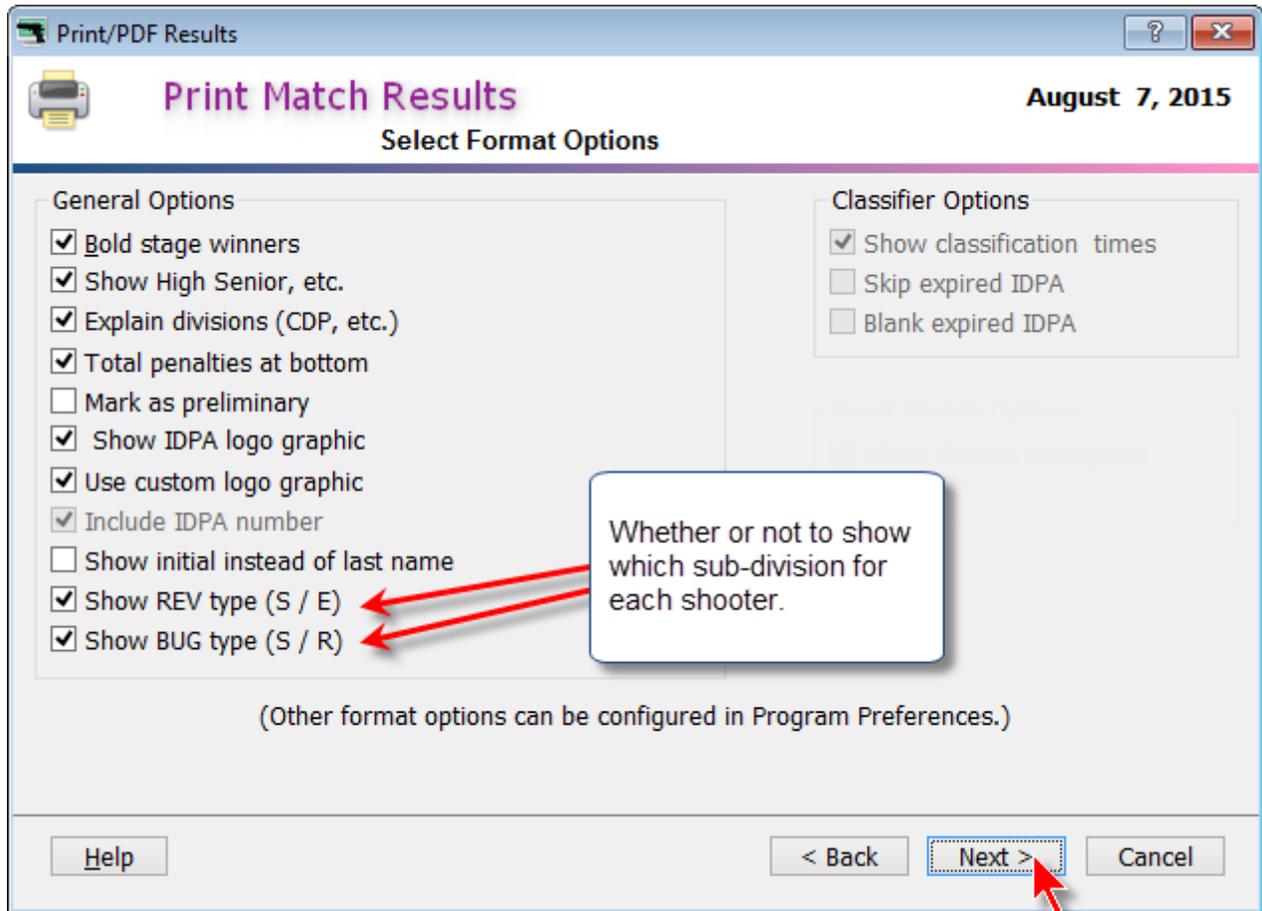
Select the match to print and click **Next**. (I'm going to use a semi-real match, as it will be more illustrative. For the tutorial, select the match you've been working with.)



## Printing Match Results - Setting Appearance Options

The next wizard screen lets you specify how your printed match results will look. More options are available if you've purchased the Event Module.

A description of other appearance options is elsewhere<sup>[346]</sup> in the documentation.



I've selected to **Bold stage winners**. So for each stage in my match, the best shooter's score will be emphasized in **bold**.

I've opted to **Show High Senior, etc.**. This will put top shooters in each category in a box at the top of the match results. Obviously, I will have had to specify the appropriate categories when I registered the shooters.

**Explain divisions (CDP, etc.)** will print a description of divisions at the bottom of the results. I realize that's pretty useless for people who are already familiar with IDPA. I like to include it, though, in case somebody shows the results to a buddy or relative... to help make the abbreviations we take for granted a bit less obscure.

**Show all penalties on full match printout** will do exactly that. When I show a match printout later in this tutorial, I'll print it both ways - with the box checked and not checked. If you're showing all penalties you can also put match totals at the bottom (total number of procedural for the match, etc.)

**Mark as preliminary** is useful when you're printing results for a large match (or multi-day match), and people have a one hour period in which to dispute any scores.

**Show IDPA logo graphic** will be disabled unless you've used **Program Setup** to affirm that your club is affiliated with the International Defensive Pistol Association® and entitled to use their logo.

**Use custom logo graphic** will not appear unless you've specified a graphic in Program Preferences<sup>[385]</sup>. I'm using the logo of the range where our IDPA club shoots.

Remember that you can right-click the various buttons, or use the ? button<sup>[18]</sup> in the upper right of the window, to get help on the various options.

After selecting the options you want, click **Next**.

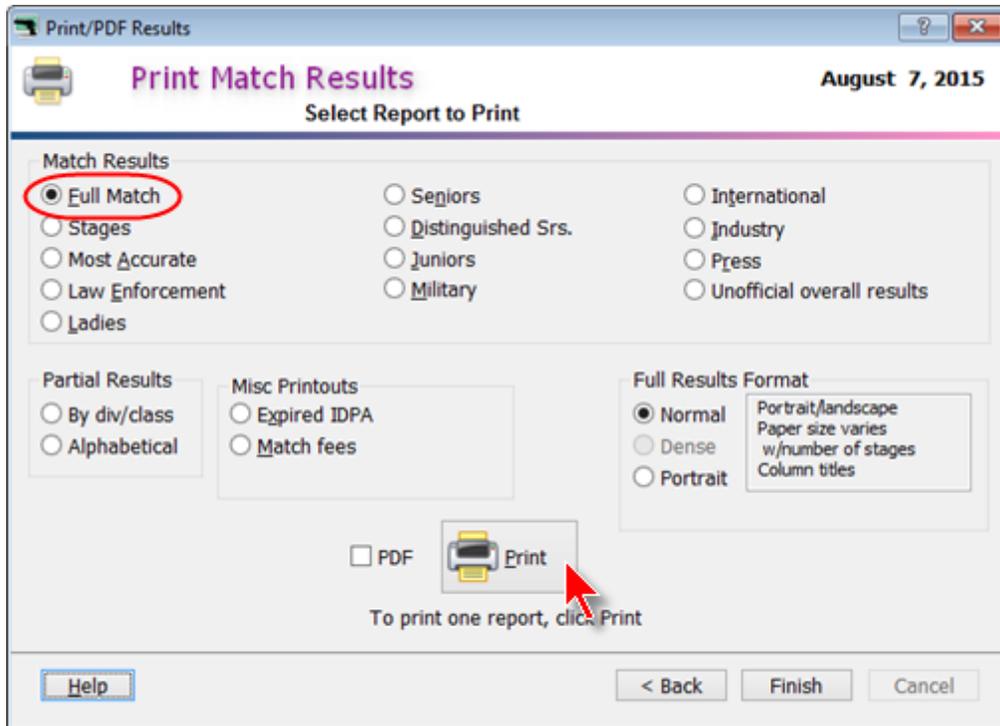
### Printing Match Results

This is the main match report selection screen.

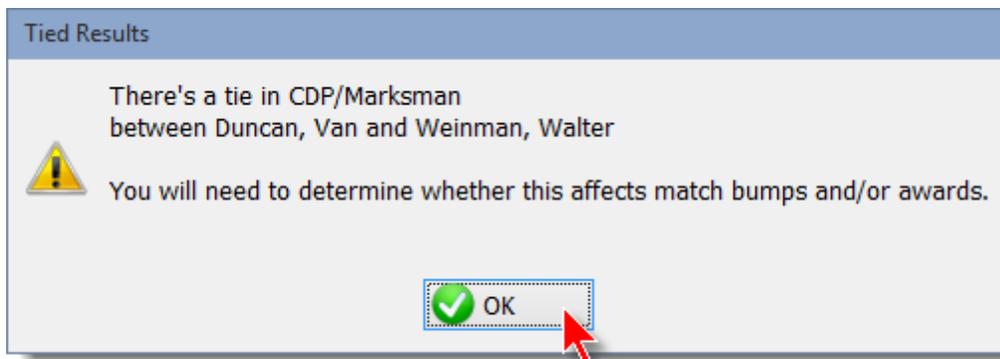
Notice that there is no **Next** button - you select the report you want to print, then click the **Print** button.

**Full Match Results** is selected. That's the report I'll print first.

Click **Print**.



The first match I actually scored with ForScore had two shooters tied to the hundredth of a second. In such a case, you'll get a warning pop-up window:



A way of dealing with ties is described in the [tilt<sup>340</sup>](#) section of this manual.

Your Report Preview screen will look something like this one.

The **Key to abbreviations** at the bottom of the report is printed because you clicked **Explain divisions**.

You can now click the printer icon to print the report, or the X icon to cancel printing. Other elements of the print preview screen are explained here. <sup>342</sup>

The left printer icon sends all selected pages (pages with green check marks) to the printer. The icon with "1" sends the current page. The icon with an X through it closes the preview without printing.

Match Score	--Penalties--				Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9
	B	NT	ES	FN	Home Invas	ATM	Dr. Ofc	Truck	Bus Stop	Jungle Ride	Market	Salon	NewsStand
169.07	38	0	0	0	25.43 (5)	22.67 (3)	18.25 (2)	16.55 (2)	17.54 (7)	23.22 (8)	18.55 (4)	16.21 (5)	10.65 (2)
199.22	42	1	2	1	27.63 (9)	34.68 (12)	24.63 (9)	20.69 (7)	18.28 (3)	29.08 (1)	15.82 (2)	14.91 (2)	13.53 (0)
161.46	20	0	0	0	24.47 (1)	22.23 (3)	18.34 (1)	17.02 (2)	18.66 (11)	20.25 (5)	14.66 (1)	14.62 (1)	11.21 (0)
173.40	40	0	0	1	23.59 (3)	27.94 (7)	18.44 (3)	18.57 (1)	15.14 (3)	27.39 (12)	14.45 (3)	17.81 (8)	10.07 (0)
178.55	36	1	2	0	22.53 (2)	21.70 (4)	31.36 (10)	20.73 (3)	13.36 (2)	19.78 (2)	18.11 (8)	15.90 (2)	15.10 (3)
179.72	23	0	1	0	25.03 (5)	22.73 (4)	26.03 (1)	21.49 (7)	16.71 (1)	20.50 (5)	15.94 (3)	16.61 (1)	14.68 (1)
180.01	20	0	1	0	23.54 (1)	24.65 (3)	22.43 (1)	20.51 (1)	18.20 (5)	24.12 (8)	15.17 (2)	16.48 (2)	14.91 (1)
194.17	21	1	1	0	28.75 (0)	27.96 (3)	28.94 (8)	29.27 (4)	14.00 (1)	20.28 (2)	18.83 (7)	15.84 (0)	10.52 (0)
199.65	20	1	1	0	24.82 (2)	26.82 (4)	24.31 (2)	23.08 (0)	18.66 (4)	23.48 (1)	22.25 (6)	24.50 (0)	11.93 (1)
294.64	46	2	3	0	34.77 (8)	39.07 (12)	36.80 (0)	38.25 (2)	20.77 (0)	29.46 (4)	38.74 (7)	35.05 (7)	21.73 (8)
DNF					(0)	31.44 (9)	(0)	(0)	18.15 (3)	24.58 (8)	20.04 (8)	26.89 (8)	14.37 (4)
172.33	20	0	0	0	27.65 (9)	25.13 (3)	18.77 (1)	21.96 (5)	14.46 (0)	20.16 (1)	14.07 (0)	17.82 (0)	12.31 (1)
2 Dennis Hill A06549	182.40	26	0	0	25.18 (2)	27.94 (8)	24.05 (2)	21.03 (4)	14.24 (2)	24.18 (8)	17.87 (1)	16.79 (1)	11.14 (0)

I specified to show the best scores for each stage in **bold**.

47.49	35	0	2	0	61.04 (8)	40.99 (5)	40.15 (1)	37.27 (3)	34.05 (4)	35.33 (4)	43.66 (7)	29.50 (3)	25.50 (0)
25.84	11	0	0	0	17.40 (2)	<b>18.19(1)</b>	16.02 (3)	<b>14.82(1)</b>	<b>10.72(0)</b>	<b>14.08(2)</b>	<b>12.37(1)</b>	13.24 (1)	<b>9.00(0)</b>
40.77	16	0	0	0	20.74 (5)	19.66 (0)	17.16 (1)	15.13 (2)	14.63 (1)	17.40 (5)	13.75 (1)	<b>12.85(0)</b>	9.45 (1)
51.75	10	0	0	0	20.73 (1)	21.01 (1)	18.97 (2)	17.64 (0)	14.97 (3)	15.17 (1)	16.28 (2)	15.56 (0)	11.42 (0)
96.09	14	0	0	0	26.37 (1)	30.03 (1)	25.84 (1)	20.55 (1)	15.92 (1)	24.59 (2)	21.90 (7)	17.87 (0)	13.02 (0)
58.40	16	0	0	0							17.87 (6)	15.69 (0)	10.33 (0)
66.62	28	1	0	0							16.68 (3)	24.42 (8)	11.95 (1)
77.94	22	0	1	0	22.11 (2)	24.28 (2)	22.46 (4)	22.90 (2)	18.33 (2)	17.98 (3)	17.84 (5)	17.68 (1)	14.36 (1)
82.54	29	0	1	0	22.94 (4)	26.15 (3)	22.32 (3)	22.63 (6)	17.06 (2)	19.40 (3)	16.26 (1)	17.69 (5)	18.09 (2)
88.27	34	0	1	0	28.21 (7)	26.94 (4)	22.47 (5)	21.17 (2)	17.53 (10)	20.27 (4)	17.22 (0)	22.18 (0)	12.28 (2)
90.28	34	0	0	0	26.45 (8)	29.22 (3)	21.60 (2)	21.92 (1)	16.83 (1)	20.58 (2)	19.14 (9)	18.83 (2)	15.71 (6)

Stage winners are highlighted in **BOLD**.

### Print Match Results with Other Formatting Options

For these pictures, I have configured column header names and bottom descriptions<sup>[24]</sup> in match setup. I'm also using the Event Module option to display division champions.

Here's the first page, showing the 'High' shooters and the division champions (which is part of the Event Module option.)

I've selected the "non-gun" IDPA logo in Program Preferences.

Match Results Print Preview

File ? Help Change Printer Printer currently set to HPwireless#:6

Pages To Print: [ ] Copies: 1 Search: [ ]

Page: 1 of 8

Left-Click=Zoom In Right-Click=Zoom Out

Page 1 [x] 2 [x] 3 [x] 4 [x] 5 [x] 6 [x] 7 [x] 8 [x]

**IDPA**

**Some Big Imaginary Match  
August 7, 2015**

CDP Champion: Darrell Godwin Expert 161.46 (20)  
 ESP Champion: Taran Butler Master 125.84 (11)  
 SSP Champion: Matt Outman Master 140.41 (16)  
 CCP Champion: Thomas Curran Marksman 193.21 (26)  
 REV Champion: Randy Lee Master 224.71 (17)

Most Accurate: Dennis Powell CDP - Marksman 245.92 (7)  
 High Senior: Rich Brito CDP - Master 169.07 (38)  
 High Distinguished Senior: Wayne K. Johnson CDP - Expert  
 High Lady: Souzan Nelson ESP - Sharpshooter 223.23 (43)  
 High Law Enforcement: Justin Nelson ESP - Master 140.77 ( )

Match Score	PD	NT	PE	FN	FTDR	--- Penalties ---						
						Stage 1 Home Invas	Stage 2 ATM	Stage 3 Dr. Ofc	Stage 4 Truck	Stage 5 Bus Stop		
<b>CDP - Master</b>												
1 Rich Brito	A01250	<b>169.07</b>	38	0	0	0	0	25.43 (5)	22.67 (3)	18.25(2)	16.55(2)	17.54 (7)
2 Paul Klosterman	A19751	<b>199.22</b>	42	1	2	1	0	27.63 (9)	34.68 (12)	24.63(9)	20.68(7)	18.26 (0)
<b>CDP - Expert</b>												
DC Darrell Godwin	A11493	<b>161.46</b>	20	0	0	0	0	24.47 (1)	22.23 (3)	18.34(1)	17.02(2)	18.66 (11)
2 Peter Quan	A16976	<b>173.40</b>	40	0	0	1	0	23.59 (3)	27.94 (7)	18.44(3)	18.57(1)	15.14 (3)

Here's the last page, showing the stage descriptions and penalty totals for the match.



## Some Big Imaginary Match August 7, 2015

### Stage Descriptions

- Stage 1 - Bad Weather, Bad Company - Vickers, 18 rounds
- Stage 2 - Peek-a-Boo Street - Vickers, 15 rounds
- Stage 3 - What's up Doc? - Vickers, 16 rounds
- Stage 4 - Road Warrior - Vickers, 14 rounds
- Stage 5 - Last Stop - Vickers, 16 rounds
- Stage 6 - Jungle Ride - Vickers, 14 rounds
- Stage 7 - Bad Dog's Market - Vickers, 14 rounds
- Stage 8 - Beauty and the Beasts - Vickers, 14 rounds
- Stage 9 - Bad News for You! - Vickers, 12 rounds

### Total Match Penalties:

- Target Points Down (PD) - 7,043
- Hits on Non-Threats (NT) - 85
- Procedural Errors (PE) - 242
- Failures to Neutralize (FN) - 89
- Failures to Do Right (FTDR) - 1

### Key to Penalties:

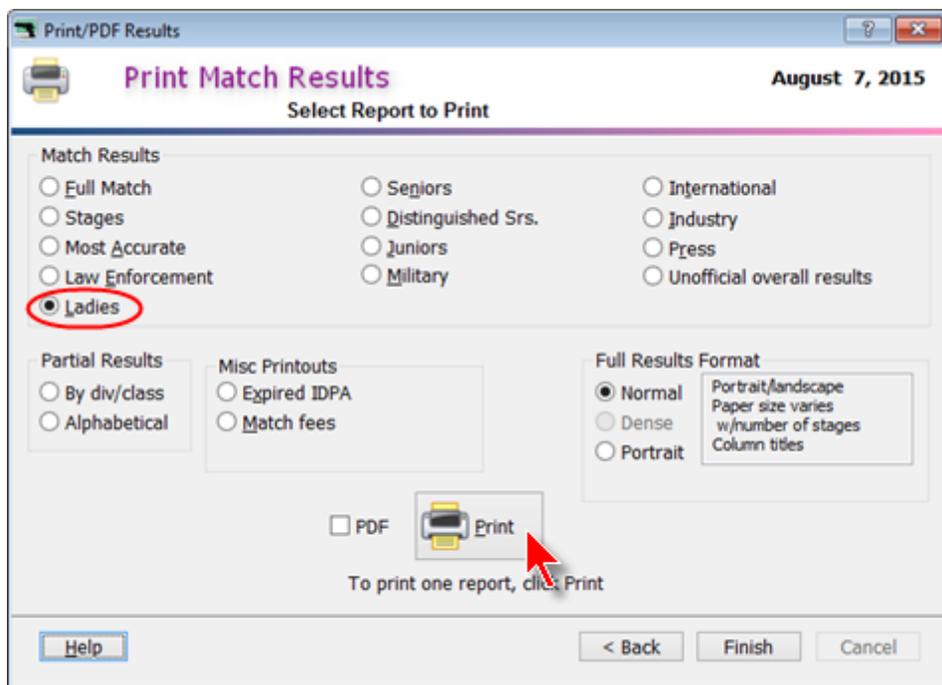
- PD = Target Points Down. Each point down adds 0.5 seconds to your score.
- NT = Hit on Non Threat target. Each HNT adds 5 seconds to your score.
- PE = Procedural Error. Each adds 3 seconds to your score.
- FN = Failure to Neutralize (no hits in the 0 or -1 zone). Each adds 5 seconds to your score.
- FTDR = Failure To Do Right - adds 20 seconds to your score.
- DNF = Did Not Finish

### Key to Divisions:

- CDP = Custom Defensive Pistol, such as 1911. Must be .45 ACP with maximum magazine load of 8 rounds
- ESP = Enhanced Service Pistol, single action or SA/DA such as 9mm 1911 or CZ-75
- SSP = Stock Service Pistol, double action or striker-fired such as SIG, Glock, XD, M&P
- CCP = Compact Carry Pistol, 4.1 inch barrel or shorter, maximum magazine load of 8 rounds
- REV = Revolver, Stock (REV-S) speedloader/105PF, Enhanced (REV-E) moonclip/155PF

## Printing Match Results by Category

Notice that the **Select Report to Print** window did not close after you printed your first report. Select **Ladies**, and click **Print**.



If you designated any of your competitors as ladies, you'll get a report similar to this one. (Let's not revisit the old "That was no lady, that was my wife" joke!)



### Some Big Imaginary Match

August 7, 2015  
Lady Competitors



<u>Place</u>	<u>Name</u>	<u>Score</u>	<u>Target Pts</u>	<u>Division / Classification</u>
1	Souzan Nelson	223.23	43	ESP/Sharpshooter
2	Deanna Sykes	235.84	57	CDP/Marksman
3	Lisa Farrell	241.57	28	REV/Sharpshooter
4	Joni Mahoney	258.50	38	CCP/Marksman
5	Stephanie Spates	260.80	49	SSP/Sharpshooter
6	Deenie Woolery	264.49	61	CDP/Marksman
7	Susan Moran	288.23	53	SSP/Marksman
8	Yuki Ichikawa	298.05	31	REV/Marksman
9	Jennifer Bell	318.28	76	ESP/Novice
10	Susan Soesbe	321.62	35	SSP/Novice
11	Susan Allen	323.92	74	SSP/Marksman
12	Jane Fleming	327.86	41	SSP/Marksman
13	Kathy Gray	341.74	98	SSP/Novice
14	Linda Howard	378.54	85	CDP/Marksman
15	Ana Dague	382.90	58	SSP/Novice
	Nancy Pohlod	DNF	0	ESP/Novice

## Printing Match Results - Most Accurate

The number of shooters to show for the **Most Accurate** report and the method of calculation are configured in **Program Preferences**<sup>386</sup>.

Select **Most Accurate** and click **Print**.

Print/PDF Results

**Print Match Results** August 7, 2015

Select Report to Print

Match Results

- Full Match
- Stages
- Most Accurate**
- Law Enforcement
- Ladies
- Seniors
- Distinguished Srs.
- Juniors
- Military
- International
- Industry
- Press
- Unofficial overall results

Partial Results

- By div/class
- Alphabetical

Misc Printouts

- Expired IDPA
- Match fees

Full Results Format

- Normal
- Dense
- Portrait

Portrait/landscape  
Paper size varies  
w/number of stages  
Column titles

PDF

To print one report, click Print

Help < Back Finish Cancel

**IDPA**

### Some Big Imaginary Match

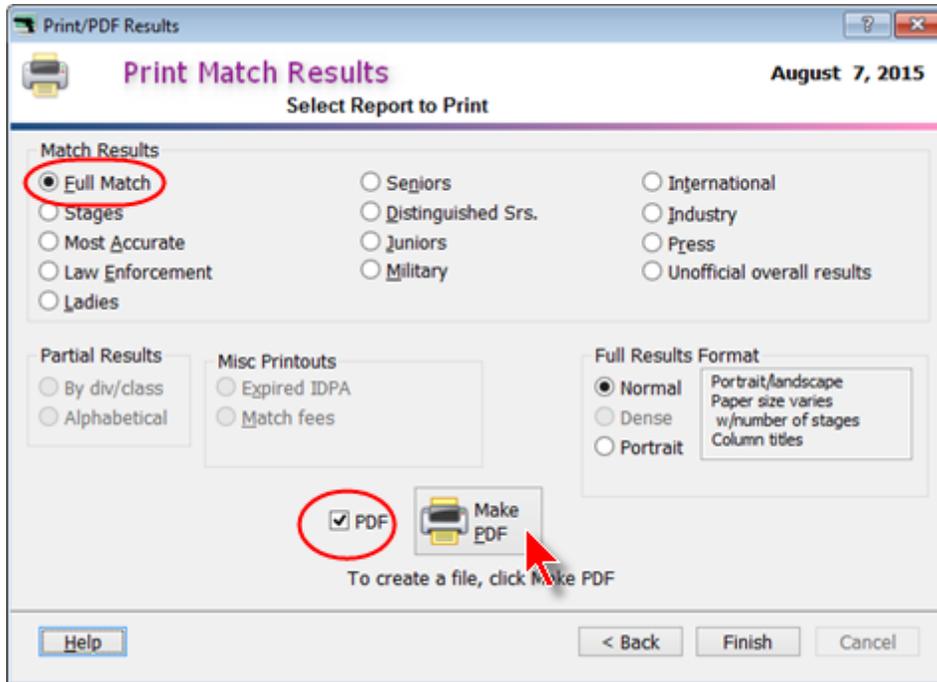
August 7, 2015  
Most Accurate Shooters

Place	Name	Score	Target Pts	Division
1	Dennis Powell	245.92	7	CDF
2	Tim Tucker	151.75	10	ESP
2	Chris Sallee	188.03	10	SSF
2	Ken Dexter	213.25	10	SSF
5	Taran Butler	125.84	11	ESP
5	Bruce Gray	148.30	11	SSF
7	Ian McKnight	235.72	12	CD
8	Ronald Durham	196.09	14	ESP
9	Chris Perez	149.03	15	SSF
9	Jack Breckenridge	231.88	15	CD

## Printing Match Results - PDF Output

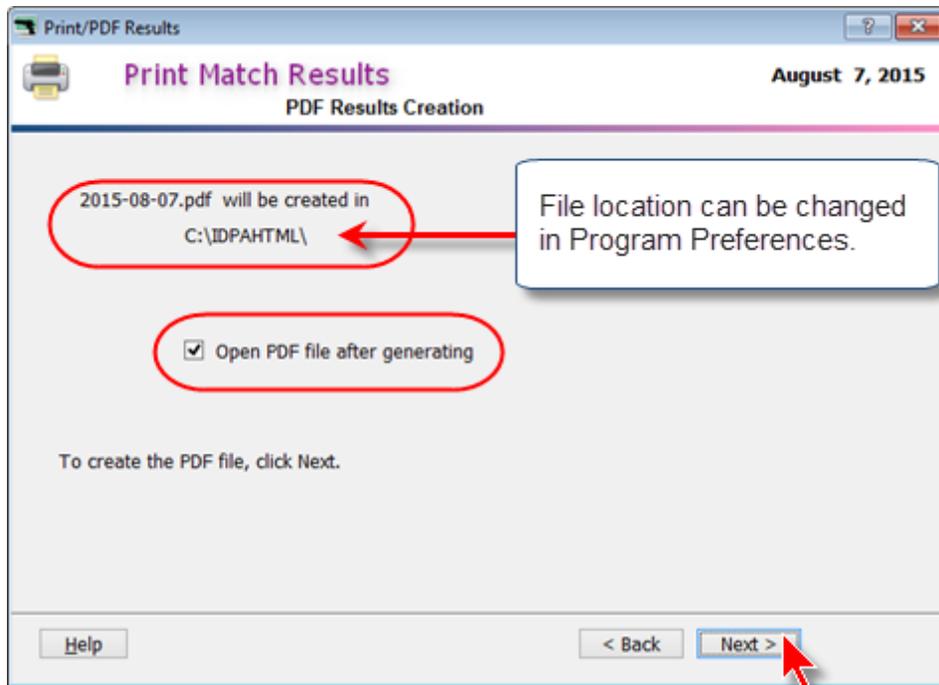
You can generate an Adobe® compatible PDF output file from the Print Wizard or the Web Page Wizard. Either way, the file will be generated in the folder that you've specified for web pages in **Program Preferences**<sup>386</sup>. The same file naming scheme that is used for HTML (web) results is used for PDF results. This match will be saved as **2004-08-07.pdf**. If you had a second match on the same date, its results would be saved as **2004-08-07A.pdf**, and so on.

When you check the **PDF** box, the Print button changes to **Make PDF**. Select the report you want and then click **Make PDF**.



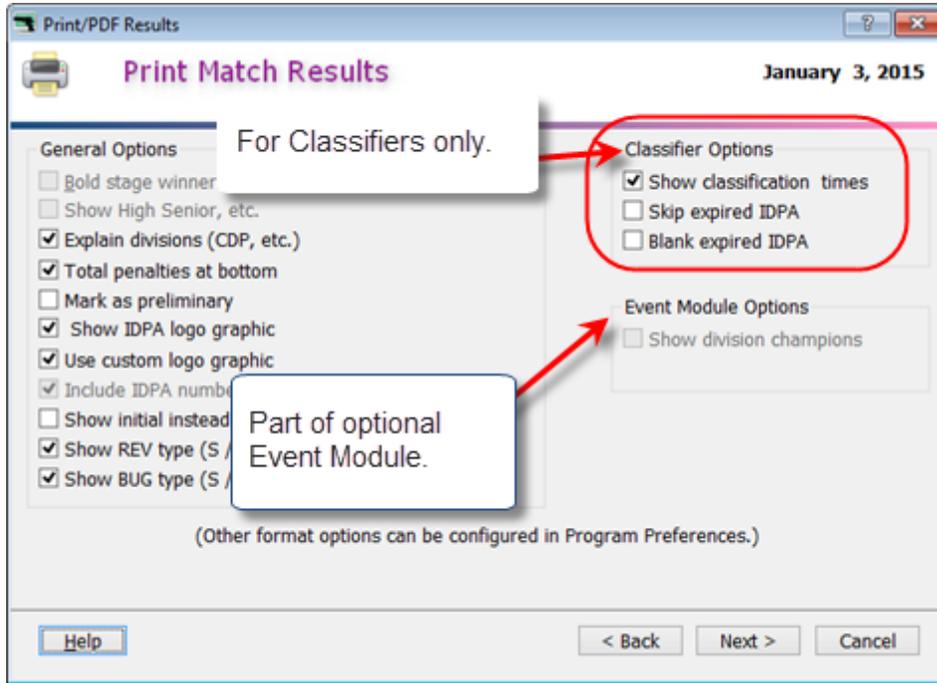
If you have a PDF viewer installed on this computer, there will be the option to have it open the PDF file after it has been created.

Click **Next** to create the PDF results.



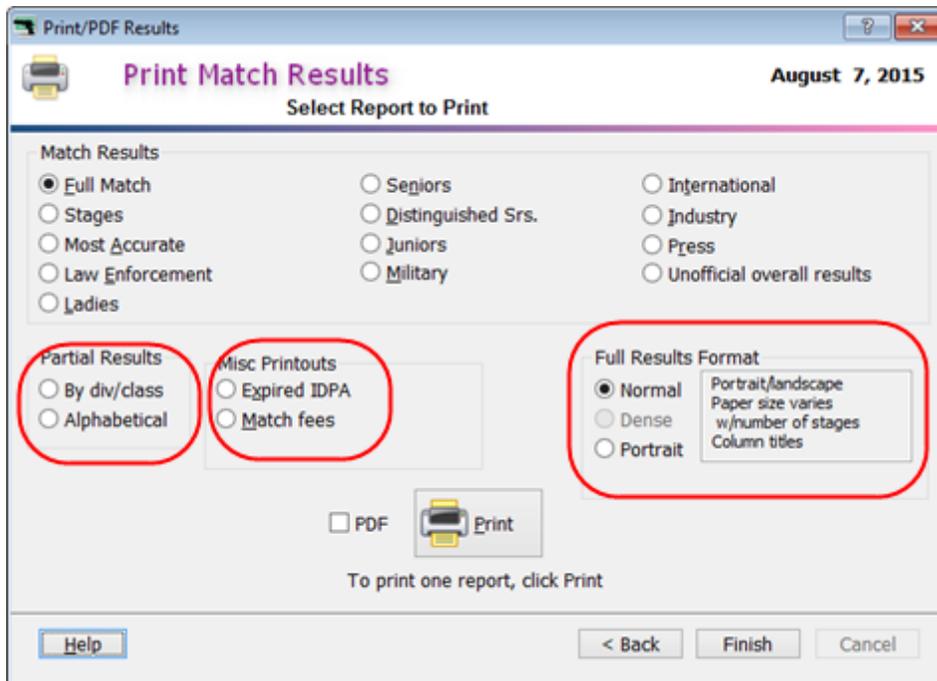
## Printing Match Results - Other Format Options

Various other format options are available if the match is a Classifier. Others require the Event Module. Division Champions are explained here<sup>[539]</sup>



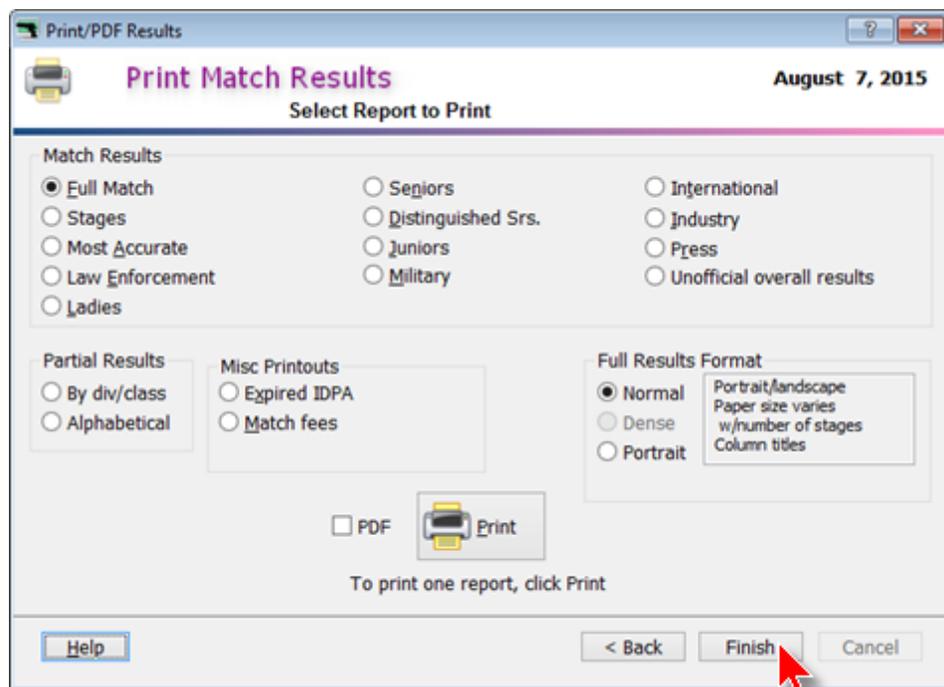
Partial Results and Misc Printouts are described here<sup>[348]</sup>.

I've been using 'normal' print results formatting in this tutorial. Dense<sup>[349]</sup> and Portrait<sup>[351]</sup> formats are also available.



## Printing Match Results - Finishing the Tutorial

Click **Finish** to close the **Print Results Wizard** and complete this portion of the tutorial.



## Web Reports

Many of the options for web (HTML) match result reports are similar to those available with the printed versions.

But there are some additional considerations.

Whereas print reports are produced individually, web pages are made in a batch so that they link to each other. The full results match page will have links to any sub categories –seniors, law enforcement, etc. The full results page can also have a link to your club's home page, or results page, or whatever. That link is configured on the **Reports tab**<sup>[386]</sup> in **Program Preferences**. In the example shown, my home link is `../index.htm`. This is because my results are kept in a separate folder on the website. The two dots and a forward slash indicate that the home page is one directory above this one. Yours may just be `index.htm`, which is the default. Or you may want to use a full address, such as `http://www.slosa.org`. For a CMS website, it may need to be longer still. My local club requires using `http://www.slosa.org/index.php?option=com_content&view=category&layout=blog&id=6&Itemid=10`

If you create a **.PDF** file of your results, the web page can automatically link to that. The PDF file must be named in a manner similar to the name scheme used for web pages, i.e., for a match held on July 20, 2004, the PDF filename must be `2004-07-20.pdf`. (Another file name format can be selected in Program Preferences<sup>[384]</sup>). If you use ForScore to generate PDF results, they will automatically be named appropriately.

Just a reminder - bear in mind that filenames on many web servers are case sensitive!

You have several formatting options for the web pages of your results.

You can print a plain white page with results, use a grid to give a spreadsheet-like appearance, use a 'greybar' effect similar to the striped paper often used for accounting reports, or combine the grid with the greybar. The combined look is the one I prefer.

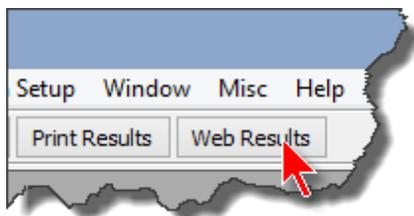
With any of those formats, you can optionally specify a background wallpaper graphic to use with the web pages. **sandstone.gif** is supplied as a sample you can play with. Or you can use the Windows color palette and select a solid background color.

You can also optionally include the IDPA logo, if you attest that your club is affiliated with the IDPA and entitled to use the logo.

You can specify your own club logo in Program Preferences.

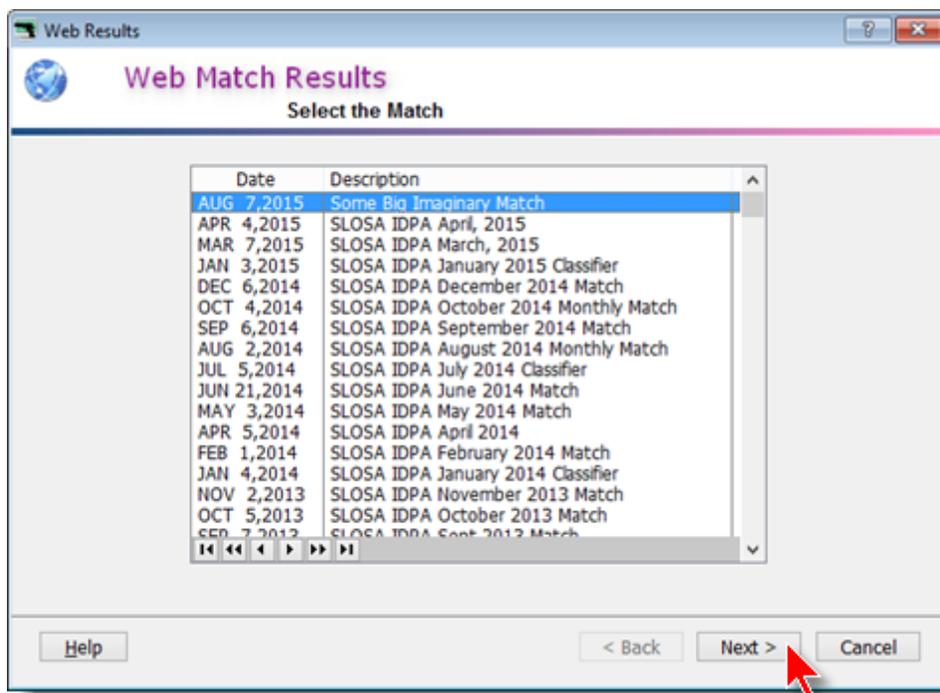
Grid / greybar and background color / wallpaper are specified on the **Reports tab**<sup>[386]</sup> in **Program Preferences**.

To begin creating web results, click the button on the taskbar (or hold **Alt** and press **F12**).



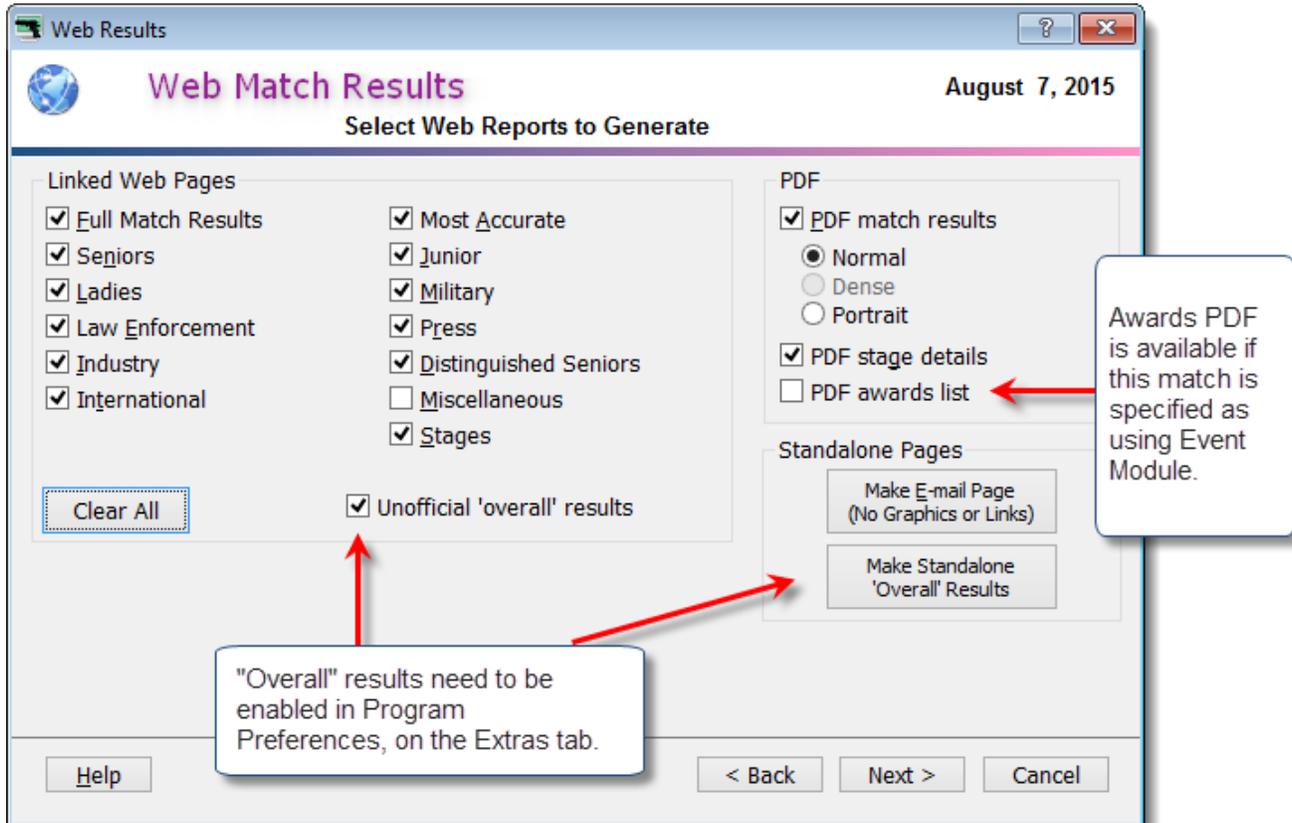
## Web Reports

As with the print reports, select the match, and click **Next**.



## Web Reports - What to Create

For now, select all the reports, even though you probably don't have shooters in all the categories. The not-approved-by-IDPA "overall" results options (standalone web page or a web page linked to the rest of your results) are disabled when **ForScore** is initially installed. If you want to use those reports, you'll first need to enable them in Program Preferences<sup>394</sup>. Click **Next**.



## Web Reports - Appearance Options

The appearance options for web results are similar to those for print reports. Select all of the appearance options except preliminary results.

If the **Use IDPA logo graphic** is disabled, you need to affirm your club's IDPA affiliation in Program Preferences [\[393\]](#).

More explanation of this screen is in the details section [\[353\]](#).

Click **Next**.

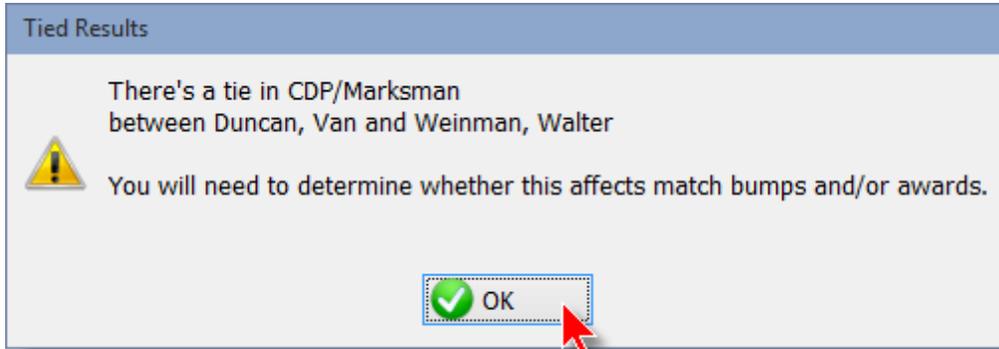
The screenshot shows a web browser window titled 'Web Results' with a sub-header 'Web Match Results' and the date 'August 7, 2015'. The main heading is 'Web Page Appearance Options'. The window contains several sections of checkboxes and options:

- Bold stage winners
- Show 'high' shooters
- Use IDPA logo graphic
- Logo links to IDPA web page
- Link to my home page:  
[http://slosa.org/content.aspx?page\\_id=22&club\\_id=976845&module\\_id=160359](http://slosa.org/content.aspx?page_id=22&club_id=976845&module_id=160359)
- Use custom logo graphic:  
slosa140tr.gif
- Penalty totals at bottom
- Mark as Preliminary
- Explain divisions
- Show division champions
- Show initial instead of last name
- Show IDPA number
- CMS (single page w/ no links)

There is a 'Custom Header' button with a pencil icon. Below the checkboxes, there are settings for 'Grid lines: Thin', 'Greybar: Yes', 'Background Color: White', 'Style Sheet: Yes', and 'Wallpaper: None', with a 'Configure' button. At the bottom, there are two checked options: 'Show REV type (S / E)' and 'Show BUG type (S / R)'. Navigation buttons include 'Help', '< Back', 'Next >', and 'Cancel'. A red callout box with the text 'New options for 2015 rulebook.' has arrows pointing to the 'Show REV type (S / E)' and 'Show BUG type (S / R)' checkboxes. The 'Next >' button is highlighted with a dashed border and a red arrow.

## Web Reports - Generating

As with printed results, if a tie exists a warning screen will pop up to alert you. If this happens, just click OK.



The wizard will churn for a few moments, and then you're done.

The summary screen shows the file names of the web pages that were generated (this match's date was August 7, 2015).

**2015-08-07.htm** is the full results page. Senior, Lady, and Law are self-explanatory.

**2015-08-07vet.htm** is Distinguished Seniors (formerly called 'veterans').

**2015-08-07acc.htm** is the list of most accurate shooters. It defaults to the top ten shooters. (You can configure that in Program Preferences<sup>384</sup>.)

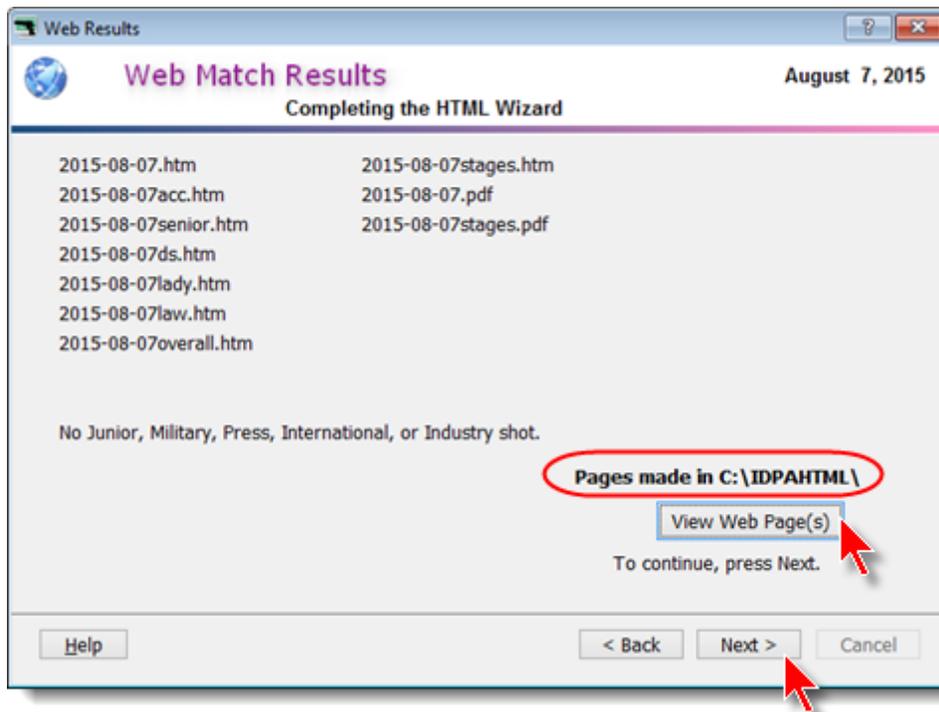
The limited data we've entered in this tutorial will not be enough to populate the **misc** page fully, but this is an illustration<sup>133</sup> from the 2004 California State Championship.

By default, web pages are created in **C:\IDPAHTML**. (The software will automatically create the folder if it doesn't already exist.)

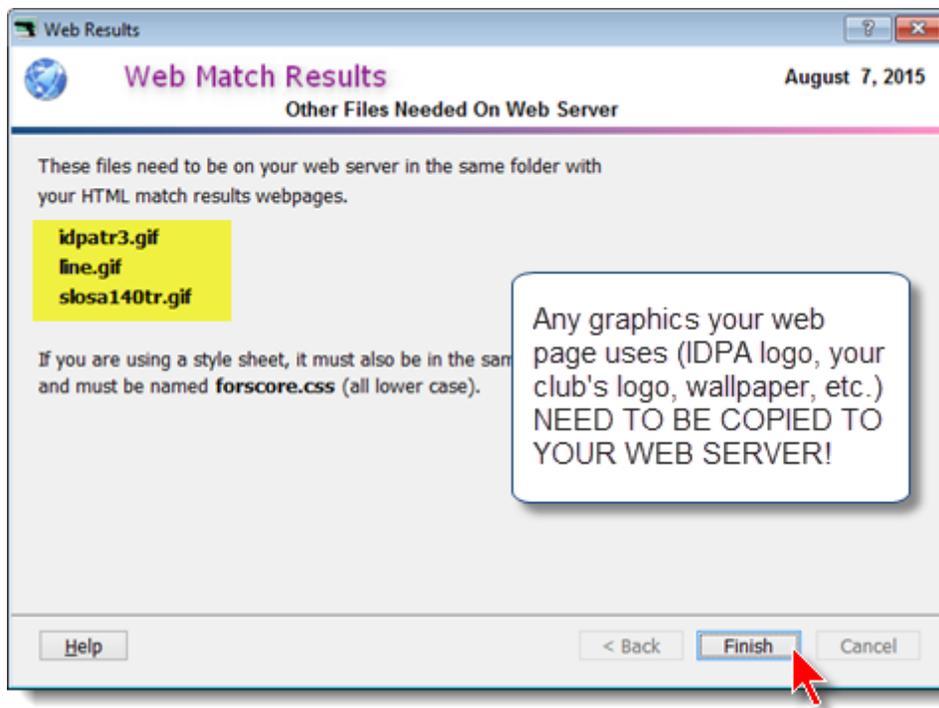
You can change that folder (if you really need to and really know what you're doing) and the number of most accurate shooters to display by using the **Reports tab**<sup>386</sup> in **Program Preferences**.

At this point, you can click **View Web Page(s)** to view the results.

Click **Next**. Then click **Finish** to close the wizard.



This screen shows the graphics needed on the web server. **slosa140tr.gif** is my custom club logo. The other two are the IDPA logo and the line used at the bottom of the web pages.

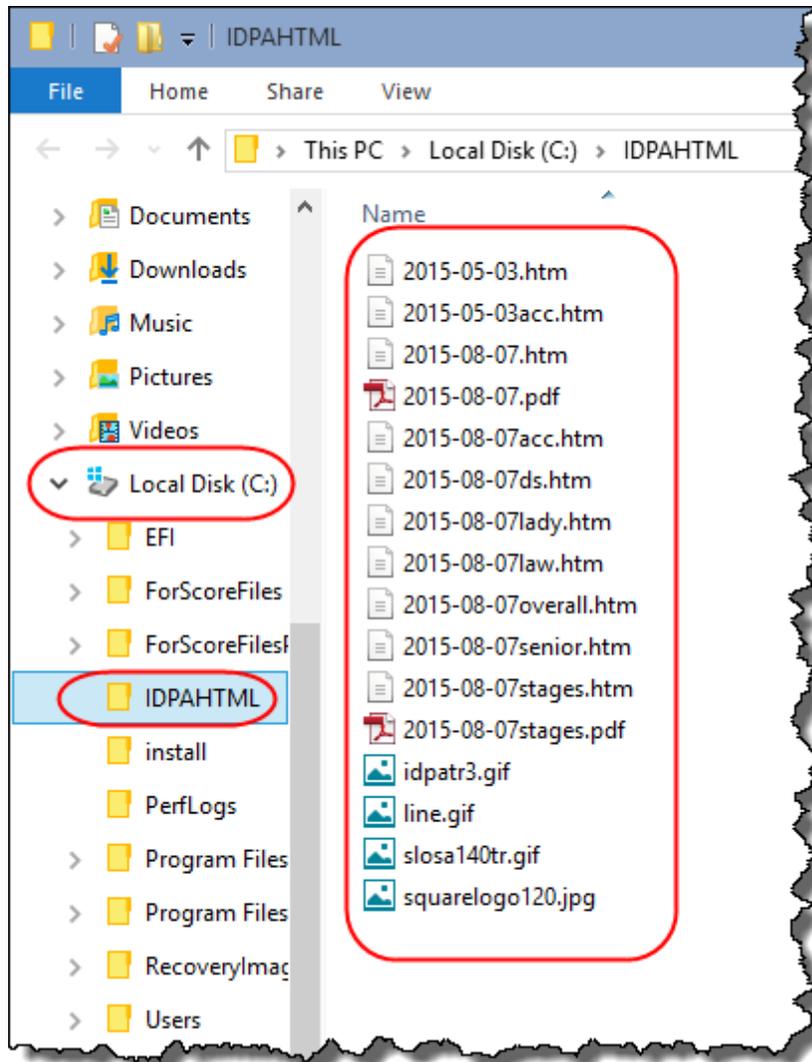


## Web Reports - Viewing Generated Pages

When the wizard generates web results, you can click the **View Web Page(s)** button to view them. After the wizard has been closed, you can use the regular Windows Explorer interface to view them.

Navigate to **C:\IDPAHTML**

Notice the web and PDF pages, and the three **.gif** files - my club logo, a 'transparent' IDPA logo, and the line used at the bottom of the web page. If you have specified a wallpaper graphic, you will need to copy that file yourself unless it is found in the ForScore program directory (in which case ForScore will copy it).



I'll double-click the main web page (2015-08-07.htm) so you can see what it looks like:

**Some Big Imaginary Match**  
 August 7, 2015  
 Full Results - All Participants

Specific Results: [Most Accurate](#) [Senior](#) [Distinguished Senior](#)  
[Lady](#) [Law Enforcement](#) [Miscellaneous](#) [Overall](#)  
[Stage Details](#)

[Printable Results \(PDF\)](#) [Printable Stage Details \(PDF\)](#)

**CDP Champion:** Darrell Godwin Expert 161.46 (20)  
**ESP Champion:** Taran Butler Master 125.84 (11)  
**SSP Champion:** Matt Outman Master 140.41 (16)  
**CCP Champion:** Thomas Curran Marksman 193.21 (26)  
**REV Champion:** Randy Lee Master 224.71 (17)

**Most Accurate:** Dennis Powell CDP - Marksman 245.92 (7)  
**High Senior:** Rich Brito CDP - Master 169.07 (38)  
**High Distinguished Senior:** Wayne K. Johnson CDP - Expert 169.01 (20)  
**High Lady:** Souzan Nelson ESP - Sharpshooter 223.23 (43)  
**High Law Enforcement:** Justin Nelson ESP - Master 140.77 (16)

Numbers in (parenthesis) are target points down  
 Bold scores are stage winners  
 DC is Division Champion

Place	Name	IDPA ID	Match Score	Penalties					Home Invas	ATM	Dr. Ofc	Truck	Bus Stop	JungleRide	Ma
				PD	NT	FE	FN	FTDR	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Sta
<b>CDP Master</b>															
1	Rich Brito	A01250	<b>169.07</b>	38	0	0	0	0	25.43(5)	<b>22.67(3)</b>	18.25(2)	16.55(2)	17.54(7)	23.22(8)	18.5
2	Paul Klosterman	A19751	<b>199.22</b>	42	1	2						20.68(7)	18.26(0)	29.08(1)	15.4
<b>CDP Expert</b>															
DC	Darrell Godwin	A11493	<b>161.46</b>	20	0	0						17.02(2)	18.66(11)	20.25(0)	14.4
2	Peter Quan	A16976	<b>173.40</b>	40	0	0	1	0	23.59(3)	27.94(7)	18.44(3)	18.57(1)	15.14(3)	27.39(12)	14.4

Scrolling down to the bottom of the web page, you see the results of the **Explain divisions** check box. I also configured stage descriptions in Match Setup<sup>241</sup>. And because I chose to show full penalties, they are explained at the bottom as well as included in the results.

I marked "Show REV type (S / ..."

REV Marksman										
1	Heeday Magome (REV-E)	A14705	258.80	52	0	1	1	0	37.31(9)	41.55(7)
2	Niels Mastrup (REV-S)	A18694	294.56	21	1	2	0	0	36.39(3)	42.39(4)
3	Yuki Ichikawa (REV-S)	A14707	298.05	31	0	0	0	0	37.04(1)	43.1
4	Art Leach (REV-E)	A19861	335.63	45	0	1	0	0	41.58(3)	48.99
5	John DeFonte (REV-S)	A18728	339.31	32	0	3	0	0	38.07(9)	57.1
6	Charles Bradshaw (REV-S)	A10627	341.39	48	0	1	0	0	43.74(10)	56.4
7	Lee R. Gaca (REV-S)	A10506	376.54	42	1	2	0	0	43.36(9)	50.92

**Stage Descriptions:**

- Stage 1 - Bad Weather, Bad Company - Vickers, 18 rounds
- Stage 2 - Peek-a-Boo Street - Vickers, 15 rounds
- Stage 3 - What's up Doc? - Vickers, 16 rounds
- Stage 4 - Road Warrior - Vickers, 14 rounds
- Stage 5 - Last Stop - Vickers, 16 rounds
- Stage 6 - Jungle Ride - Vickers, 14 rounds
- Stage 7 - Bad Dog's Market - Vickers, 14 rounds
- Stage 8 - Beauty and the Beasts - Vickers, 14 rounds
- Stage 9 - Bad News for You! - Vickers, 12 rounds

Stage descriptions and round count can be configured in Match Setup.

**Minimum round count for the match: 130**

**Total Match Penalties:**

- Target Points Down (PD) - 7,043
- Hits on Non-Threats (NT) - 85
- Procedural Errors (PE) - 242
- Failures to Neutralize (FN) - 89
- Failures to Do Right (FTDR) - 1

I opted to include penalty totals.

**Key to Penalties:**

- Target Points Down. Each point down adds 0.5 seconds to your score.
- Hit on Non Threat target. Each HNT adds 5 seconds to your score.
- Procedural Error. Each adds 3 seconds to your score.
- Failure to Neutralize (no hits in the target area).
- Failure To Do Right - adds 20 seconds to your score.

I marked "explain divisions".

**Key to Abbreviations:**

- CDP - Custom Defensive Pistol, such as 1911. Must be .45 ACP with maximum magazine load of 8 rounds
- ESP - Enhanced Service Pistol, single action or SA/DA such as 9mm 1911 or CZ-75
- SSP - Stock Service Pistol, double action or striker-fired such as SIG, Glock, XD, M&S
- CCP - Compact Carry Pistol, 4.1 inch barrel or shorter, maximum magazine load of 8 rounds, 9mm or larger
- REV - Revolver, Stock (REV-S) - speedloader / 105 PF, Enhanced (REV-E) - moonclip, 155 PF
- DNE - Did Not Finish

## Web Reports - Secondary Pages

These are similar to the printed secondary pages.

Here are the ladies' results:



## Some Big Imaginary Match

August 7, 2015  
Lady Competitors



[Home](#)

[Full Match Results](#)

**High Lady:** Souzan Nelson ESP - Sharpshooter 223.23 (43)

	<u>Name</u>	<u>Match Score</u>	<u>Target Points Down</u>	<u>Division/Class</u>
1	Souzan Nelson	223.23	43	ESP/Sharpshooter
2	Deanna Sykes	235.84	57	CDP/Marksman
3	Lisa Farrell	241.57	28	REV/Sharpshooter
4	Joni Mahoney	258.50	38	CCP/Marksman
5	Stephanie Spates	260.80	49	SSP/Sharpshooter
6	Deenie Woolery	264.49	61	CDP/Marksman
7	Susan Moran	288.23	53	SSP/Marksman
8	Yuki Ichikawa	298.05	31	REV/Marksman
9	Jennifer Bell	318.28	76	ESP/Novice
10	Susan Soesbe	321.62	35	SSP/Novice
11	Susan Allen	323.92	74	SSP/Marksman
12	Jane Fleming	327.86	41	SSP/Marksman

Most accurate:



## Some Big Imaginary Match

August 7, 2015  
Most Accurate Shooters



[Home](#)

[Full Match Results](#)

	<u>Name</u>	<u>Match Score</u>	<u>Target Points Down</u>	<u>Division/Class</u>
1	Dennis Powell	245.92	7	CDP/Marksman
2	Tim Tucker	151.75	10	ESP/Master
2	Chris Sallee	188.03	10	
2	Ken Dexter	213.25	10	
5	Taran Butler	125.84	11	
5	Bruce Gray	148.30	11	
7	Ian McKnight	235.72	12	CDP/Sharpshooter
8	Ronald Durham	196.09	14	ESP/Master
9	Chris Perez	149.03	15	SSP/Master
9	Jack Breckenridge	231.88	15	CDP/Sharpshooter

Per 2015 rules.

**NOTE: Shooters with any non-threat hits  
are not included in the Most Accurate ranking.**

And miscellaneous:

Shooters By Division		Shooters By Classification	
Division	Shooters	Classification	Shooters
CDP	53	Master	16
ESP	32	Expert	30
SSP	75	Sharpshooter	55
REV	14	Marksmen	68
CCP	4	Novice	9

Shooter Home States		Shooters By Category	
State	Shooters	Category	Shooters
AR	1	Senior	54
AZ	1	Distinguished Senior	8
CA	168	Lady	16
IL	1		
NV	5		
PA	1		
TX	1		

Total Penalties	
Target Points Down	7,043
Hits on Non-Threats	85
Procedural Errors	242
Failures to Neutralize	89
Failures to Do Right	1

Calibers Used in this Match	
Caliber	Quantity
.357 Magnum	1
.357SIG	1
.38 Special	4
.38 Super	2
.40 S&W	26
.45 ACP	57
10mm	3
9mm	79

Guns Used in this Match		
Manufacturer	Caliber	Quantity
Beretta	9mm	6
Browning	9mm	2
Caspian	.45 ACP	1
Colt	.38 Super	1
Colt	.45 ACP	3
Glock	.40 S&W	14
Glock	.45 ACP	6
Glock	9mm	46
H & K	.40 S&W	2
H & K	.45 ACP	1
H & K	9mm	3
IMI	9mm	1
Ithaca	.45 ACP	1
Kimber	.45 ACP	17
Les Barr	.45 ACP	1

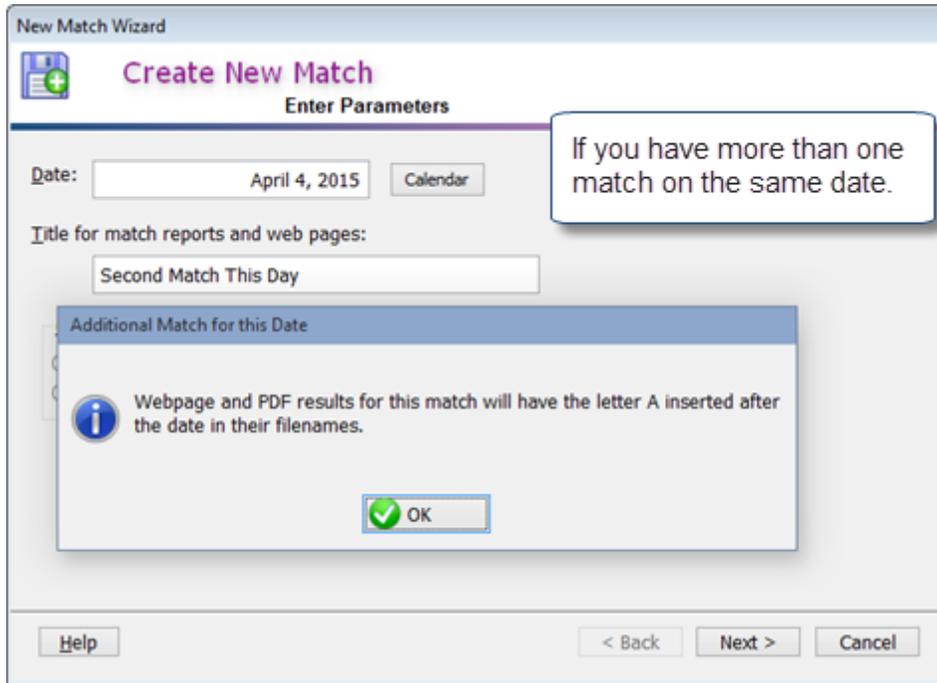
## Web Reports - Second Match

As you've seen from these illustrations, web page results and PDF results use file names derived from the date of the match. A match held on August 2, 2004 would yield results names **2004-08-02.htm**

What happens if you hold two (or more) separate matches on one day?

In that case, the software will put a letter after the date., i.e. **2004-08-02A.htm**

When you are creating the second (or third, or whatever) match, the New Match Wizard will inform you of the letter it will be using:



That letter will appear on the list of matches. It cannot be modified. This shot shows a real example where I used the Classifier Extraction Wizard<sup>151</sup> to copy the Classifier stages from a large match into a separate Classifier match so they could be scored and uploaded to the IDPA website.

For more explanation of the meaning of items on this screen, click here.<sup>236</sup>

The screenshot shows a software window titled "Add / Modify Matches" with a table of match data. The table has columns for Date, Description, Classifier, Stages, Strings/Stage, and Misc. The "Second Match This Day" row is circled in red, and the letter "A" in its Misc column is also circled in red. Below the table are several action buttons: Help, Change Match, Delete Match, Create A New Match, Extract Classifier, and Close.

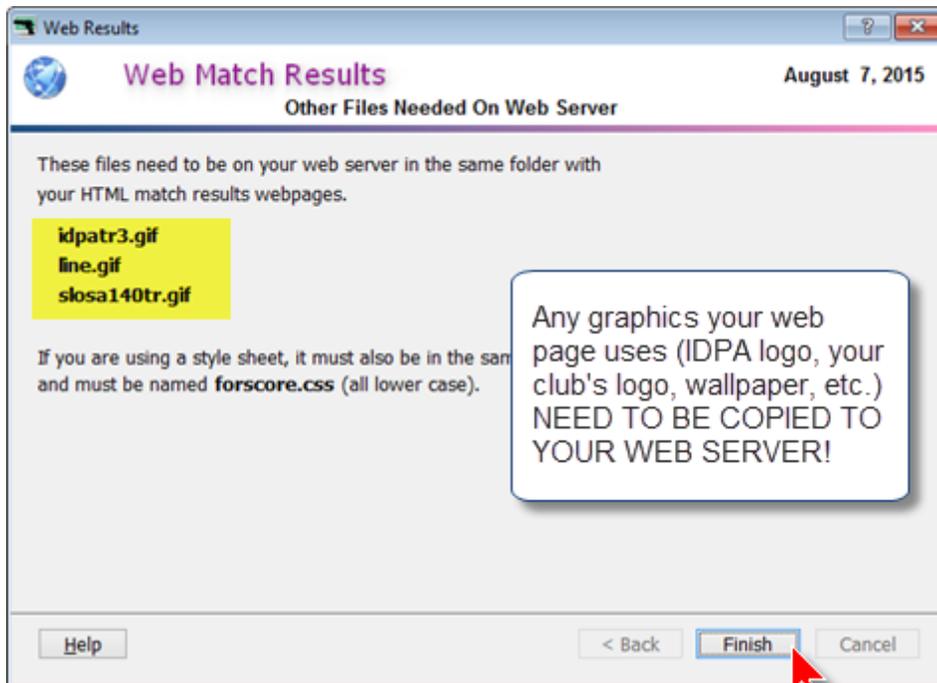
Date	Description	Classifier	Stages	Strings/Stage	Misc
AUG 7,2015	Some Big Imaginary Match	N	9	Max = 1	
APR 4,2015	Second Match This Day	N	4	Max = 1	A
APR 4,2015	SLOSA IDPA April, 2015	N	6	Max = 1	
MAR 7,2015	SLOSA IDPA March, 2015	N	6	Max = 3	S
JAN 3,2015	SLOSA IDPA January 2015 Classifier	Y	3	7	C
DEC 6,2014	SLOSA IDPA December 2014 Match	N	6	Max = 3	
OCT 4,2014	SLOSA IDPA October 2014 Monthly Match	N	6	Max = 1	
SEP 6,2014	SLOSA IDPA September 2014 Match	N	6	Max = 3	
AUG 2,2014	SLOSA IDPA August 2014 Monthly Match	N	5	Max = 1	
JUL 5,2014	SLOSA IDPA July 2014 Classifier	Y	3	7	C
JUN 21,2014	SLOSA IDPA June 2014 Match	N	5	Max = 1	
MAY 3,2014	SLOSA IDPA May 2014 Match	N	6	Max = 3	S
APR 5,2014	SLOSA IDPA April 2014	N	6	Max = 2	
FEB 1,2014	SLOSA IDPA February 2014 Match	N	6	Max = 2	
JAN 4,2014	SLOSA IDPA January 2014 Classifier	Y	3	7	C
NOV 2,2013	SLOSA IDPA November 2013 Match	N	5	Max = 3	
OCT 5,2013	SLOSA IDPA October 2013 Match	N	6	Max = 2	

## Web Reports - Conclusion

If you email results to competitors, you can click the **Make email Page** button to generate an full match result page without any graphics or links, and avoid having to include the **.gif** files with your mailing.

The graphic files – **idpatr.gif**, **line.gif**, and any optional wallpaper graphic you may have specified (**sandstone.gif**, in this example) – should **go on your web server in the same directory** with the results HTML files.

**idpatr.gif** and **line.gif** should be found on your local hard drive in the same folder with your generated web results. By default, that is **C:\IDPAHTML**.



Again, remember - most web servers are **case sensitive** for file names! (What me? Ever get bitten by that ?? )

Other than the options mentioned, there is not user-defined formatting in ForScore. You can, of course, read the generated HTML files into a general-purpose web page editor like Microsoft Front Page® and tweak the appearance.

This finishes the Web Reports portion of the tutorial.

## Web Reports - Additional Options

There's more in depth explanation of these wizards in the main documentation<sup>[346]</sup>.

A few other options are shown here.

The division champion check box will only appear in demo mode or if you have purchased the event module<sup>[538]</sup>.

Show 'From'<sup>[540]</sup> is also an Event Module item. You turn that on in match setup.

The CMS check box is for dealing with website "content management systems" such as Joomla!, which automatically rename any pages or graphics that you upload (which, obviously, breaks the links in the web results that **ForScore** creates. There's more explanation in the CMS topic<sup>[368]</sup>.

The Custom Header button<sup>[356]</sup> lets you type notes or announcements that will be included at the top of your main web results.

The screenshot shows a window titled "Web Results" with a sub-header "Web Match Results" and "Web Page Appearance Options". The window contains several checkboxes and a button:

- Bold stage winners
- Show 'high' shooters
- Use IDPA logo graphic
- Logo links to IDPA web page
- Link to my home page:  
[http://www.slosa.org/index.php?option=com\\_content&view=category&layout=blog&id=6&Itemid=1](http://www.slosa.org/index.php?option=com_content&view=category&layout=blog&id=6&Itemid=1)
- Use custom logo graphic:  
slosa140tr.gif
- Penalty totals at bottom
- Mark as Preliminary
- Explain divisions
- Show division champions
- Show shooter 'From'
- Show initial instead of last name
- Show IDPA number
- CMS (single page w/ no links)

At the bottom, there are settings for "Grid lines: Thin", "Greybar: Yes", "Background Color: White", "Style Sheet: Yes", and "Wallpaper: None". A "Configure" button is located to the right of these settings. At the very bottom, there are "Help", "Next >", and "Cancel" buttons.

A callout box with a blue border and white background is positioned over the bottom of the window, containing the text: "Additional options, explained in the detailed documentation."

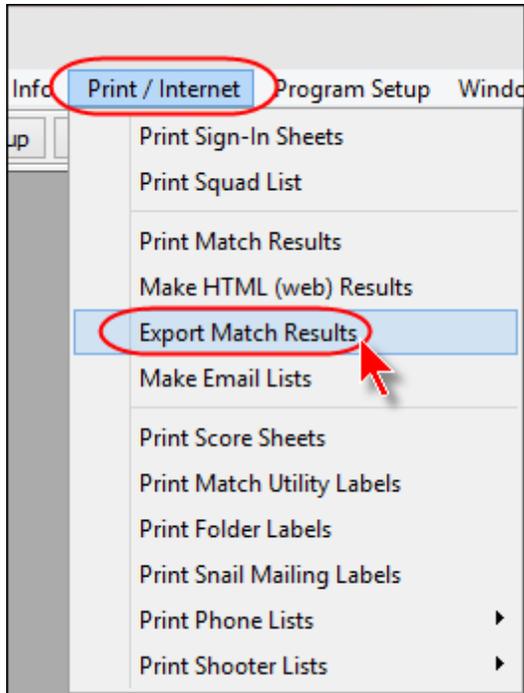
## Export Reports

A Comma Separated Value (CSV) file is a type of file that can exchange information between different software systems.

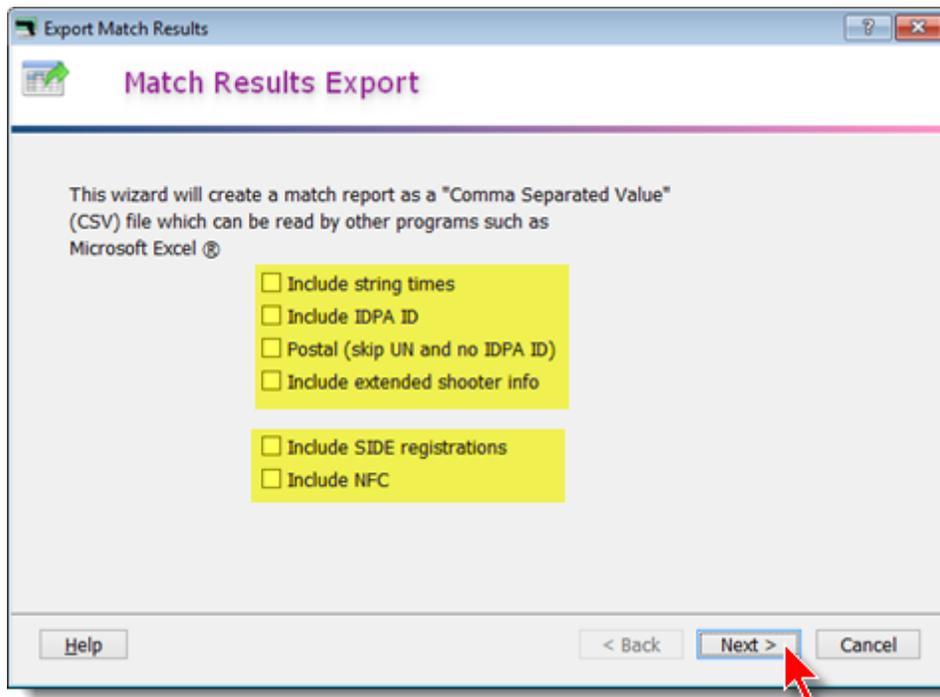
ForScore can generate CSV files from your match results. The results are not formatted in any way. You can read them into Microsoft Excel® or similar software and format them as you choose.

To make a CSV file of your match, click on the **Print / Internet** menu, then select **Export Match Results**.

**HINT:** If you find yourself using this frequently, the Export function could be a useful item to add to your custom toolbar<sup>403</sup>.

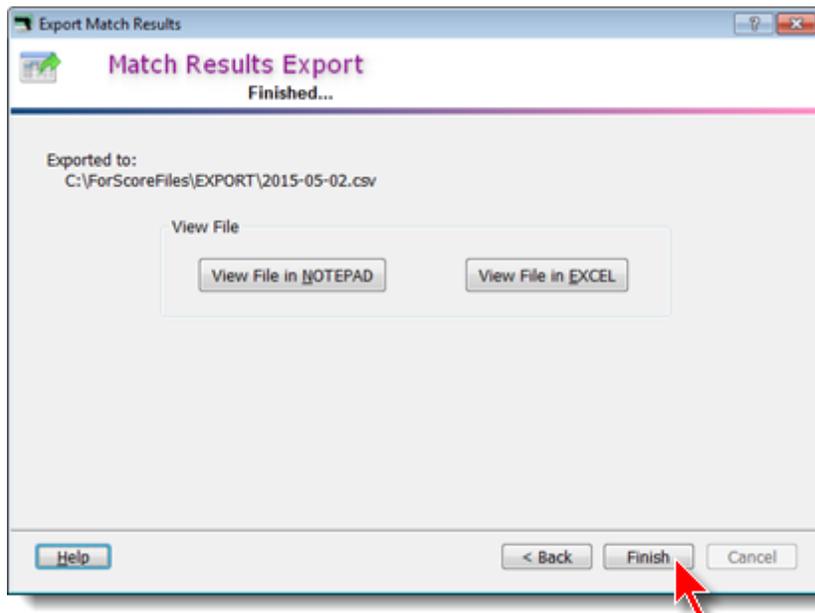


Select options you want. Then click **Next** to select the match.

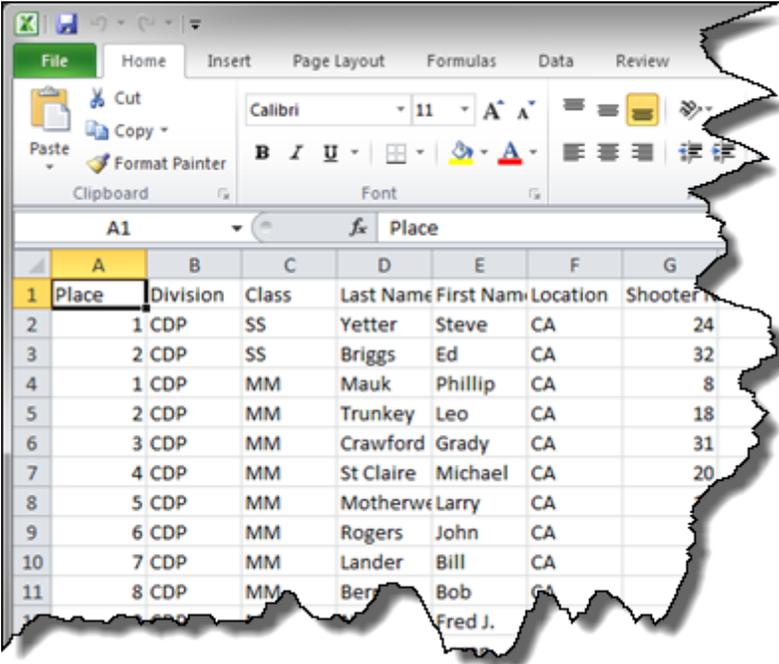


The CSV file has been given the name **2015-05-02.csv**, because the match date was May 2, 2015. It has been generated in a folder called **C:\ForScoreFiles\Export**.

The file name and export locations cannot be changed. You can, of course, use Windows to rename or move the file at this point.



If you have Microsoft Excel® installed on your computer, you can now use it to open the data file you exported:



The screenshot shows a Microsoft Excel spreadsheet with the following data:

	A	B	C	D	E	F	G
1	Place	Division	Class	Last Name	First Name	Location	Shooter
2		1 CDP	SS	Yetter	Steve	CA	24
3		2 CDP	SS	Briggs	Ed	CA	32
4		1 CDP	MM	Mauk	Phillip	CA	8
5		2 CDP	MM	Trunkey	Leo	CA	18
6		3 CDP	MM	Crawford	Grady	CA	31
7		4 CDP	MM	St Claire	Michael	CA	20
8		5 CDP	MM	Motherw	Larry	CA	
9		6 CDP	MM	Rogers	John	CA	
10		7 CDP	MM	Lander	Bill	CA	
11		8 CDP	MM	Ber	Bob	CA	
12				Fred J.			

## Classifiers

To a large extent, Classifiers are handled the same as regular matches. This section will deal with the differences. More detail is available in the Classifier<sup>330</sup> section of the documentation.

**ForScore** provides the means to upload Classifier results to the IDPA website, and to update your shooters database from that website with current classification and membership status information. More detail is available in the IDPA Website<sup>160</sup> section of the documentation.

Before creating our match, we need to give all of our pretend shooters IDPA numbers, as IDPA rules don't let non-members shoot the Classifier.

I've done that to my shooters, and have clicked the **IDPA** tab to show their numbers:

The screenshot shows the 'All Shooters Database Update' application. The main table lists shooters with their IDPA numbers. The 'IDPA' column is highlighted with a red circle. The table is sorted by IDPA number. A detailed view of Jane Fleming is shown on the right, including her address, email, and match history. The bottom of the window has a toolbar with buttons for Help, New Shooter, Change Shooter, Delete Shooter, Maintenance Wizards, Print, and Close Window.

R	Name	IDPA	Email	SO	Range
*	Fleming, Jane	A16849	info@beachbunnysoftware.com	<	<
*	Spade, Sam	A9874432	sam@bogus.com		
*	Boop, Betty	A9984433	betty@toons.net		
	Johnson, Betty	A99999		<	
	Thompson, Tommy	F987654	45acp@oldguys.net		
	Zeta-Jones, Michael	FR123456			
*	West, Mae	M0002	diamonds@classics.com		<
*	Fields, W.C.	SS1909	fields@philadelphia.com		
	Smith, Tom	TT878787			
*	Jones, Tex	TX99999			

Sorted by IDPA number

**Jane Fleming**  
 123 Main St  
 Pismo Beach, CA 93123  
[info@beachbunnysoftware.com](mailto:info@beachbunnysoftware.com)  
 Yes, wants e-mail: N

IDPA: A16849      DEC 7, 2015  
 Lady, DS  
 SLOSA Member?      Y  
 Last Match: May 3, 2015  
 High Class: ESP / SS  
 Last Classifier N/A

(805) 555-1212 Cell  
 (805) 555-2121 Home

'Inactive' Shooters  
 Show Normal    Grey    Hide

Shooters in the database: 10

Help   New Shooter   Change Shooter   Delete Shooter   Maintenance Wizards   Print   Close Window

Before continuing, I'm going to show you Mae's current classifications. Notice that she's Novice in ESP and Unclassified in all the other divisions.

Record Will Be Changed (West, Mae)

West, Mae M0002 Last Match: MAY 3,2015

Contact F2  
Membership F3  
Classif F4  
Notes F5

'Regular'  
 Inactive  
 Staff  
 Safety Officer

**CDP Classification**  
 DM Classifier:  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

**SSP Classification**  
 DM Classifier:  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

**BEV Classification**  
 DM Classifier:  
 Master  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

**ESP Classification**  
 DM Classifier:  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

**CCP Classification**  
 DM Classifier:  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

**BUG Classification**  
 DM Classifier:  
 Master  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

Unlock Dates and Equity History Help OK Cancel

Close the shooter database window.  
 Click **Match Setup** on the main toolbar.  
 Click **Create A New Match**.

Add / Modify Matches

Date	Description	Classifier	Stages	Strings/Stage	Misc
MAY 3,2015	Sunday In Paradise	N	6	Max = 3	

Help Change Match Delete Match Create A New Match Extract Classifier Close

Click the **Yes** button in the **Classifier** box. Notice that stages and strings are automatically set and are greyed-out. Then click **Next**.

The screenshot shows the 'New Match Wizard' dialog box, titled 'Create New Match' and 'Enter Parameters'. The 'Date' field is set to 'May 16, 2015' with a 'Calendar' button. The 'Title for match reports and web pages:' field contains 'May Classifier'. The 'Classifier' section has two radio buttons: 'Yes' (selected and circled in red) and 'No'. The 'Number of stages:' is set to '3'. The 'Has SIDE Match Stages' section has two radio buttons: 'No' (selected) and 'Yes'. At the bottom, there are buttons for 'Help', '< Back', 'Next >' (highlighted with a red mouse cursor), and 'Cancel'.

I've registered three shooters for this Classifier. I've registered Mae as SSP UN in this match.

Match Registration  
MAY 16, 2015 -- May Classifier

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Boop, Betty	1	SSP	NV	A9984433		0		0.00
Fields, W.C.	2	REV-S	NV	SS1909		0		0.00
West, Mae	3	SSP	UN	M0002		0	<	0.00

Registered: 3  
Staff: 0

Total Money: 0.00

Buttons: Register a Shooter, Delete, Change, Print, PDF, Close, Refresh, Export, Online Classification Wizard, Help

Now it's time to enter scores. I'm going to enter scores for the ladies enabling them to move up, but we'll let W.C. shoot with a hangover.

As this match has more than 4 strings in one or more stages, it uses the more condensed score entry screen.

**Stage 1** Shooter Number: **1** November 9, 2013  
 Name: **Boop, Betty** SSP /NV A9984433

String Times: Targets: (You may enter all target points in the Target 1 box if you prefer.)

String 1:	4.00	Target 1:	10	Target 10:	0
String 2:	4.01	Target 2:	8	Target 11:	0
String 3:	3.98	Target 3:	9	Target 12:	0
String 4:	9.71	Target 4:	0	Target 13:	0
String 5:	6.20	Target 5:	0	Target 14:	0
String 6:	10.15	Target 6:	0	Target 15:	0
String 7:	8.35	Target 7:	0	Target 16:	0
		Target 8:	0	Target 17:	0
		Target 9:	0	Target 18:	0

Total target points down: **27**

Did Not Finish  Disqualified

**Clear**

**KEYPAD Hotkeys**  
 + on keypad tabs down  
 - on keypad tabs up  
 \* = Procedurals  
 / = Non Threat  
 Ctrl+Del = FTN  
 Ctrl+Number = Target number

Finger violation  
 Procedurals: \* **0**  
 Non Threats (maximum of 1 per target): / **0**  
 Limited **0**  
 Failures To Do Right: **0**  
 Total Time: **46.40**  
 Penalty Seconds: **13.50**  
 Total Stage Score: **59.90**

< Previous    Next >  
 or PageDown    ? Help    [X] Cancel    [V] OK

No IDPA membership expiration date on file!

After entering Betty's scores for the three stages, I can click **Check Classification** to see how she did.

Update Stage Results

Boop, Betty  
Shooter Number: 1

Division: SSP  
Class: Novice

May Classifier  
A9984433

Tilt

This score computes to SSP Marksman

Check Classification (F9)

Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score
1	46.40	27	0	0	0	13.50	59.90
2	36.95	22	0	0	0	11.00	47.95
3	61.69	42	0	0	0	21.00	82.69

145.04      91      0      45.50      190.54

Save Totals and Close this Window (Shift+Enter)    Close Window    Print    Help    Enter/Change Stage Results

I've entered scores for all shooters. Notice that this screen has a **Commit Classifier** button. Basically, that adjusts peoples' classifications, updates the record of when they last classified, and reclassifies them within this match. You can **only commit a Classifier once**, so it's a good idea to back up your data first. More explanation is in the detailed documentation<sup>330</sup>.

Go ahead and click the button.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score
Boop, Betty	1	0	SSP	NV	3	91	0	190.54 (91)
Fields, W.C.	2	0	REV-S	NV	3	110	0	224.34(110)
West, Mae	3	0	SSP	UN	3	63	0	183.38 (63)

By Shooter Name: Refresh Missing Scoresheets **Commit Classifier** Close this Window Enter Scores

Highlight Incomplete Highlight Expired Prune Match Select A Different Match Help

Entry Mode:  Shooter  Stage Direct

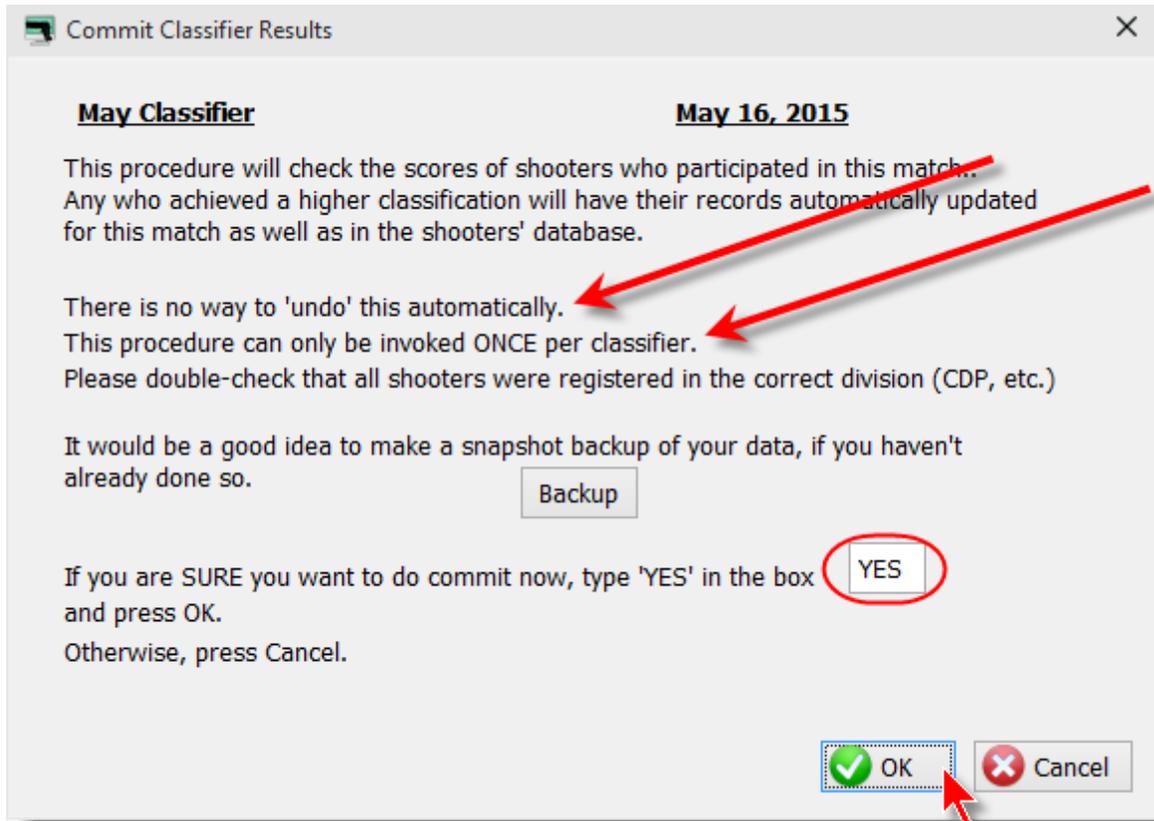
Update Last Shoot Date  Data Entry Warning Beep

Get Classifications From IDPA Upload to IDPA JF10

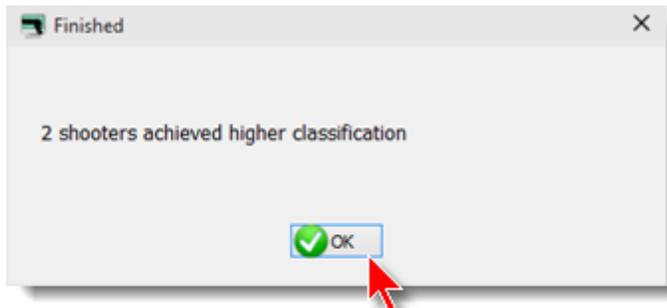
And say YES.

IDPA rules do not permit non-members to shoot the classifier and/or to obtain a classification, so they will not be calculated.

**BE SURE YOU MAKE A BACKUP and are sure everything is scored correctly.  
YOU CAN ONLY "COMMIT" A CLASSIFIER ONCE!**



Click **OK**



The score entry screen shows their new classifications, as will match results<sup>364</sup> for this match. (Go ahead and generate some print and web reports.)

The shooter database now shows the date each shooter last classified. If you need to enter or change dates manually, click the **Unlock Dates** button.

Notice that she now shows as classified in CDP and CCP as well, and that the "equity" checkbox is marked for those two divisions.

Record Will Be Changed (West, Mae)

West, Mae M0002 Last Match: MAY 16, 2015

Contact F2  
Membership F3  
Classif F4  
Notes F5

'Regular'  
 Inactive  
 Staff  
 Safety Officer

CDP Classification  
 DM Classifier:  
 Master  
 Equity  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

SSP Classification  
 DM Classifier: May 16, 2015  
 Master  
 Equity  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

REV Classification  
 DM Classifier:  
 Master  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

ESP Classification  
 DM Classifier:  
 Master  
 Equity  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

CCP Classification  
 DM Classifier:  
 Master  
 Equity  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

BUG Classification  
 DM Classifier:  
 Master  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

Unlock Dates and Equity History Help OK Cancel

The **History** button will show Mae's classification history (as of when you upgraded to version 3 of ForScore; prior versions did not keep track.)

If you click the button, you'll notice that when I committed this match, her CDP classification was given an equity promotion to Novice.

The screenshot shows a window titled "Classification History" with a table of classification changes. The table has columns for Date, Div, Old, New, Type, and Match. The data rows are:

Date	Div	Old	New	Type	Match
MAY 16,2015	CDP	UN	NV	Equity	May Classifier
MAY 16,2015	SSP	UN	MM	Classifier	May Classifier
MAY 16,2015	CCP	UN	NV	Equity	May Classifier

Red circles highlight the "Equity" entries in the "Type" column for the first and third rows. A text box overlaid on the table explains:

Because she was unclassified in CDP and CCP before this Classifier, when I committed the match, she also received equity promotions to Novice in those divisions.

The window includes a "Print" button at the bottom left and a "Close" button with a green checkmark at the bottom right.

This concludes the ForScore tutorial.

## Classifier Extraction Wizard

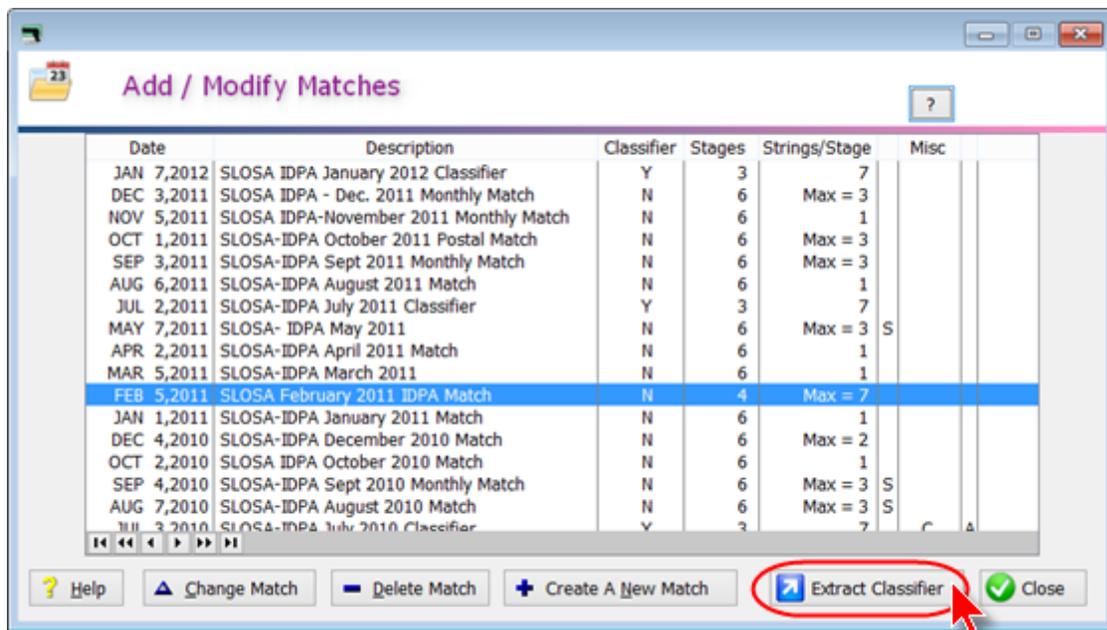
If your shooters find just shooting the Classifier match boring, you might want to add some scenario stages to your match.

This wizard will let you take such a match, and then after you've entered all the score sheets you can create a separate Classifier match for determining classifications and uploading classifications to the IDPA website.

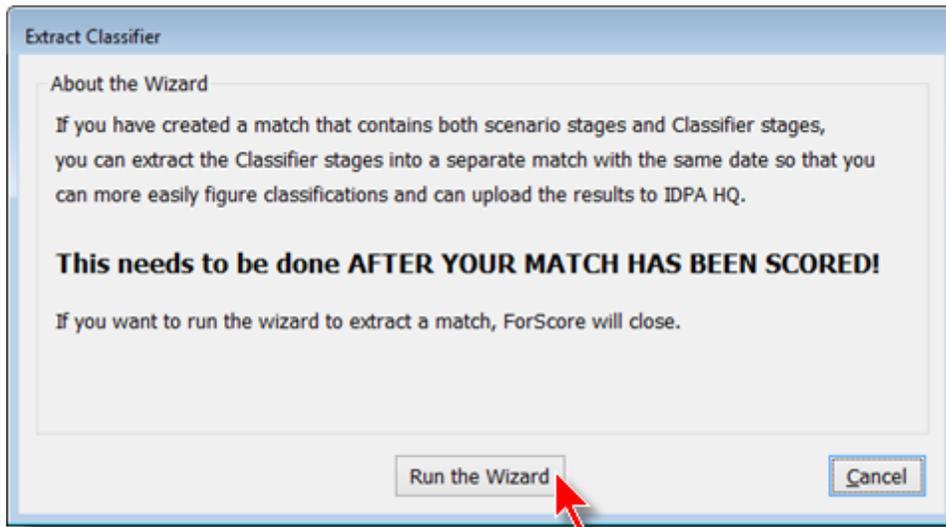
Set up your match with the appropriate number of strings for the Classifier stages and whatever strings you want for your scenario stages.

Then score the match. You need to score it before you extract the Classifier, unless you just like the practice of keying in scores!

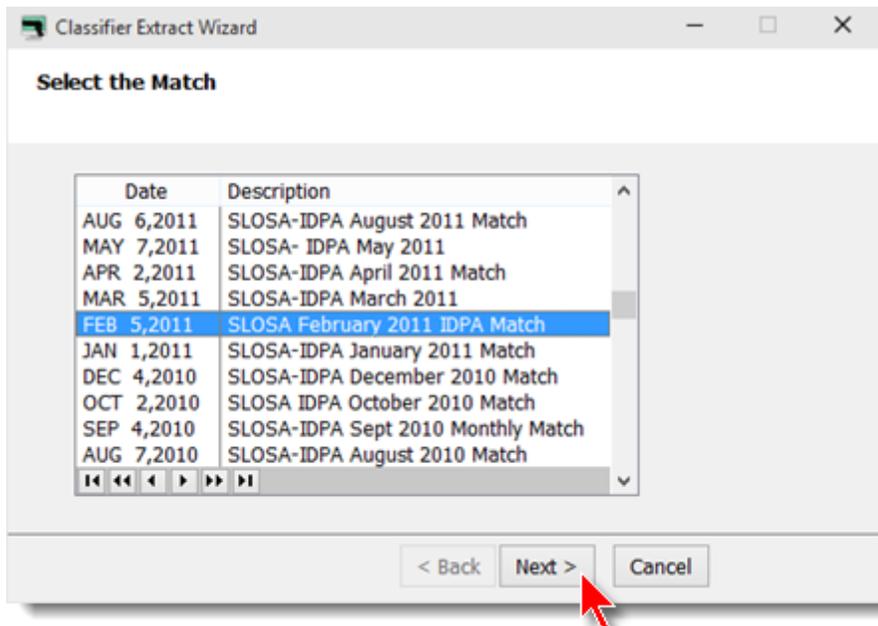
From the Match Setup screen, click **Extract Classifier**.



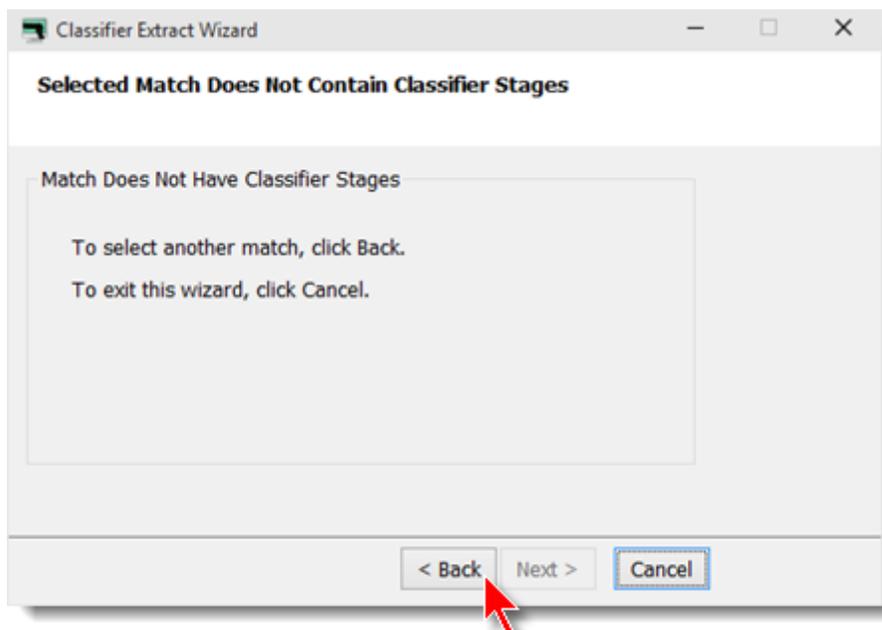
Click **Run the Wizard**.



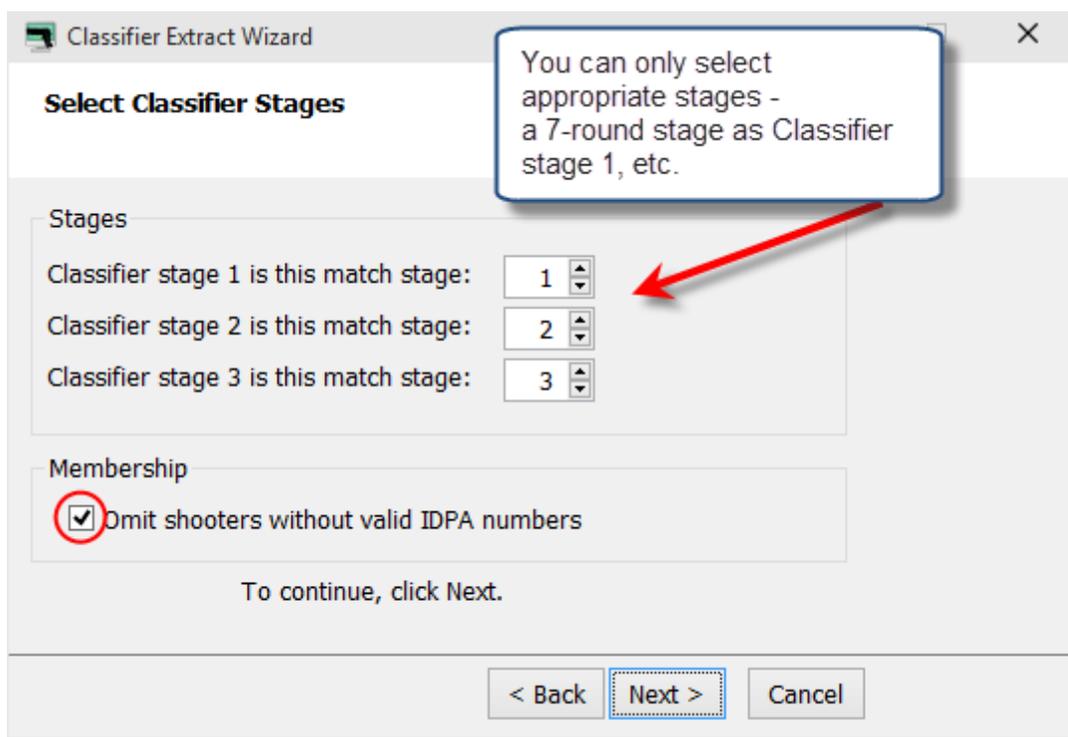
Select the match containing your Classifier stages.



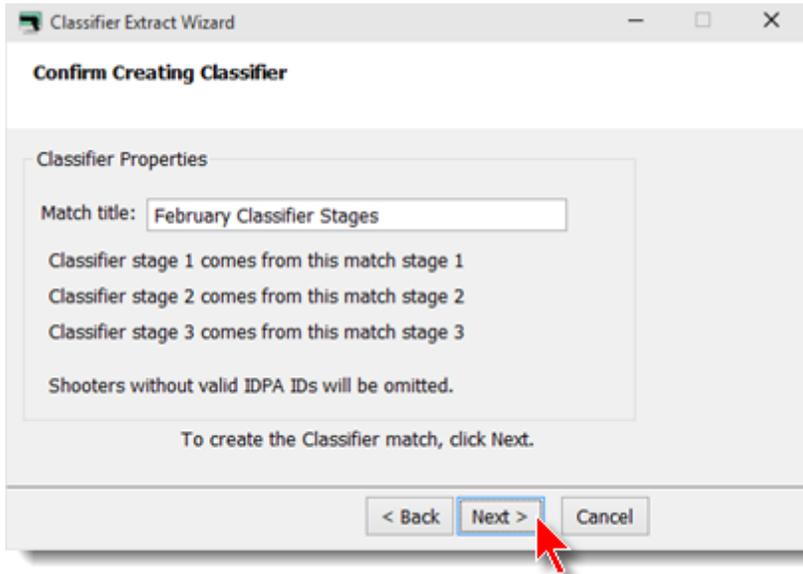
Obviously, it needs to have at least one stage with 7 strings, one with 4 strings, and one with 3 strings.



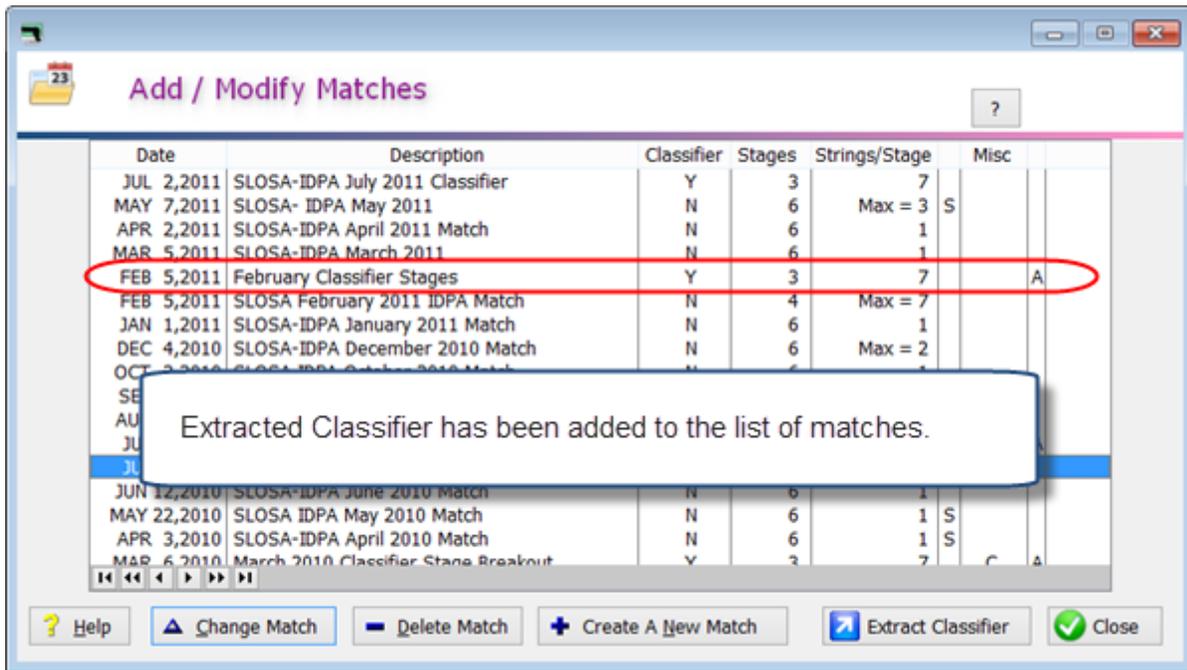
Tell the wizard which match stage is Classifier stage 1, etc.



Give the match a title, verify your selections, and click **Next**.



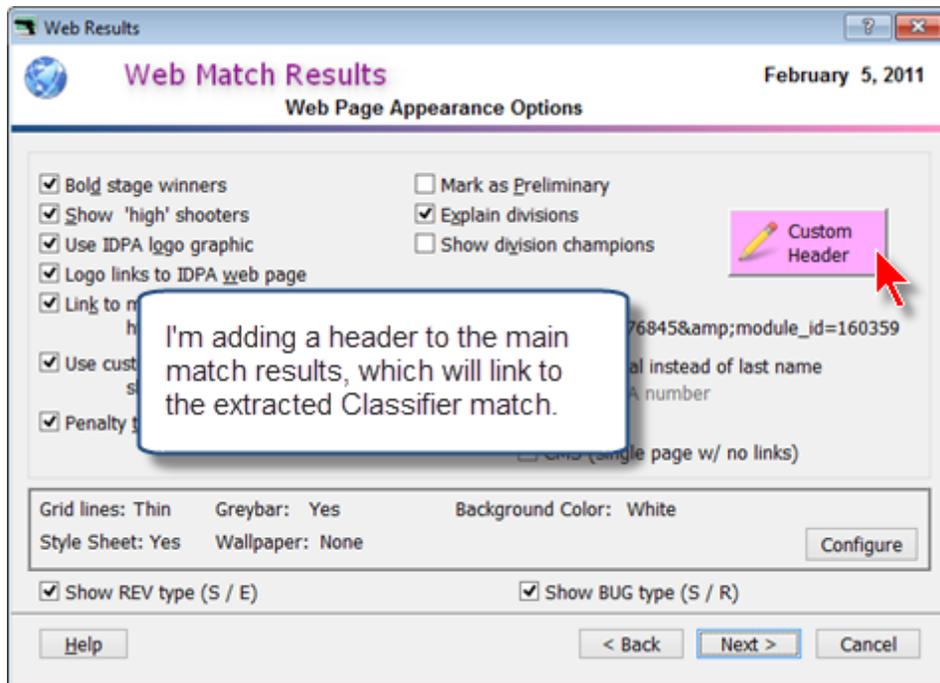
ForScore will open again. You'll see your match in the list of matches. It's already been scored, so you just need to create your match results.



## Linked Classifier Results

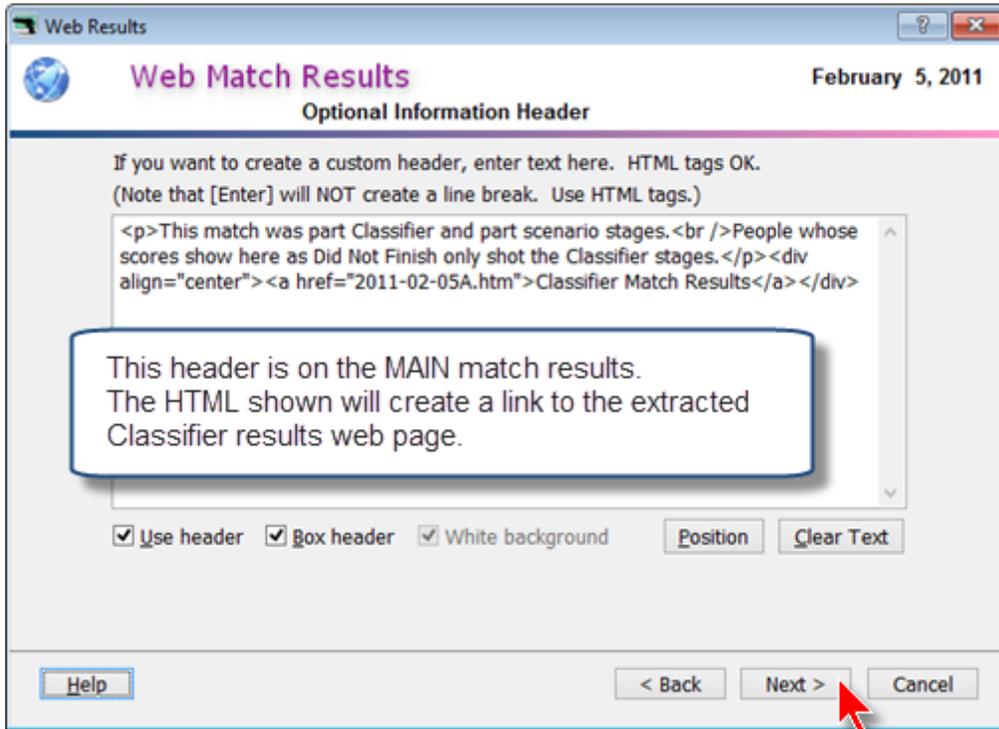
In that both the regular match results and the extracted Classifier results will probably be posted on your website at the same time, I like to link the Classifier match to the regular match. Of course, you can just add separate links to your clubs home page if you prefer.

I use the Custom Header feature of the Web Page Wizard to create the link. Of course, since I'm linking from my main match, this has to be done on the results page for the main match!



You'll need to know how to write the appropriate HTML code.

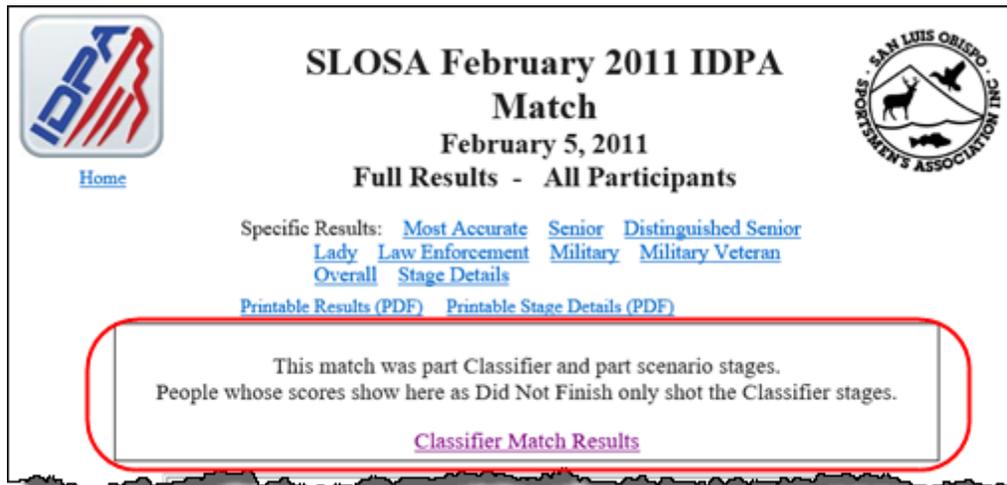
This HTML code creates the header box shown in the following screen shot.



If you want to paste just the part that links to the Classifier, you can copy this into your header area (change the file name of the Classifier match to match your own Classifier's file name, instead of the **2011-02-05A.htm** that was my match.)

```
<p>This match was part Classifier and part scenario stages.<br />
>People whose scores show here as Did Not Finish only shot the
Classifier stages.</p><div align="center"><a href="2011-02-
05A.htm">Classifier Match Results</a></div>
```

Here's what the page header looks like.



 **SLOSA February 2011 IDPA Match** 

[Home](#)

**February 5, 2011**  
**Full Results - All Participants**

Specific Results: [Most Accurate](#) [Senior](#) [Distinguished Senior](#)  
[Lady](#) [Law Enforcement](#) [Military](#) [Military Veteran](#)  
[Overall](#) [Stage Details](#)

[Printable Results \(PDF\)](#) [Printable Stage Details \(PDF\)](#)

This match was part Classifier and part scenario stages.  
People whose scores show here as Did Not Finish only shot the Classifier stages.

[Classifier Match Results](#)



# Chapter

---

6

IDPA Website

## IDPA Website

The IDPA website has changed substantially since their partnership with RangeLog. For the most current information on how to use the functions of the website, visit their online help resources.

IDPA maintains online database of shooter classification and membership status information.

People designated as Club Contacts can access and update this information online.

**ForScore** provides the ability to upload to IDPA HQ the results of your club, sanctioned, and Classifier matches. It also lets you request classification and membership status information about your shooters, with which you can automatically update your shooters database (and future or recent matches).

## Uploading Non-Classifiers

You will need to create your match as an "event" on the IDPA website.

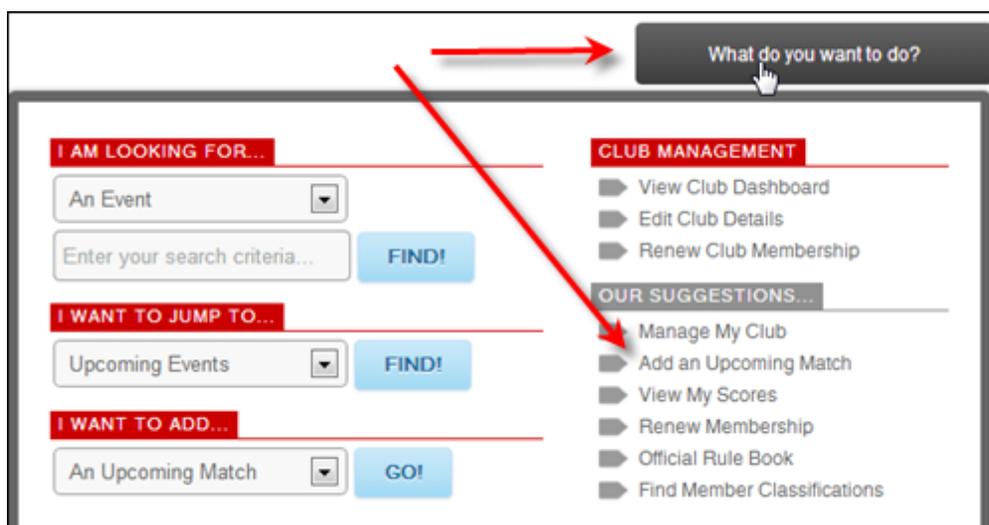
Then after scoring your match, create a file to upload to the website.

Please review the help and tutorials on the IDPA website. The information here is only a basic guide.

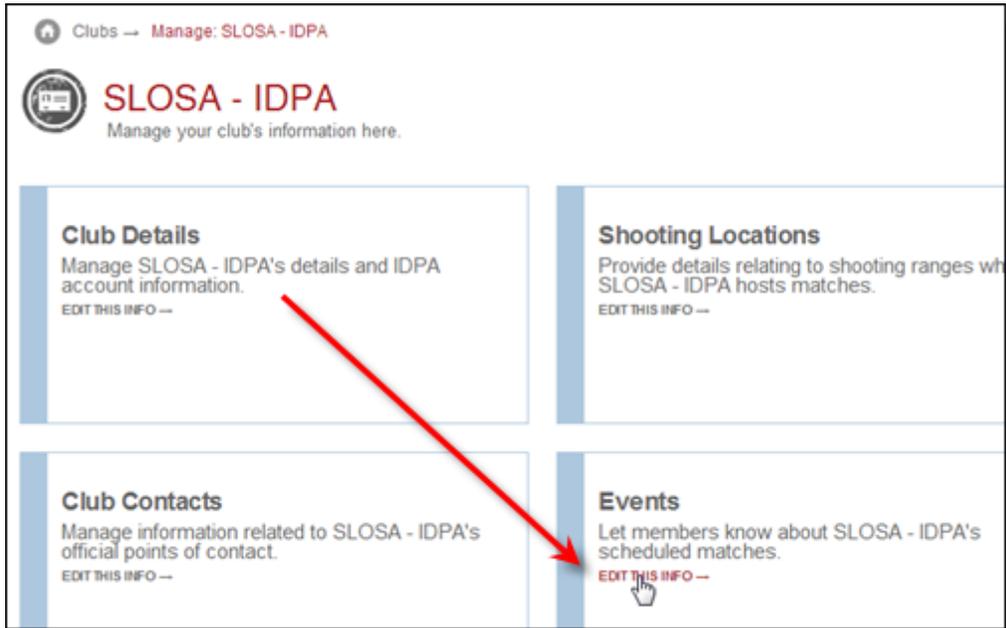
### Creating the "Event"

There are several routes you can follow on the IDPA website to start to create an "event".

Depending on where you are, you can "hover" your mouse over the "What do you want to do?" button. Then click the "Add an Upcoming Match" link.

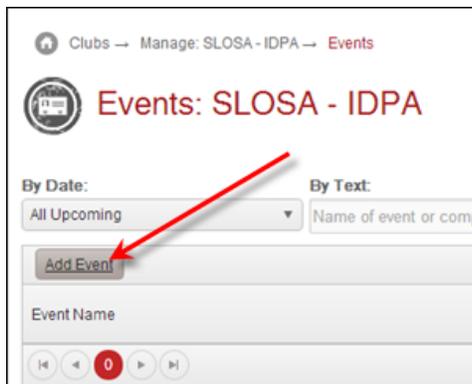


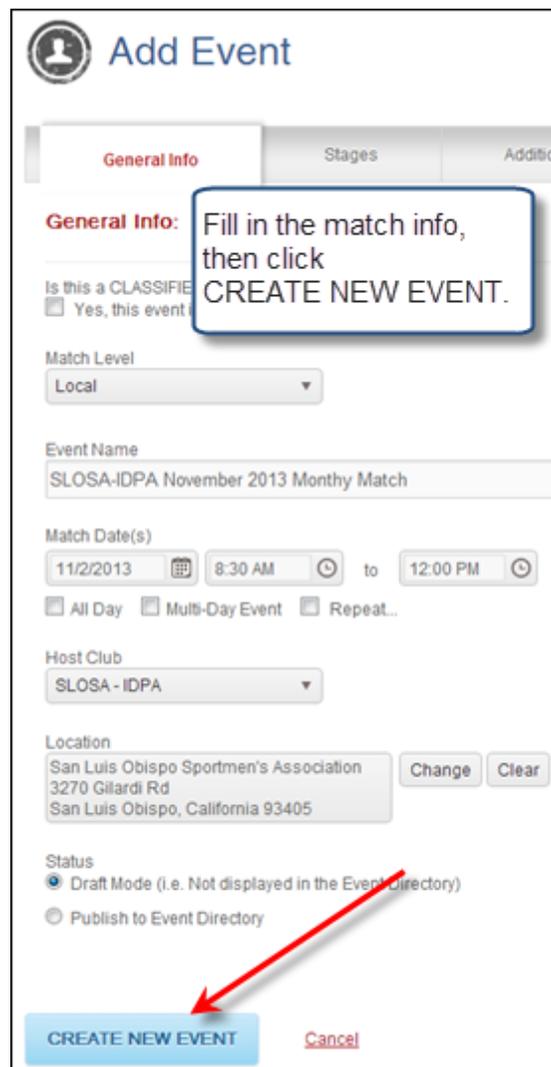
Or on the page where you manage your club, click "Edit This Info" in the Events section.



If the add event screen doesn't open directly, click "Add Event".

Then fill in the match details and click CREATE NEW EVENT.





**Add Event**

**General Info** | Stages | Additio

**General Info:** Fill in the match info, then click **CREATE NEW EVENT.**

Is this a CLASSIFIED event?  
 Yes, this event is classified

Match Level  
Local

Event Name  
SLOSA-IDPA November 2013 Monthly Match

Match Date(s)  
11/2/2013 8:30 AM to 12:00 PM  
 All Day  Multi-Day Event  Repeat...

Host Club  
SLOSA - IDPA

Location  
San Luis Obispo Sportmen's Association  
3270 Gilardi Rd  
San Luis Obispo, California 93405  
Change Clear

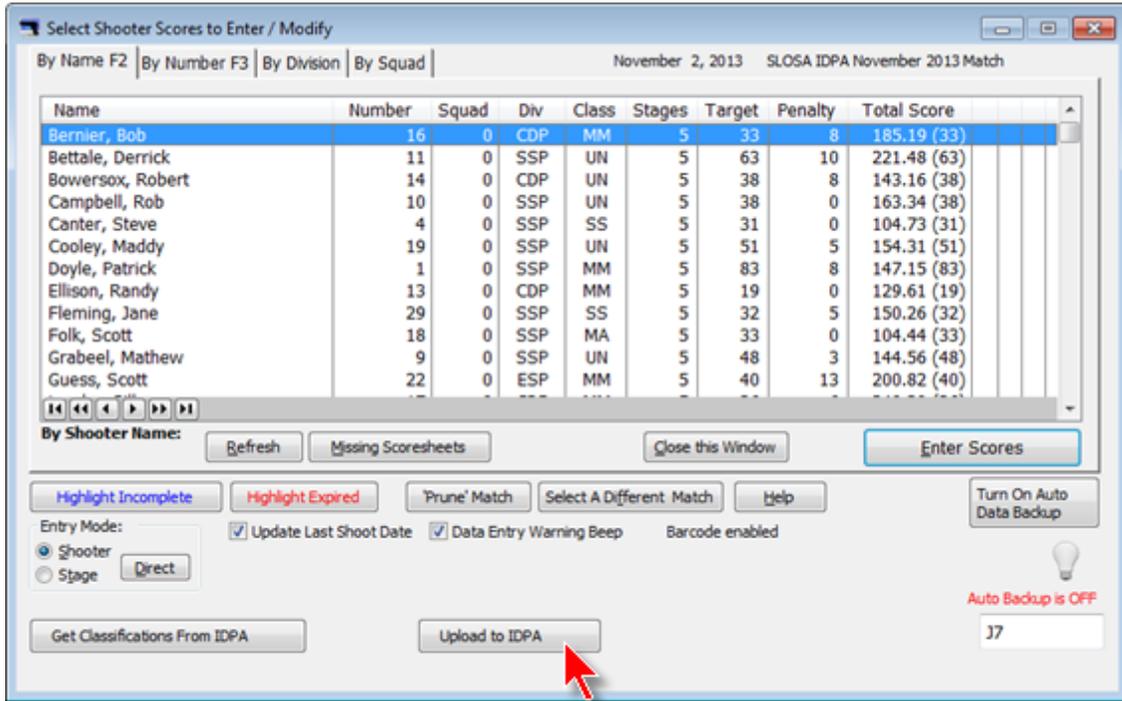
Status  
 Draft Mode (i.e. Not displayed in the Event Directory)  
 Publish to Event Directory

**CREATE NEW EVENT** Cancel

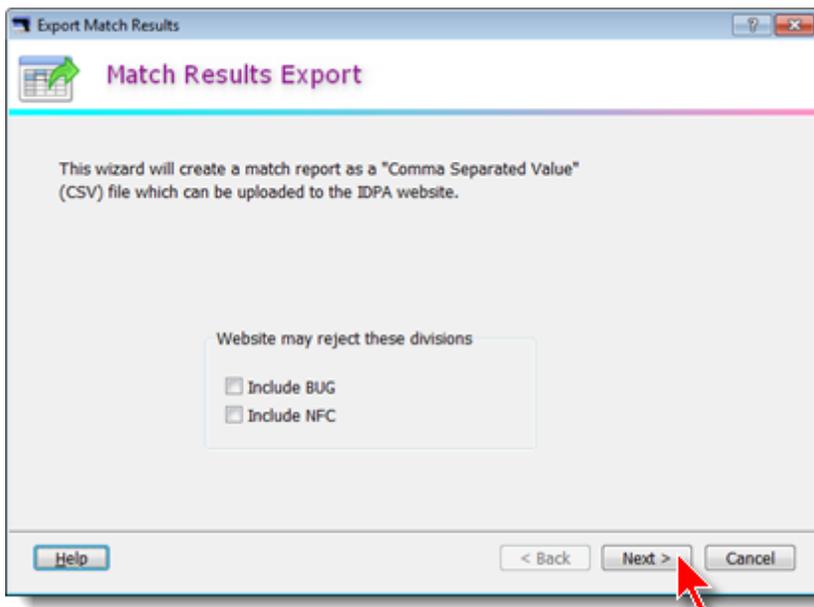
## Creating the File

You will create the export file for your match from the score entry screen, rather than from the main menu. You may also optionally want to create a PDF of your match scores.

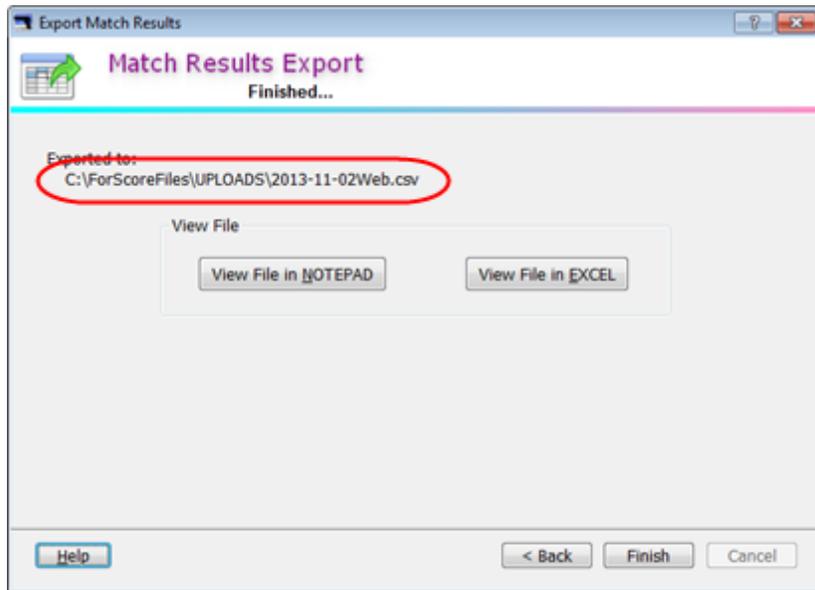
Begin by clicking the **Upload to IDPA** button.



When you create the file from the score entry screen (rather than from the main menu), you have fewer options and the file is automatically optimized for the IDPA website.



Make a note of the name of the export file that was created, and the name of its folder.  
For this match, the wizard created 2013-11-02Web.csv in the c:\ForScoreFiles\Uploads folder.



## Uploading the File

Once your event is created on the website, your match is scored, and your export file is created, go to the IDPA.com website and to the "event" that you created for your match.

Click on the "Scores" tab, then click the "Import Scores" link.



Events → SLOSA-IDPA November 2013 Monthly Match

**SLOSA-IDPA November Match**  
Saturday, November 2, 2013 from 8:30 AM to 12:00 PM

Event Overview **Scores**

To upload a PDF file of scores, click [here](#) and go to the 'Additional Info' tab.

By Shooter:  
Enter name or IDPAID

**OVERALL SCORES**

Import Scores Add Score (Manual)

Click to import scores for the SLOSA-IDPA November 2013 Monthly Match event.

Place	Name	IDPAID	Shooter #	DIV
-------	------	--------	-----------	-----

Skip over to Step 3, and click the "Select..." button.

Events → SLOSA-IDPA November 2013 Monthly Match → Import Scores: SLOSA-IDPA November 2013 Monthly Match

Import Scores: SLOSA-IDPA November 2013 Monthly Match

**Step 1: Your File Format**

The following templates illustrate the columns that are required as well as the order of the columns. These formats can also be used with your existing spreadsheet; simply reorder the columns in your spreadsheet to match one of our template formats.

- Basic Version
- ForScore Version

**Step 2: Confirm Your Match**

Once scores are posted for a match and marked as final, they cannot be cleared out. It's important that you be sure to confirm that the event below is the one you want upload or attach scores for. If the event listed below is not correct, please choose your event by opening the box below.

SLOSA-IDPA November 2013 Monthly

**Step 3: Attach Import File**

Select the file that you wish to upload. You may either click the "Select..." button to choose a file, or you may drag and drop a file from your computer onto the "Select..." button to automatically select that file (not supported in Internet Explorer).

Select...

Browse to your upload file and click "Open".

Open

« forscorefiles » UPLOADS

Organize New folder

Libraries Documents Music Pictures Computer Local Disk (C:) Seagate Backup Plus Drive (D:) F (E:)

Name	Date modified
2013-11-02Web.csv	12/21/2013 11:11
20130706.csv	12/20/2013 9:10
20130706C0325.csv	8/31/2013 9:55
20130831.csv	8/31/2013 9:55
20130105C0325.csv	5/21/2013 7:55
sanctioned20040807C0325.csv	1/19/2013 10:10
20120707C0325.csv	1/3/2013 6:42
20120107C0325.csv	6/20/2012 8:11
20110702C0325.csv	7/9/2011 1:26
20110205C0325.csv	3/7/2011 6:31

Select the upload file you created for this match.

File name: All Files

Open Cancel

Then click "IMPORT SCORES".

**Step 3: Attach Import File**

Select the file that you wish to upload. You may either click the "Select..." button to choose a file, or you may drag and drop a file from your computer onto the "Select..." button to automatically select that file (not supported in Internet Explorer).

Select...

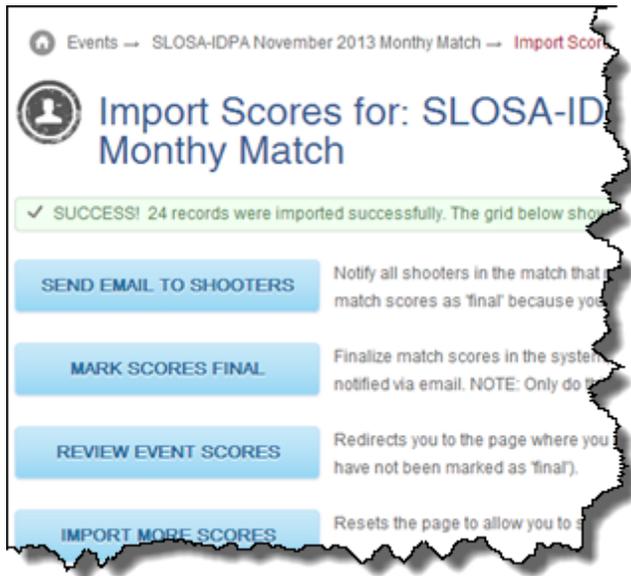
✓ 2013-11-02Web.csv Remove

✓ File format is valid; number of records to import is 24

**IMPORT SCORES**

After clicking the IMPORT SCORES button, the system will attempt to import the records into the database. You will see a 'check mark' for each row that was successfully imported, and an 'X' for rows that could not be saved due to error. To view the error message for a row, simply click the 'X'.

After the file has imported, the website gives you additional options.



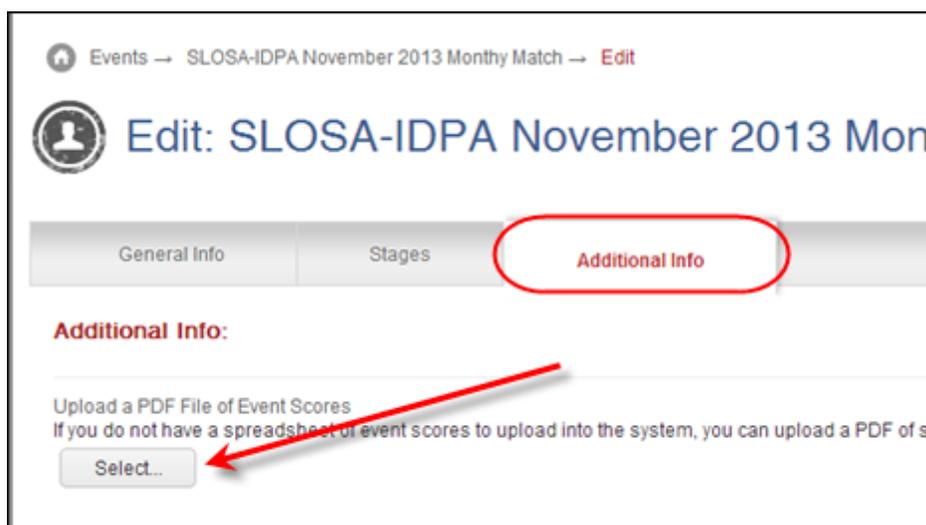
## Uploading Optional PDF Results

In addition to the searchable results file, you can also upload a regular PDF file of results with your club's logo and your preferred formatting.

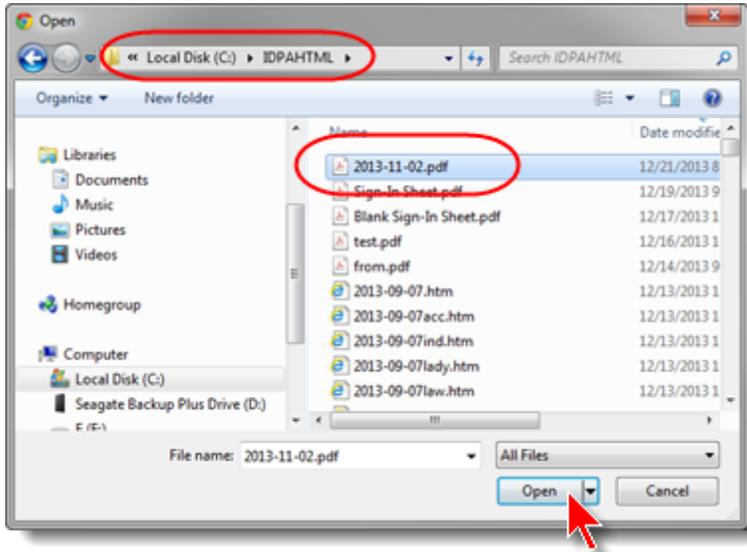
Begin by clicking the "here" link on the Scores tab.



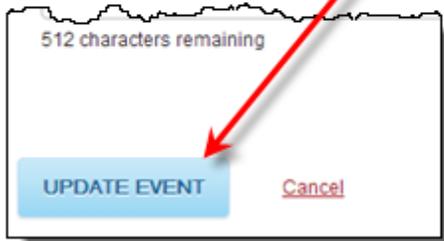
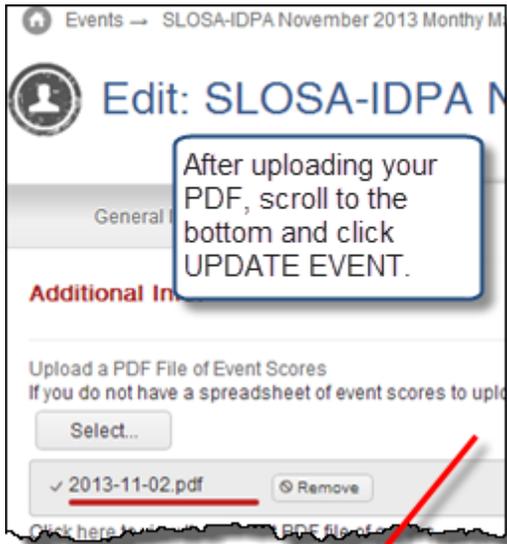
On the next screen, click on the "Additional Info" tab, then use the Select button to browse to your PDF results file.



Select the PDF file on your computer. Unless you've changed the defaults, you will have created it in the C:\IDPAHTML folder.



Be sure to scroll to the bottom of the web page and click **UPDATE EVENT**.





## Uploading Classifiers

After you've finished scoring a Classifier match, you can have **ForScore** generate a file you can use to upload the match results to IDPA headquarters. (You need to be registered as a "club contact" with IDPA in order to access that section of their website.)

You can either upload just the classification information, or upload the entire match to display scores.

Why would you do one or the other?

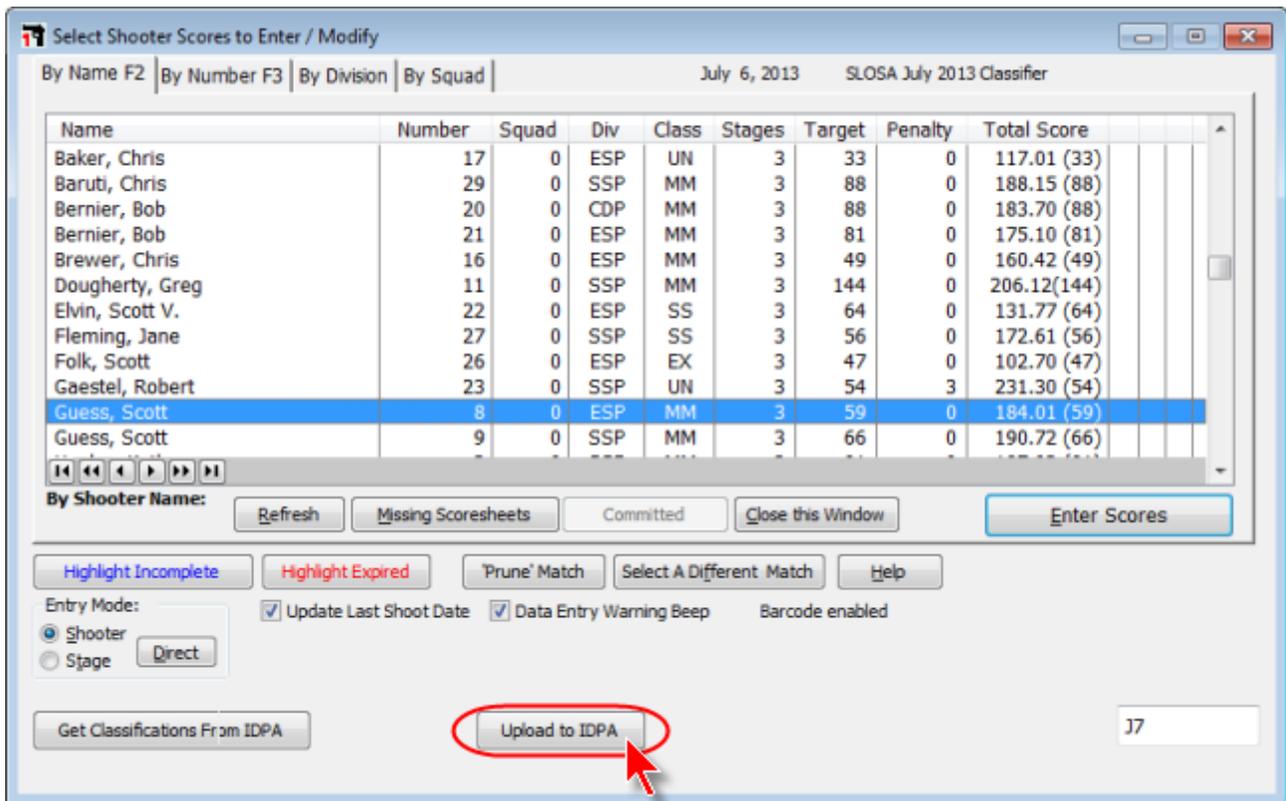
Some people who shoot a lot of local matches have said they'd rather just have their sanctioned match scores on the IDPA website.

Other people may want all their match results there, especially if your club doesn't have its own website for posting scores.

So decide whether to create an "event"<sup>161</sup> for your Classifier as you would for a regular local match, or whether just to upload the classification information.

## Creating the File

Open the score entry screen for your Classifier and click the **Upload to IDPA** button.



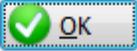
Select which type of upload file you wish to create. If you're creating an "event" to show the match scores, use the first option and follow the instructions for uploading non-Classifiers<sup>167</sup>. If you're just uploading classifications, use the second option.

Select File Type

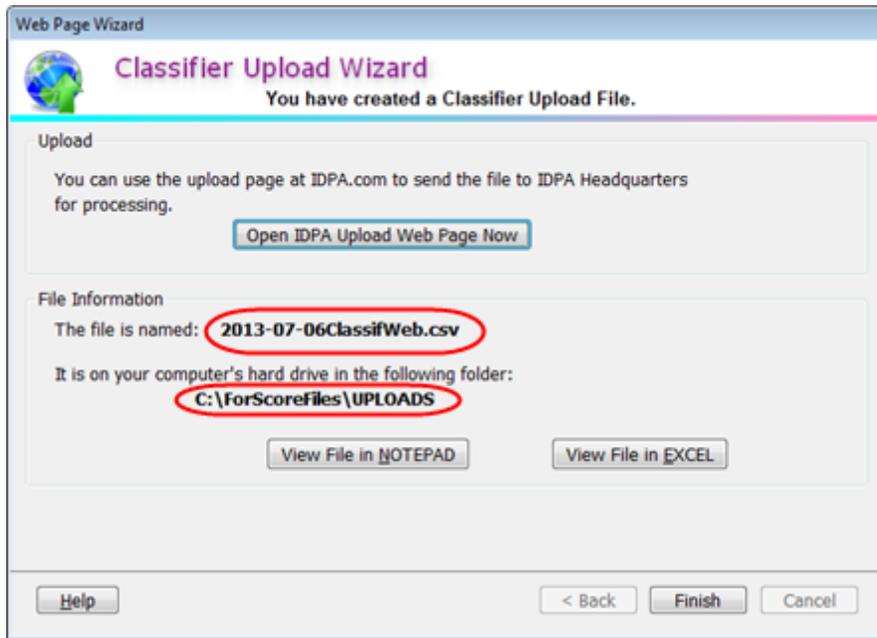
Which kind of file do you want to create for your Classifier upload?

Use the regular match format (all results)  
This is Rangelog's "ForScore Event Scores Template"

Use the old classifier upload format  
This is Rangelog's "Classifier Event Scores Template"  
(Division, Class, IDPAID, Stage1 Time, Stage2 Time, Stage3 Time)

 OK

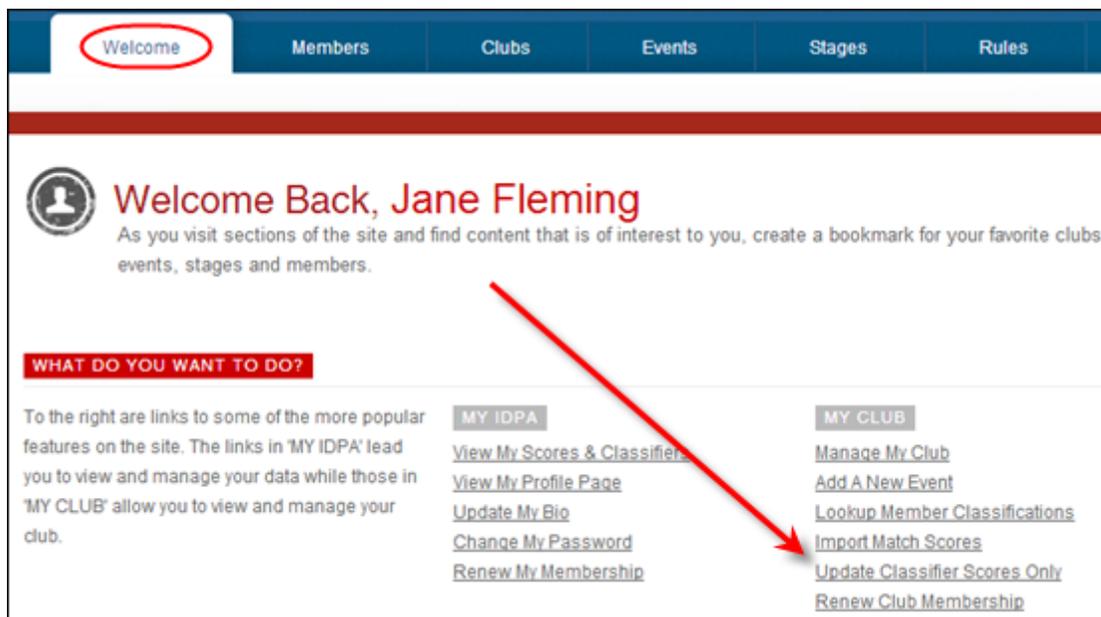
Make a note of the name of the export file that was created, and the name of its folder.  
For this match, the wizard created 2013-07-06ClassifWeb.csv in the c:\ForScoreFiles\Uploads folder.



## Uploading

If you've created your Classifier as an "event" to show match scores, the upload is the same as for the non-Classifier matches<sup>161</sup>.

Otherwise, get to the Classifier scores upload page. One route is shown here:



The screenshot shows the IDPA website's user interface. At the top, there is a navigation bar with tabs for 'Welcome', 'Members', 'Clubs', 'Events', 'Stages', and 'Rules'. The 'Welcome' tab is highlighted and circled in red. Below the navigation bar, a red horizontal line separates it from the main content area. The main content area features a user profile section with a circular icon containing a person silhouette, followed by the text 'Welcome Back, Jane Fleming' in red. Below this, a smaller line of text reads: 'As you visit sections of the site and find content that is of interest to you, create a bookmark for your favorite clubs, events, stages and members.' Below the profile section, there is a red header for 'WHAT DO YOU WANT TO DO?'. Underneath, there is a paragraph of text: 'To the right are links to some of the more popular features on the site. The links in 'MY IDPA' lead you to view and manage your data while those in 'MY CLUB' allow you to view and manage your club.' To the right of this text are two columns of links. The first column, under the heading 'MY IDPA', includes: 'View My Scores & Classifier', 'View My Profile Page', 'Update My Bio', 'Change My Password', and 'Renew My Membership'. The second column, under the heading 'MY CLUB', includes: 'Manage My Club', 'Add A New Event', 'Lookup Member Classifications', 'Import Match Scores', 'Update Classifier Scores Only', and 'Renew Club Membership'. A red arrow points from the 'Import Match Scores' link in the 'MY CLUB' column towards the text below the screenshot.

Select the WITH Scores option, set the date of the Classifier, then click Select and select the file you created.

Members → Import Classifier Results

## Add Classifier Results

From this page, you can either bulk import or manually add classifier results below and follow the on-screen instructions.

- Import Results WITH Scores**  
Typically related to a classifier match entered into the system, you have stage-level scores. You can use any of the three event score templates, available in the "Downloads..." section.
- Import Results WITHOUT Scores**  
You do not have scores to support the classification level updates AND the results are not yet entered. Use the "Classifier (NO SCORES)" template, available in the "Downloads..." section.
- Manually Add Results**  
You do not have a spreadsheet of results; you just need to manually add one or more results.

**IMPORT SETUP**

Select the event to upload results for (OPTIONAL)  
Classifier match to upload scores for

Date classifier was run  
12/21/2013

Select file with classifier results:  
Select...

✓ 2013-12-21ClassifWeb.csv Remove

✓ File format is valid; number of classification results to import is 26

**IMPORT CLASSIFIER RESULTS** The system will attempt to import the results that were imported, and an 'X' for rows that could not be imported.

Select the file you created. Then click the IMPORT button.

## Downloading Classifications and Status

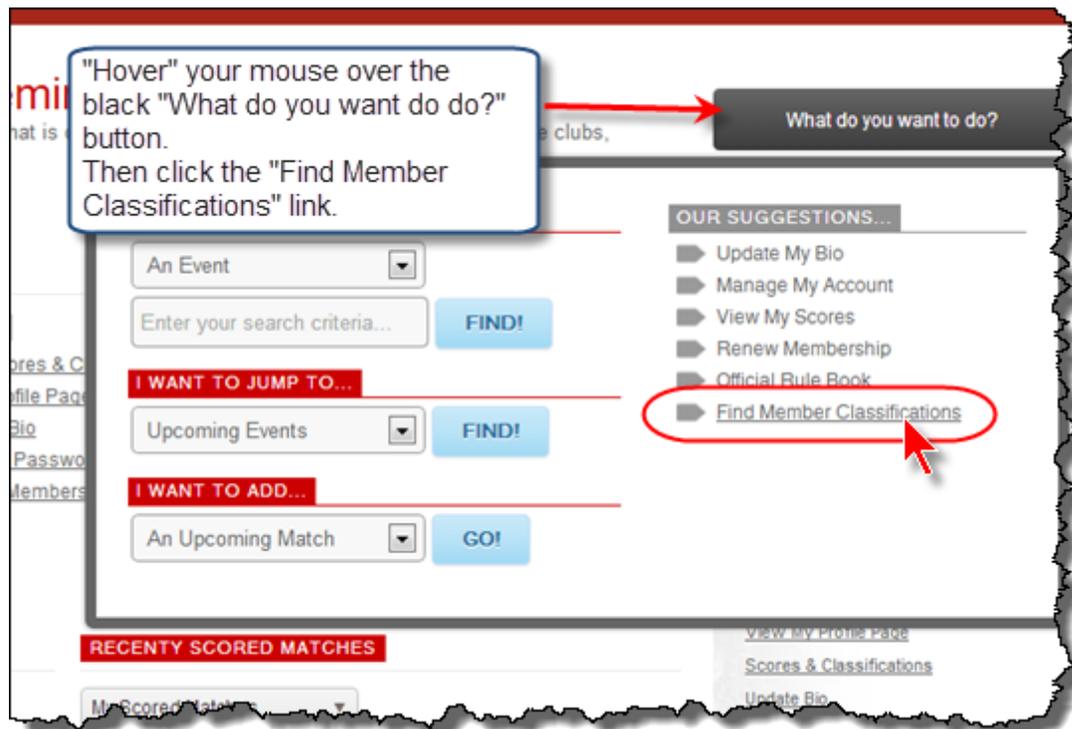
ForScore can interact with the IDPA website to download members' classifications and membership status from the IDPA website.

Here's how it works.

- You will need to have access to the Club Contacts area.
- You can use ForScore to prepare a list of IDPA IDs. You can do this either for all shooters in a specific match, or for all shooters in your database.
- You will paste that list of IDs into the IDPA web page. The page will create a screen display and offer you the option to download the information to your computer.
- After you download the information, you will read it into ForScore
- You'll review the information, to make sure you didn't have any peoples' IDPA IDs incorrect.
- You can then update your shooter database.
- For a future match (such as a sanctioned match you're preparing for) or for a recent match (not more than 14 days old), ForScore will also offer to update the classifications for all those registered in the match.

I'm not sure whether all members have access to this part of the website.

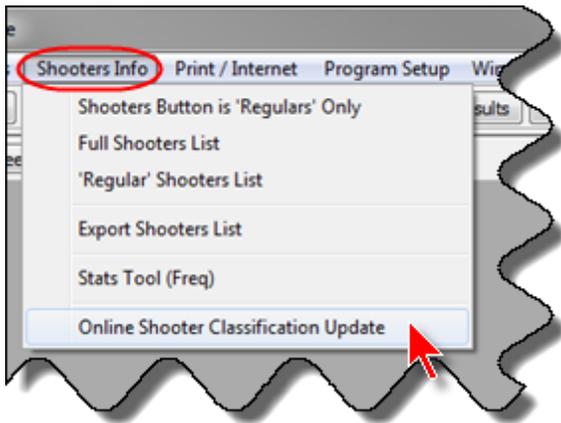
If you "hover" your mouse button over the black "What do you want to do?" button, you should see a link labeled "Find Member Classifications".



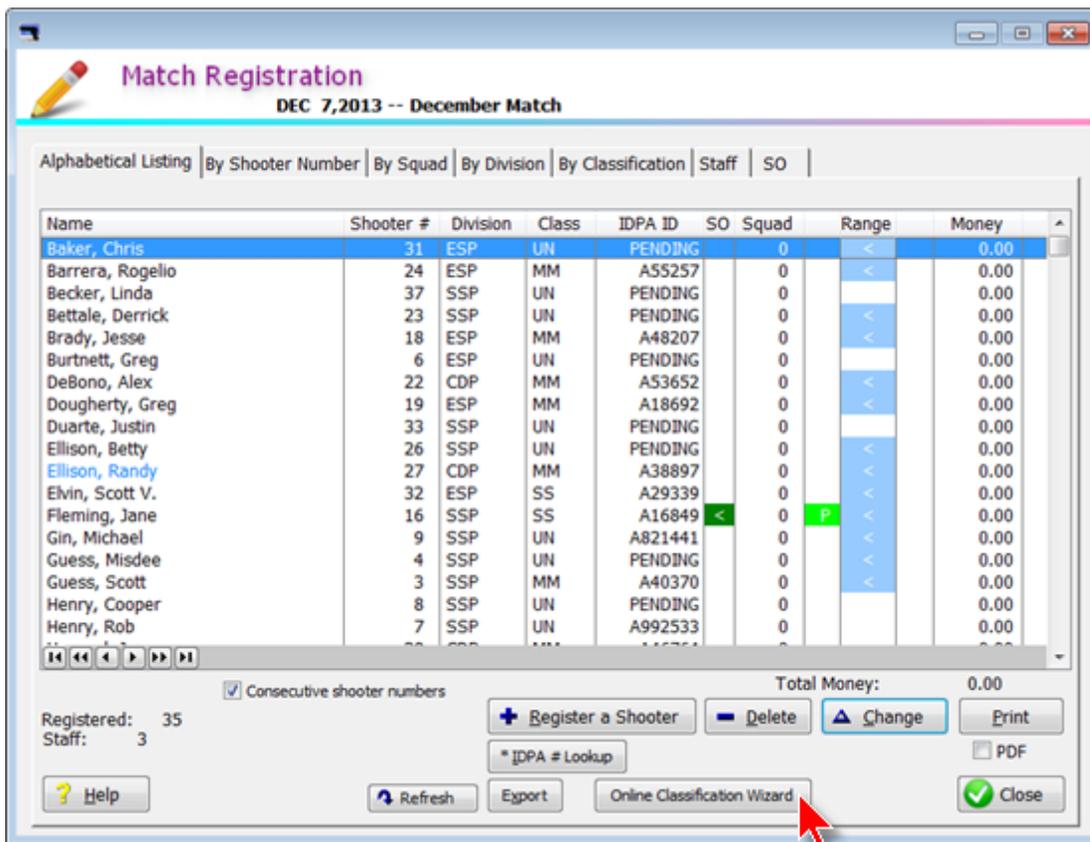
## Starting the Wizard

The Classification Update Wizard can be started in several ways.

1. From the main menu. This will offer you the option to choose between generating a list based on your shooter database or based on a match.



2. From the registration screen for a match. (The list generated will be based on the match.)



3. From the score entry screen for a match. (The list generated will be based on the match.)

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score
Baker, Chris	31	0	ESP	UN	0	0	0	---
Barrera, Rogelio	24	0	ESP	MM	0	0	0	---
Becker, Linda	37	0	SSP	UN	0	0	0	---
Bettale, Derrick	23	0	SSP	UN	0	0	0	---
Brady, Jesse	18	0	ESP	MM	0	0	0	---
Burnett, Greg	6	0	ESP	UN	0	0	0	---
DeBono, Alex	22	0	CDP	MM	0	0	0	---
Dougherty, Greg	19	0	ESP	MM	0	0	0	---
Duarte, Justin	33	0	SSP	UN	0	0	0	---
Ellison, Betty	26	0	SSP	UN	0	0	0	---
Ellison, Randy	27	0	CDP	MM	0	0	0	---
Elvin, Scott V.	32	0	ESP	SS	0	0	0	---

Buttons: Refresh, Missing Scoresheets, Close this Window, Enter Scores, Highlight Incomplete, Highlight Expired, Prune Match, Select A Different Match, Help, Turn On Auto Data Backup, Entry Mode: Shooter (selected), Stage, Update Last Shoot Date, Data Entry Warning Beep, Get Classifications From IDPA, Upload to IDPA, Auto Backup is OFF, J7

4. From the Shooter Maintenance Wizard. (The list generated will be based on the shooters database.)

Shooter Maintenance Wizard

Maintenance Options

- This wizard will enable you to specify a date, and then mark shooters who have not shot since that date as 'inactive'. You can also set their status as 'regular'.
- Launch the classification download / update wizard to update from the IDPA website
- Launch equity classification wizard

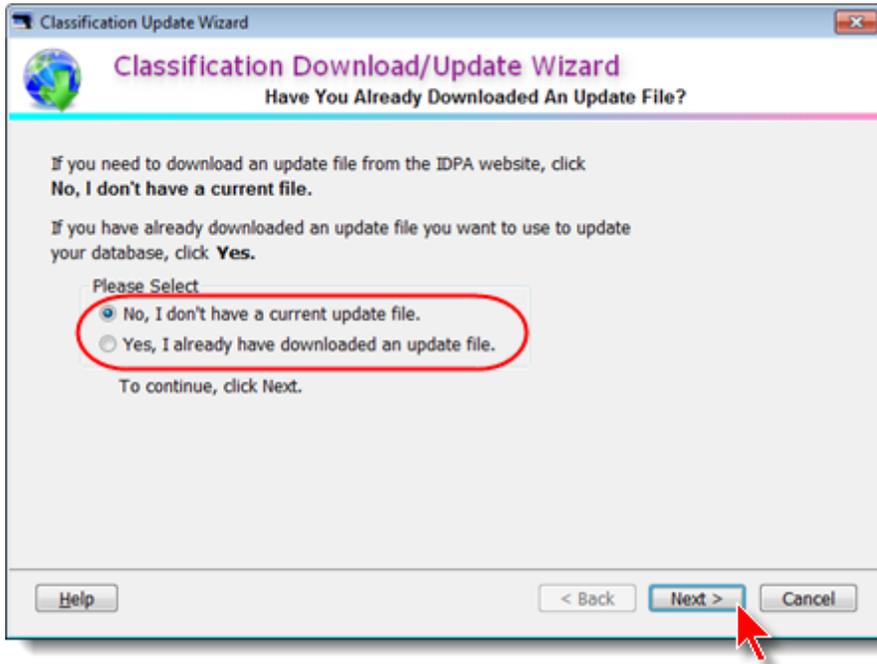
Classification Update Log

Buttons: Help, < Back, Next >, Cancel

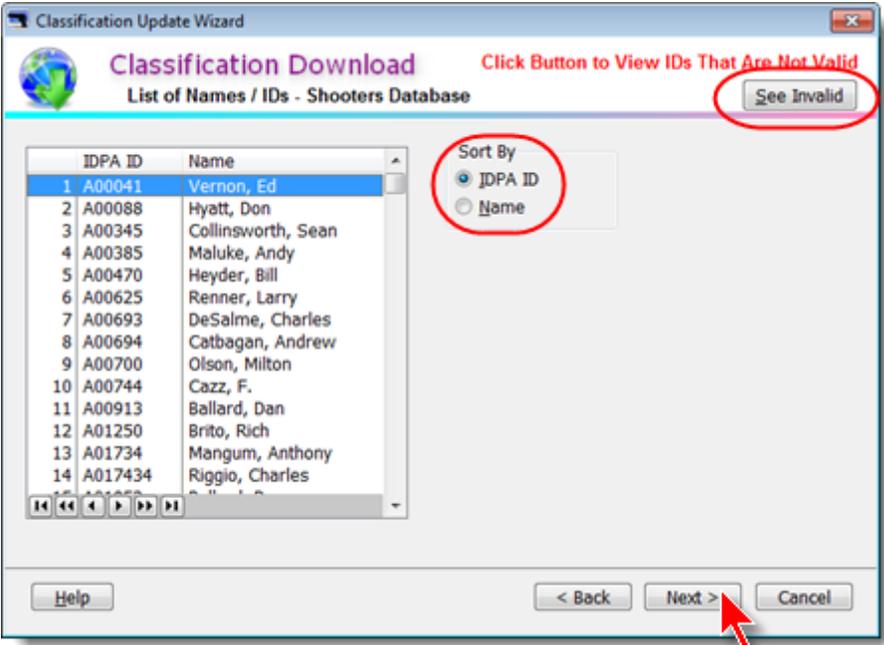
## Creating the File

If you start the wizard from the main menu (rather than from the match registration or score entry screen or the Shooter Maintenance Wizard), you will have the option to skip the preparation of the list to paste into the IDPA website.

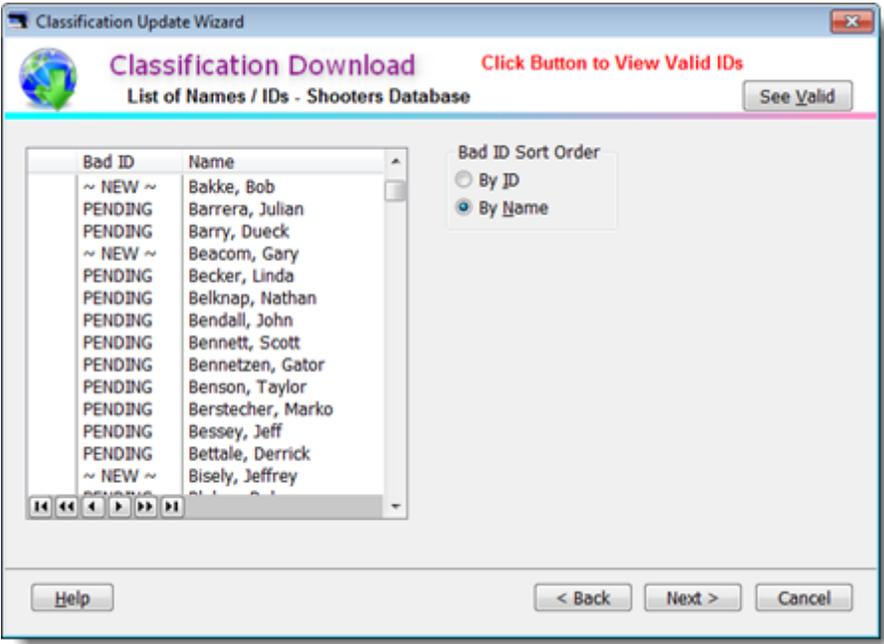
I see this as possibly useful if you've downloaded an update file on a machine that has Internet access, and want to use it to update a machine that doesn't.



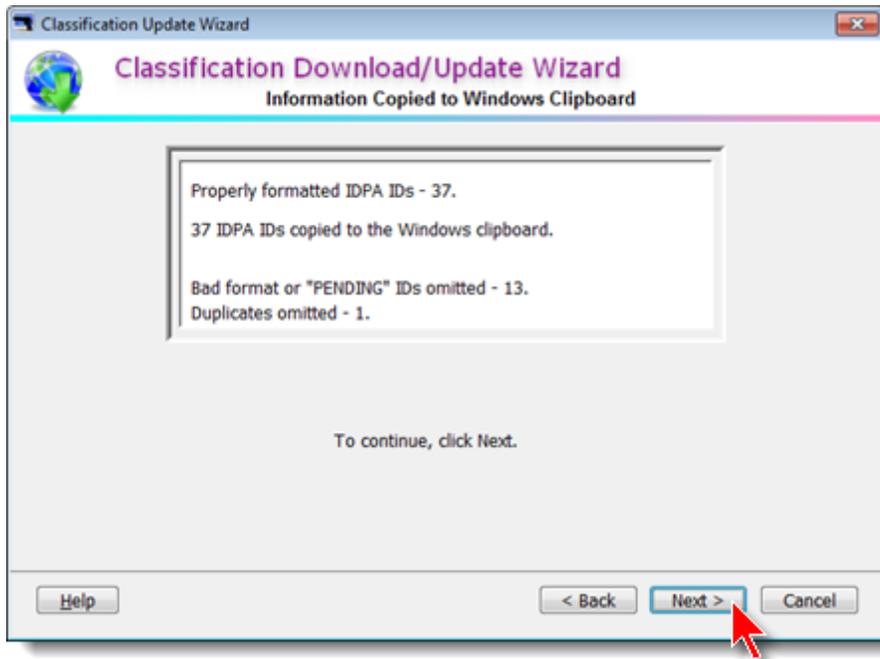
Whether you prepare the list based on your shooters database or on a match, you'll arrive at this screen. The new IDPA website no longer has a limitation on the number of ID requests you can make in one batch. The **See Invalid** button will show the bad IDs.



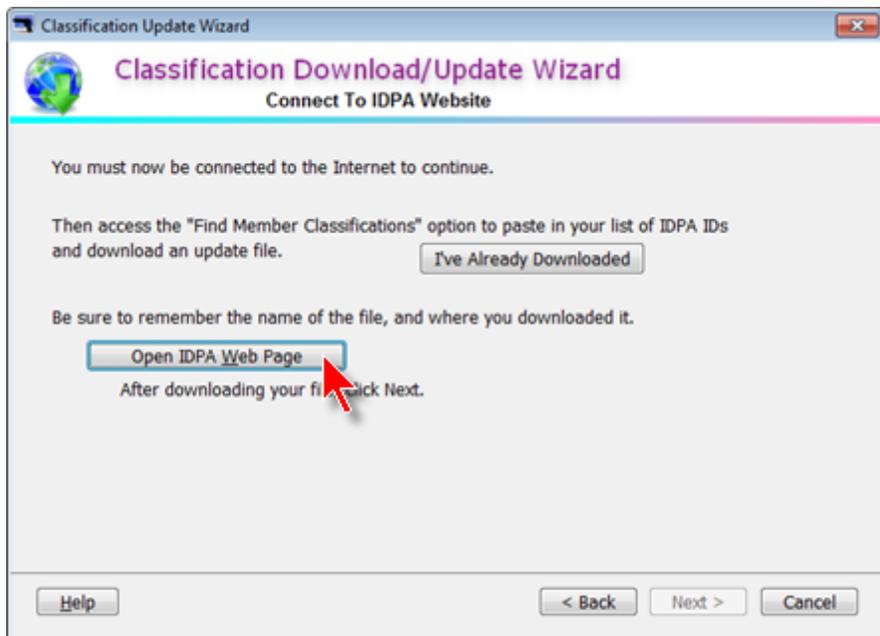
The screen showing the bad IDs:



After clicking **Next** from either of those screens, you'll get a status screen. The IDs have been copied to the Windows clipboard, so you can paste them into the IDPA web page.

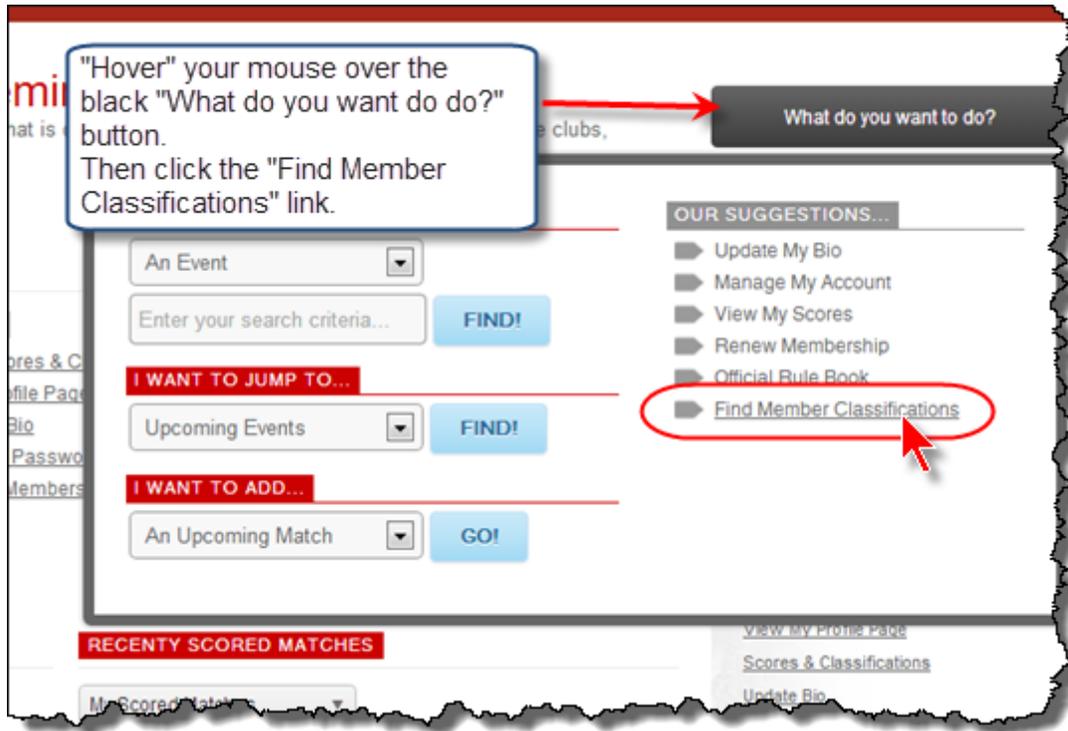


Click the button to connect to the IDPA web page:

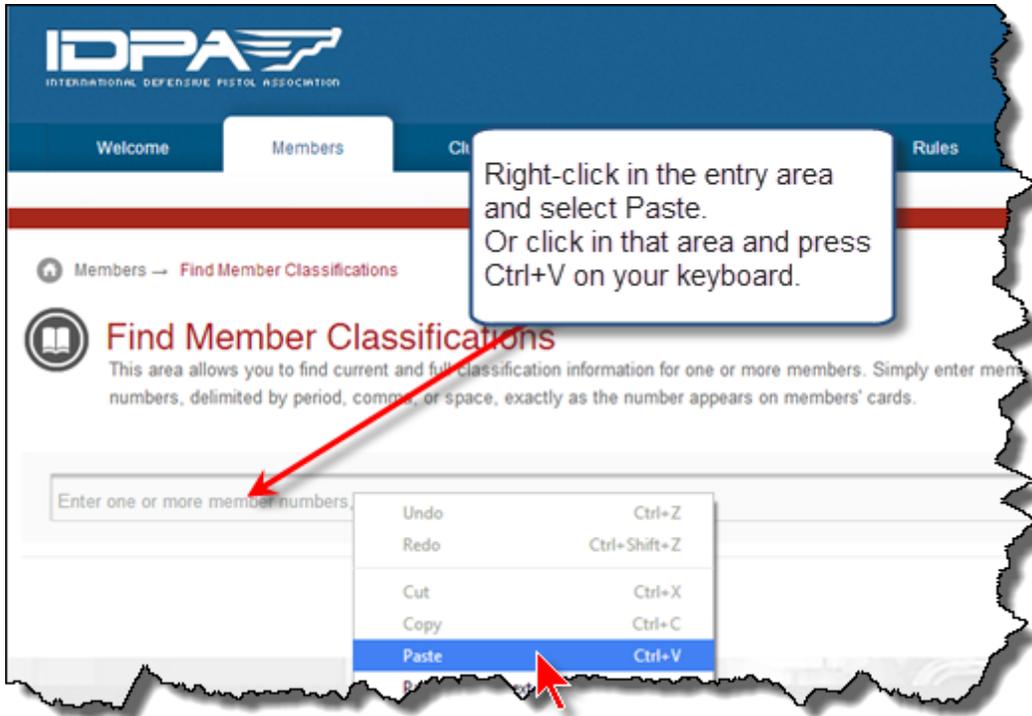


## Downloading

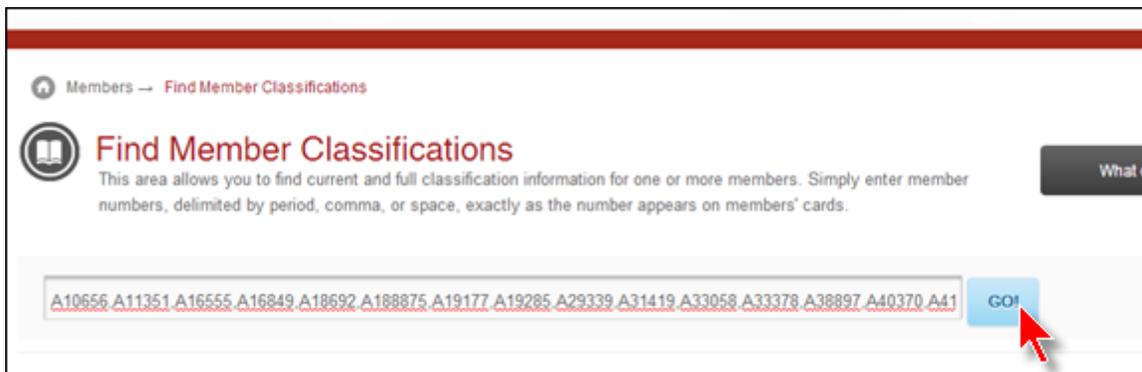
Once you've logged into the IDPA website, you'll be ready to begin the process of retrieving an update file. "Hover" your mouse over the black "What do you want to do?" button, and then click the "Find Member Classifications" link.



Click your mouse in the white area. Then hold the **Ctrl** key and tap the **V** key to paste the list of IDs from the Windows clipboard into the web page.  
Or right-click and select **Paste**.



After pasting the IDs, click the **Go!** button.



Wait for a few moments while the website gathers the information.  
At both the top and bottom of the list it generates will be a download link.  
**Do NOT click the link**, as that will open the file in your browser or in Excel (if you have it installed).  
Instead, **right-click** the link and select **Save Target As...**

**Find Member Classifications**  
This area allows you to find current and full classification information for one or more members. Simply enter member numbers, delimited by period, comma, or space, exactly as the number appears on members' cards.

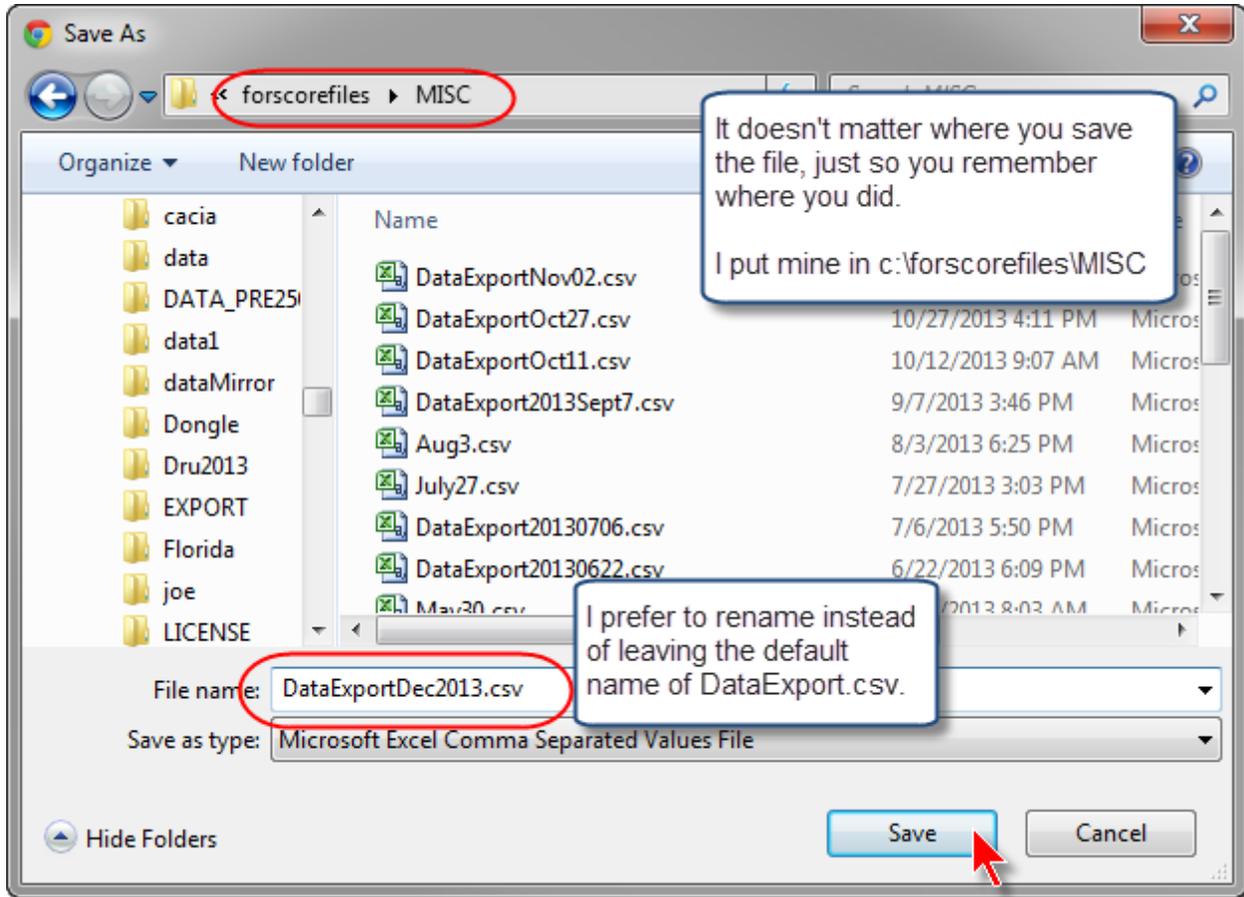
A10656,A11351,A16555,A16849,A18692,A188875,A19177,A19285,A29339,A31419,A33058,A33378,A38897,A40370,A4...

Export To Excel **Export To Csv** Add Classifier Result Import Classifier Results

IDPA #	First Name	Status	Expires On
▶ A55257	<a href="#">Rogelio Barrera</a>	Current	Oct 28, 2014
▶ A48207	<a href="#">Jesse Brady</a>	Inactive	Oct 02, 2012

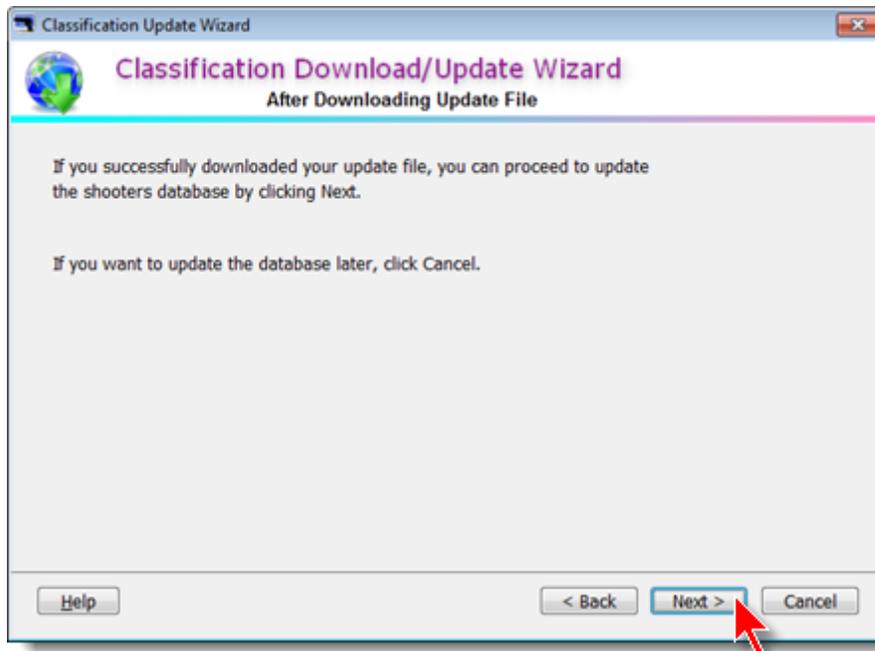
The default file name will be your own IDPA ID and the extension .CSV.

Be sure you remember the file name and in which folder you saved the file. You'll want to find the file to import it into the software's update wizard.

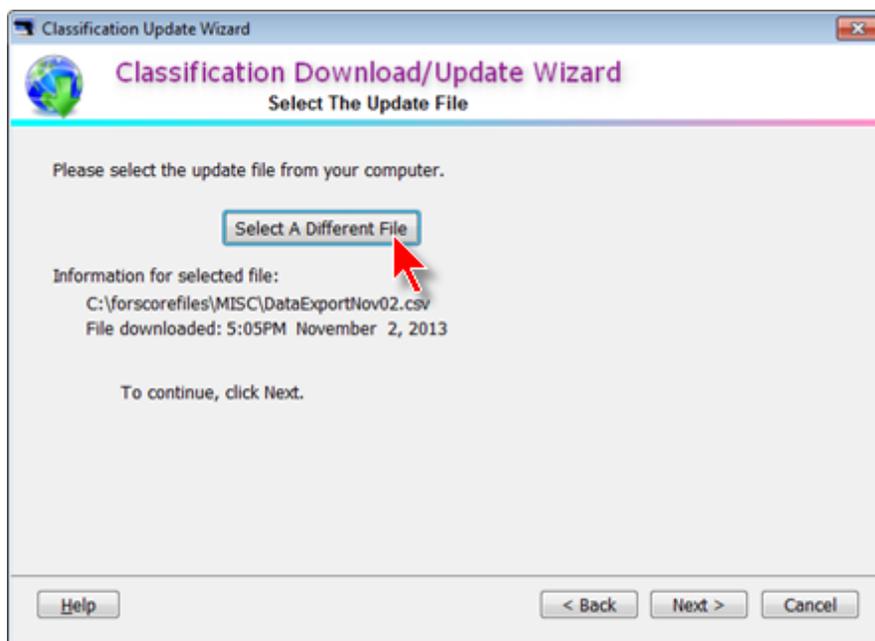


## Viewing and Verifying the File

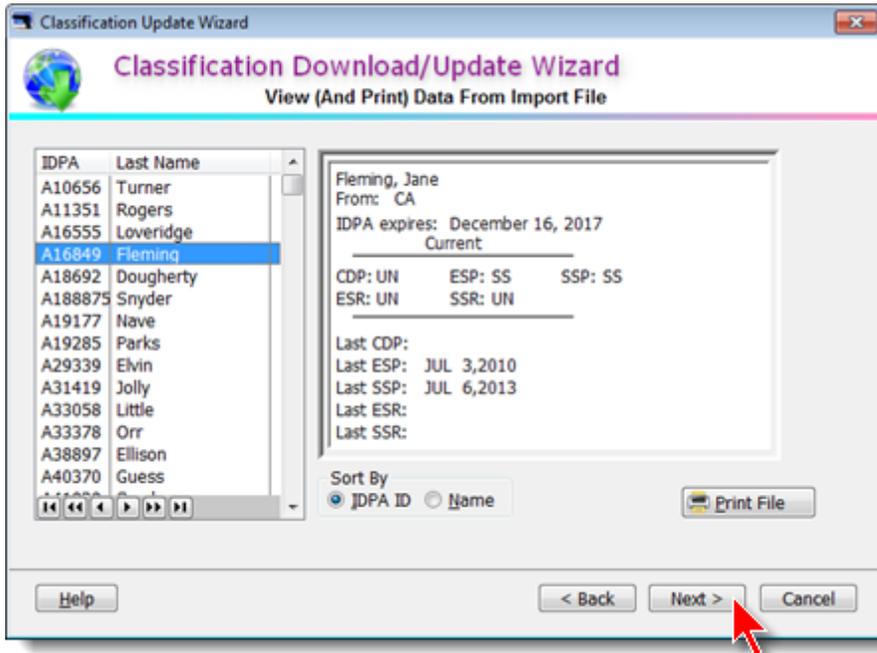
After you've downloaded the file, click **Next** to continue with updating your database.



Select the file you just downloaded, then click **Next**.



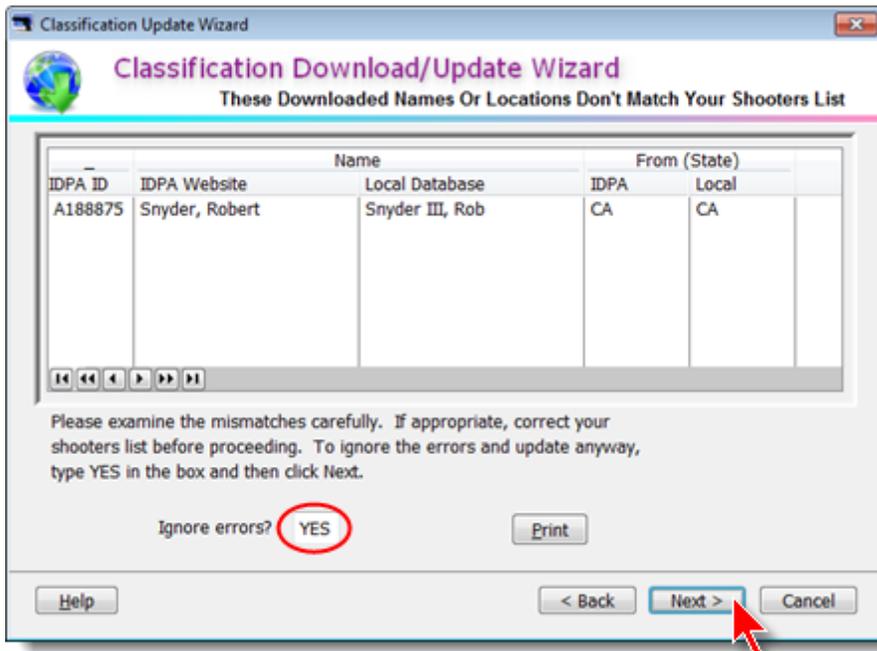
You'll be able to see (and optionally to print) the information you downloaded.



If any downloaded names don't match those in your database or if shooters' states don't match, you'll get another screen showing the mismatches.

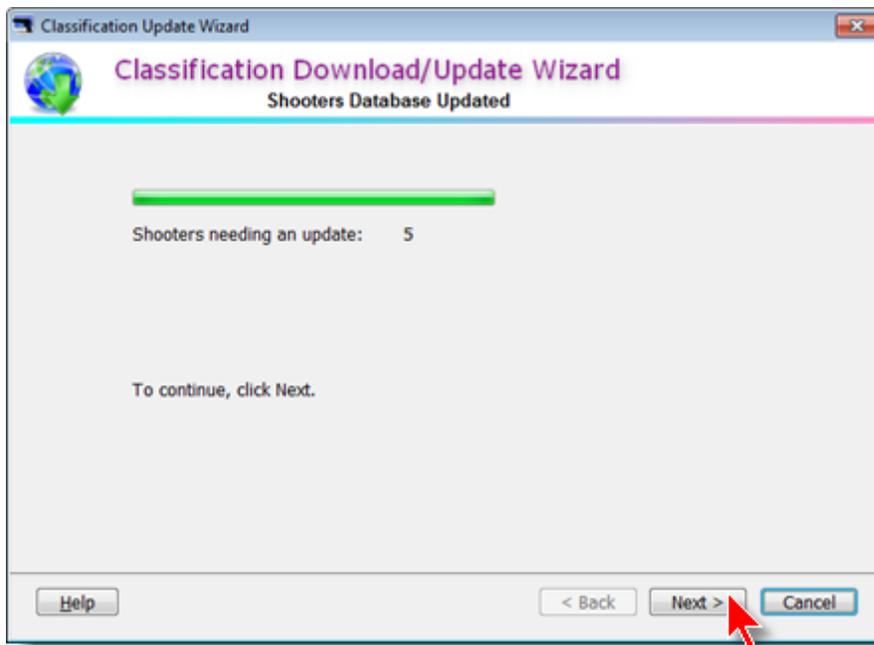
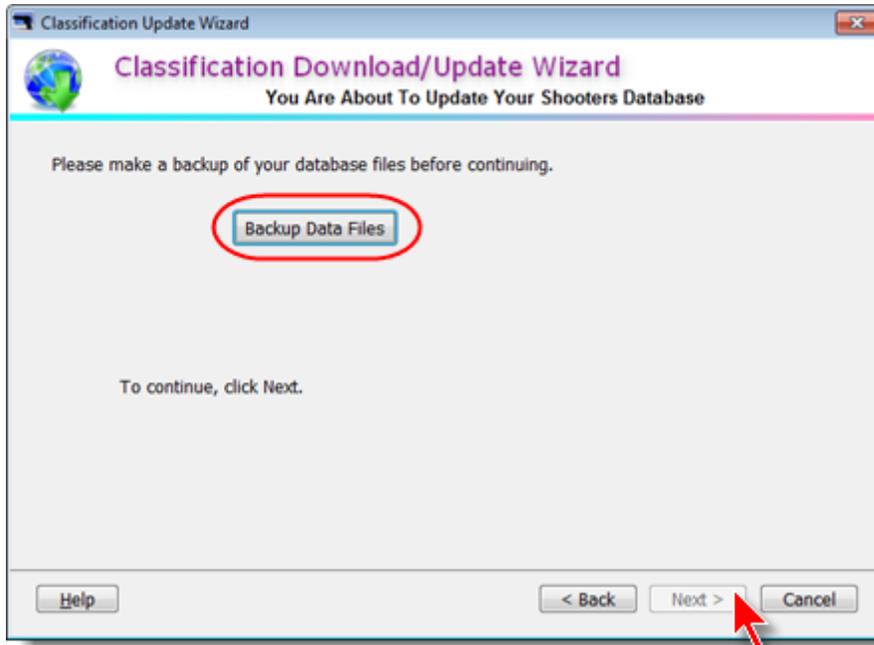
Check this carefully before deciding to proceed with updating your database.

If you want to go ahead in spite of the errors, type **YES** in the box and then click **Next**.

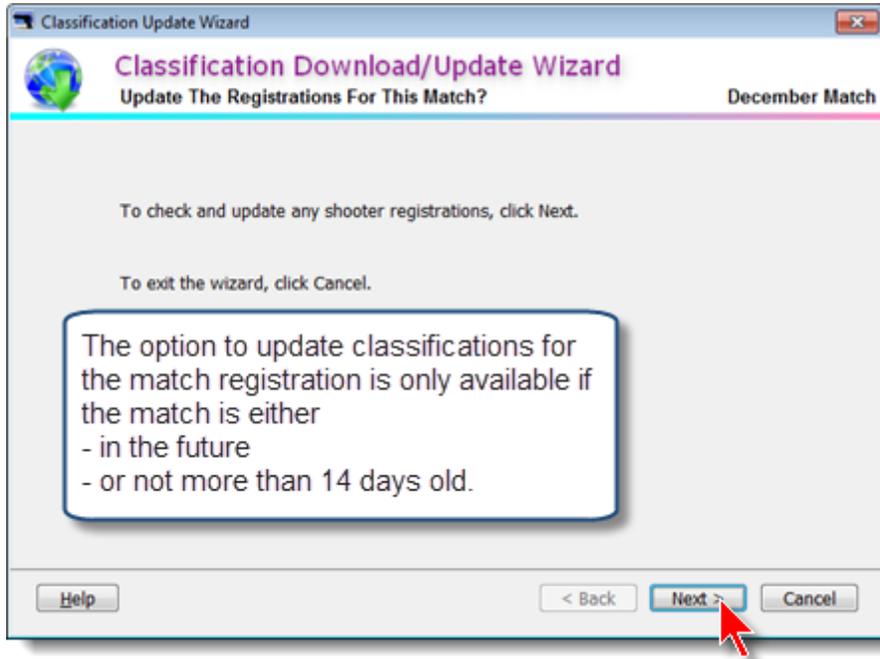


## Updating the Shooter Database

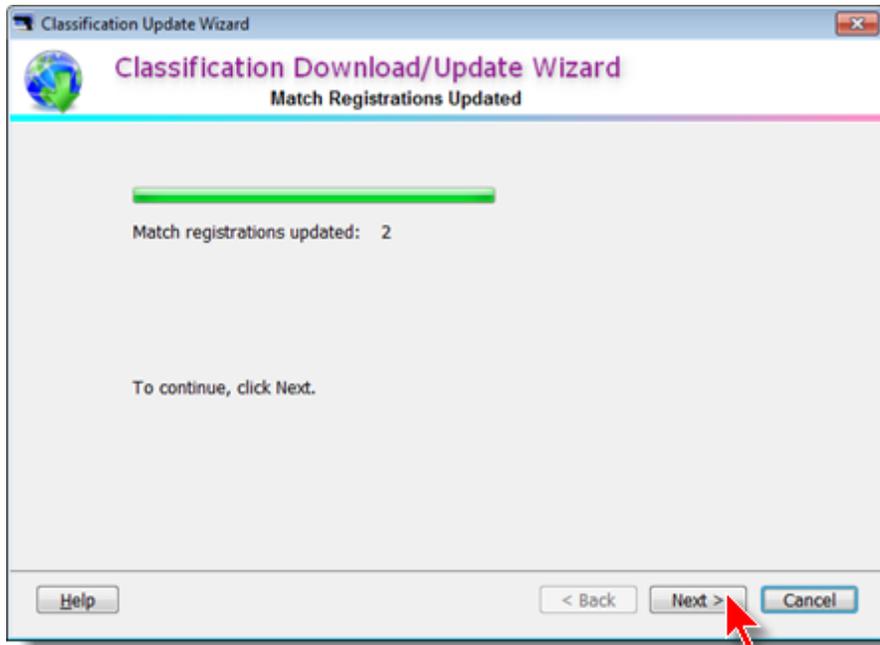
Before applying the updates to your shooters database, back up your files.



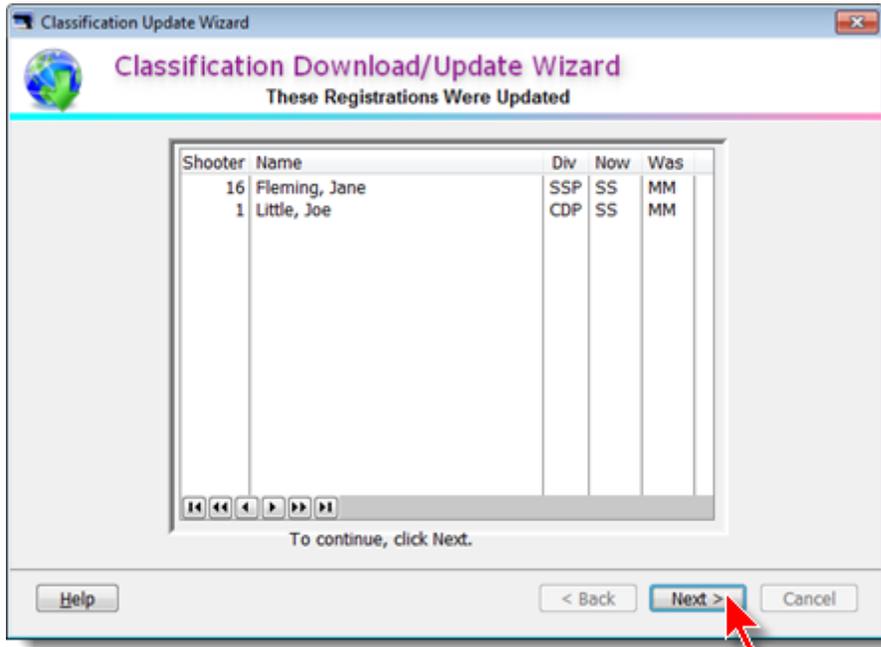
If you opted to update shooters registered for a particular match and that match is in the future or not more than two weeks old, the wizard will also offer to update those match registrations.



If you choose to update the match, the number of registrations changed will be displayed.



You'll also see a screen showing which shooter registrations in the match were updated.



## Sanctioned Match Bumps

Thanks to Mark Riehl for sharing his Virginia State Match screen shots and notes.

Mark writes:

Log in as club contact  
 Go to match scores  
 Click gray box (what do you want to do)  
 Click match scores/bumps  
 Select shooter then click Actions  
 Select classification  
 Then add  
 Then done and repeat

Start by navigating to the "Event" you've created for your match.  
 Then click the **What do you want to do?** button.

Return to Parent Website

Site Support Log Out

POWERED BY RANGELOG

Welcome Members Clubs **Events** Stages Rules

Events → Virginia State IDPA Match at Kettlefoot - Tier 3

What do you want to do?

Virginia State IDPA Match at Kettlefoot - Tier 3  
 Saturday, June 27, 2015

FINAL SCORES DETAILS REGISTRATION INFO

WINNERS

CATEGORY	SHOOTER	DIV / CLASS	SCORE
High CDP	<a href="#">Justin Cooper</a>	CDP - Master	233.20 (27)
High ESP	<a href="#">Manny...</a>	ESP - Master	217.50 (18)

Select **Manage Scores / Match Bumps**.

The screenshot shows the IDPA website interface. At the top, there is a navigation bar with links for Welcome, Members, Clubs, Events, Stages, and Rules. The 'Events' tab is selected. Below the navigation bar, there is a breadcrumb trail: Events → Virginia State IDPA Match at Kettlefoot - Tier 3. A large banner image shows a trophy and the text 'Virginia State IDPA Match 3 Saturday, June 27, 2015'. Below the banner, there are tabs for 'FINAL SCORES', 'DETAILS', and 'REGISTRATION INFO'. A 'WINNERS' section is partially visible, showing a table with columns for CATEGORY, SHOOTER, DIV / CLASS, and SCORE. A table with one row is shown: High CDP, Justin Cooper, CDP - Master, 233.20 (27). On the right side, there is a sidebar with a search box and several menu sections: 'I AM LOOKING FOR...', 'I WANT TO JUMP TO...', 'I WANT TO ADD...', 'MANAGE THIS EVENT', 'MANAGE HOST CLUB', and 'OUR SUGGESTIONS...'. The 'MANAGE THIS EVENT' section contains a red oval around the 'Manage Scores / Match Bumps' link, with a red arrow pointing to it.

CATEGORY	SHOOTER	DIV / CLASS	SCORE
High CDP	Justin Cooper	CDP - Master	233.20 (27)

Either click **Give Match Bump** or else click the **Actions** button.

View and add competitor scores online, manually or via an import file. You may also view all scores here, including scores posted by Safety Officers and Scorekeepers through a mobile sync.

THE BASICS

REGISTRATION SETTINGS

**SCORING**

## OFFICIAL MATCH SCORES

**GIVE MATCH BUMP** Use this button to give a shooter a manual classification update based on their performance in the match.

Upload a PDF File of Event Scores?  NO  YES

Choose scores to display:  
Overall Scores

By Division: All Divisions By Class: All Class Levels By Category: All Categories By Shooter: Enter name or member #

**OVERALL SCORES**

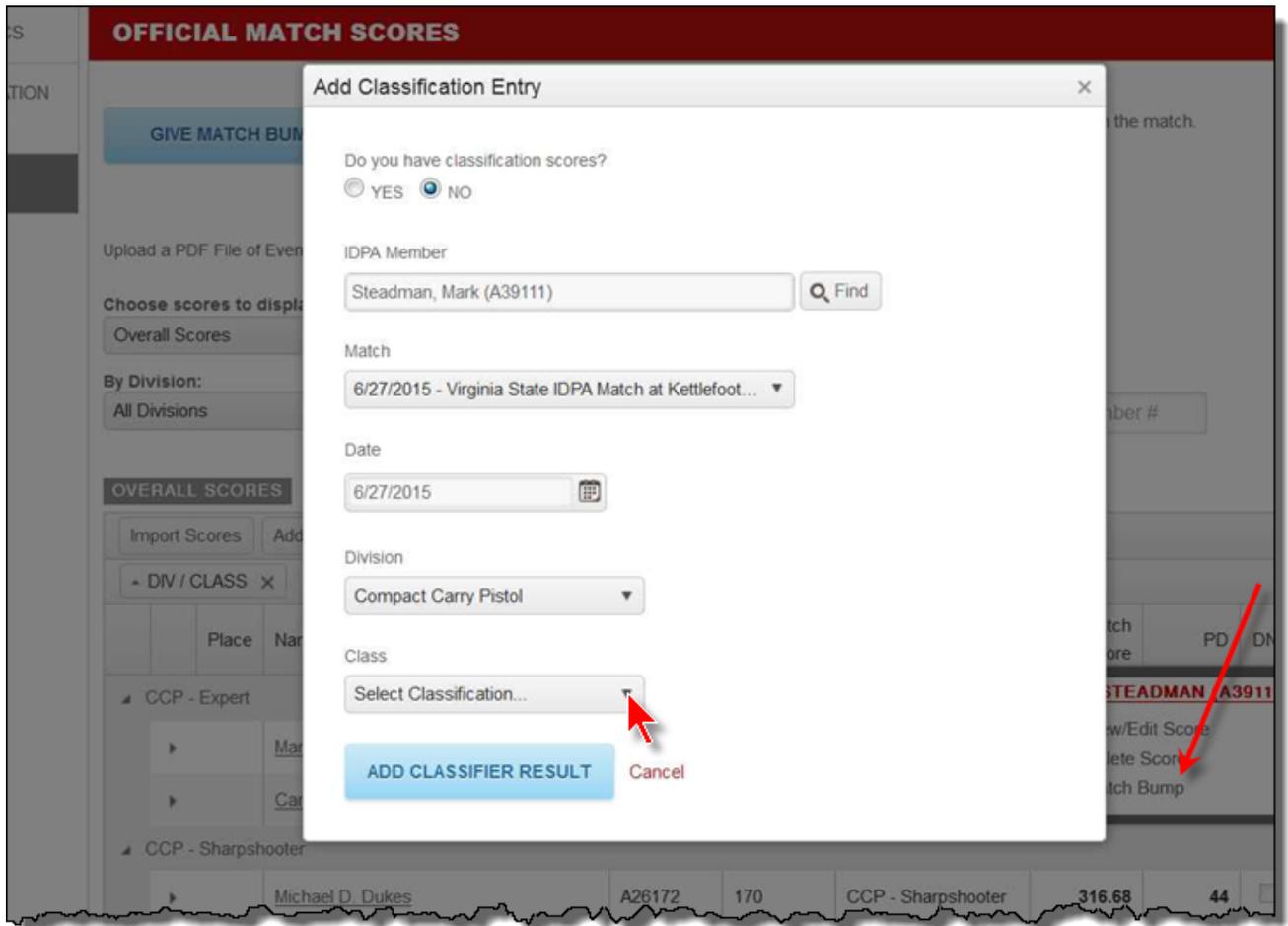
Import Scores Add Score (Manual) Clear All Scores

- DIV / CLASS x

Place	Name	IDPAID	Shooter #	DIV / CLASS	Match Score	PD	DNF	
▲ CCP - Expert								
▶	<a href="#">Mark Steadman</a>	A39111	200	CCP - Expert	280.4	36	<input type="checkbox"/>	Actions
▶	<a href="#">Carl Hershiser</a>	A48641	126	CCP - Expert	293.32	63	<input type="checkbox"/>	Actions
▲ CCP - Sharpshooter								
▶	<a href="#">Michael D. Dukes</a>	A26172	170	CCP - Sharpshooter	316.68	44	<input type="checkbox"/>	Actions
▶	<a href="#">Colin Handlon</a>	A48156	97	CCP - Sharpshooter	348.55	109	<input type="checkbox"/>	Actions

Click the **Give Match Bump** button or the **Actions** button.

Select the appropriate new classification from the dropdown.





# Chapter

7

2015 Rulebook

## 2015 Rulebook

This is an outline of changes made in support of the 2015 rulebook.

## Old Matches Read-Only

Because of the division changes, matches prior to March 1, 2015 are set to be read-only. If you want to re-create results from those matches, I suggest you use the old version of ForScore.

You can override the read-only date, though, in Program Preferences <sup>402</sup>.

## CCP Division

Compact Carry Pistol (CCP) has been added as a division.

It is included in equity calculations for the autoloader divisions.

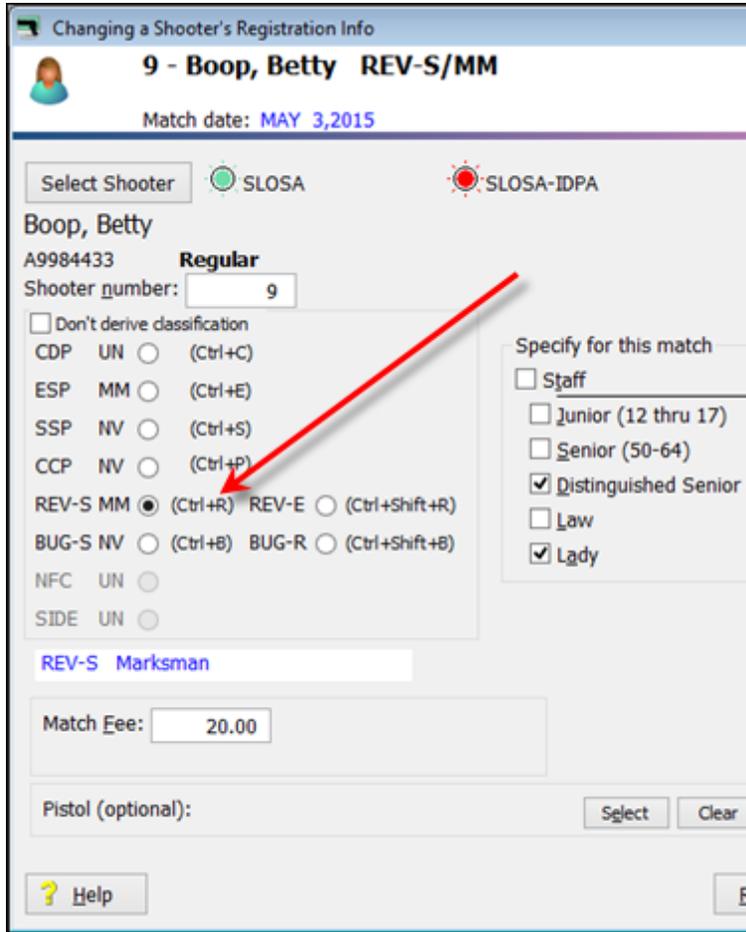
When ForScore converts your data files from a previous version, it will automatically assign CCP equity classifications in your shooters database.

## Revolver Changes

When you first run this version of ForScore, it will convert your shooters' REV classification to the higher of their existing ESR or SSR classifications.

Although there is only one REV division, you are going to want to know who is shooting enhanced and who is shooting stock for purposes of chrono and equipment check.

Consequently, when you register somebody for REV, you'll specify whether he's shooting stock or enhanced.



The stock/enhanced differentiation will appear on labels, nametags, etc.

You have the OPTION of whether you want to display them on results. Shooters will probably be interested just for bragging rights.

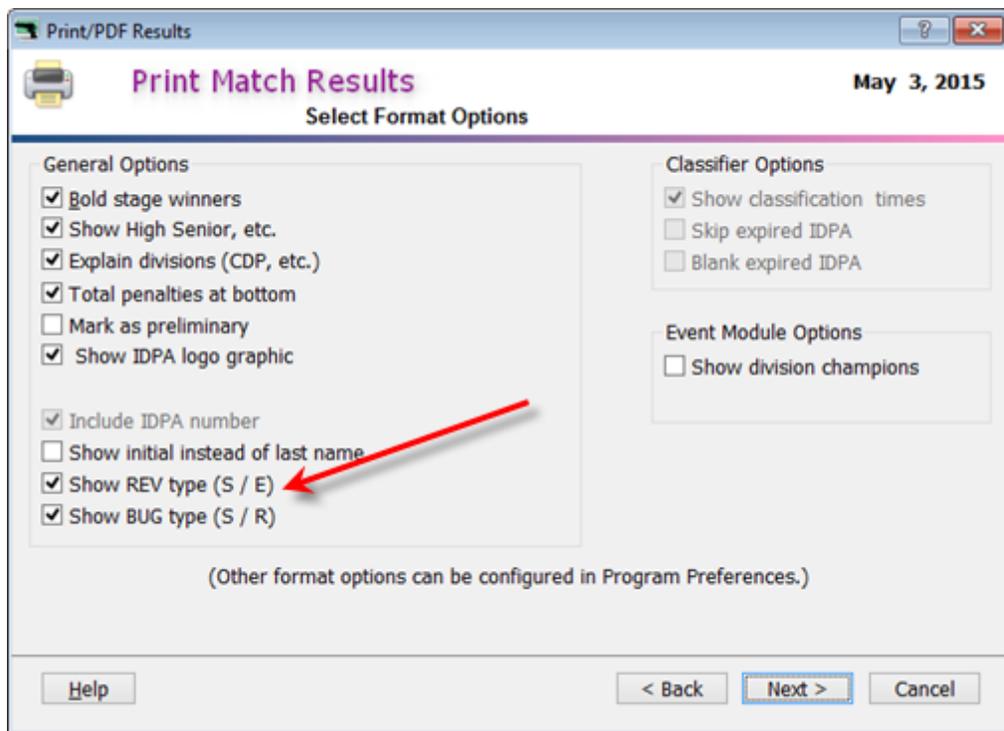
If you do distinguish the revolver types, print and web results will look like this:

		High Distinguished Senior High Lady: Betty Johnson	
		Match Score	--Penal PD NT
<b>CDP - Sharpshooter</b>			
1	Michael Zeta-Jones*	FR123456	<b>158.53</b> 27 0
<b>ESP - Sharpshooter</b>			
1	Jane Fleming	A16849	<b>186.24</b> 34 2
<b>REV - Sharpshooter</b>			
1	Betty Johnson (REV-E)	A99999	<b>160.36</b> 31 0
2	Sam Spade (REV-S)	A9874432	<b>185.32</b> 45 0
3	Tex Jones (REV-S)	TX99999	<b>195.49</b> 30 0
4	Mae West (REV-E)	M0002	<b>234.41</b> 71 1
<b>Key to Penalties:</b>			

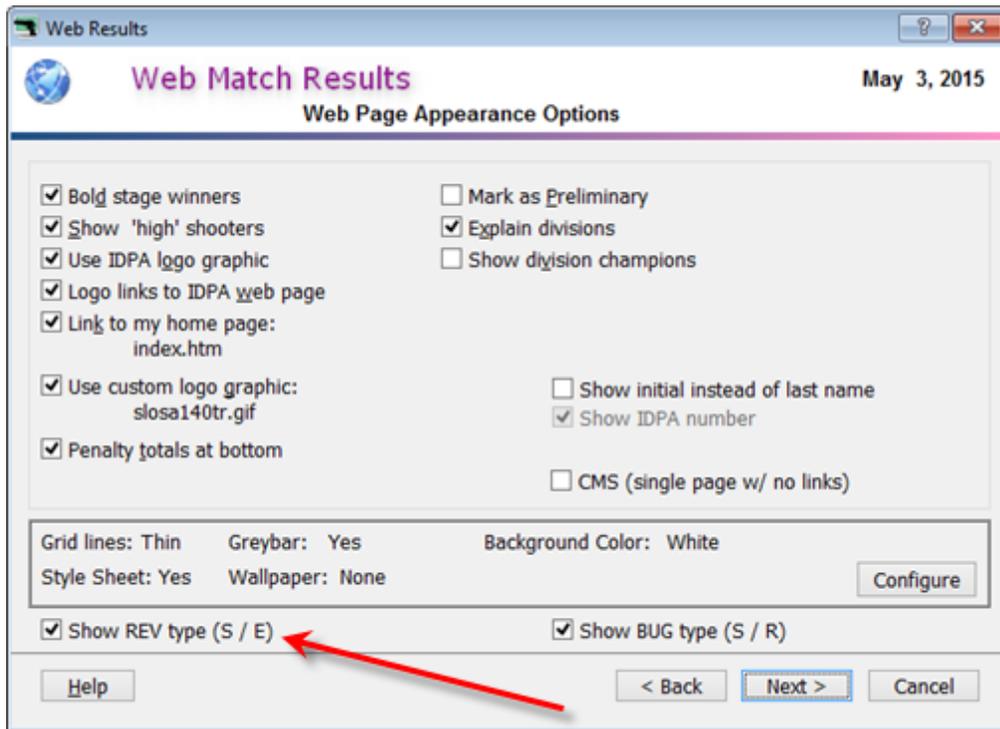
		High Distinguished Senior: Jane High Lady: Betty Johnson REV		
		Numbers in (parenthesis) are target points down Bold scores are stage winners * Shooter is unclassified in this division, shooting		
Place	Name	IDPA ID	Match Score	PD
<b>CDP Sharpshooter</b>				
1	Michael Zeta-Jones*	FR123456	<b>158.53</b>	27
<b>ESP Sharpshooter</b>				
1	Jane Fleming	A16849	<b>186.24</b>	34
<b>REV Sharpshooter</b>				
1	Betty Johnson (REV-E)	A99999	<b>160.36</b>	31
2	Sam Spade (REV-S)	A9874432	<b>185.32</b>	45
3	Tex Jones (REV-S)	TX99999	<b>195.49</b>	30
4	Mae West (REV-E)	M0002	<b>234.41</b>	71

To specify whether or not to display the type of revolver, mark the checkbox on the appropriate wizard.

On the Print Wizard, the choice is on this page:



On the Web Wizard, it's here:



## One Classifier - 2, 3, 4, or 5 Divisions

The 2015 rules permit having a single Classifier count in more than one division, if equipment and ammunition are suited to the other division(s).

See section 9.3 of the rules for details.

**IT'S ON \*YOU\* to make sure that ALL equipment and ammo are valid in both (all) divisions you're counting.**

1. To make this work, what you're going to need to do is
2. Register the shooter in each division.
3. Score him in one division. **He needs to be complete (all stages) in that division before the copy option will be available.**
4. Open his (blank) score screen for another division.
5. Click the button to suck in the scores from the division you've already entered.

This way, upload to the IDPA website, Classifier history in ForScore, match results, etc. all work correctly.

Obviously, this needs to be done before the Classifier is "committed".

Here, Alex is registered in all five pistol divisions:

Kyle, Clint	50	ESP	MIN	A147799		0
Shooter, Alex	74	CDP	UN	A5678912		0
Shooter, Alex	75	ESP	UN	A5678912		0
Shooter, Alex	76	CCP	UN	A5678912		0
Shooter, Alex	77	BUG-S	UN	A5678912		0
Shooter, Alex	78	SSP	UN	A5678912		0
St John, Bruce	11	SSP	UN	PENDING		0

After his scores in at least one pistol division have been entered, you can choose to import those numbers into another appropriate pistol division.

The screenshot shows two overlapping windows. The background window, titled "Select Shooter S...", displays a table of scores for "Shooter, Alex" across various divisions. The foreground window, titled "Update Stage Results", is for "Shooter, Alex" in the "BUG-S" division. A callout box explains that scores from other divisions can be copied into this one. A red arrow points from the "Copy SSP Score" button in the foreground window to the "117.16 (46)" score in the background window's table.

**Background Window: Select Shooter S...**

Name	Stages	Target	Penalty	Total Score
Shooter, Alex	3	74	0	142.18 (74)
Shooter, Alex	3	36	0	103.34 (36)
Shooter, Alex	3	46	0	117.16 (46)
Shooter, Alex	0	0	0	0
Shooter, Alex	3	36	0	103.34 (36)

**Foreground Window: Update Stage Results**

Shooter, Alex  
 Shooter Number: 77  
 Division: BUG-S  
 Class: Unclassified  
 SLOSA IDPA Classifier A5678912  
 Check Classification (F9)

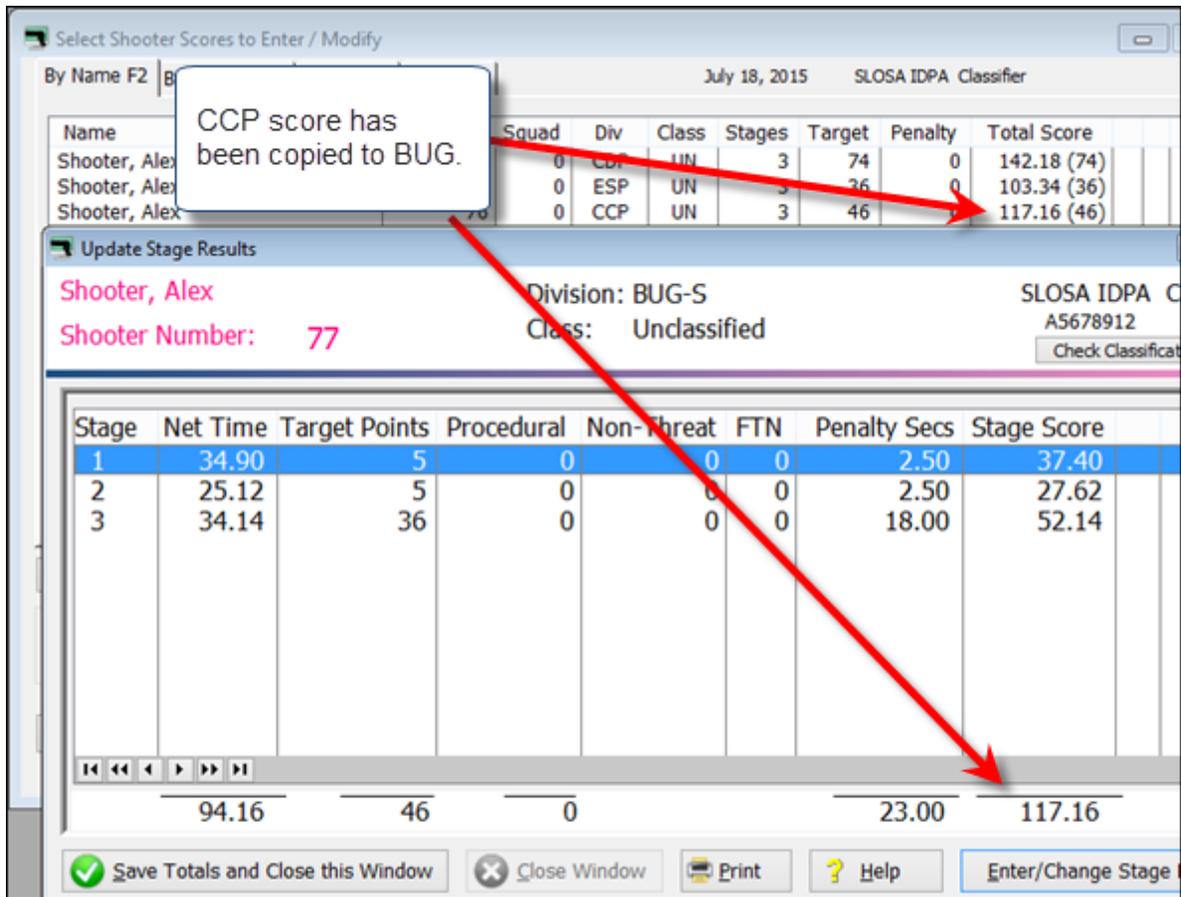
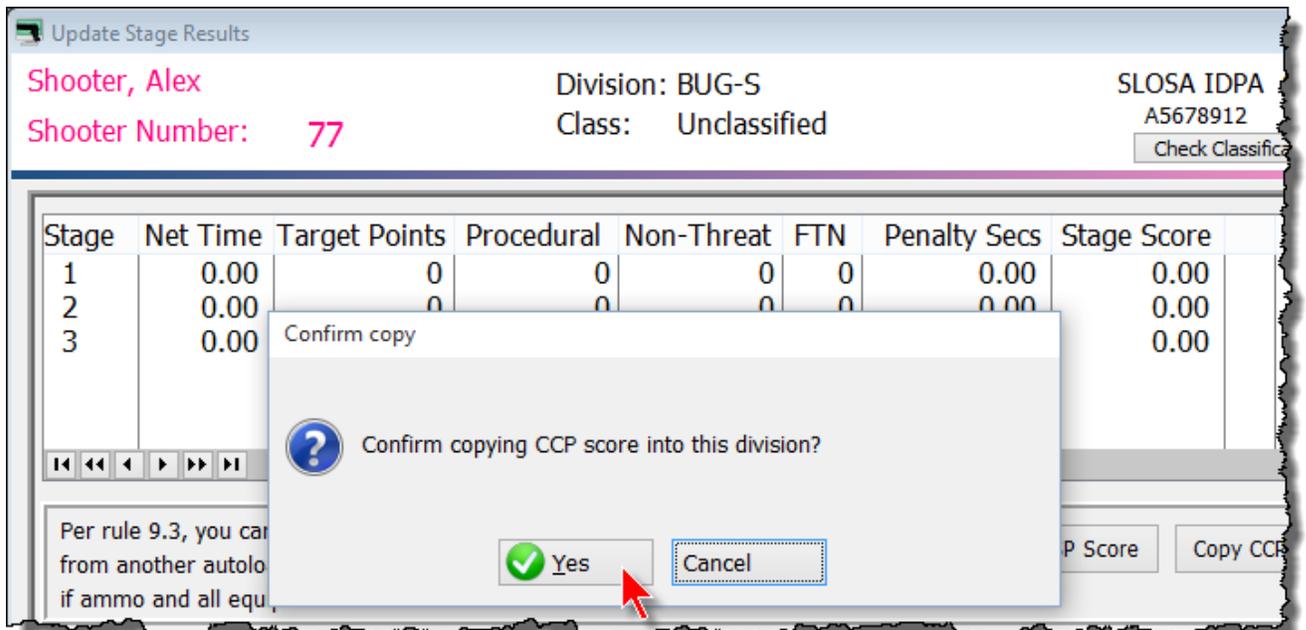
Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score
1	0.00	0	0	0	0	0.00	0.00
2	0.00	0	0	0	0	0.00	0.00
3	0.00	0	0	0	0	0.00	0.00

Per rule 9.3, you can copy this shooter's score from another autoloader division in this match if ammo and all equipment are suitable FOR BOTH DIVISIONS.

Copy CDP Score   Copy ESP Score   Copy SSP Score   Copy CCP Score

0.00   0   0   0.00   0.00

Save Totals and Close this Window (Shift+Enter)   Close Window   Print   Help   Enter/Change Stage Results



## BUG Changes

ForScore's old BUG division (which could be retitled for your match as you pleased) is now the SIDE match division<sup>[209]</sup>.

BUG has been made a "real" IDPA division. It does not participate in equity calculations.

The new version of ForScore will set the BUG classifications for the shooters in your database to one level less than their highest existing classification, per 9.6.2.1 in the 2015 rulebook.

For a NORMAL match, BUG behaves like REV.

In other words, you will specify BUG-S for semi-automatics or BUG-R for revolvers.

And you have the same option as with REV as to how those are displayed on your match results.

For a SPECIAL BUG match, you can actually split BUG into two separate divisions.

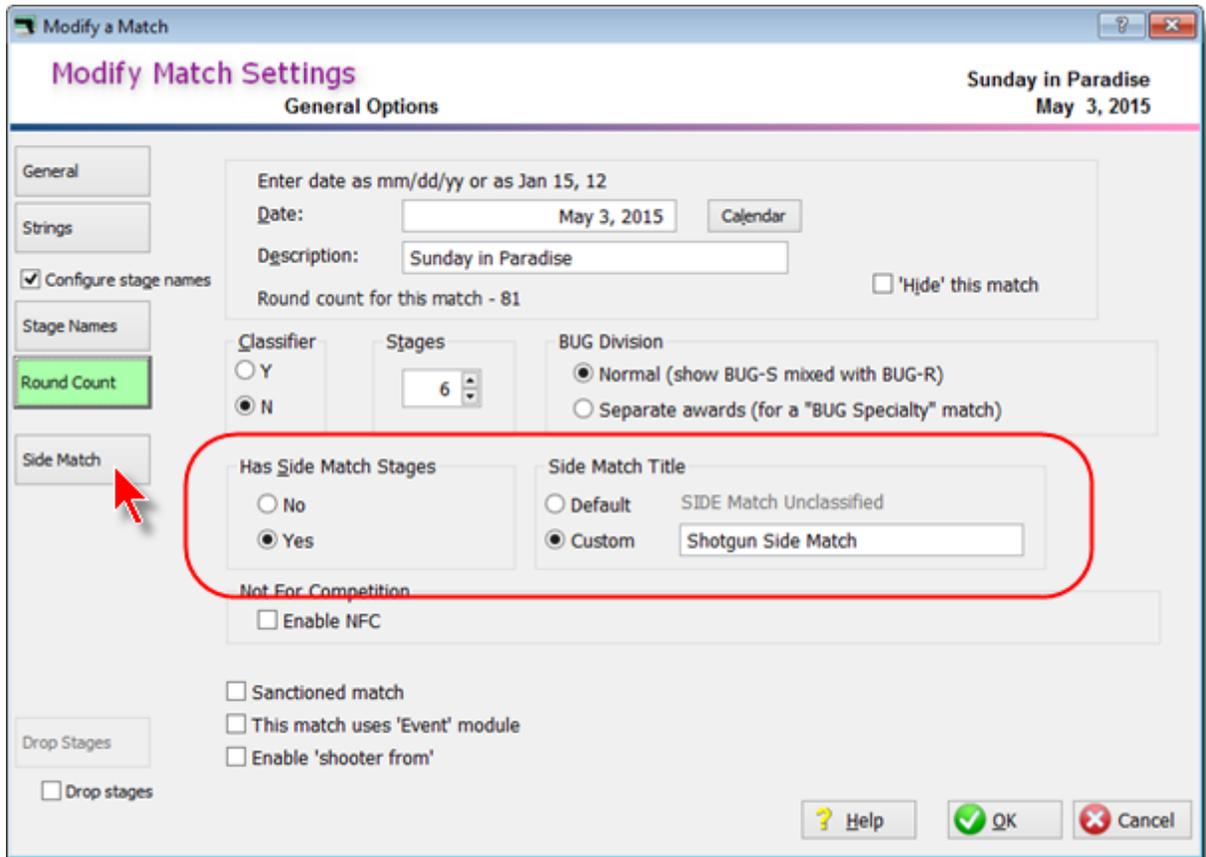
In this case, semi-autos will be scored separately from revolvers, and awards will be calculated separately.

The screenshot shows the 'Modify a Match' dialog box with the 'General Options' tab selected. The window title is 'Modify a Match' and the match name is 'Sunday in Paradise' on 'May 3, 2015'. The 'General Options' section includes a date field set to 'May 3, 2015', a description field set to 'Sunday in Paradise', and a 'Hide this match' checkbox. The 'BUG Division' section is highlighted with a red circle and contains two radio button options: 'Normal (show BUG-S mixed with BUG-R)' (selected) and 'Separate awards (for a "BUG Specialty" match)'. Other options include 'Classifier' (Y/N), 'Stages' (6), 'Has Side Match Stages' (No/Yes), 'Side Match Title' (Default/Custom), 'Not For Competition' (Enable NFC), 'Sanctioned match', 'This match uses "Event" module', and 'Enable "shooter from"'. The 'Drop Stages' section has a 'Drop stages' checkbox. At the bottom are 'Help', 'OK', and 'Cancel' buttons.

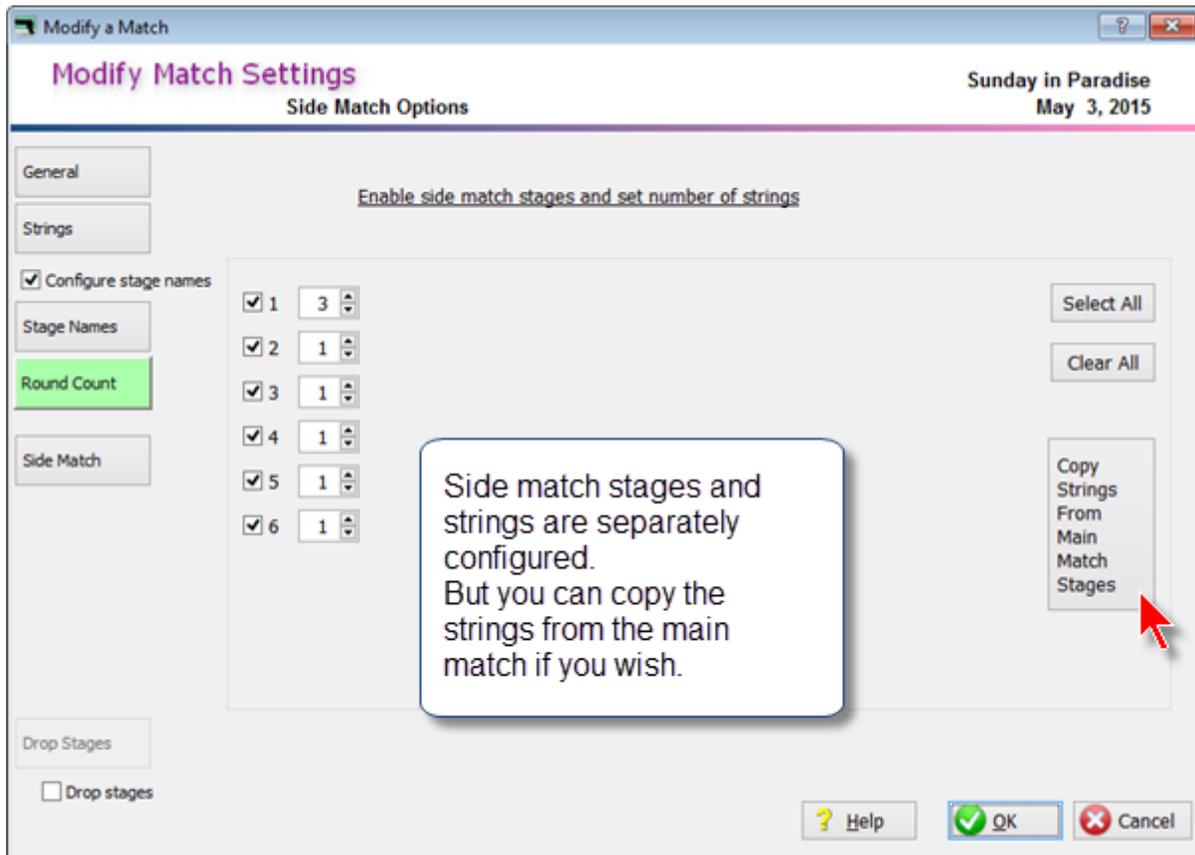
### SIDE Match Division

This is what used to be BUG in previous versions of ForScore - i.e., a sub-match that may shoot different stages.

It is enabled on the main match definition page.



Stages and strings need to be configured.



---

## Most Accurate

Most accurate has been altered so that any hits on non-threats eliminate the shooter from the Most Accurate listing, per 1.2.4.10 of the Match Administration Handbook.

## Equity Classifications - 2015

Equity has changed with the 2015 rulebook.

Equity does not apply to BUG; so with only one revolver division, equity is N/A for rev.

Equity for autoloaders includes CDP, CCP, ESP, and SSP.

As I understand "equity" classifications, they are in effect a minimum classification.

If you have ANY autoloader classification, you cannot be more than one classification below that in any other autoloader division.

This is a "real" classification.

It is true whether you would otherwise be unclassified in the other division(s), or whether you would otherwise have a classification more than one step lower.

Ditto for the two revolver divisions.

There is still the rule that lets you shoot club matches in a division in which you're unclassified as long as you shoot at your highest classification. (ForScore results have always marked those classifications with an asterisk.)

That would still seem to apply if, for example, you shoot a revolver one day in a club match but only have autoloader classifications.

**ForScore** deals with equity classifications on your computer.

It does NOT affect what you upload to the IDPA website.

It WILL affect classification information you download from the IDPA website.

Your shooters can be assigned equity classifications in several ways.

1. You can manually assign them in the shooters database to individual shooters
2. You can run the shooter maintenance wizard which will offer to assign equity promotions to your shooters.
3. When you 'commit' a Classifier match, equity promotions will be applied.
4. When you import classifications from the IDPA website, equity promotions will be applied.

## Manual Equity

You can manually create, delete, or modify equity classifications for your shooters.

The classification screen for a shooter has an **equity** checkbox for each division.

These checkboxes will be marked automatically by some of the maintenance and classification wizards in the software.

But you can also do it yourself.

You'll first need to click the **Unlock** button.

Record Will Be Changed (Fleming, Jane)

Fleming, Jane A16849 Last Match: JUL 18, 2015

Contact F2  
Membership F3  
Classif F4  
Notes F5

'Regular'  
 Inactive  
 Staff  
 Safety Officer

CDP Classification  
 DM Classifier:  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

SSP Classification  
 DM Classifier: Jan 3, 2015  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

REV Classification  
 DM Classifier:  
 Master  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

ESP Classification  
 DM Classifier: Jan 3, 2015  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

GCP Classification  
 DM Classifier:  
 Master  
 Expert  Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

BUG Classification  
 DM Classifier:  
 Master  
 Expert  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

Unlock Dates and Equity History

Help OK Cancel

Then mark any of the Equity checkboxes as appropriate. And specify the appropriate classification.

NOTE: You do NOT want to specify a Classifier date for this. An equity promotion does not count as shooting a Classifier.

The screenshot shows a software window titled "Record Will Be Changed (Fleming, Jane)". The window displays the name "Fleming, Jane" and ID "A16849" on the left, and "Last Match: JUL 18, 2015" on the right. The main area is divided into several classification sections: CDP, SSP, REV, ESP, CCP, and BUG. Each section has radio buttons for "DM", "Master", "Expert", "Sharpshooter", "Marksman", "Novice", and "Unclassified". The "Equity" checkbox is checked in the CDP and CCP sections. The "Classifier" date is set to "Jan 3, 2015" for CDP and ESP. The "Marksman" radio button is selected in the CDP and CCP sections. On the left side, there are buttons for "Contact F2", "Membership F3", "Classif F4", and "Notes F5". Below these are checkboxes for "Regular", "Inactive", "Staff", and "Safety Officer". At the bottom, there are buttons for "Lock Dates and Equity", "History", "Help", "OK", and "Cancel".

Record Will Be Changed (Fleming, Jane)

Fleming, Jane A16849 Last Match: JUL 18, 2015

Contact F2 Membership F3 Classif F4 Notes F5

CDP Classification

DM Classifier:

Master

Expert ...  Equity

Sharpshooter

Marksman

Novice

Unclassified

SSP Classification

DM Classifier:

Master Jan 3, 2015

Expert ...  Equity

Sharpshooter

Marksman

Novice

Unclassified

REV Classification

DM Classifier:

Master

Expert ...

Sharpshooter

Marksman

Novice

Unclassified

ESP Classification

DM Classifier:

Master Jan 3, 2015

Expert ...  Equity

Sharpshooter

Marksman

Novice

Unclassified

CCP Classification

DM Classifier:

Master

Expert ...  Equity

Sharpshooter

Marksman

Novice

Unclassified

BUG Classification

DM Classifier:

Master

Expert ...

Sharpshooter

Marksman

Novice

Unclassified

'Regular'

Inactive

Staff

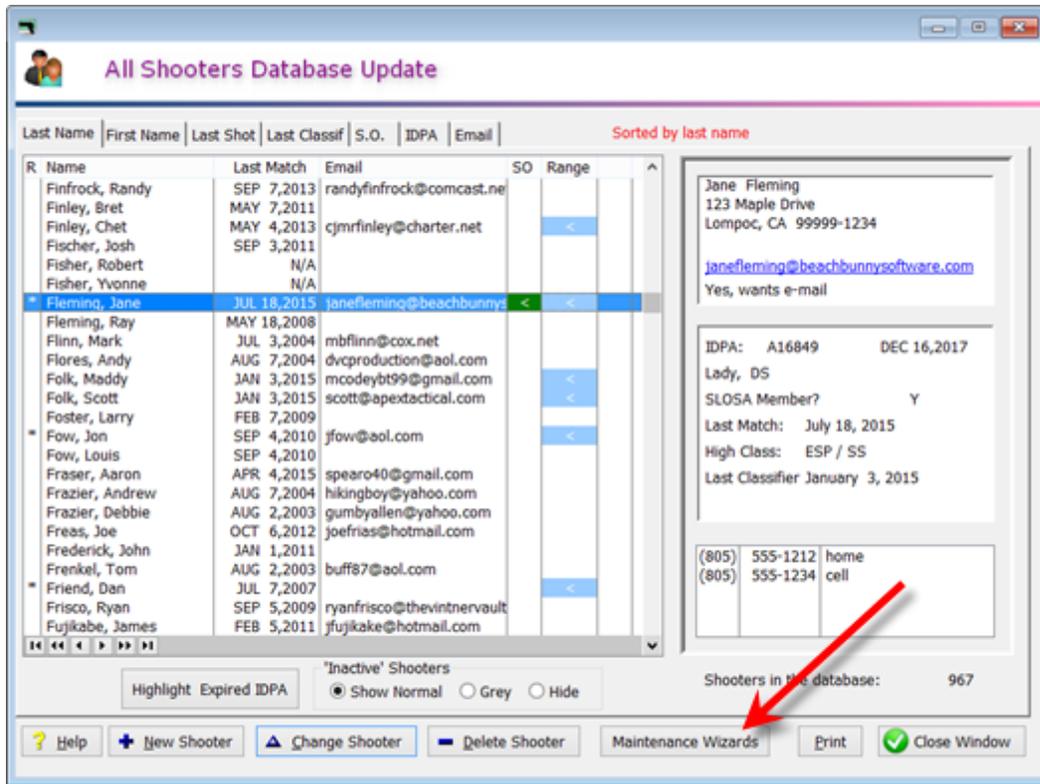
Safety Officer

Lock Dates and Equity History

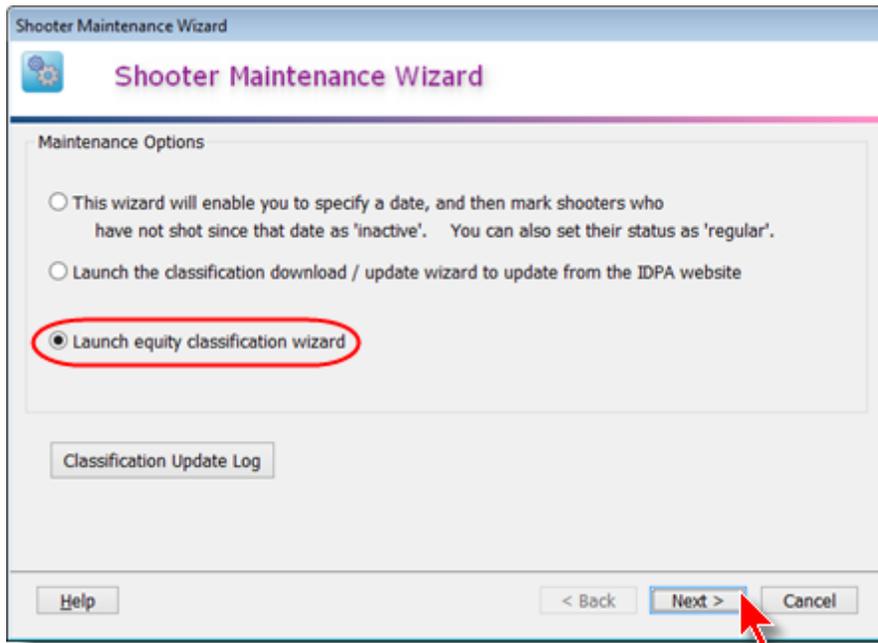
Help OK Cancel

## Equity Wizard

From the main shooter database, you can launch a wizard to bulk-update the equity classifications for your shooters.



Select the option to launch the equity classification wizard.



After it has scanned through your database, the wizard will offer you the option to update shooters' equity classifications.

**Equity Classification Update Wizard**

**Equity Classification Wizard**  
Preview - Equity Classifications Calculated

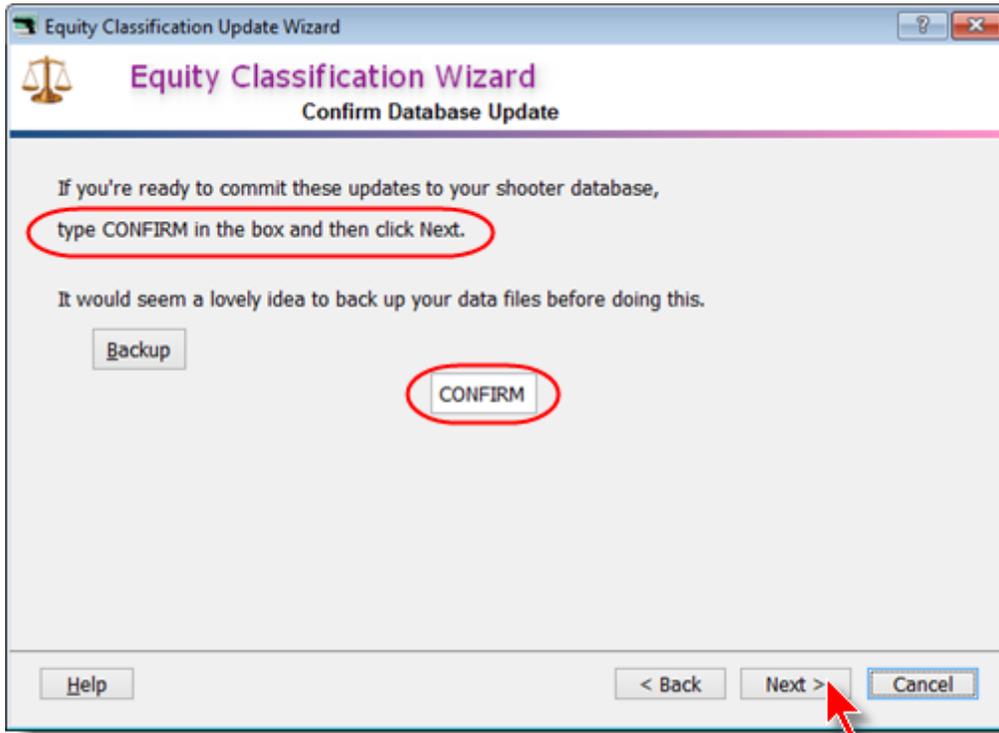
Last Name	First Name	IDPA	Present Classifs				New Equity Classifs			
			CDP	ESP	SSP	CCP	CDP	ESP	SSP	CCP
Fleming	Jane	A16849	UN	SS	SS	NV*	MM			MM
Fleming	Bruce	A13110	MM	UN	UN	NV*		NV	NV	
			UN	UN	UN	EX*		EX	EX	
			UN	SS	MM*	MM*	MM	MM		
			NV*	NV*	NV*					
			EX*	MA*	EX*					
			MM	UN	MM*				MM	
			SS	SS	MM*					
			UN	EX	SS*		SS	SS		
			UN	MM	NV*		NV	NV		
			SS	UN	MM*		MM		MM	
			UN	SS	MM*		MM	MM	MM	
			UN	UN	MM*		MM	MM	MM	
Funk	Bruce	A13110	SS	SS	UN	MM*			MM	

Yellow items are present classifications needing an equity update. The columns on the right show what will be in the database if you perform the update.

Legend:  
 =high classif    \* = existing equity  
 =needs equity update

Buttons: Print, PDF, Help, < Back, Next >, Cancel

You'll need to confirm the update.



### Equity By Committing a Classifier

When you 'commit' a Classifier match, the process will scan the match participants and create new equity classifications for any who need them.

### Equity After Website Download

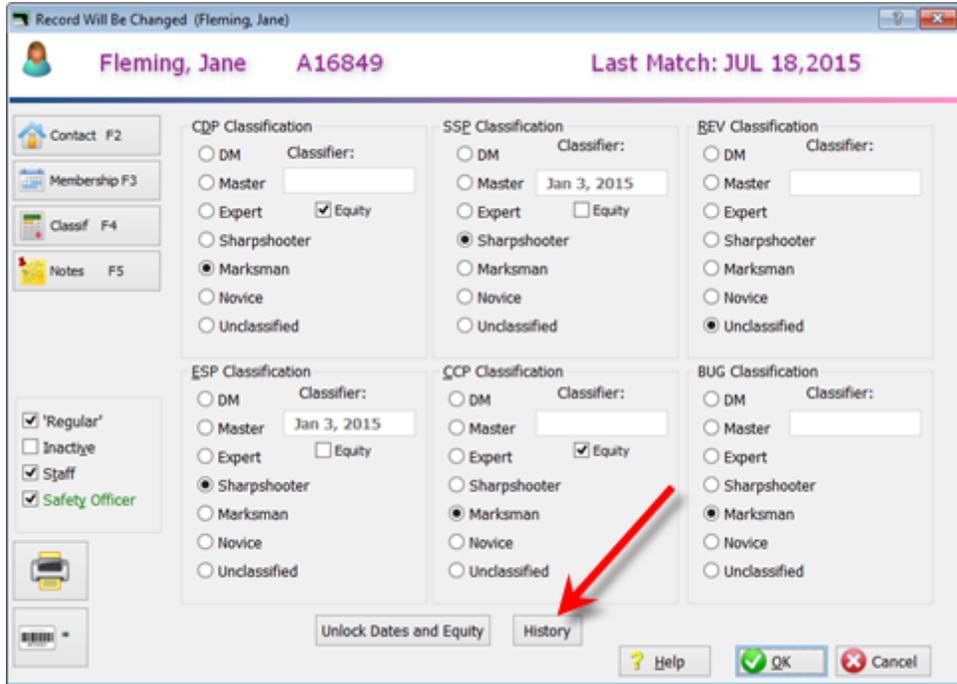
When you download classifications from the IDPA website, the wizard will also apply equity classifications as needed.

### Classification History

You can check the classification/equity history for an individual shooter, or for your database.

### Individual Shooter Classification History

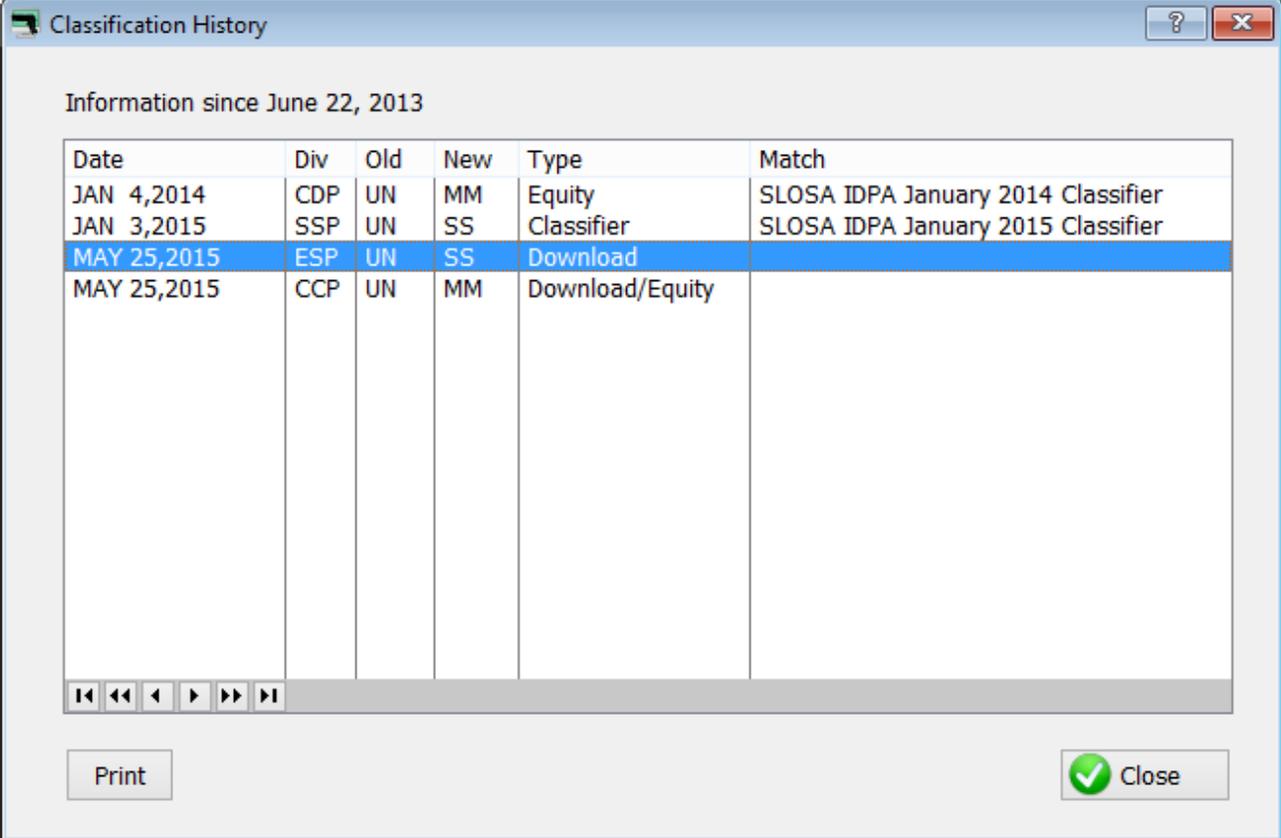
Check an individual shooter's classification history from his or her database page.



Obviously, the history will only go back as far as the versions of **ForScore** that keep track of history.

Here you can see several updates.

**Download** means from the IDPA website.



Classification History

Information since June 22, 2013

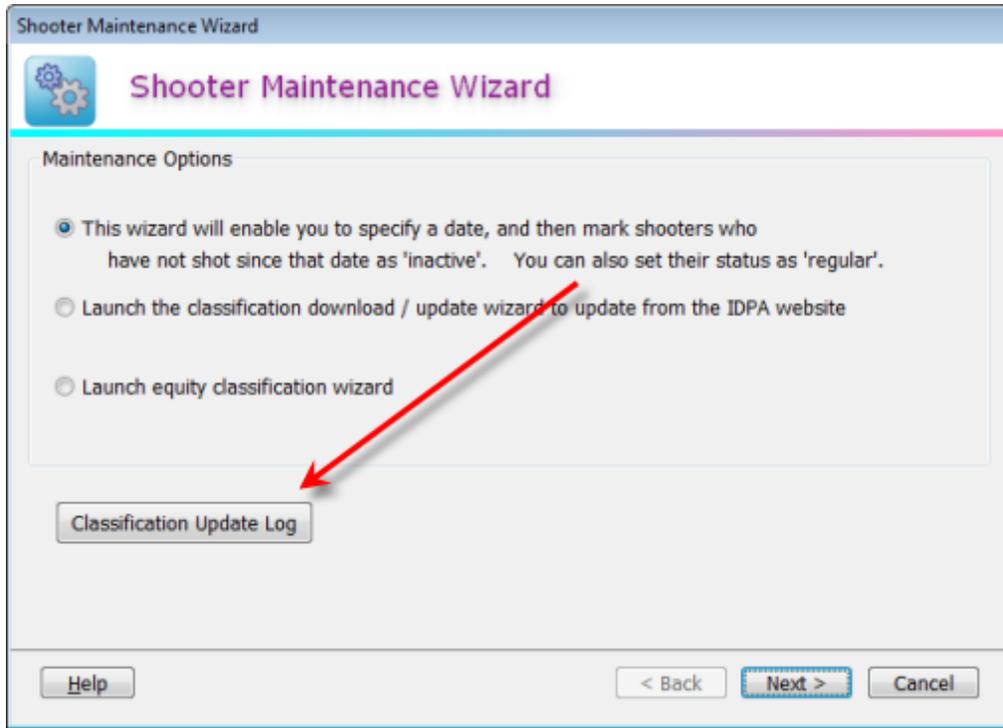
Date	Div	Old	New	Type	Match
JAN 4,2014	CDP	UN	MM	Equity	SLOSA IDPA January 2014 Classifier
JAN 3,2015	SSP	UN	SS	Classifier	SLOSA IDPA January 2015 Classifier
MAY 25,2015	ESP	UN	SS	Download	
MAY 25,2015	CCP	UN	MM	Download/Equity	

Navigation: <<< < > >>>

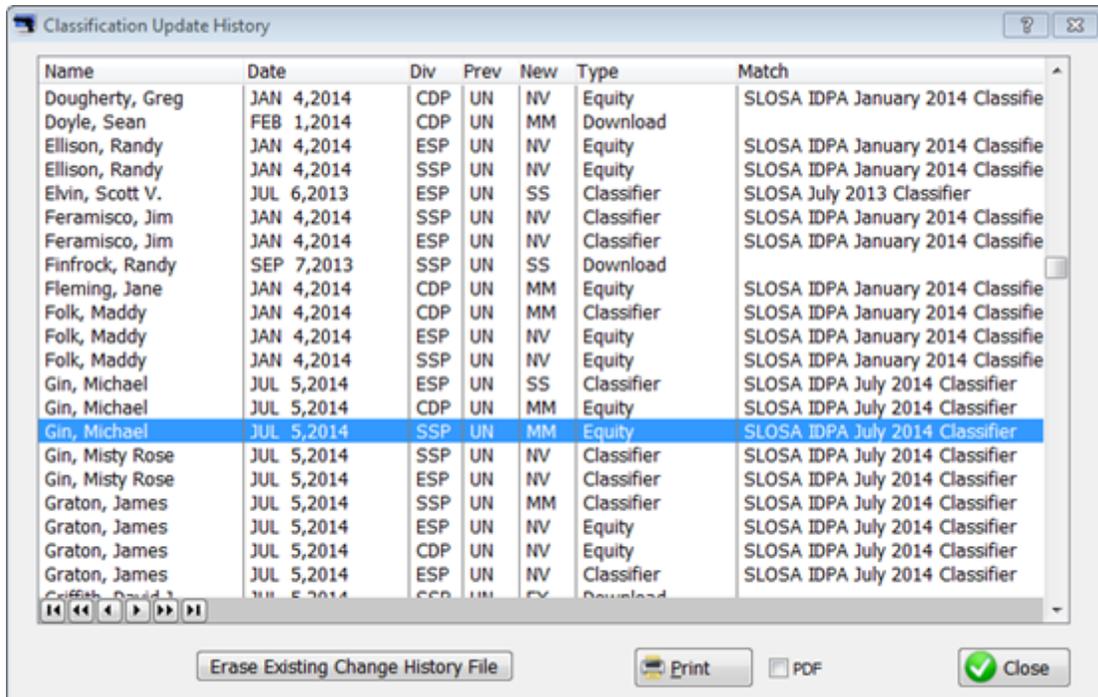
Buttons: Print, Close

## Database Classification History

The classification update log can be launched from the Shooter Maintenance Wizard.



Should you feel so inclined, you can delete your history log with the button on this screen. (That will not affect classifications, just the displayed change log.)



## No Military Veteran

Military Veteran is no longer a category as of the 2013 rulebook.

Matches prior to October 1, 2013 are not affected.

For matches after that date, registration will mark as "Military" anybody marked as either Military or Military Veteran in the shooters database.

The category results will indicate that.

NOTE: Since IDPA ignored this rule for the 2014 Nationals, there is now an option to revert to the pre-2013 behavior in Program Preferences.<sup>[394]</sup>

# Chapter

---

# 8

Windows 10, 8/8.1,  
7, and Vista  
Compatibility

## Windows 10, 8/8.1, 7, and Vista Compatibility

Windows versions beginning with Windows Vista presents several issues.

While it's a bit of culture shock and an undeniable PITA, I think that overall Vista's new security features are A Good Thing. And Windows 7 has taken some of the rough edges off of them.

Windows 8 and 8.1, however, are not my cup of tea.

Windows 10 seems a big improvement. The screen shots in the tutorial section of this manual were redone on a preview version of Windows 10.

**NOTE:** Throughout the documentation, anything written specific to Vista also applies to Windows 7, Windows 8, Windows 8.1, and Windows 10

### **IMPORTANT!**

For ForScore to deal correctly with Windows 8 or 8.1, Windows 7, or Vista computers, it is imperative that you **DO NOT RUN ForScore IN XP-COMPATIBILITY MODE**. If you do, ForScore may try to write data to illegal locations.

Vista-related issues I've tried to address with this release:

Data storage (including a new wizard and a configuration display screen)

Configuration settings

Dongle installation

### **ALSO IMPORTANT!**

Vista/later provide for a security feature called Data Execution Prevention (DEP), which may be configured in software or through the BIOS of a new Vista (or Windows 7) computer. **ForScore** may have difficulty coexisting with this, although it has generally not been an issue.

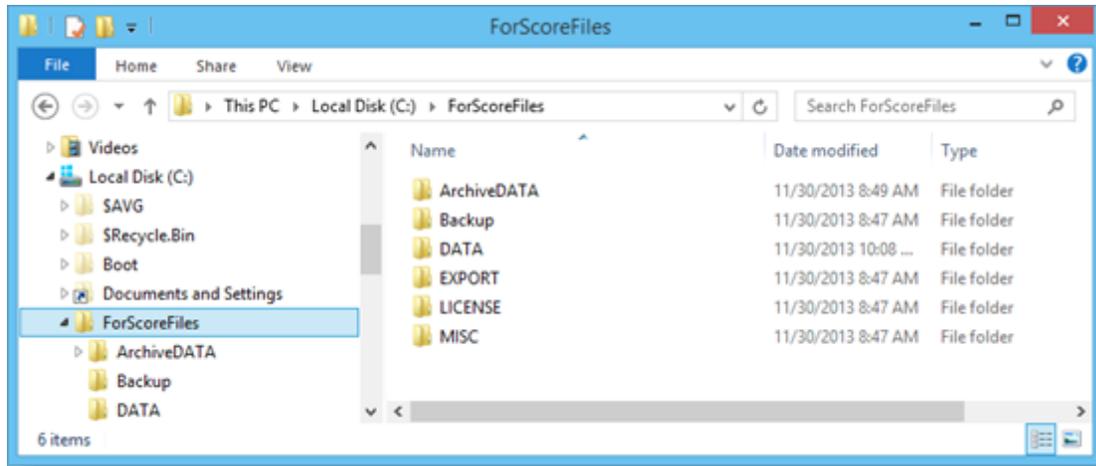
Please check the FAQ on the [beachbunnysoftware.com](http://beachbunnysoftware.com) website for updated information and possible workarounds.

## Data Storage

**ForScore** has traditionally stored its data files in a folder called **DATA** inside of the program's folder. By default, that is **c:\Program Files\ForScore\DATA**.

In that versions of Windows on or after Windows Vista do not permit writing within the **Program Files** folder without a program's running with elevated administrator credentials, I've decided to create a new default for these computers.

When you install **ForScore** on a Vista or later computer, a file structure consisting of a **c:\ForScoreFiles** main folder containing several other folders:



If you copy **ForScore** onto a computer without using the setup program, this structure will be created by the Vista Setup Wizard<sup>[227]</sup>.

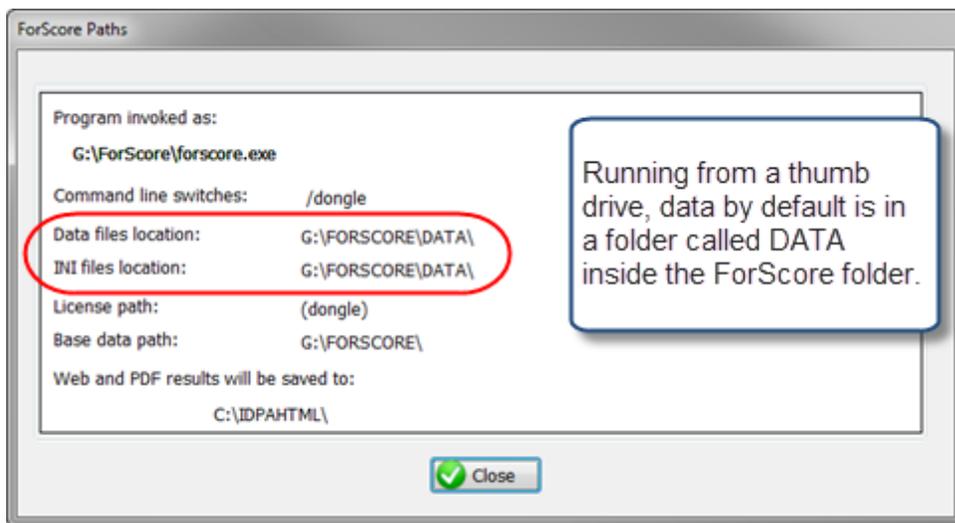
Because **ForScore** on a Vista/later machine will be looking for its data in this path, it **will not automatically adjust** if you run a Vista/later computer as a network client and want to get your data from the server. You will need to use one of the **/data** command-line switches as explained in the configuration settings<sup>[232]</sup> topic.

## Vista/Later Data Storage

Microsoft's preference is that common user data (not data specific to a single user) be stored in a hidden folder called C:\ProgramData that has some rather restrictive permissions set.

I'm ignoring Microsoft's wishes.

- On a normal Vista/later, **ForScore** by default will use a folder called **C:\ForScoreFiles** in which to store all of its data and license files. This folder is created by the Vista Setup Wizard<sup>[227]</sup>; you can also use that wizard to put your data files in a different location. **NOTE:** the **/data**, **/data1**, etc. switches will work normally with Vista/later to point the data and INI files at a folder of your choice. However, other files (such as zip archive data files and CSV export files) will still be written within folders inside of C:\ForScoreFiles, or whichever other folder you may have selected with the Vista Setup Wizard.
- If you are running **ForScore** from a USB thumb drive on a Vista/later machine, it will use the 'old' data locations that non-Vista installations still use. This way, you can move a USB stick from a Vista to a non-Vista machine and not have to chase the data.



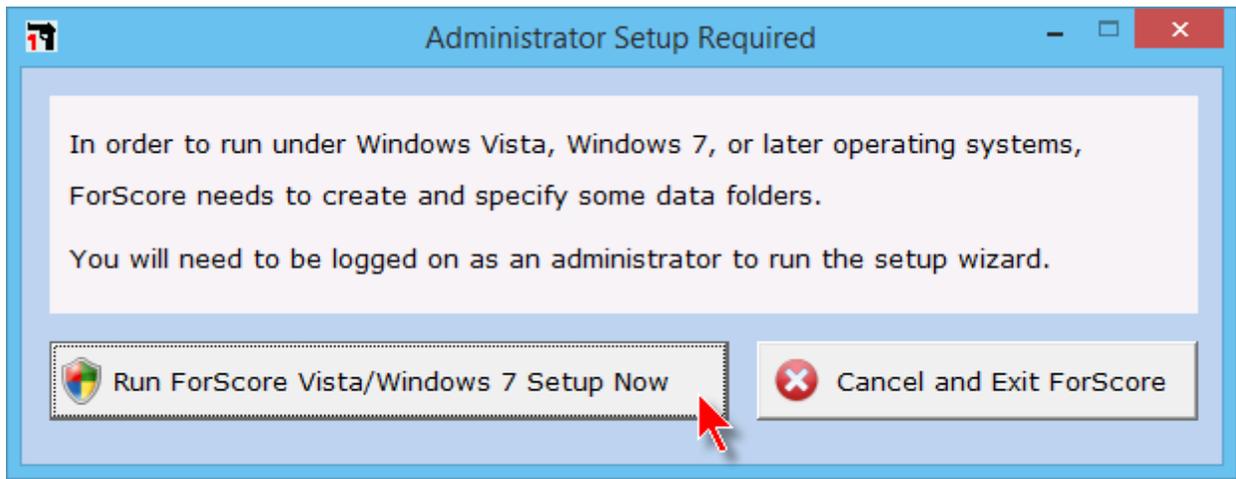
## Vista/Later Setup Wizard

If you install **ForScore** using one of the full or patch installation programs, the installer should detect Vista or higher and create the **C:\ForScoreFiles** folder automatically.

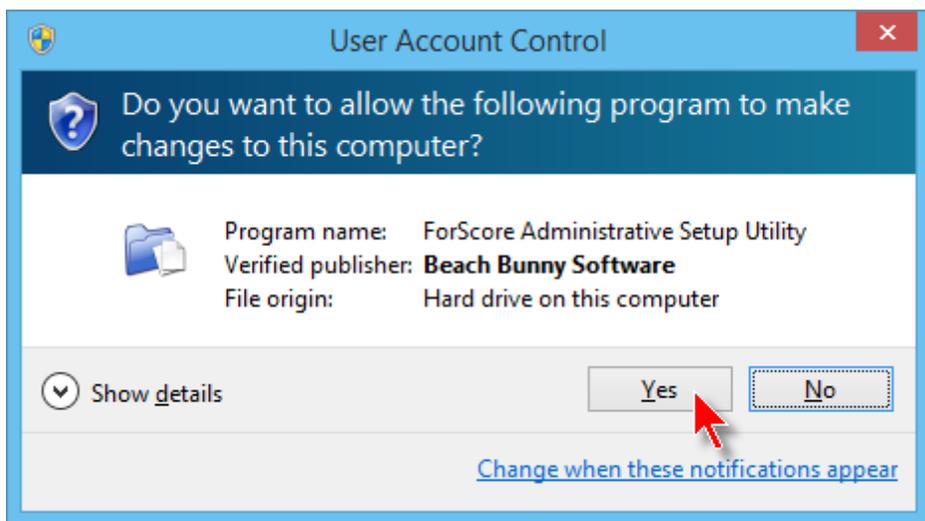
If you copy **ForScore** manually (using a CD or thumb drive or network connection), that folder will need to be created the first time you run the software. The wizard will select the default folder for your files, but you can change that if you wish.

You can also manually run the **VistaSetup.exe** wizard if you want to change that location at a later time.

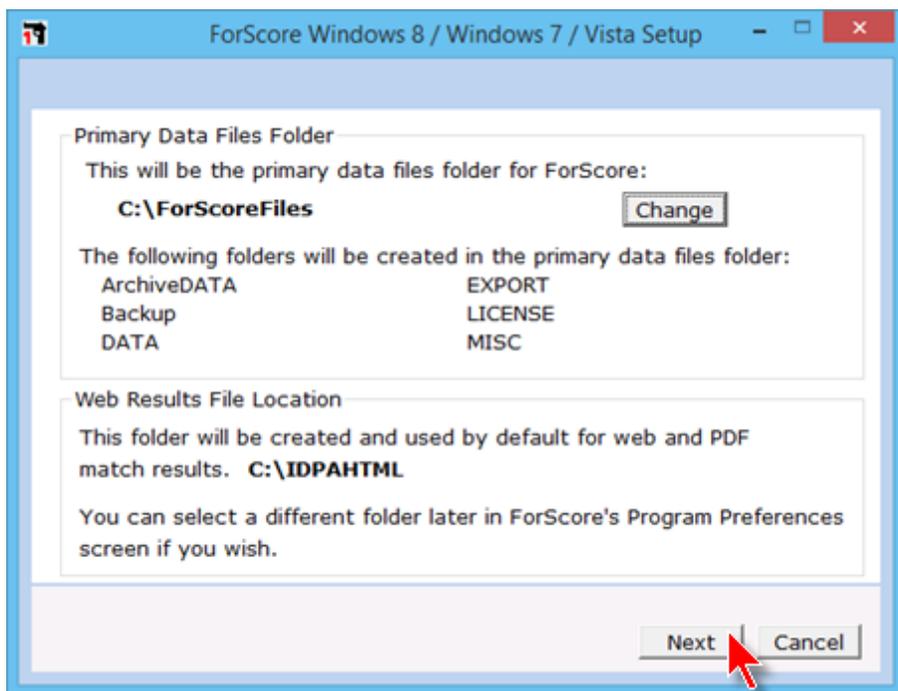
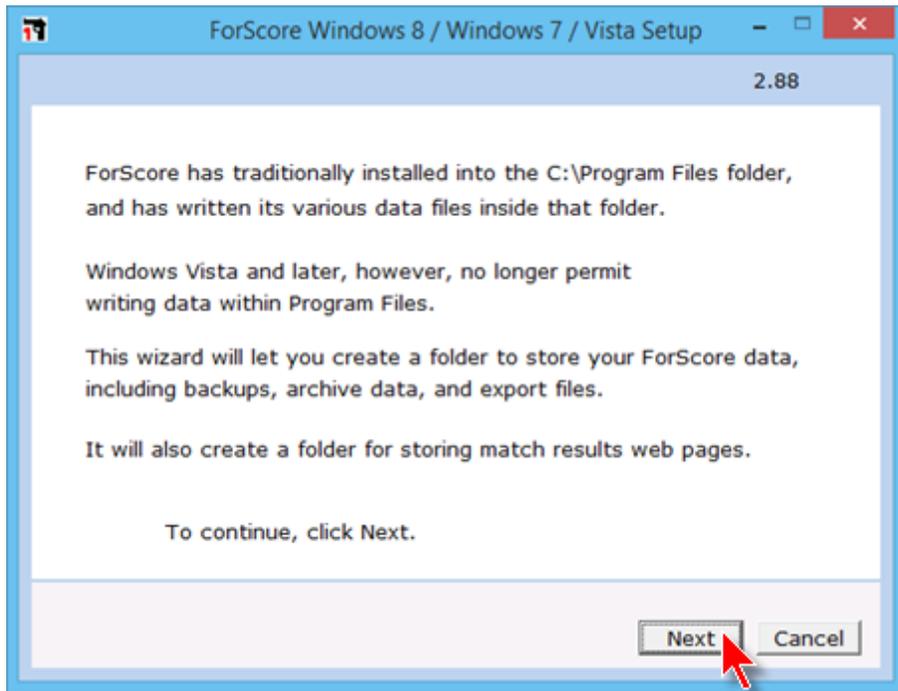
If **ForScore** detects that it's running on Vista or higher but file locations haven't been properly set, it will exit with this window:



Whether it's invoked automatically from **ForScore** or if you start it from the program folder, Windows will dim the screen and ask your permission to run the wizard. If you're not logged on using an Administrator account, you'll need to provide those credentials.



The wizard is straightforward:

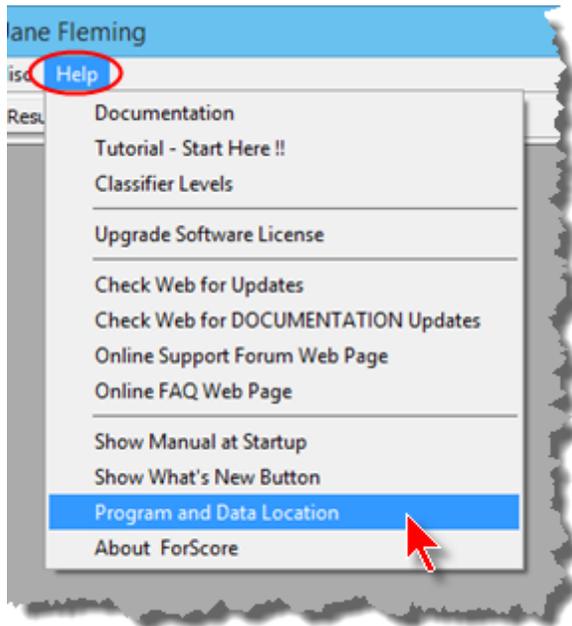


## Files Location Help Screen

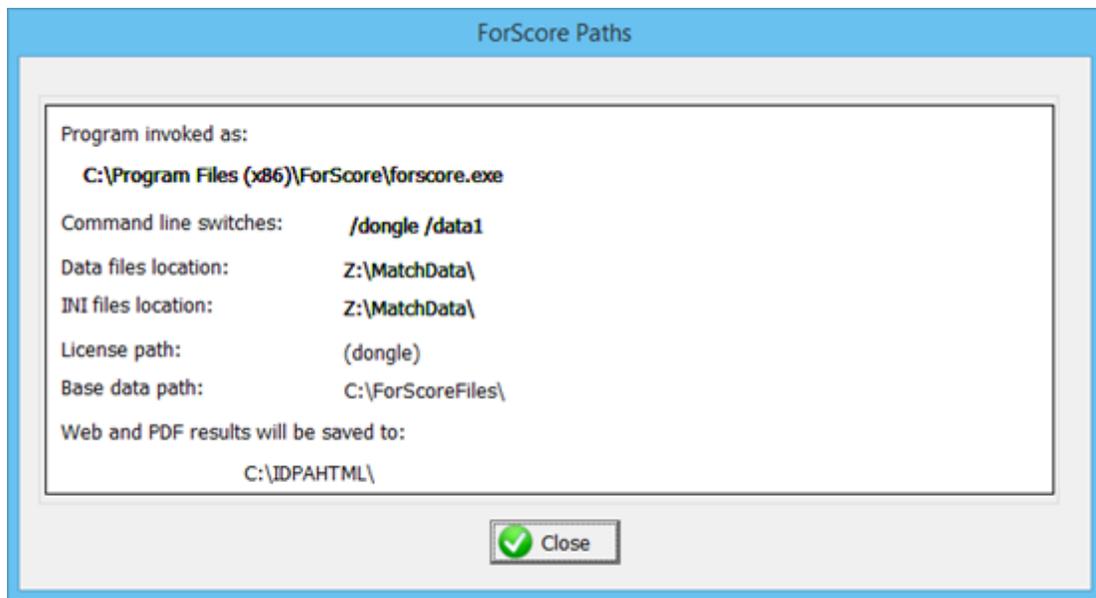
Since the **datapathset.exe** program has been included, **ForScore** has had the ability to store data in various locations other than its default.

In that I've decided to use a default **C:\ForScoreFiles** folder for any files to which the software needs write access, I've included an anti-confusion screen you can check if you ever have any doubts as to what's going on.

The screen is opened from the Help menu.



As you can see in this example, **ForScore** is running using the **/DATA1** and **/dongle** switches. DATA1 has been set to point to a folder on a network share.





# Chapter

---

# 9

Details - Going  
Beyond the Tutorial

## Details - Going Beyond the Tutorial

### Configuration Settings Overview

*ForScore* stores configuration information in three locations. Version 2.0 changes the details of this slightly.

1. **Config.tps** is the main configuration file. This is stored in the **DATA** folder along with the other data files used by the software. It contains most common configuration items.
2. **INI files** are used to store machine-specific information. They are now stored in the **DATA** folder
3. **The Windows Registry** is used to store a few items that don't fit well into either of the other locations.

### Networking Implications

Ordinarily, you won't need to be aware of this information. If you are using *ForScore* in a multi-computer network setting, though, it is important to understand.

In a multi-computer score entry situation, there are three basic ways of proceeding

1. The client runs *ForScore* from its hard drive, but points its data location to a share on the server (using `datapathset(444)`).
2. The client runs *ForScore* from the server and automatically uses the server for its data location. This, however, **will not work correctly with Vista client machines - use the next option.**
3. The client runs *ForScore* from the server and specifically points its data location to a share on the server (using `datapathset(444)`). This **will work correctly with Vista client machines.**

### config.tps

If you have networked two or more computers to work on the same set of data, they're obviously reading and writing to the same set of files. (I'm **not** talking here about two computers just being used for **Compare**.) That means they will both (or all, if more than two) be using the settings defined in **config.tps**. For most configuration items - club name, report format preferences, **Compare** alternate screen color, etc. - this is appropriate.

### INI files

Some items, however, are inherently specific to a computer.

For example, if I've specified a custom graphic for web results, I've had to tell *ForScore* where that logo is on my hard drive. There's a good chance that that graphic doesn't exist on the server and client machines in exactly the same location. Similarly, *ForScore* remembers window positions; those may differ if the different machines have different size monitors and resolution.

Those parameters along with the last choices you've made when creating web results and various printouts are stored in INI files.

*ForScore* creates several INI files - one specifically for the custom logo graphic, another for the last date you checked for program updates; and a third for most other configuration items that I've chosen to store as INI items. Other INI files get created when you produce score sheets, nametag badges, etc.

- In order that multiple machines can access their INI files when they're running from a server and/or getting their data from the server, the INI file names are customized. The name begins with the computer's NetBIOS name. So for example, with my laptop that's named **P4X**, the INI files it will use are named **P4X-forscore.ini**, **P4X-graphic.ini**, **P4X-update.ini**. etc.

**NOTE:** If you are used to the INI settings on your machine and you now want to connect it to a server, you will want to copy those INI files manually to the data folder you are sharing on the server.

### Windows Registry

A few items are stored here that need to be accessed before **ForScore** is up and running.

- The default program location, used to tell my installer programs where to find **ForScore** when you install an update to the software.
- Alternate data file locations, used when you start **ForScore** using **/DATA /DATA1 /DATA2 /DATA3** or **/DATA4** command-line switches (set in **Program Preferences** and with the **datapathset.exe** utility program.)
- The folder location you have specified to do background data file backups while you're entering scores.
- The license file location you specify when you start **ForScore** using the **/local** switch.

Because these need to be stored in a common location (not dependent on which user account is logged onto the machine), you need to be logged onto your computer as an administrator.

In addition, **on a Vista machine** you must be running the program as an administrator.

When you run **datapathset.exe**, it will bring up the elevation screen and require you to be running with full administrator privileges.

For the items that are set directly in **Program Preferences** in **ForScore**, however, you will need to right-click your **ForScore** shortcut and specify **Run as administrator**.

## Shooter-Select Lists

Various wizards that allow you to select specific shooters (match utility labels, name tags, IDPA barcode labels, etc.) have a flexible interface.

You can use the **mouse** to mark/un-mark shooters by clicking the box to the left of the name.

Or scroll to the name you want and hit the **space bar**.

Or use the **Tag/Untag buttons**.

**HINT:** To select a range of names, click on the first name and then click **Tag Rest**. All names from there, down will be marked.

Then scroll to bottom name in the range you want. Scroll down one more name and then click **Untag Rest**. All the remaining names will be unmarked.

You can also click the **Show Tagged** button to filter the list to show only those items you've marked, or only those you haven't marked.

**Match Utility/Scoresheet Labels**  
To Select, Click Check Box or Use Buttons (Space Bar Toggles)

Name	Session	Shooter #
<input checked="" type="checkbox"/> Aalund, Tony	Friday PM/Saturday	342
<input type="checkbox"/> Acosta, Erikson	Thursday	87
<input checked="" type="checkbox"/> Adams, C		132
<input checked="" type="checkbox"/> Alexander		326
<input checked="" type="checkbox"/> Allen, M		263
<input type="checkbox"/> Armstrong		420
<input type="checkbox"/> Arnold, Kurt	Thursday	69
<input checked="" type="checkbox"/> Ashorn, Gary	Friday AM/Saturday	226
<input type="checkbox"/> Atwell, Shane	Thursday	86
<input checked="" type="checkbox"/> Azar, Ale		242
<input type="checkbox"/> Babb, R		56
<input type="checkbox"/> Bagga, K		115
<input checked="" type="checkbox"/> Bajaj, A		310
<input checked="" type="checkbox"/> Balderas		279
<input checked="" type="checkbox"/> Barr, Dean	Friday AM/Saturday	201
<input type="checkbox"/> Barrow, Paul	Thursday	51
<input type="checkbox"/> Baynes, Jim	Thursday	67

**Tag (Select) Options**

- Tag
- Tag All
- Untag
- Untag All
- Tag Rest
- Untag Rest
- Jump to:
  - Prev Tag
  - Next Tag
- Flip All
- Flip
- Flip Rest
- Show Tagged

Select by Session   # Tagged   < Back   Next >   Cancel

## Stretchy Scroll Screens

Most major screens (score entry, registration, shooters list, etc.) can be stretched vertically. This shot is taken on a 1920 x 1200 monitor set to portrait mode.

Select Shooter Scores to Enter / Modify  
 By Name F2 | By Number F3 | By Division | By Squad | Not Passed | August 7, 2004 2004 California State Championship

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	C	E	A
Alfonsi, Pete	103	0	CDP	NM	9	19	9	237.49 (199)			
Allen, Susan	129	0	SSP	NM	9	24	22	323.92 (24)			
Amey, Alan	44	0	CDP	NM	9	45	0	235.06 (45)			
Bakkum, Larry	163	0	CDP	NM	9	56	17	312.21 (56)			
Barlow, JB	84	0	CDP	SS	9	35	10	246.22 (35)			
Barot, Serge	27	0	SSP	SS	9	20	3	208.18 (20)			
Bartlett, Greg	153	0	SSP	SS	9	41	6	226.09 (41)			
Bates, John C.	75	0	SSP	NV	9	33	32	296.91 (33)			
Bates, Randy	139	0	CDP	NM	9	39	8	231.81 (39)			
Bawcom, John	46	0	SSP	SS	9	34	10	265.81 (34)			
Beckham, Scott	17	0	SSR	SS	9	51	21	287.67 (51)			
Bell, Jennifer	41	0	ESP	NV	9	76	15	318.28 (76)			
Bianchi, Jim	89	0	CDP	NM	9	22	6	246.60 (22)			
Bowman, Joel	156	0	ESP	NM	9	107	33	332.33 (107)			
Bradshaw, Charles	36	0	SSR	NM	9	48	3	341.39 (48)			
Breckenridge, Jack	13	0	CDP	SS	9	15	6	231.88 (15)			
Brito, Rich	100	0	CDP	MA	9	38	0	169.07 (38)			
Brown, David L.	68	0	CDP	SS	9	34	27	257.03 (34)			
Buchanan, Kevin	155	0	SSP	NM	9	30	3	199.23 (30)			
Buehler, Herb	10	0	SSP	SS	9	63	10	249.11 (63)			
Burger, Vincent	69	0	SSP	NM	9	60	17	264.83 (60)			
Butler, Teran	178	0	ESP	MA	9	11	0	125.84 (11)			
Cameron, Gordon	9	0	ESP	SS	9	30	0	148.25 (30)			
Cameron, Scott	124	0	ESP	NM	9	30	12	271.23 (30)			
Carter, Theo	71	0	CDP	SS	9	20	0	172.33 (20)			
Caruso, Frank	74	0	ESP	SS	4	23	5	DaF			
Caribagen, Andrew	151	0	ESP	EX	9	22	3	177.94 (22)			
Chiu, Darrin	149	0	SSP	SS	9	28	11	328.22 (28)			
Clinnick, Maxine	95	0	SSP	NM	9	61	26	376.84 (61)			
Collinsworth, Sean	98	0	CDP	EX	9	21	8	194.17 (21)			
Cotter, Richard	83	0	CDP	NM	9	29	5	254.29 (29)			
Cowan, Herb	187	0	SSP	SS	9	66	11	227.47 (66)			
Curnan, Thomas	175	0	ESP	SS	9	26	3	193.21 (26)			
Cyran, Jim	170	0	SSP	EX	9	41	11	204.16 (41)			
Dague, Ana	108	0	SSP	NV	9	58	11	382.90 (58)			
Dague, Clinton	109	0	SSP	SS	9	48	0	182.82 (48)			
Danielson, Matt	116	0	ESP	EX	9	16	0	158.40 (16)			
DeForte, John	114	0	SSR	NM	9	32	9	338.31 (32)			
Dencheweller, James	70	0	SSP	NM	9	38	18	305.73 (38)			
DeSalme, Charles	23	0	ESP	SS	9	30	5	193.70 (30)			
Dexter Jr., Kenny	80	0	SSP	SS	9	28	3	238.68 (28)			
Dexter, Ken	79	0	SSP	EX	9	10	0	213.25 (10)			
Diaz, Peter	154	0	CDP	SS	9	36	11	178.55 (36)			
Diederich, Beau (RI)	183	0	SSP	SS	9	18	3	179.40 (18)			
Dodd, Dan	148	0	SSP	SS	9	46	5	182.00 (46)			
Dotson, Lawrence	166	0	SSP	SS	9	81	23	252.77 (81)			
Dougherty, Greg	64	0	SSP	NM	9	73	8	277.06 (73)			
Dumler, Bill	86	0	ESP	NM	9	53	18	317.35 (53)			
Duncan, Van	8	0	CDP	NM	9	21	0	214.63 (21)			
Durham, Ronald	4	0	ESP	MA	9	14	0	196.09 (14)			
Dymond, Nelson	82	0	SSR	SS	9	56	25	280.22 (56)			
Farrrell, Lisa	172	0	SSR	SS	9	28	9	241.57 (28)			
Fleming, Jane	118	0	SSP	NM	9	41	8	307.86 (41)			
Flores, Andy	113	0	SSP	SS	9	73	13	234.14 (73)			
Fraser, Andrew	34	0	SSP	EX	9	34	0	176.01 (34)			
Funk, Bruce	141	0	ESP	SS	9	44	12	193.98 (44)			
Galka, Lee R.	53	0	SSR	NM	9	42	11	376.54 (42)			
Gavin, Bruce	133	0	CDP	EX	9	6	5	246			
Godwin, Darnell	72	0	CDP	EX	9	20	0	161.46 (20)			
Gonsalves, Brian	29	0	ESP	EX	9	29	3	182.54 (29)			
Goodin, Howard	179	0	SSP	NM	9	22	6	248.19 (22)			
Gray, Bruce	186	0	SSP	MA	9	11	3	148.30 (11)			
Gray, Kathy	31	0	SSP	NV	9	98	18	341.74 (98)			
Gray, Thomas A.	30	0	CDP	NM	9	48	8	246.55 (48)			
Hall, Dale	144	0	SSP	EX	9	33	8	219.82 (33)			
Harnell, Tommy	22	0	CDP	SS	9	27	3	195.11 (27)			
Harris, Steve	127	0	ESP	NM	9	33	23	311.65 (33)			
Hayashi, Ken	6	0	ESP	NM	9	34	8	260.46 (34)			
Hearts, David	94	0	SSP	EX	9	20	5	188.76 (20)			
Heller, Jim	40	0	CDP	SS	9	50	10	202.02 (50)			
Heyder, Bill	181	0	CDP	EX	9	46	19	294.64 (46)			
Holtzelle, Win	32	0	CDP	SS	9	55	0	230.74 (55)			
Hodgins, Robert	152	0	ESP	NM	9	42	8	230.53 (42)			
Holt, Bradley	50	0	SSP	MA	9	23	8	157.61 (23)			
Houser, Kelly	47	0	SSP	NM	9	42	9	246.63 (42)			
Houts, Randolph	91	0	CDP	SS	9	58	21	263.82 (58)			
Howard, Linda	182	0	CDP	NM	9	85	33	378.54 (85)			
Hull, Dennis	54	0	CDP	SS	9	26	0	182.40 (26)			
Hysatt, Don	12	0	ESP	EX	9	34	3	188.27 (34)			
Ishikawa, Yuki	138	0	SSR	NM	9	31	0	298.05 (31)			
Jacobs, Fred	16	0	SSP	SS	9	22	0	201.89 (22)			
Johnson, Eric	169	0	CDP	NM	9	25	15	297.39 (25)			
Johnson, Wayne K.	101	0	CDP	EX	9	20	3	180.01 (20)			
Keating, Thomas	184	0	SSP	SS	9	23	5	293.56 (23)			
Klosterman, Paul	43	0	CDP	MA	9	42	16	199.32 (42)			
Knowlton, Clete	59	0	SSP	EX	9	36	5	185.97 (36)			
Lavin, Brian	35	0	CDP	SS	9	52	21	317.13 (52)			
Leach, Art	105	0	SSR	NM	9	45	3	335.63 (45)			
Leach, Eric	104	0	CDP	NM	9	23	3	248.53 (23)			
Leatherman, Lee	147	0	SSP	EX	9	33	0	179.29 (33)			
Lee, Bob	165	0	ESP	NM	9	37	0	204.75 (37)			
Lee, Bryan	118	0	CDP	SS	9	35	8	218.15 (35)			
Lee, Randy	171	0	SSR	MA	9	17	5	224.71 (17)			
Leung, Kenneth	49	0	SSP	SS	9	15	22	296.37 (15)			
Liou, Jim	176	0	SSP	NM	9	49	11	240.51 (49)			

By Shooter Name: Refresh Using Score Sheets Chrono/Equipment Close the Window Enter Scores

Highlight Incomplete Highlight Expired Yrns! Match Select A Different Match Help

Entry Mode:  Shooter  Stage

Update Last Shoot Date  Data Entry Warning BEEP Barcode enabled

Get Classifications From EPA Upload to EPA JWBC

Limit by day/session



## Modifying a Match - General

This is the **General Options** section. Buttons on the left of this screen switch to different sections.

**Date** and **Description** are required. The number of stages can be 1-16 for the basic software, up to 32 stages with the Event module.

If you mark the **Hide** box, the match will not appear in selection lists.

The **Sanctioned** and **Event** checkboxes are different.

Sanctioned<sup>[545]</sup> turns on the wide registration screen and many other options.

Uses 'Event' module<sup>[598]</sup> switches match registration to use the Event module screen for match fees, and makes this match show up on the selection list when you click the **Event Materials** button.

You can mark Sanctioned, Event, or both.

For a SPECIAL BUG match, you can actually split BUG into two separate divisions.

**SIDE** and **NFC** (Not For Competition) options are different.

SIDE<sup>[255]</sup> can have its number of stages and strings be different from the main match.

NFC<sup>[254]</sup> uses the main match stages, but is not included with 'regular' divisions in match scoring.

**Round count for this match displays** what you've set on the Round Count screen.

Chrono, Equipment<sup>[546]</sup>, and 'shooter from'<sup>[540]</sup> are Event module options.

The screenshot shows the 'Modify a Match' window with the 'General Options' section active. On the left sidebar, the 'General' button is circled in red. The main form area contains several sections: 'Date' (October 5, 2015), 'Description' (Some Big Match), 'Round count for this match - 134', 'Classifier' (N), 'Stages' (11), 'BUG Division' (Normal), 'Has Side Match Stages' (No), 'Side Match Title' (Default), 'Not For Competition' (Enable NFC), and 'Checks' (Sanctioned match, This match uses 'Event' module, Enable 'shooter from', Chrono, Equipment, Combine). A red box highlights the 'Sanctioned match', 'This match uses 'Event' module', and 'Enable 'shooter from'' checkboxes. Another red box highlights the 'Chrono', 'Equipment', and 'Combine' checkboxes under the 'Checks' section. A callout box points to these checkboxes with the text 'Options that are part of the Event module.'

## Modifying a Match - Strings

The **Strings** screen lets you specify how many strings each stage will have. If any stage has more than 4 strings, the program will use the smaller match data entry screen<sup>328</sup>, just as it does for Classifier matches. It also lets you mark specific stage(s) as Limited or no-FTN<sup>239</sup>. The **question mark button** explains this.

**Modify a Match** ? ☒

**Modify Match Settings** Some Big Match  
October 5, 2015

Stage Configuration - Strings, FTN

General

Strings

Configure stage names

Stage Names

**Round Count**

Side Match

Custom Divs/Date/Sessions

Per-bay Setup

Equipment Checks

Drop Stages

Drop stages

**Mark checkbox to specify a stage as Limited (also blocks FTN) or just as no-FTN (stage w/all targets disappearing)** ?

Stage	Count	L	NF
Stage 1:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 2:	1	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Stage 3:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 4:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 5:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 6:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 7:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 8:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 9:	3	<input type="checkbox"/>	<input type="checkbox"/>
Stage 10:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 11:	1	<input type="checkbox"/>	<input type="checkbox"/>

**What's the Difference?**

**What's the difference between the L and NF checkboxes?**

For score entry, both are the same - they will not let you inadvertently enter an FTN for that stage.

For some score sheets, however, the L will print "Limited" and the NF will just indicate "No FTN". This is for stages which are not limited but where all targets are disappearing.

Close

? Help  OK  Cancel

## Mark Stage as Limited or No-FTN

You can optionally mark a stage as "Limited" or as "No FTN."

What's the difference? At 2012 Nationals, there was one stage that wasn't shots-limited but had only disappearing targets. Hence, no FTN on the stage.

**Modify a Match**

### Modify Match Settings

Stage Configuration - Strings, FTN

General

**Strings**

Configure stage names

Stage Names

**Round Count**

BUG

**Mark checkbox to specify a stage as Limited (also blocks FTN) or just as no-FTN (stage w/ all targets disappearing)**

		L	NF
Stage 1:	3	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Stage 2:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 3:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 4:	1	<input type="checkbox"/>	<input type="checkbox"/>
Stage 5:	1	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Stage 6:	1	<input type="checkbox"/>	<input type="checkbox"/>

Marking either of these options for a stage will keep you from inadvertently entering an FTN into the score.

Enter / Modify Data for this Stage

**Stage 1** Shooter Number: **147** October 5, 2015

Name: **Fleming, Jane** SSP/SS A16849

String 1 Time: 9.08 Clear

String 2 Time: 5.55

String 3 Time: 3.80

Target 1: 2 Target 7: 0 Target 13: 0

Target 2: 1 Target 8: 0 Target 14: 0

Target 3: 0 Target 9: 0 Target 15: 0

Target 4: 0 Target 10: 0 Target 16: 0

Target 5: 0 Target 11: 0 Target 17: 0

Target 6: 0 Target 12: 0 Target 18: 0

**KEYPAD Hotkeys**

- + tabs down / = Non Threats
- tabs up Ctrl+Del = FTN
- \* = Procedurals Ctrl+Number = Target number

Finger violation

Procedurals: \* 0

Non Threats: / 0

Limited 0

Failures To Do Right: 0

Total Time: 18.43

Penalty Seconds: 1.50

Also, if you're using the "narrow" score sheets, the stages that are not eligible for FTN will be printed accordingly.

	T9	T18
Procedural <input type="checkbox"/> Finger		Notes:
Hits on a Non-Threat		
LIMITED	----	
FTDR		
	DNF	DQ
Shooter S		
SO Signature:		

## Naming Stages

ForScore can put stage names on print and web results.

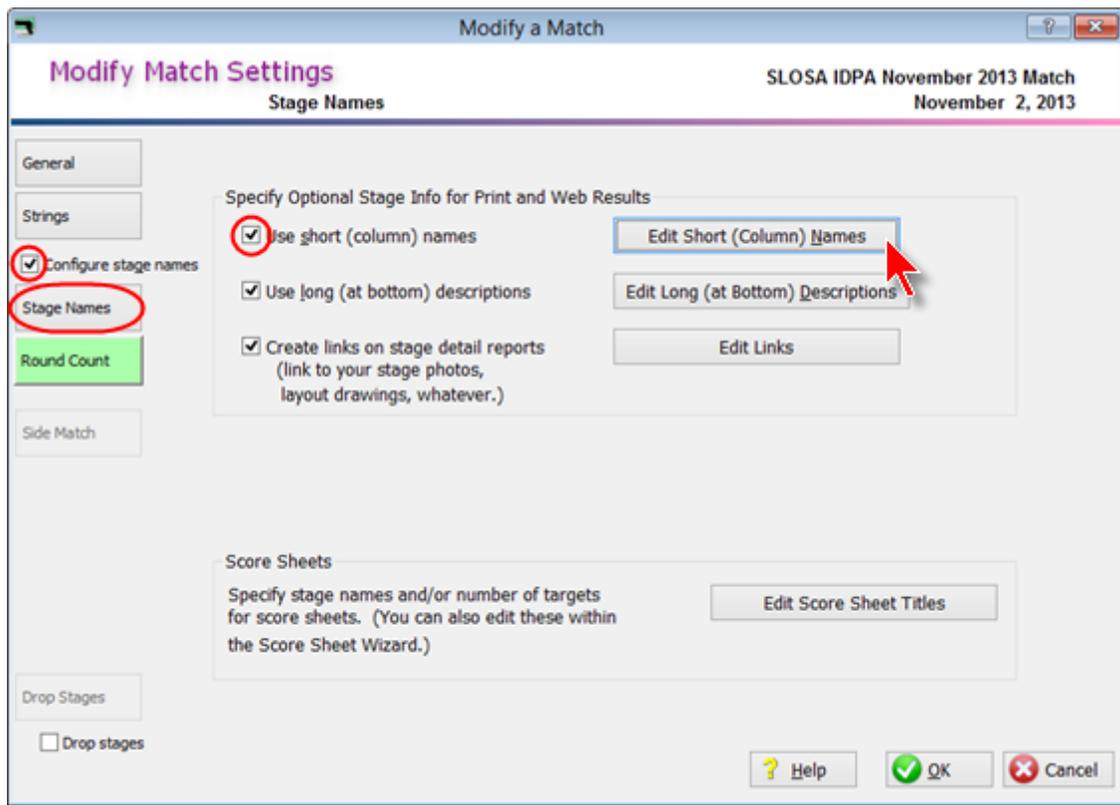
It supports your choice of a short name at the top of each stage's result column, a longer descriptive name at the bottom of the results page, or both.

When you mark the **Stage Names** box, the **Stage Names** button is enabled.

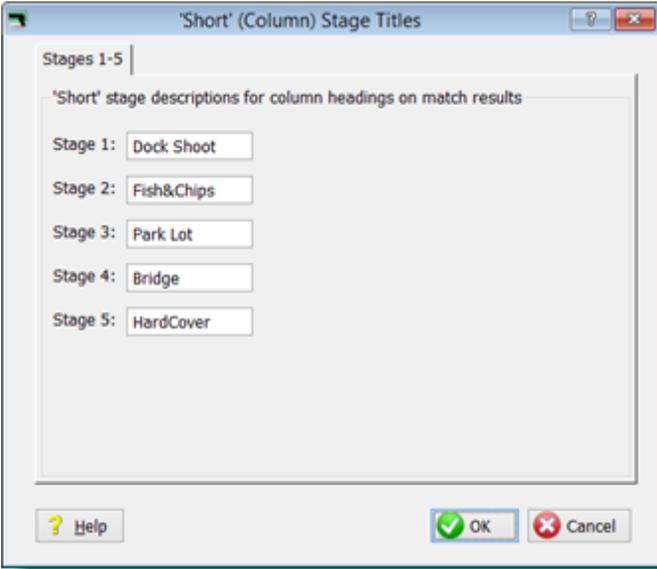
Select whether to use short names (limited to 10 characters), long names, or both.

**NOTE:** once you've configured stage names, clear these check boxes if you later want to generate results without the stage names.

To configure short names, mark the box and click the button.

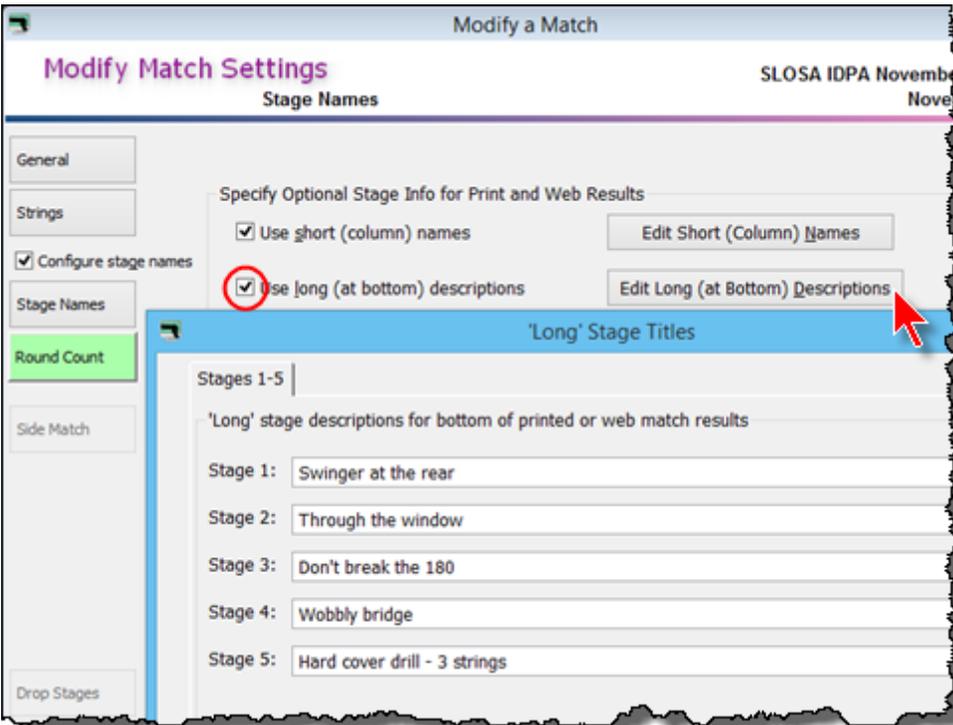


Put in whatever will fit that you think will be a good reminder for your shooters.



The screenshot shows a dialog box titled "'Short' (Column) Stage Titles". It contains a text area with the label "'Short' stage descriptions for column headings on match results". Below this are five input fields for stages 1 through 5, with the following text entered: Stage 1: Dock Shoot, Stage 2: Fish&Chips, Stage 3: Park Lot, Stage 4: Bridge, and Stage 5: HardCover. At the bottom, there are buttons for Help, OK, and Cancel.

Do the same for long titles, if you want to put a longer description at the bottom of the results.



The screenshot shows the "Modify a Match" settings screen. The "Stage Names" section is active. Under "Specify Optional Stage Info for Print and Web Results", the checkbox "Use long (at bottom) descriptions" is checked and circled in red. A red arrow points to the "Edit Long (at Bottom) Descriptions" button. The dialog box for "Long' Stage Titles" is open, showing a text area with the label "'Long' stage descriptions for bottom of printed or web match results". Below this are five input fields for stages 1 through 5, with the following text entered: Stage 1: Swinger at the rear, Stage 2: Through the window, Stage 3: Don't break the 180, Stage 4: Wobbly bridge, and Stage 5: Hard cover drill - 3 strings.

Short titles will appear at the top of each stage's score column.  
Long titles will appear at the bottom of the results.



### SLOSA IDPA November 2013 Match

November 2, 2013 All Sh

Match Score	--Penalties--				Stage 1	Stage 2	Stage 3	Stage 4	Stage 5			
	PD	NT	PE	EN	Dock Shoot	Fish&Chips	Park Lot	Bridge	HardCover			
<b>CDP - Custom Defensive Pistol</b>												
<b>CDP - Marksman</b>												
1	Randy Ellison	A38897	<b>129.61</b>	19	0	0	0	16.22 (4)	22.77 (1)	32.11 (2)	32.83 (0)	25.68 (12)
2	Bob Bernier	A50091	<b>185.19</b>	33	0	1	1	18.32 (2)	27.53 (2)	55.24 (4)	52.14 (15)	31.96 (10)
3	Bill Lander	A49122	<b>249.00</b>	20	0	0	0	20.50 (0)	36.51 (2)	66.66 (0)	52.23 (9)	45.39 (15)
<b>CDP - Novice</b>												
<b>SSR - Sharpshooter</b>												
1	Jerry Turner	A10656	<b>135.11</b>	18	0	1	0	17.63 (3)	22.91 (1)	27.88 (2)	36.56 (3)	30.13 (9)

Short titles on columns

**Stage Descriptions**

- Stage 1 -** Swinger at the rear
- Stage 2 -** Through the window
- Stage 3 -** Don't break the 180
- Stage 4 -** Wobbly bridge
- Stage 5 -** Hard cover drill - 3 strings

Long titles at the bottom.

---

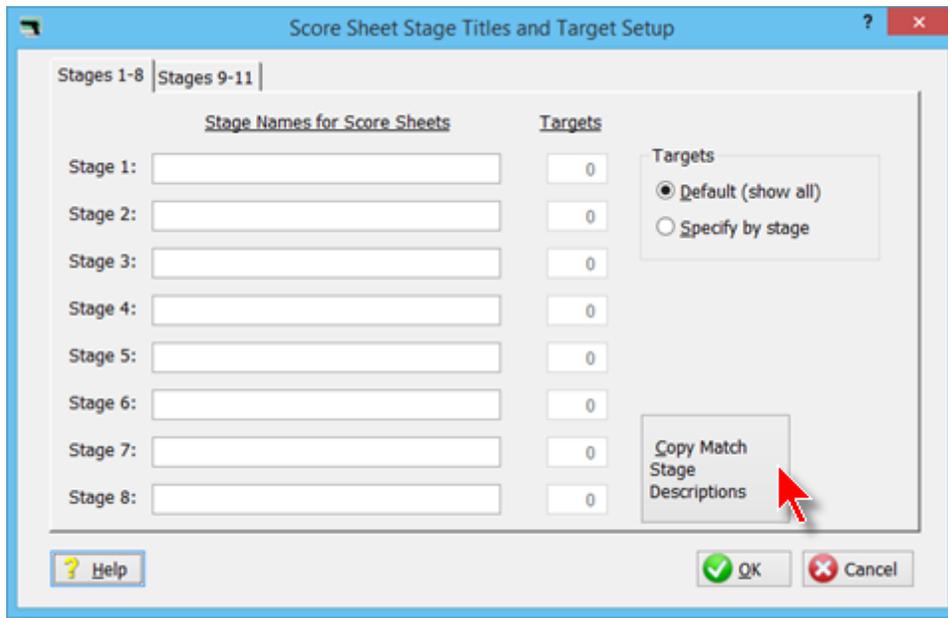
**Minimum round count for the match: 61**

## Score Sheet Names

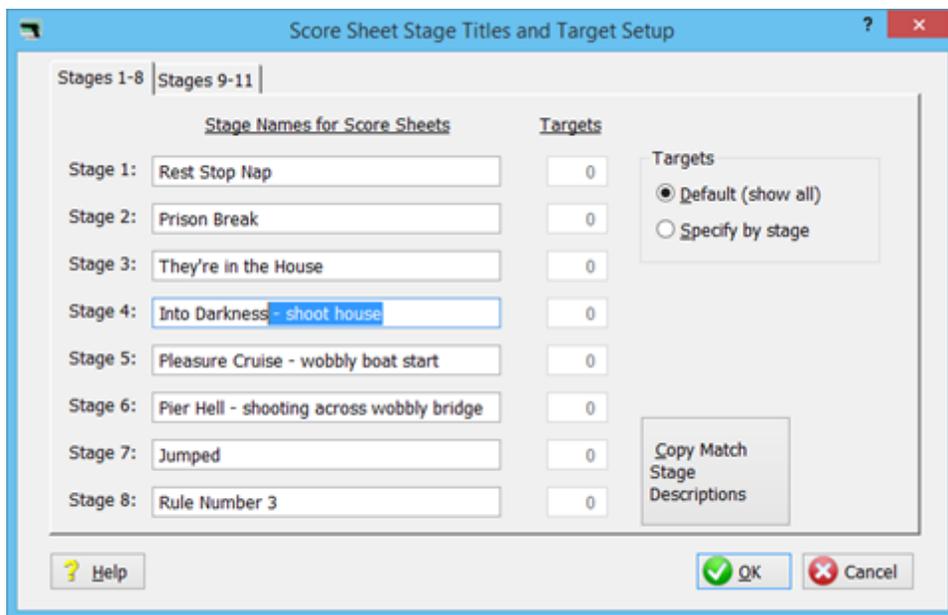
This is the screen on which you can set stage names for score sheets and can optionally specify a different number of targets to display on each stage. You get to it through match setup<sup>[241]</sup> or through the Score Sheet Wizard<sup>[431]</sup>.

If you have already typed in long (at the bottom) stage descriptions for your match, you can use those as a start for your score sheet stage titles.

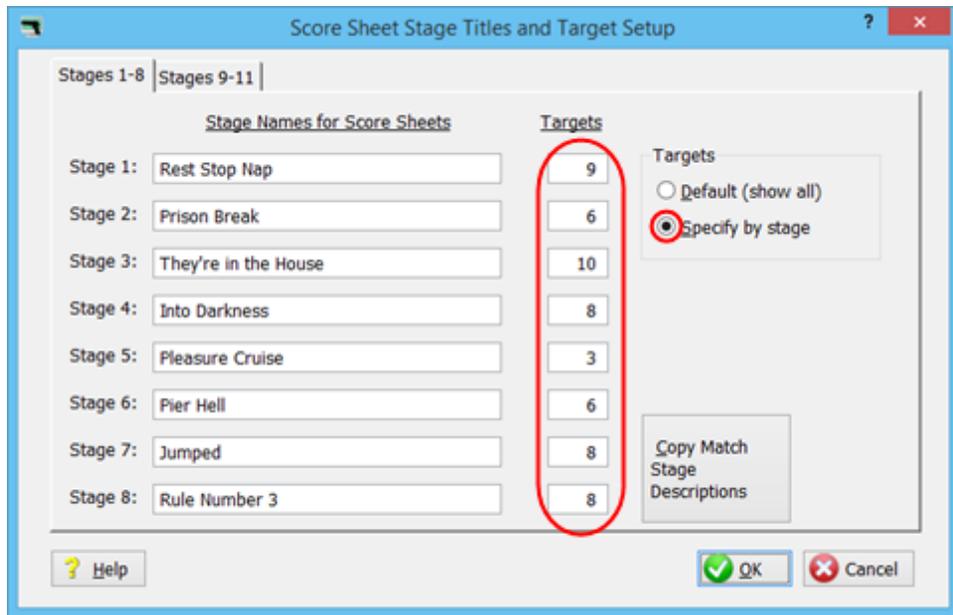
Click the **Copy** button.



Having copied the titles, I'm removing the extra information that might be interesting as a reminder at the bottom of the results but doesn't belong on a score sheet.



You can specify a number of targets to show for each stage.  
If you do not, each stage will have space for the maximum (18 targets for narrow score sheets, 12 targets for the half sheets, varying numbers for the by-bay sheets).



The screenshot shows a dialog box titled "Score Sheet Stage Titles and Target Setup". It has two tabs: "Stages 1-8" (selected) and "Stages 9-11". The dialog is divided into two main sections: "Stage Names for Score Sheets" and "Targets".

Stage	Stage Names for Score Sheets	Targets
Stage 1:	Rest Stop Nap	9
Stage 2:	Prison Break	6
Stage 3:	They're in the House	10
Stage 4:	Into Darkness	8
Stage 5:	Pleasure Cruise	3
Stage 6:	Pier Hell	6
Stage 7:	Jumped	8
Stage 8:	Rule Number 3	8

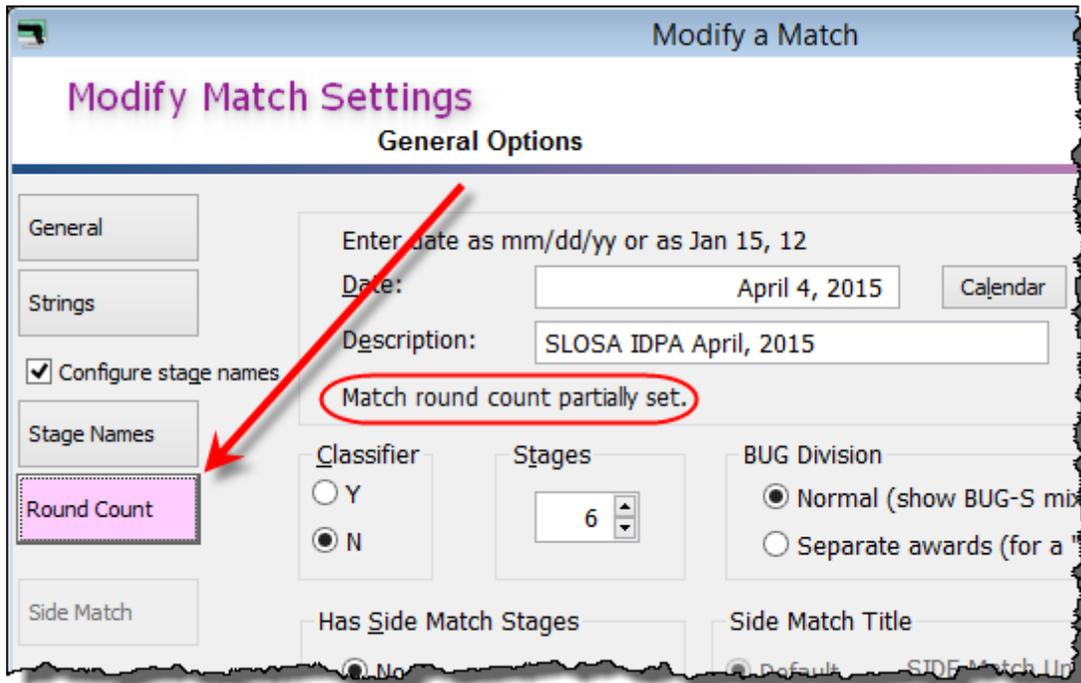
On the right side, there is a "Targets" section with two radio buttons: "Default (show all)" and "Specify by stage". The "Specify by stage" option is selected. Below this is a button labeled "Copy Match Stage Descriptions".

At the bottom of the dialog, there are three buttons: "Help" (with a question mark icon), "OK" (with a green checkmark icon), and "Cancel" (with a red X icon).

## Round Count for Match

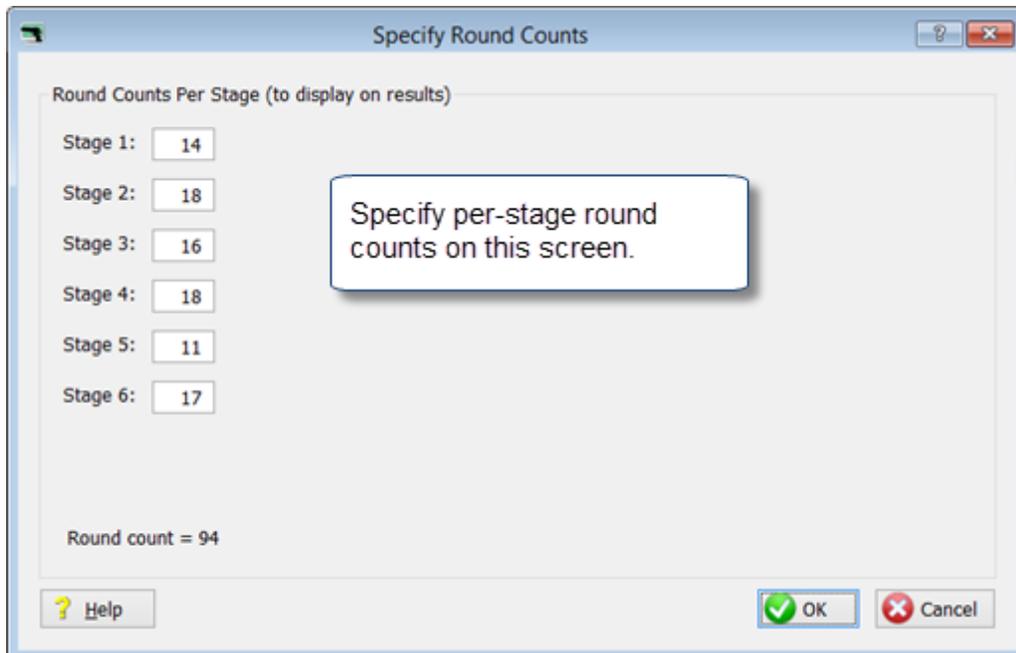
For those who are curious as to the match's minimum round count, you can have ForScore calculate it. Click the **Round Count** button on the Modify a Match screen.

If you've only entered round counts for some stages, that button will turn purple.



The screenshot shows the 'Modify a Match' window with the 'General Options' section. The 'Round Count' button is highlighted in purple. A red arrow points to this button. A red circle highlights the text 'Match round count partially set.' in the description field. The 'Date' is set to 'April 4, 2015' and the 'Description' is 'SLOSA IDPA April, 2015'. The 'Stages' field is set to '6'. The 'Classifier' is set to 'N'. The 'BUG Division' is set to 'Normal (show BUG-S mix)'. The 'Side Match' section is also visible.

Enter per-stage rounds on the screen that opens.



The screenshot shows the 'Specify Round Counts' window. The 'Round Counts Per Stage (to display on results)' section is visible. The round counts for each stage are: Stage 1: 14, Stage 2: 18, Stage 3: 16, Stage 4: 18, Stage 5: 11, Stage 6: 17. The total round count is 94. A text box in the center says 'Specify per-stage round counts on this screen.' The 'OK' and 'Cancel' buttons are at the bottom right.

When all stages have rounds specified, the **Round Count** button will turn green.

**Modify a Match**

### Modify Match Settings

**General Options**

General | Strings | **Round Count** | Side Match

Enter date as mm/dd/yy or as Jan 15, 12  
 Date: April 4, 2015 [Calendar]  
 Description: SLOSA IDPA April, 2015  
**Round count for this match - 94**  
 Classifier:  Y  N  
 Stages: 6  
 BUG Division:  Normal (show BUG-S mixed)  Separate awards (for a "B"  
 Has Side Match Stages:  No  
 Side Match Title:  Default SIDE Match Uncl

Round counts will display at the bottom of web and print/PDF results.

<b>REV Sharpshooter</b>							
1	Kathryn Hunley	A48851	<b>220.95</b>	56	0	0	1
<b>REV Marksman</b>							
1	Bruce Ragsdale	A15746	<b>304.81</b>	37	0	0	1
<b>BUG Unclassified</b>							
1	Staci Rodrigues	XXX	<b>799.97</b>	118	0	0	6
<b>Minimum round count for the match: 94</b>							
<b>Total Match Penalties:</b>							

## Stage Details Links

Some clubs like to include additional match information in their results - photos, stage layout drawings, etc. Click the **Stage Names** button, then mark the box on the Stage Names screen and click the **Edit Links** button.

Modify a Match

Modify Match Settings

SLOSA IDPA May 2015 Match  
May 2, 2015

Stage Names

General

Strings

Configure stage names

**Stage Names**

Round Count

Side Match

Drop Stages

Drop stages

Specify Optional Stage Info for Print and Web Results

Use short (column) names

Edit Short (Column) Names

Use long (at bottom) descriptions

Edit Long (at Bottom) Descriptions

Create links on stage detail reports  
(link to your stage photos,  
layout drawings, whatever.)

Edit Links

Score Sheets

Specify stage names and/or number of targets  
for score sheets. (You can also edit these within  
the Score Sheet Wizard.)

Edit Score Sheet Titles

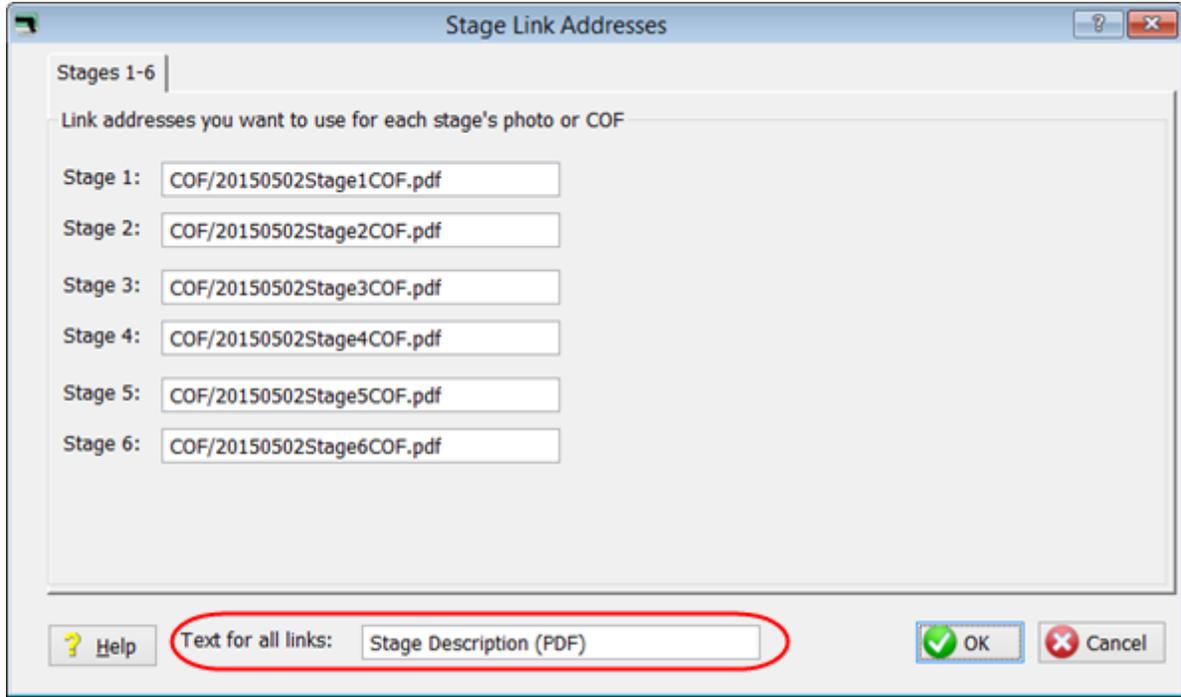
? Help

OK

Cancel

Type in the address of a link for each page. That might be a web page, PDF file, or graphic. In this example, the graphics are all in a folder inside the folder with the match results; so I don't need to type the full URL path.

The default text for the links is **Stage Description**, but you can modify that here, as I have.



When you create Stage Details <sup>362</sup> web results, the links you've specified will be added:

40	Cody Sica	COF/UN	32.21	26.21	2.00	18
41	Clint Ryle	ESP/MM	32.82	26.82	6.00	18
42	Bob Bernier	CDP/MM	38.11	31.61	6.50	17
43	Fred J. Nave	CDP/MM	38.18	29.68	8.50	22
44	Callie Graton	SSP/UN	52.93	42.93	10.00	19

**Stage 2 - Get Me Out of the Ball Game**  
**Minimum round count for stage: 16**  
[Top of Page](#) [Stage 1](#) [Stage 3](#) [Stage Description \(PDF\)](#)

Place	Name	Div/Class	Stage Score	Raw Time	Total Penalty Seconds	Penalty of Stage
1	Daniel Charbonneau	ESP/EX	17.53	16.03	1.50	9
2	Mark Salazar	ESP/MM	20.61	20.61	0.00	0
(tie)	Michael St Claire	CDP/MM	20.61	16.61	4.00	19
4	Tim Chandler	ESP/SS	20.78	18.28	2.50	12

## Dropping A Stage

This is something I hope most of us won't experience – having to drop a stage from a match once the match has started.

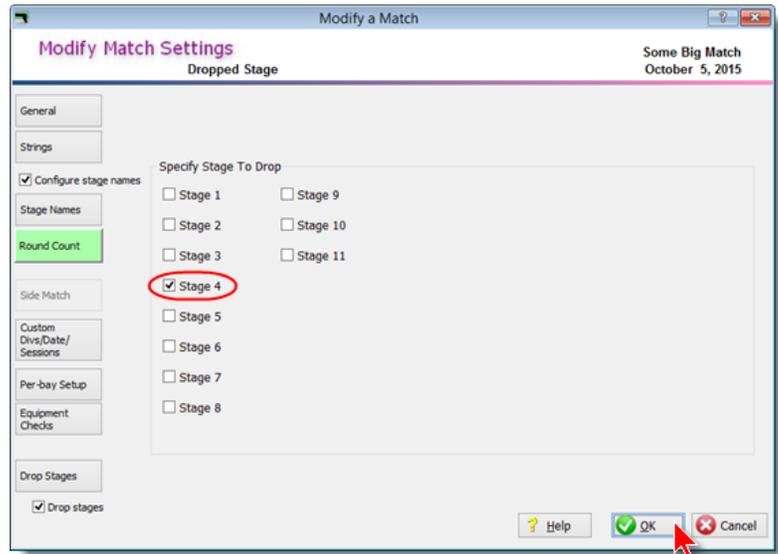
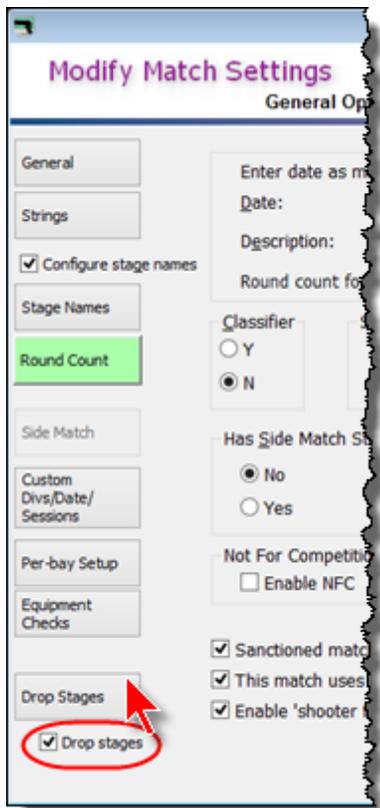
If you need to do so, that stage will no longer be part of the match's calculations - whether for total scores or for keeping track of how many stages have been shot. Any shooters who've already shot the stage in question will have those scores zeroed out.

**NOTE:** This will not affect SIDE stages and registrations; you'll have to deal with those manually.

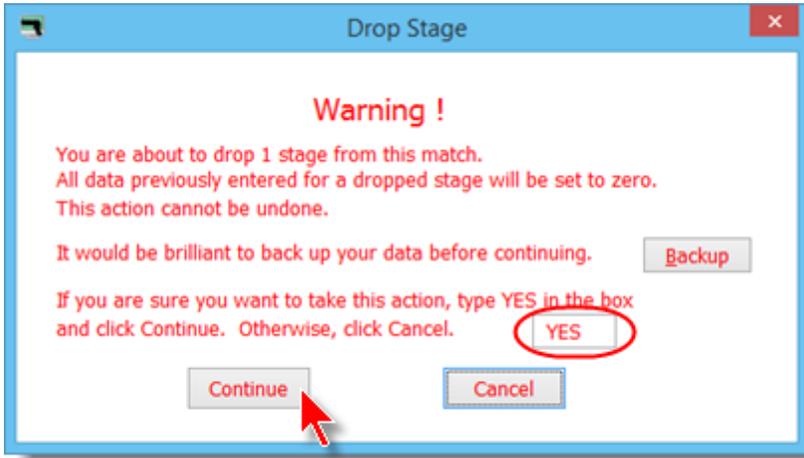
To drop a stage, go into the setup screen for the match and mark the **Drop Stages** checkbox.

The **Dropped Stages** button will become enabled.

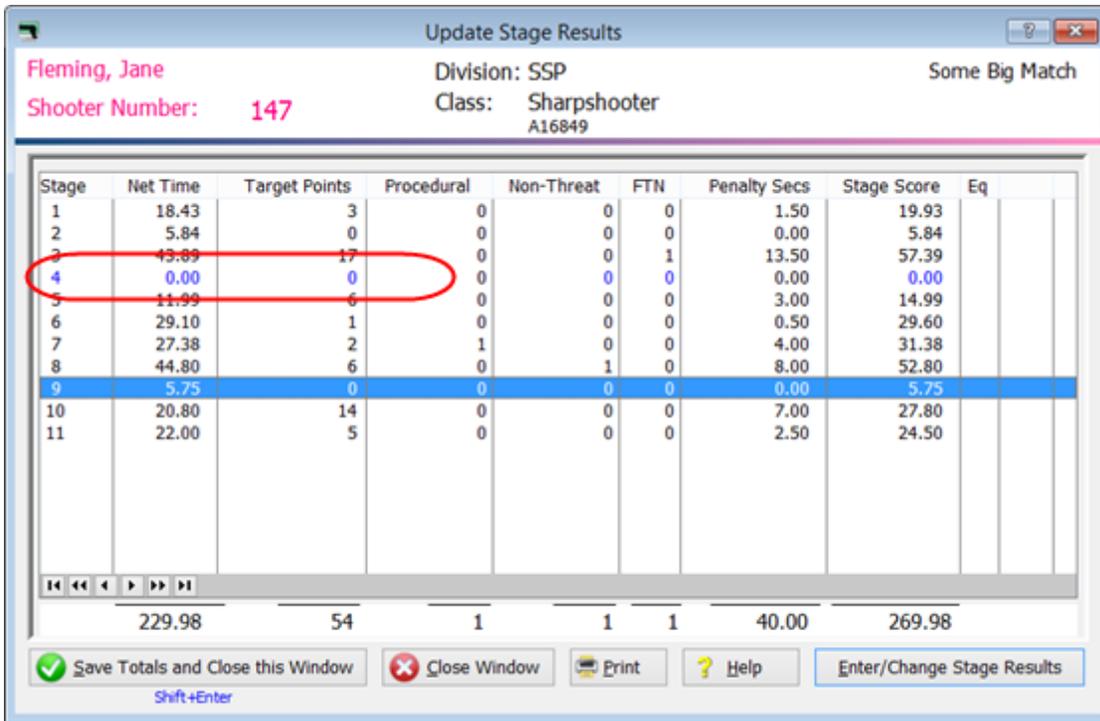
Then select the stage to drop, and click **OK**.



Cross your heart that you REALLY mean it. (This screen will let you run the backup files wizard if you haven't already done so.)



The dropped stage will show as blue in **Shooter** entry mode:



The dropped stage will be disabled in **Stage** entry mode:

Select Shooter

By Name F2 | By Number F3 | By Division | By Squad | Not

Name	Number	Squ
Faulkner, Jay	95	
Ferguson, Jeff	159	
Finrock, Randy	162	
Fischer, Brian	114	
Fischer, Diane	113	
Fleming, Jane	147	
Folk, Scott	193	
Fraser, Aaron	12	
Fry, Richard W.	38	
Gallardo, Jesus A.	27	
Ganac, Eric	70	
Garden, Euan	46	

By Shooter Name: Refresh Missing Scoresheets

Highlight Incomplete Highlight Expired Prune

Entry Mode:  Shooter  Stage Direct

Update Last Shoot Date  D

1  2  3  4  5  6

Get Classifications From IDPA Upload

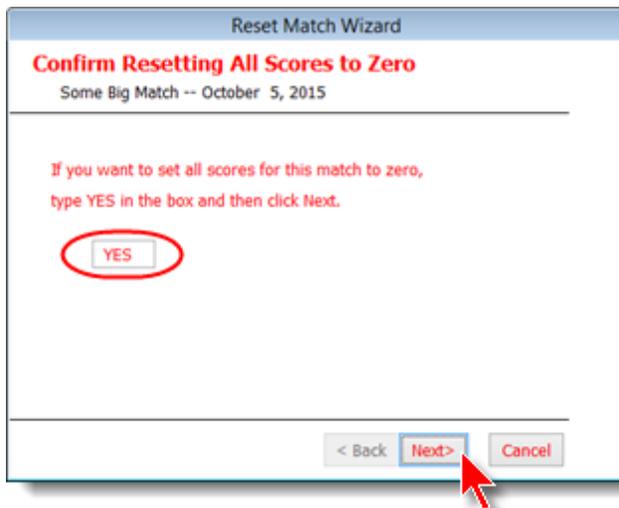
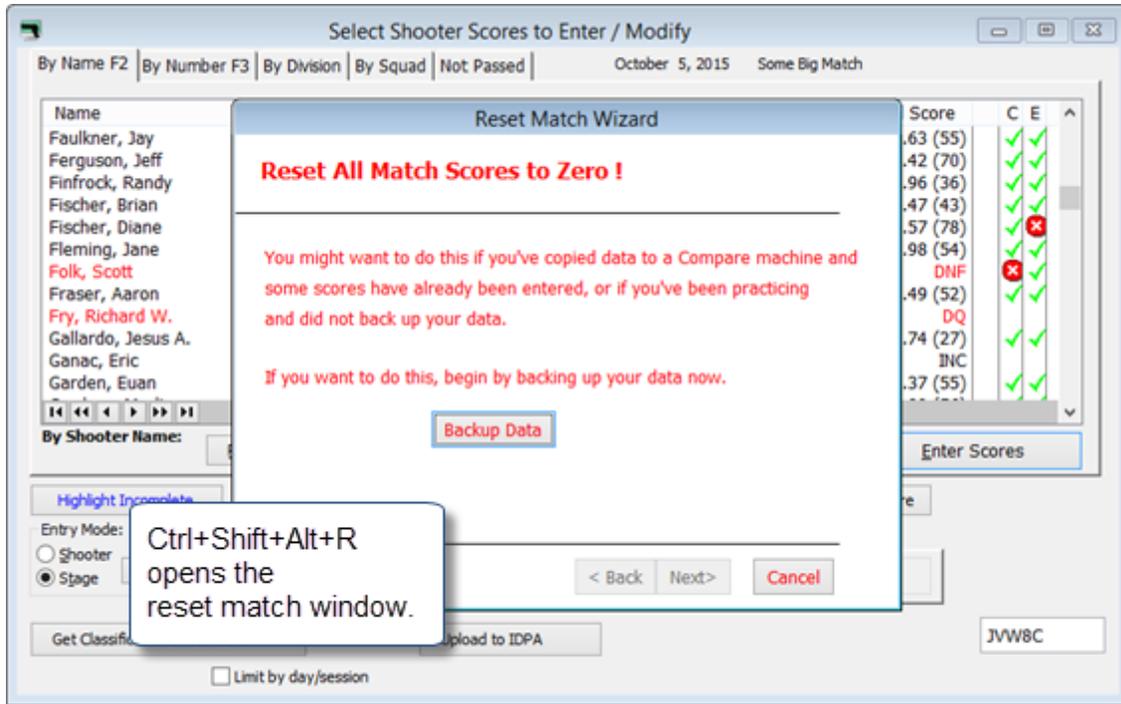
Limit by day/session

## Resetting A Match

There are rare occasions when you may want to reset a match and clear everyone's stage entries. Perhaps you entered staff scores on Friday, and on Saturday you're copying your data onto another computer to use Compare and want it to start with everything zeroed out. Perhaps you were just practicing entering data for a match.

**NOTE:** resetting match scores will NOT reset the database that tracks the last time a shooter has participated in a match.

To reset match scores, open the main data entry screen, hold down **Ctrl** and **Shift** and **Alt**, then press **R**. The wizard will require you to back up your data, then will permit you to zero the match:



## Not For Competition Division

I've often re-purposed the SIDE match division as the "non-compliant cheating guns" division or some such. But have sometimes used it for a side match.

With the 2013 rulebook, a "Not For Competition" division has been added. You can rename the division title if needed.

As with SIDE, you enable the division on the setup screen for the match. Unlike with SIDE, you don't specify stages and strings separately - NFC always uses the same as the "real" match divisions.

The screenshot shows the 'Modify a Match' dialog box with the 'General Options' tab selected. The match is titled 'Sunday In Paradise' and is scheduled for 'June 14, 2015'. The 'Not For Competition' section is highlighted with a red circle, indicating that 'Enable NFC' is checked and the title is 'Not For Competition'. Other options include 'Classifier' set to 'N', 'Stages' set to '6', and 'BUG Division' set to 'Normal (show BUG-S mixed with BUG-R)'. The 'Has Side Match Stages' option is set to 'Yes' with '2 registered' participants. The 'Side Match Title' is set to 'Default' with the text 'SIDE Match Unclassified'. At the bottom right, there are buttons for 'Help', 'OK', and 'Cancel'.

Then, when registering a shooter, you just choose NFC.

Adding a Shooter to this Match

**13 - Fleming, Jane**

Match date: JUN 14, 2015

Select Shooter  SLOSA

Fleming, Jane

A16849 **Regular**

Shooter number: 13

Don't derive classification

CDP MM  (Ctrl+C)

ESP SS  (Ctrl+E)

SSP SS  (Ctrl+S)

CCP MM  (Ctrl+P)

REV-S UN  (Ctrl+R) REV-E  (Ctrl+)

BUG-S MM  (Ctrl+B) BUG-R  (Ctrl+)

NFC UN  (Ctrl+N)

SIDE UN  (Ctrl+D)

NFC Unclassified

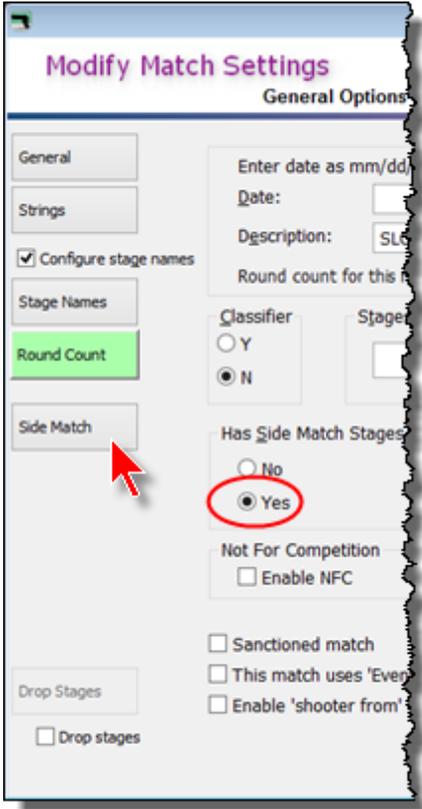
## SIDE - Side Match Stages

A side match is set up with the presumption that it will have stages and strings that are different from those of the main match.

This is what previous versions of ForScore termed BUG stages. BUG is now a regular division and SIDE is for side matches.

## Designating SIDE Stages

ForScore provides the facility to set up a "match within a match", where SIDE shooters compete against each other only on stages which have been designated for them. That way, for example, someone can shoot 3 SIDE stages in a match that is otherwise set up for 6 stages and not have his entry show as incomplete. Information specific to registering shooters in SIDE division is in the registration section [302](#) of the documentation.



The screenshot displays the 'Modify Match Settings' window with the 'General Options' tab selected. On the left sidebar, the 'Side Match' button is highlighted with a red arrow. In the main content area, the 'Has Side Match Stages' section has the 'Yes' radio button selected and circled in red. Other visible options include 'Configure stage names' (checked), 'Classifier' (set to 'N'), 'Not For Competition' (unchecked), and 'Sanctioned match' (unchecked).

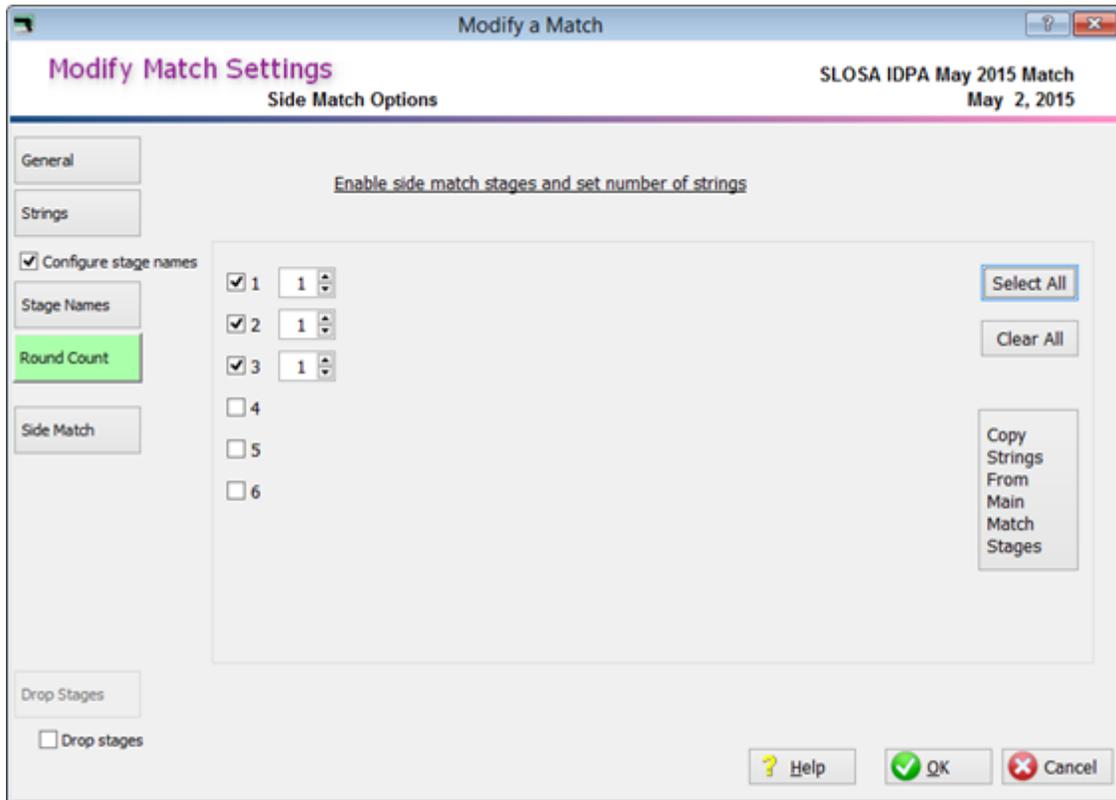
**Modify Match Settings**  
General Options

General  
Strings  
 Configure stage names  
Stage Names  
Round Count  
Side Match

Enter date as mm/dd/yyyy  
Date:   
Description:   
Round count for this match:   
Classifier:  Y  N  
Stage:   
Has Side Match Stages:  
 No  Yes  
Not For Competition:  
 Enable NFC  
 Sanctioned match  
 This match uses 'Evening' stages  
 Enable 'shooter from' list  
Drop Stages:  
 Drop stages

Just define which stages will be used by SIDE shooters. If any SIDE stage has more than one string, use the spin boxes to indicate the number of strings.

**(NOTE:** SIDE stage 1 need not be held on the same physical range bay you're using for the regular match's stage 1... I usually start numbering SIDE stages consecutively at 1, because I think they're easier to read on the results printouts that way.)



## SIDE Results

Shooters entered in the BUG division will appear in your results in one unclassified group after the regular divisions.

CCP - Marksman													
1	Joe Little	A33058						42.56(20)	28.79(2)	30.63(8)	30.40(5)	28.04(4)	
CCP - Unclassified													
1	Leif Kjos	A463052						33.51(9)	36.82(15)	38.52(4)	25.18(2)	38.91(12)	
REV - Sharpshooter													
1	Jerry Turner	A10658	204.76	24	0	0	1	25.56(8)	37.08(10)	30.24(0)	37.62(5)	28.71(2)	45.55(1)
SIDE - Unclassified													
1	Tim Chandler	A30021	71.34	14	1	0	0	18.54(8)	20.78(5)	32.02(1)	---	---	---
2	Phillip Mauk	A622009	74.63	8	0	0	0	20.87(5)	23.99(1)	29.97(0)	---	---	---
3	Jane Fleming	A16849	96.04	11	0	0	0	20.04(1)	47.84(5)	28.16(5)	---	---	---
4	Bill Lander	A49133	96.12	12	0	1	0	31.11(8)	30.22(4)	34.79(2)	---	---	---
5	John L. Parks	A19285	103.67	35	0	0	1	22.39(8)	53.61(29)	27.67(0)	---	---	---

**Stage Descriptions**  
Stage 1 - Far In Standard

## SIDE Match Title

You might want to combine a club IDPA match with something else. In this example, we're going to be shooting a couple stages of shotgun on the side. I can use the SIDE facility for that - specifying a custom title. You cannot do this in the new match wizard. You need to set the title after creating the match.

**Modify a Match**  
SLOSA IDPA May 2015 Match  
May 2, 2015

**Modify Match Settings**  
General Options

**General**

Enter date as mm/dd/yy or as Jan 15, 12  
Date: May 2, 2015 [Calendar]  
Description: SLOSA IDPA May 2015 Match  
Round count for this match - 98 [Hide this match]

**Side Match**

Classifier:  Y  N  
Stages: 6  
BUG Division:  Normal (show BUG-S mixed with BUG-R)  Separate awards (for a "BUG Specialty" match)

Has Side Match Stages:  No  Yes 5 registered  
Side Match Title:  Default SIDE Match Unclassified  Custom Shotgun Side Match

Not For Competition:  Enable NFC

Sanctioned match  
 This match uses 'Event' module  
 Enable 'shooter from'

Drop Stages:  Drop stages

[Help] [OK] [Cancel]

Printed and web reports will use the custom title.

<b>CCP - Marksman</b>													
1	Joe Little	A33058	<b>183.19</b>	41	0	1	1	24.77(4)	42.56(20)	28.79(2)	30.63(6)	30.40(5)	26.04(4)
<b>CCP - Unclassified</b>													
1	Leif Kjos	A463052	<b>202.60</b>	53	0	0	1	29.66(11)	33.51(9)	36.82(15)	38.52(4)	25.18(2)	38.91(12)
<b>REV - Sharpshooter</b>													
1	Jerry Turner	A10856	<b>204.76</b>	24	0	0	1	25.56(6)	37.08(10)	30.24(0)	37.62(5)	28.71(2)	45.55(1)
<b>Shotgun Side Match</b>													
1	Tim Chandler	A30021	<b>71.34</b>	14	1	0	0	18.54(8)	20.78(5)	32.02(1)	---	---	---
2	Phillip Mauk	A622009	<b>74.63</b>	6	0	0	0	20.67(5)	23.99(1)	29.97(0)	---	---	---
3	Jane Fleming	A16849	<b>96.04</b>	11	0	0	0	20.04(1)	47.84(5)	28.16(5)	---	---	---
4	Bill Lander	A49133	<b>96.12</b>	12	0	1	0	31.11(8)	30.22(4)	34.79(2)	---	---	---
5	John L. Parks	A19285	<b>103.67</b>	35	0	0	1	22.39(8)	53.61(29)	27.67(0)	---	---	---
<b>Stage Descriptions</b>													

## List of Shooters

Both the **List of All Shooters** and the List of **'Regular' Shooters** screens provide several sort orders. If you close the window with sorting by first name selected, that will be remembered the next time you open the list. To view IDPA numbers, click to sort by **IDPA**.

Inactive shooters can be set individually or by the Shooter Maintenance Wizard<sup>272</sup>.

Expired IDPA memberships can be highlighted with the **Highlight Expired IDPA** button.

**All Shooters Database Update**

Local tab and Loc column will only be visible if you've marked 'Show local club membership info' in Program Preferences.

Sorted by last name

There's a note in this shooter's record.

R	Name	Last Match	Email	SO	Range	Loc
*	Boop, Betty	MAY 3, 2015	betty@toons.net			
*	Fields, W.C.	NOV 9, 2013	fields@philadelphia.com			
*	Fleming, Jane	MAY 3, 2015	info@beachbunnysoftware.com	<	<	<
*	Johnson, Betty	MAY 3, 2015		<		
*	Jones, Tex	MAY 3, 2015				<
	Smith, Tom	N/A				
*	Spade, Sam	MAY 3, 2015	sam@bogus.com			
*	Thompson, Tommy	N/A	45acp@oldguys.net			
*	West, Mae	MAY 3, 2015	diamonds@classics.com			
*	Zeta-Jones, Michael	N/A				

Staff are shown in blue.

Green flag designates certified SO.

Shooters designated as 'Regular' will have an asterisk in this column.

Click link to send an email.

Jane Fleming  
123 Main St  
Pismo Beach, CA 93123  
[info@beachbunnysoftware.com](mailto:info@beachbunnysoftware.com)  
Yes, wants e-mail

IDPA: A16849 DEC 7, 2015  
Lady, DS  
SLOSA Member?  
Last Match: May 3, 2015  
High Class: ESP / SS  
Last Classifier N/A  
SLOSA-IDPA member?

(805) 555-1212 Cell  
(805) 555-2121 Home

Shooters in the database: 10

'Inactive' Shooters  
 Show Normal  Grey  Hide

Highlight Expired IDPA

Help New Shooter Change Shooter Delete Shooter Maintenance Wizards Print Close Window

### Shooter Update Form - Contact

The screenshot shows a software window titled "Record Will Be Changed (Fleming, Jane)". The main form contains the following fields and sections:

- Name and Address:** First Name: Jane, Last Name: Fleming, Address: 123 Main St, City: Pismo Beach, State: CA, Zip/Postal Code: 93123.
- Emergency Contact Info:** Contact name: JimBob, Relation: Good Ol' Boy, Phone: 805 555.9898, Remarks: Don't call him after 10 AM iffn you don't want to find him in his cups.
- Phone Info Table:**

Area	Number	Description
(805)	555-1212	Cell
(805)	555-2121	Home
- Buttons:** Contact F2, Membership F3, Classif F4, Notes F5, Print Label? (Y/N), Wants SLOSA-IDPA E-mail? (Y/N), Print, Update, Change, Delete, Help, OK, Cancel.
- Checkboxes:** 'Regular' (checked), Inactive, Staff (checked), Safety Officer (checked).
- Other:** Last Match: MAY 3, 2015, A16849, Imported from another database (checkbox).

Callouts in the image provide additional context:

- "See the help section on 'Shooter Maintenance Wizards'" points to the top left.
- "For the Address Label Wizard, this triggers 'Labels for shooters who specify they want snail mail'" points to the "Print Label?" radio buttons.
- "Alt+Insert copies data from last record" points to the "Insert" button.
- "See the help section on 'Emergency Contact Info'" points to the "Emergency Contact Info" section.
- "Print this info." points to the printer icon.
- "See barcode module documentation." points to the barcode icon.
- "See the help section on 'Imported Shooters'" points to the "Imported from another database" checkbox.

The selection about wanting email can be used for shooters who may shoot an occasional match with your club, but don't want to receive all your regular emailings. In the Email Wizard, you can specify whether or not to include **"don't want"** shooters.

Shooters who are certified as Safety Officers can be sorted on the shooters lists and on match registration screens.

Use **Alt+Insert** to paste information from the last shooter's record you had open. (If you're entering a wife or a child, for example.)

For other information about this window, see the tutorial <sup>29</sup> or the specific topics flagged in the picture.

## Shooter Update Form - Membership

Record Will Be Changed (Fleming, Jane)

IDPA expiration can be set manually. It will update when you download classifications from the IDPA website.

If 'Enable birthdate for age groups' is marked in Program Preferences, age categories are disabled and are set by the system.

Showing local club info can be enabled in Program Preferences.

Showing a second waiver date can be enabled in Program Preferences.

Default Categories (can be modified for a specific match)

- Junior (12 thru 17)
- Senior (50 - 64)
- Distinguished Senior (65+)
- Law Enforcement
- Military
- Military Veteran
- Lady
- Industry
- International
- Press

Local IDPA Club Info

SLOSA-IDPA Member?  Y  N

Number:  Expires: Dec 31, 2014

Liability form expiration date: Dec 31, 2013

Second waiver expiration date: Dec 31, 2013

Birthday: Sep 1, 1932

Range Info

SLOSA Member?  Y  N

Number: 12349876 Expires: Dec 31, 2014

IDPA Info

IDPA Number: A16849 Expires: Dec 7, 2015

Contact F2

Membership F3

Classif F4

Notes F5

Regular

Inactive

Staff

Safety Officer

Imported from another database

Help OK Cancel

This screen lets you configure membership, waivers, and special categories for a shooter.

See the section on local club membership<sup>[263]</sup> for information on that option. Emergency contact info<sup>[266]</sup> is described in the Version 3 changes.

Military Veteran is kept for backward compatibility. Although it isn't relevant for matches as of October 1, 2013, it is for your previous matches.

Note a few unusual hotkeys on the checkboxes - **Alt+6** for Distinguished Senior, for example.

### Local Club Membership

ForScore gives you the option of tracking membership in a local club, in addition to range membership and IDPA membership.

That option is enabled by checking the **Show local club membership info** box in Program Preferences [377]. Membership status will show on the registration screen.

The circled area is visible when **Show local club membership info** is marked.

Membership number and expiration date are optional.

Record Will Be Changed (Fleming, Jane)

Fleming, Jane A16849 Last Match: 3

Contact F2

Membership F3

Classif F4

Notes F5

IDPA Info  
IDPA Number: A16849 Expires: Dec 7, 2015

Range Info  
SLOSA Member?  Y  N  
Number: 12349876 Expires: Dec 31, 2014

Local IDPA Club Info  
SLOSA-IDPA Member?  Y  N  
Number: Expires: Dec 31, 2014

Liability form expiration date: Dec 31, 2013

Secondary range expiration date: Dec 31, 2013

Default Ca (can be for a s

Junior  
 Senior  
 Distin  
 Law F  
 Militar  
 Militar  
 Lady  
 Indust  
 Intern  
 Press

'Regular'  
 Inactive  
 Staff

Also, an additional sort tab is available in the shooters database list. Clicking **Print** when **Local** is selected will print a list of local club members.

All Shooters Database Update

Last Name | First Name | Last Shot | Last Classif | S.O. | Import | LOCAL | IDPA | Email | SLOSA-IDPA members

R	Name	Last Match	Email	SO	Range	Loc
*	Boop, Betty	NOV 9, 2013	betty@toons.net	<	<	<
*	Fleming, Jane	JUL 14, 2013	info@beachbunnysoftware.com	<	<	<
*	Spade, Sam	JUL 14, 2013		<	<	<

Jane Fleming  
123 Main St  
Pismo Beach, CA 93123  
info@beachbunnysoftware.com

## Shooter Update Form - Classif

Classification dates are normally maintained by the system each time you commit a Classifier<sup>[330]</sup>. Or when you download classifications from the IDPA website. To change them manually, first click the **Unlock Dates and Equity** button. These dates come into play when you are registering shooters for a sanctioned match<sup>[588]</sup>.

Equity classifications and the shooter's classification history are illustrated in the 2015 rulebook<sup>[212]</sup> section. In the screen shot, the shooter has an equity classification for CDP, based on her other autoloader classifications. But the Classified date is blank, because she has never shot a Classifier in CDP. The **Equity** checkbox is also read-only unless you click the unlock button.

Record Will Be Changed (Fleming, Jane)

**Fleming, Jane**    **A16849**    **Last Match: MAY 16, 2015**

Contact F2    Membership F3    Classif F4    Notes F5

'Regular'     Inactive     Staff     Safety Officer

**CDP Classification**

DM    Classifier:      Equity

Master

Expert

Sharpshooter

Marksman

Novice

Unclassified

**SSP Classification**

DM    Classifier:      Equity

Master

Expert

Sharpshooter

Marksman

Novice

Unclassified

**BEV Classification**

DM    Classifier:

Master

Expert

Sharpshooter

Marksman

Novice

Unclassified

**ESP Classification**

DM    Classifier:      Equity

Master

Expert

Sharpshooter

Marksman

Novice

Unclassified

**CCP Classification**

DM    Classifier:

Master

Expert     Equity

Sharpshooter

Marksman

Novice

Unclassified

**BUG Classification**

DM    Classifier:

Master

Expert

Sharpshooter

Marksman

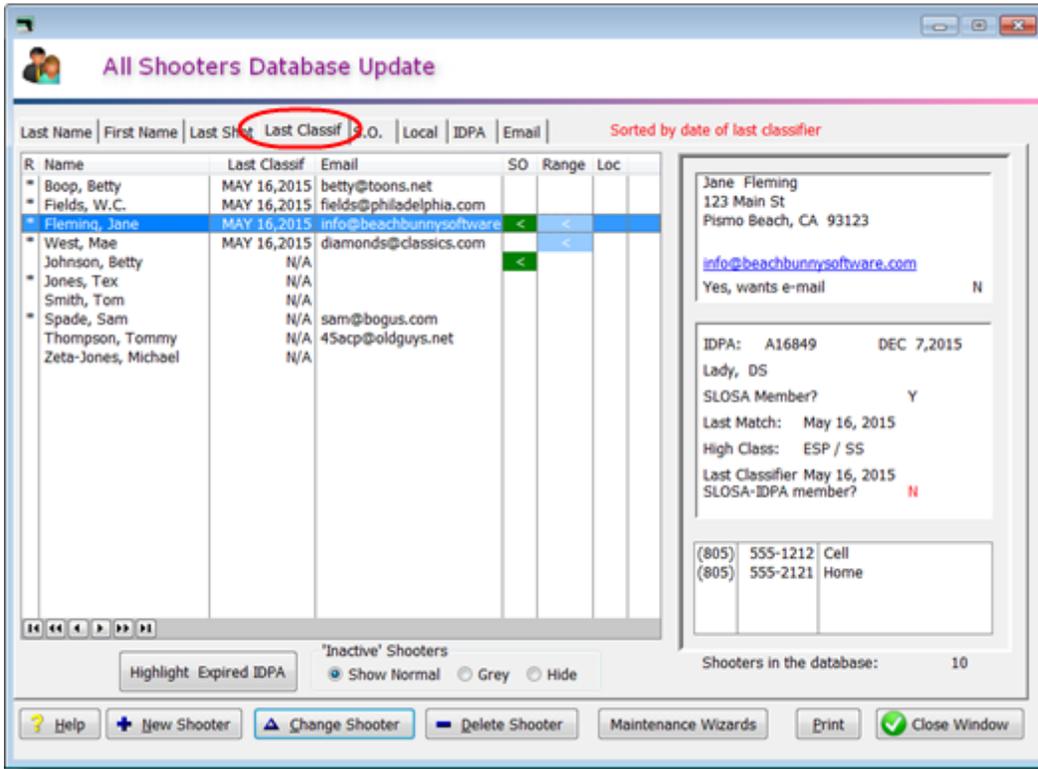
Novice

Unclassified

**Unlock Dates and Equity**    History

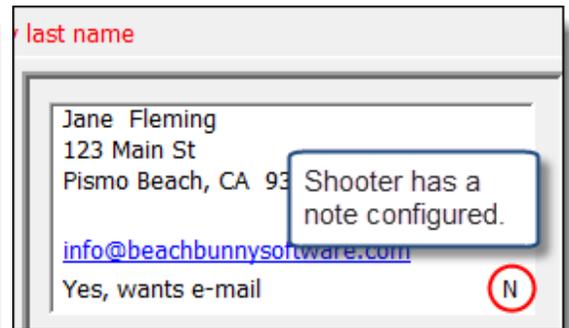
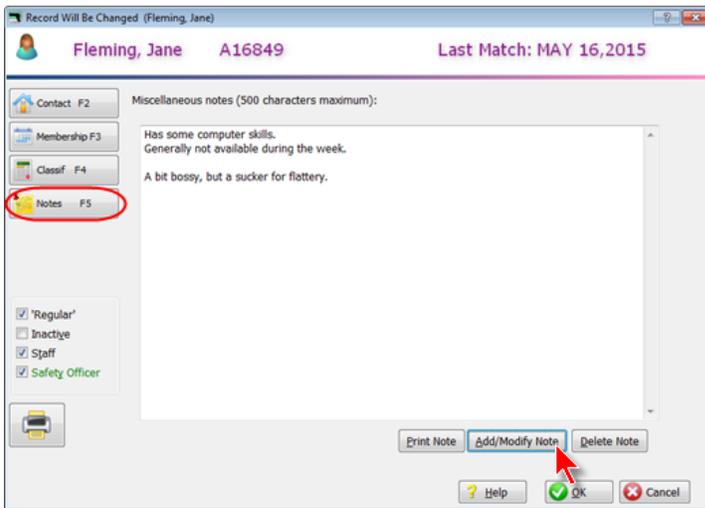
Help    QK    Cancel

The last Classifier appears on the main shooter list when you opt to sort by last Classifier date:



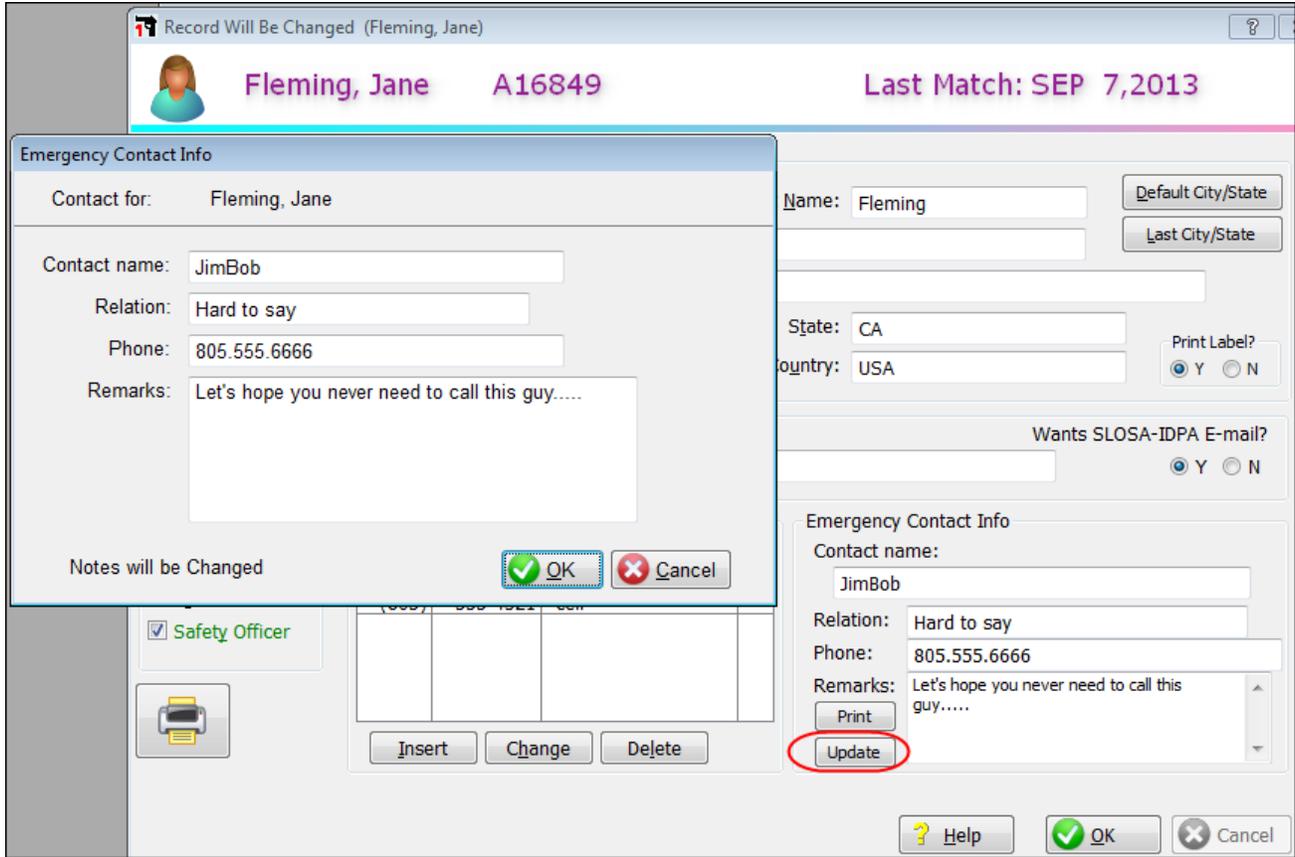
### Shooter Update Form - Notes

You can keep notes (up to 500 characters) with any miscellaneous information. Shooters whose records have notes attached are flagged with an **N** on the shooter list page. (The **red E** on the shooter list screen means she has emergency information entered.)

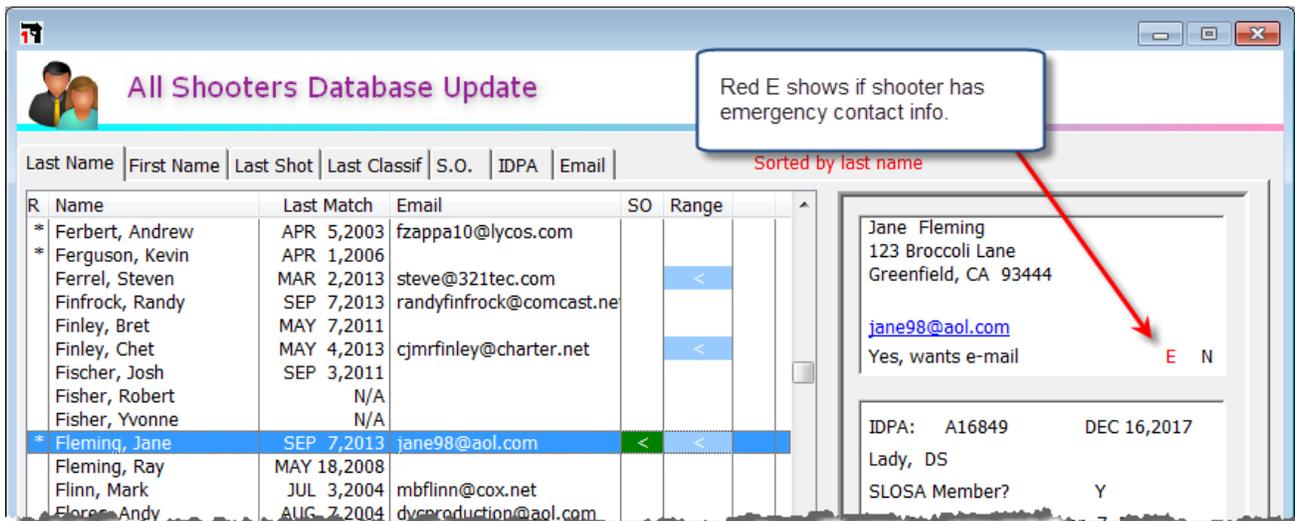


### Emergency Contact Info

There's now a space to keep emergency contact information for shooters.



A red E shows on the database screen.



## Waiver Expiration

In the shooters database, there's a place on the "Membership" tab where you can enter a liability waiver expiration date. (Unfortunately, the lawyers at my club require a separate waiver each match).

Record Will Be Changed (Fleming, Jane)

 Fleming, Jane    A16849    Last

 Contact F2

 **Membership F3**

 Classif F4

 Notes F5

'Regular'

Inactive

**IDPA Info**

IDPA Number: A16849    Expires: Dec 16, 2017

**Range Info**

SLOSA Member?     Y     N

Number: 123456789    Expires: Dec 31, 2016

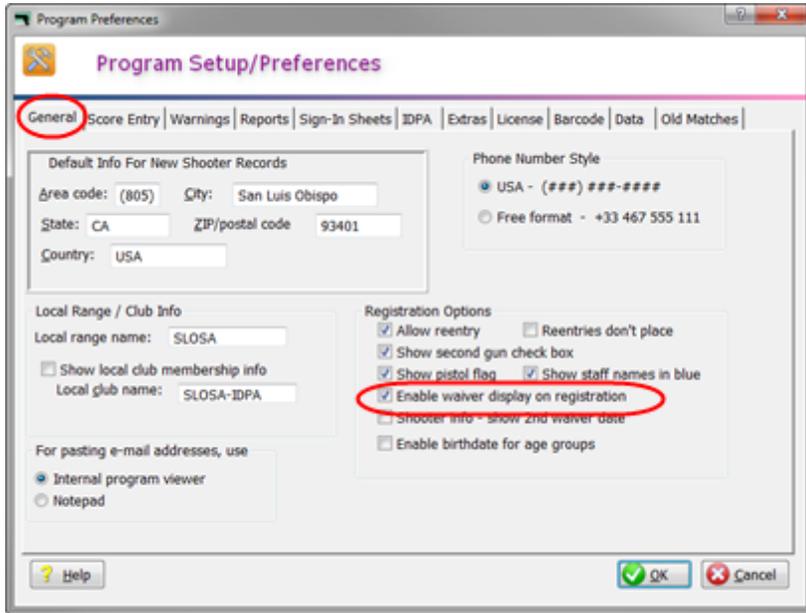
**Local IDPA Club Info**

SLOSA-IDPA Member?     Y     N

Number:    Expires:   

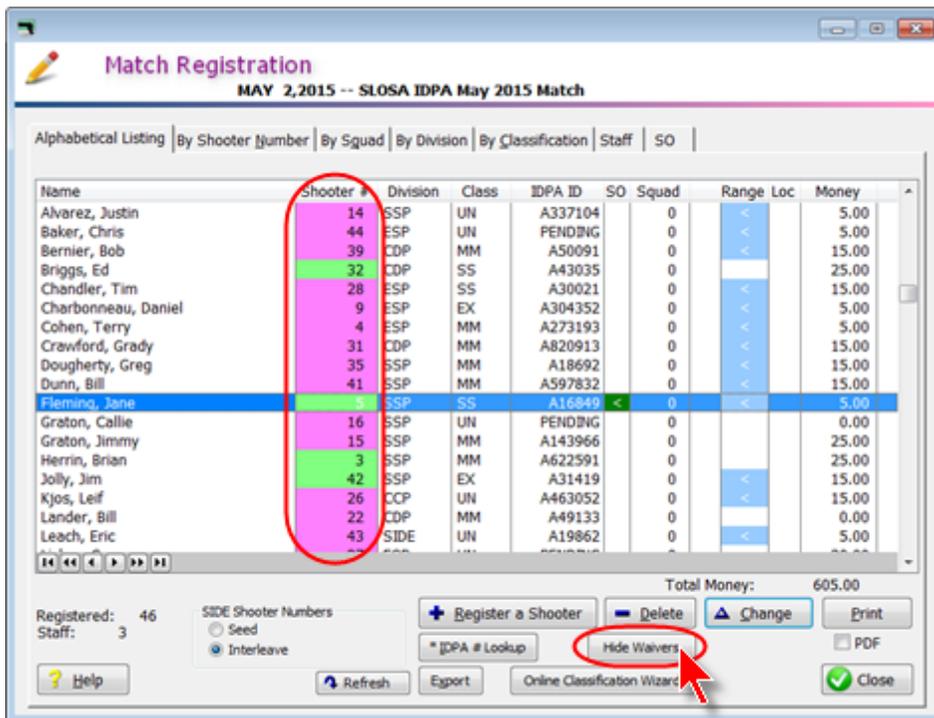
**Liability form expiration date:** Dec 31, 2015

There's the option to monitor this when you're registering shooters for club matches. You need to enable it in Program Preferences.



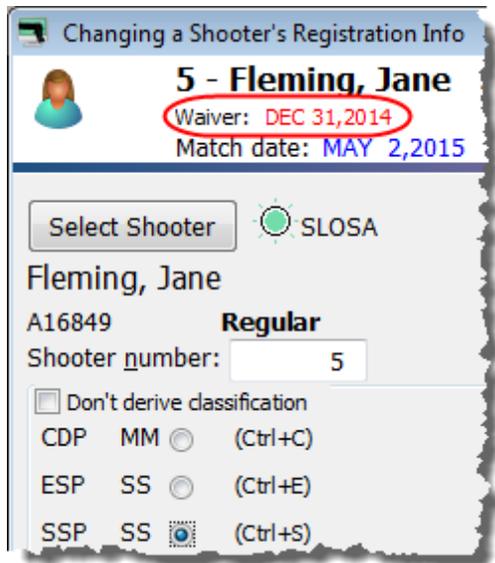
The waiver show/hide button is on the match registration screen. Click it to turn on or off the highlighting of waiver status (green are waivers valid as of this match date).

NOTE: If you have enabled a second waiver, the color will be red **IF EITHER WAIVER IS MISSING OR EXPIRED.**



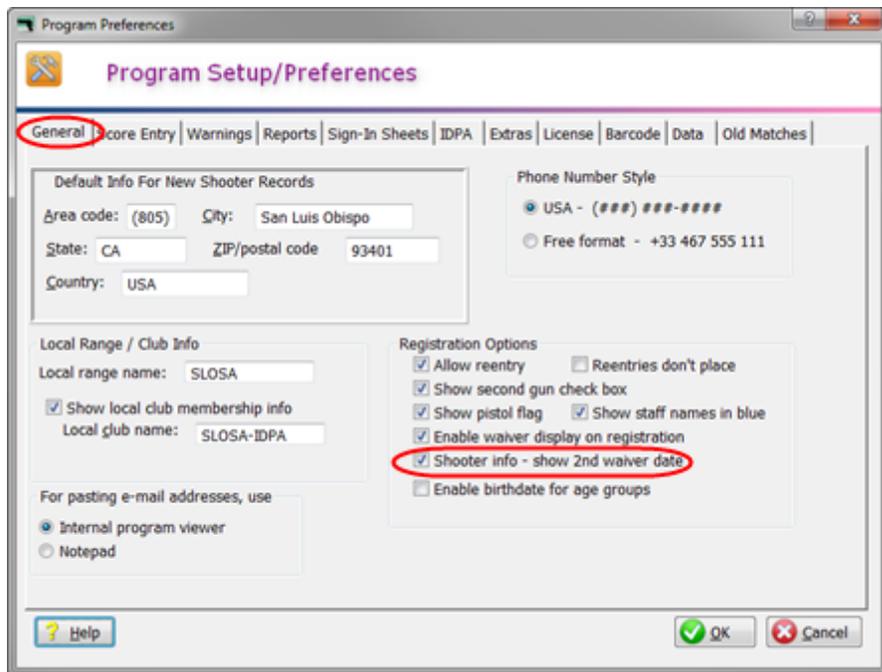
If you've marked that box in Program Preferences, you'll also see the waiver status when you go to register a shooter.

The date will be red if it's expired as of this match.



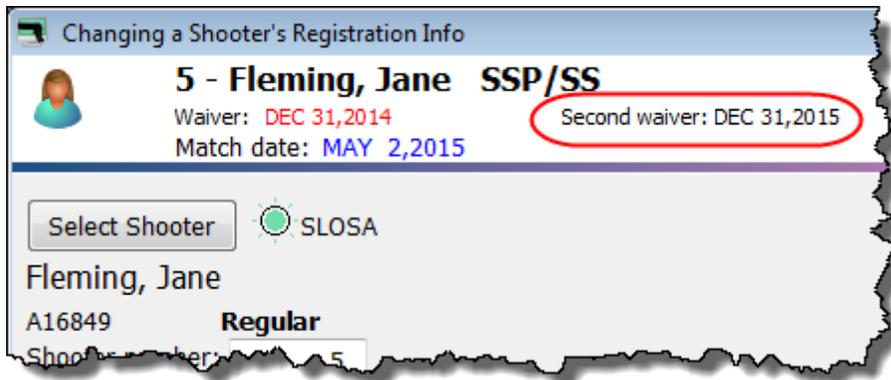
### Second Waiver

For clubs that need to keep track of two waivers, a second date field is available in the shooter information screen. It needs to be enabled in Program Preferences.



If the second waiver is enabled, the color on the registration list will turn red if EITHER waiver is missing or expired as of the match date.

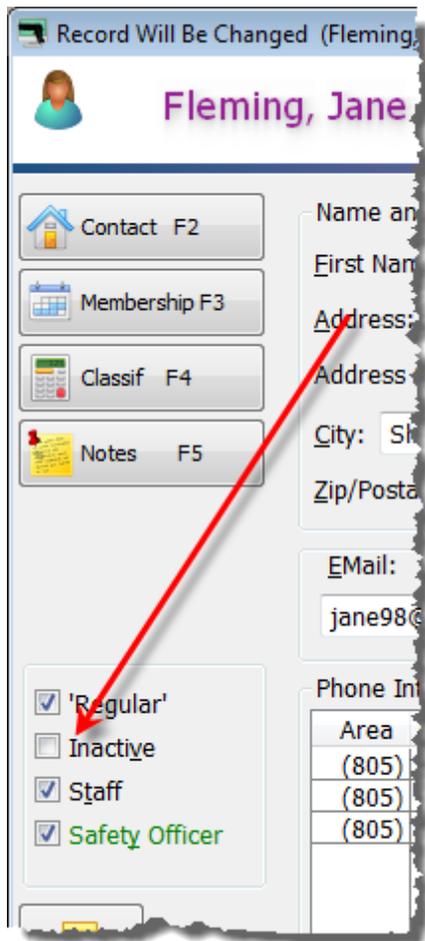
The second waiver date will display on the registration screen similarly to the first waiver.



## Inactive Shooters

Shooters can be marked **Inactive** either manually or if they haven't shot since a particular date. You can do so on an individual shooter's data screen.

Also, see the next section on the Shooter Maintenance Wizard<sup>[272]</sup>.



Record Will Be Changed (Fleming, Jane)

**Fleming, Jane**

Contact F2

Membership F3

Classif F4

Notes F5

Name and Address:  
First Name:  
Address:  
Address:  
City: Sk  
Zip/Postal Code:  
E-Mail:  
jane98@  
Phone Information:  
Area:  
(805)  
(805)  
(805)

'Regular'  
 Inactive  
 Staff  
 Safety Officer

## Shooter Maintenance Wizards

The Shooter Maintenance Wizards have four tasks:

- Mark shooters as active/inactive, regular/not regular based on a date you set.
- Update age status (senior, etc.) if you've enabled birthdate tracking.
- Update your database classification and IDPA membership status from the IDPA website.
- Update shooter database classifications per the 2015 rulebook "equity" rules.

**All Shooters Database Update**

Last Name | First Name | Last Shot | Last Classif | S.O. | IDPA | Email | Sorted by last name

R	Name	Last Match	Email	SO	Rang
*	Ferbert, Andrew	APR 5,2003			
*	Ferguson, Kevin	APR 1,2006			
	Ferrel, Steven	MAR 2,2013			
	Finrock, Randy	SEP 7,2013			
	Finley, Bret	MAY 7,2011			
	Finley, Chet	MAY 4,2013			
	Fischer, Josh	SEP 3,2011			
	Fisher, Robert	N/A			
	Fisher, Yvonne	N/A			
*	Fleming, Jane	JUN 6,2015	jane.fleming@beachbunnysoftware.com		
	Fleming, Ray	MAY 18,2008			
	Flinn, Mark	JUL 3,2004			
	Flores, Andy	AUG 7,2004			
	Folk, Maddy	JAN 3,2015			
	Folk, Scott	JAN 3,2015			
*	Foster, Larry	FEB 7,2009			
*	Fow, Jon	SEP 4,2010			
	Fow, Louis	SEP 4,2010			
	Fraser, Aaron	APR 4,2015			
	Frazier, Andrew	AUG 7,2004			
	Frazier, Debbie	AUG 2,2003			
	Freas, Joe	OCT 6,2012			
	Frederick, John	JAN 1,2011			

**Jane Fleming**  
123 Maple Drive  
Lompoke, CA 999991234  
[jane.fleming@beachbunnysoftware.com](mailto:jane.fleming@beachbunnysoftware.com)  
Yes, wants e-mail **E N**

IDPA: A16849 DEC 16,2017  
Lady, DS  
SLOSA Member? Y  
Last Match: June 6, 2015  
High Class: ESP / SS  
Last Classifier January 3, 2015

(805) 555-1212 home  
(805) 555-1234 cell

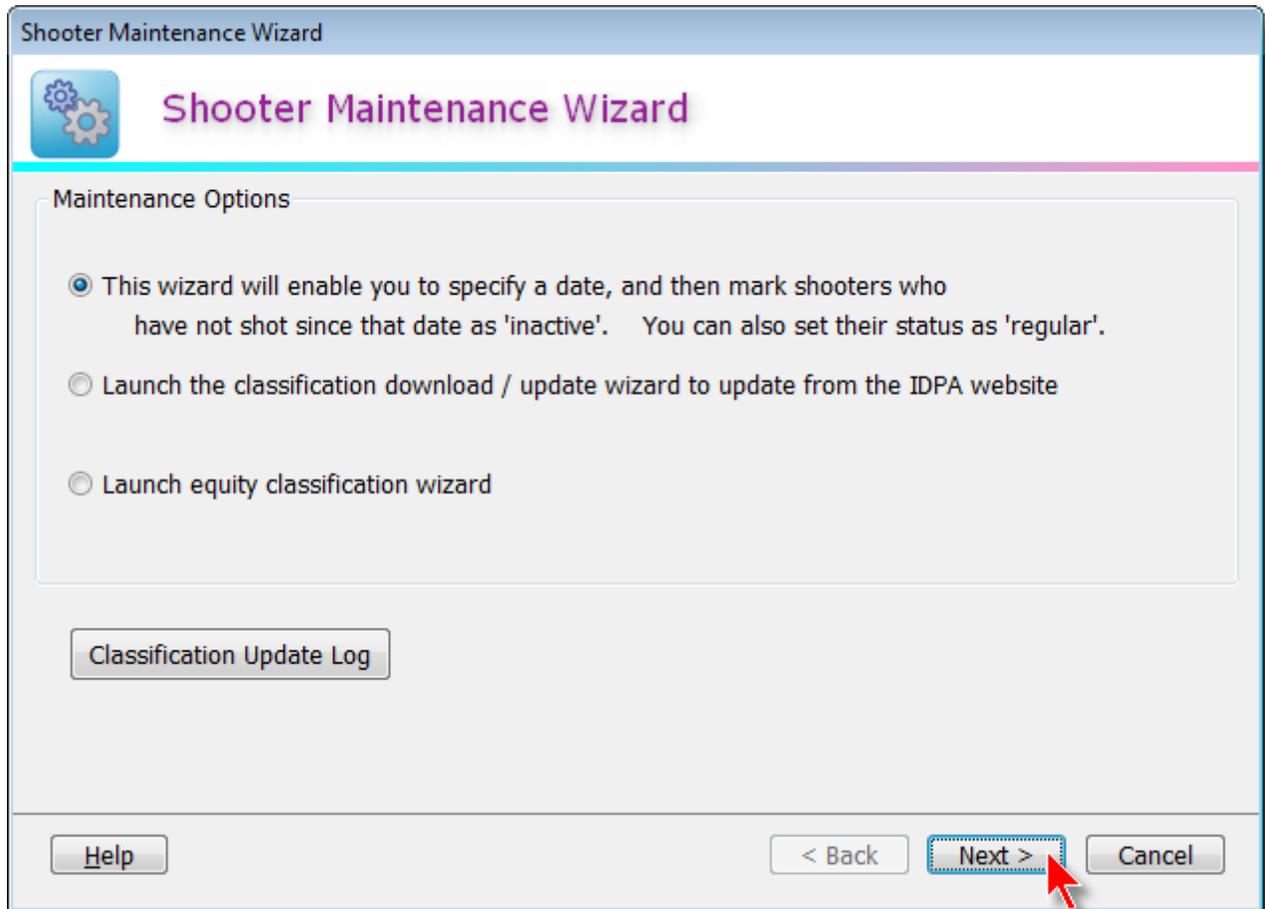
Shooters in the database: 977

Highlight Expired IDPA

'Inactive' Shooters  
 Show Normal  
 Grey  
 Hide

? Help + New Shooter ▲ Change Shooter ■ Delete Shooter Maintenance Wizards Print ✓ Close Window

The **Maintenance Wizard** button on the shooter database screen opens the **Shooter Maintenance Wizard**. Select which option you want to perform, then click Next.



### Inactive/Regular and Age Status

The first of the wizard options will mark shooters as **inactive** or as **regular**.

If you've enabled birthdate tracking in Program Preferences, you can also update the database status of anybody whose birthday you've entered.

The screenshot shows the "Shooter Maintenance Wizard" dialog box with the title "Select the Date". It features a "Select Date and Options" section with a "Select cutoff date:" field set to "Jan 1, 2014" and a "Calendar" button. Below this are three checkboxes: "Mark shooters who have not shot since that date as 'inactive', else 'active'" (checked), "Mark shooters who have not shot since that date as not 'regular'" (unchecked), and "Mark shooters who have shot since that date as 'regular'" (unchecked). An "Age Groups" section has a checkbox for "Update senior, etc., for shooters having birthdate info" (unchecked). At the bottom, there are "Help", "< Back", "Next >", and "Cancel" buttons. A red arrow points to the "Next >" button.

Inactive status can be applied in certain printouts (email, snail mail labels, shooter database export, etc.).

The screenshot shows the "Email Wizard" dialog box with the title "Email Address Lists" and subtitle "Select Address Listing to Generate". The "Listings" section has radio buttons for: "Email for shooters in a specific match", "Email for members of SLOSA", "Email for shooters who specify they want email", "Email for shooters who are listed as 'Regular'", "Email for all shooters in the database" (selected), and "Select names or use a group". The "Options" section has checkboxes: "Include names" (unchecked), "Skip inactive" (unchecked and circled in red), "Comma separated" (unchecked), "Include 'don't want'" (checked), "Only inactive" (checked and circled in red), and "Semicolon separated" (checked). "No carriage returns (line breaks)" is unchecked. At the bottom, there are "Help", "< Back", "Next >", and "Cancel" buttons.

### **Other Shooter Maintenance**

Downloading classification<sup>[177]</sup> and membership information from the IDPA website is explained in the IDPA website section.

The Equity Wizard<sup>[215]</sup> is explained in the 2015 rulebook section.

## Merge Utility

In the folder in which you've installed **ForScore** is a program called **merge.exe**.

This utility program will combine two shooter databases for ForScore.

This section of documentation also serves as a reference for the relationship between the **shooters.tps** and **matches.tps** data files (and **Ext1.tps**), and illustrates why they need to be copied together.

The **merge.exe** utility program requires some understanding and caution.

ForScore uses internal serial numbers to keep track of much of its information. This way, you can change a shooter's name, for example, and not lose all the information associated with him. These numbers are not visible and you cannot change them manually.

When you merge two shooter databases, the merged data file will only be usable on the machine **to which** you merged the new information.

Let's examine two machines as an example:

<b>Before Merging</b>	
<u>Computer1</u>  Shooters: John 1 Bill 2 Mary 3 Sam 4  July match registrations: John - ESP - 1 Mary - SSP - 3 Sam - SSP - 4	<u>Computer2</u>  Shooters: Hank 1 Tex 2 George 3 Harry 4 Bob 5  July match registrations: Hank - CDP - 1 Harry - SSR - 4 Bob - ESP - 5
<b>After Merging from Computer2 to Computer 1</b>	
<u>Computer1</u>  Shooters: John 1 Bill 2 Mary 3 Sam 4 Hank 5 Tex 6 George 7 Harry 8 Bob 9  July match registrations: John - ESP - 1 Mary - SSP - 3 Sam - SSP - 4	<u>Computer2 (if you use the newly merged list)</u>  Shooters: John 1 Bill 2 Mary 3 Sam 4 Hank 5 Tex 6 George 7 Harry 8 Bob 9  July match registrations are now broken: Internal ID 1 (should be Hank) - not valid Internal ID 4 (should be Harry) - not valid Internal ID 5 (should be Bob) - not valid

As you can see, Computer 1 will be fine after merging. Any old matches will refer to the correct shooters. Any new matches will as well.

On Computer 2, however, if you were to start using the merged shooters file, internal shooter numbers for old matches would not point to the right shooters. (George, for example, uses internal number 7 on Computer 1 but internal number 3 on Computer 2.)

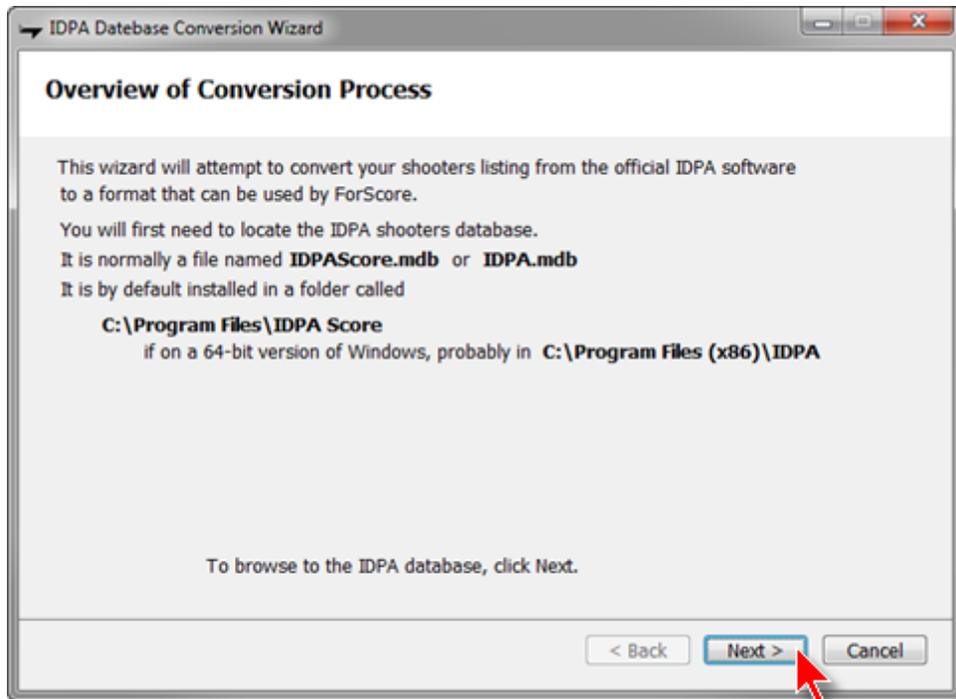
Any new matches, however, would be created with correct internal reference numbers.

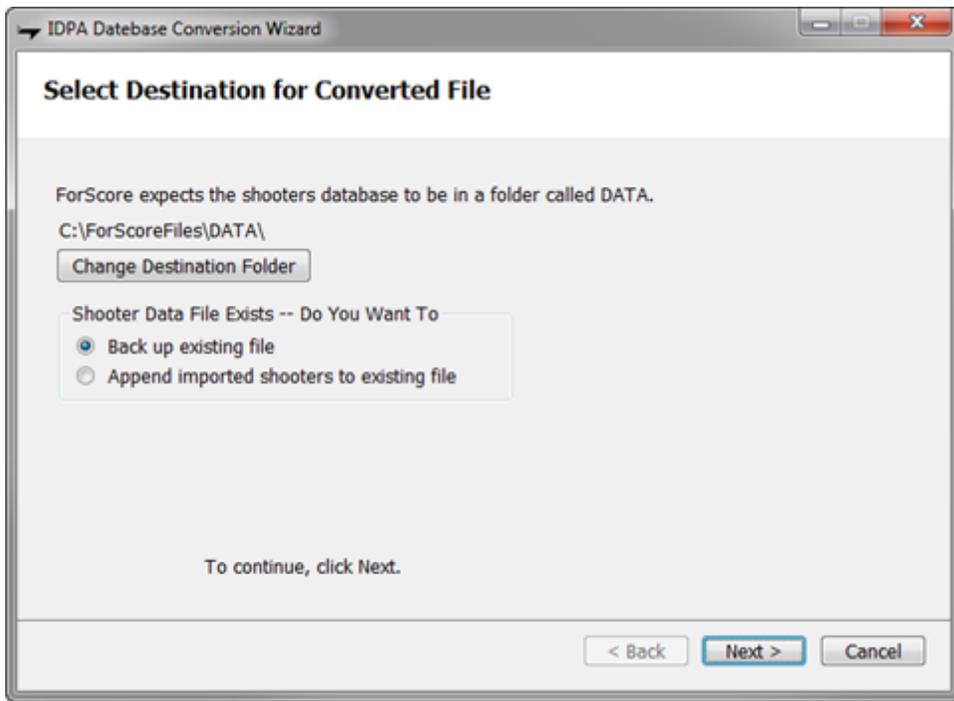
In this situation, I would recommend creating an archive folder on Computer 2 and copying the software and data files into it. Use the new shooter database to create subsequent matches.

## Import Utility (FSImport)

If you have been using the 'official' IDPA scoring software (either the original version, or the 2005 release that supports ESR), you can import your shooters database into **ForScore**. This will only be successful if you have not modified the format of the IDPA database.

In the folder in which you've installed **ForScore** is a program called **FSImport.exe**. Run it and follow the wizard's instructions. You can either try to add these records to your present shooters list, or start a new shooters list based on what you import.

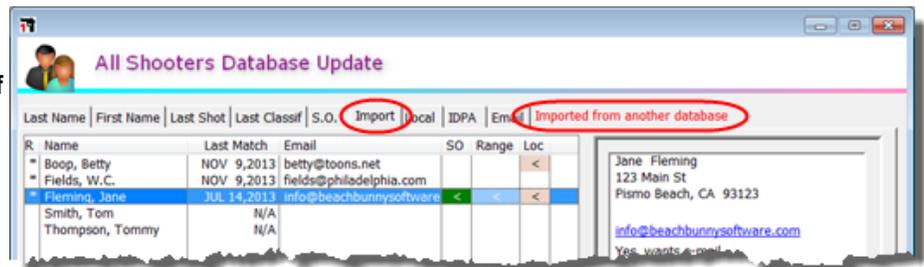




## Imported Shooters

When you import shooters from another database, either by using the Merge utility<sup>[276]</sup> or by importing your existing database from the official IDPA scoring program using the FSImport utility, the system will mark those shooters as **imported** to assist you in verifying their accuracy.

The tab to display imported shooters will only be available if you've checked the **Enable list of shooters imported from another database** box in Program Preferences<sup>[394]</sup>.



Once you're satisfied that a shooter's information is correct, you can clear the check box on the shooter's record.

Record Will Be Changed (Fleming, Jane)

**Fleming, Jane** A1684

**Contact F2** Membership F3 Classif F4 Notes F5

Name and Address

First Name: Jane

Address: 123 Main St

Address (additional):

City: Pismo Beach

Zip/Postal Code: 93123

E-Mail: info@beachbunnysoftwa

Phone Info

Area	Number	
(805)	555-1212	Cel
(805)	555-2121	Hor
(805)	555-3333	bus

'Regular'

Inactive

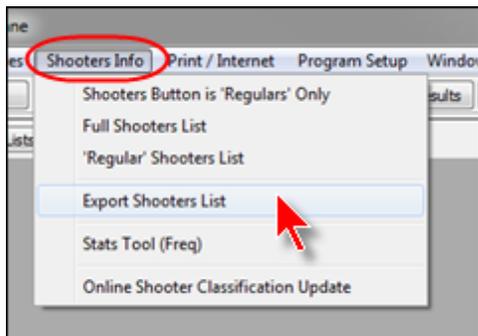
Staff

Safety Officer

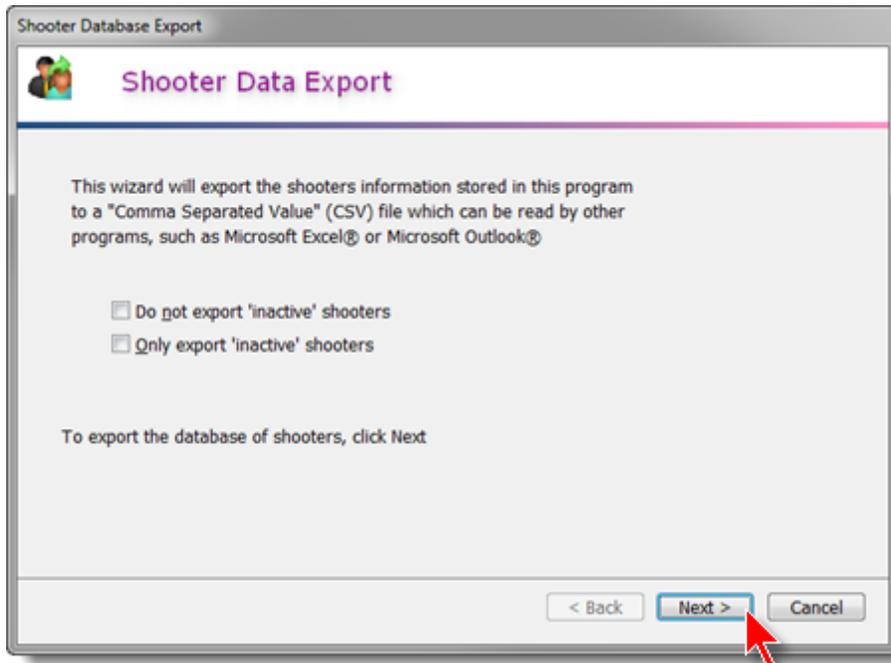
Imported from another database

## Exporting the Shooters Database

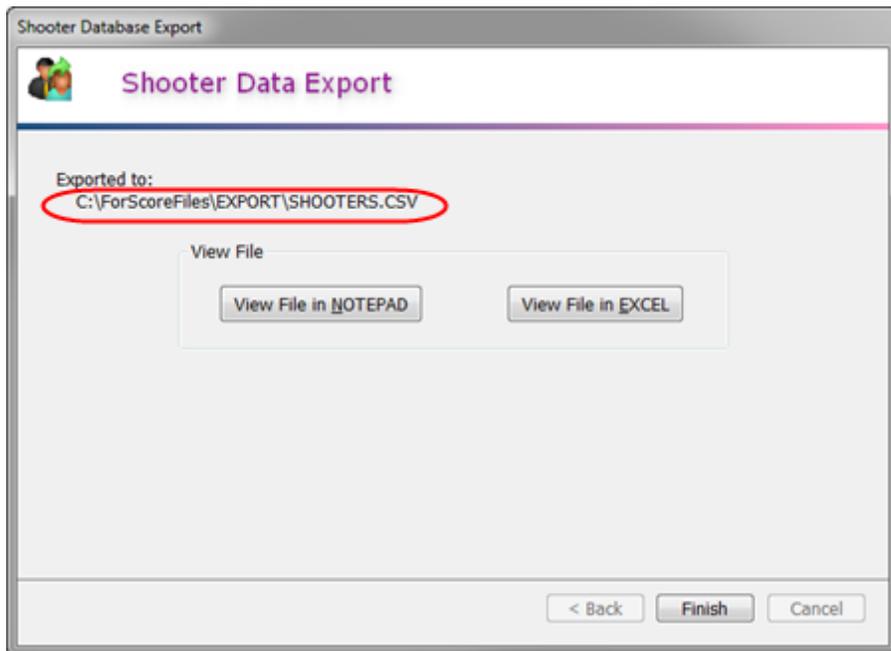
As with match results<sup>138</sup>, the database of shooter information can be exported to a comma separated variable (CSV) file that can be read by programs such as Microsoft Excel® and Microsoft Outlook®. (Some of the funky column headers in the CSV output are to make matching in Outlook easier.) To export the database, click **Shooters Info** on the main menu and select **Export Shooters List**.



If you wish to limit your export to exclude shooters you've marked as 'inactive'<sup>272</sup> (or just to create a list of inactive shooters), check the appropriate box. Then click **Next** to start the wizard.



Make a note of the path where the export file is stored (**C:\ForScoreFiles\Export\Shooters.CSV** by default). If you have Microsoft Excel or another CSV file viewer installed, you'll have the option of opening your file with it. You can also view the file in Windows Notepad (or another default text editor.)



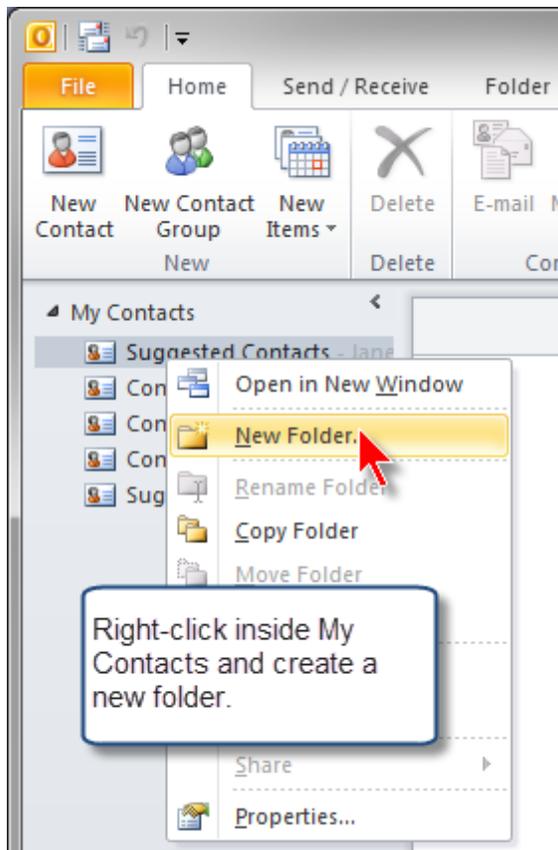
## Importing Shooters into Outlook

Once you've exported your database of shooters, two steps are required in order to import the information into Microsoft Outlook®. (Screen shots for this example were created with Outlook 2010®.)

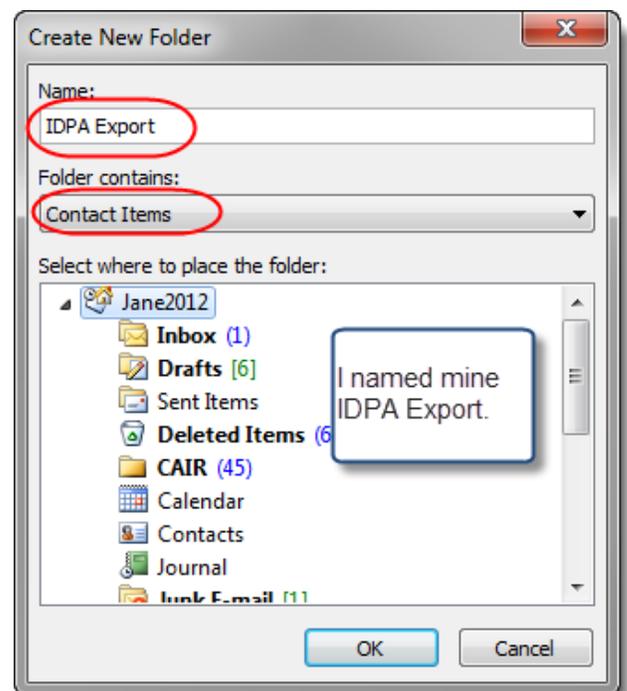
1. Create a new Contacts-type folder in Outlook.
2. Import the CSV file you've created with ForScore into that new folder in Outlook.

### 1. Creating a new Contacts-type folder in Outlook

Right-click inside My Contacts and select New Folder.

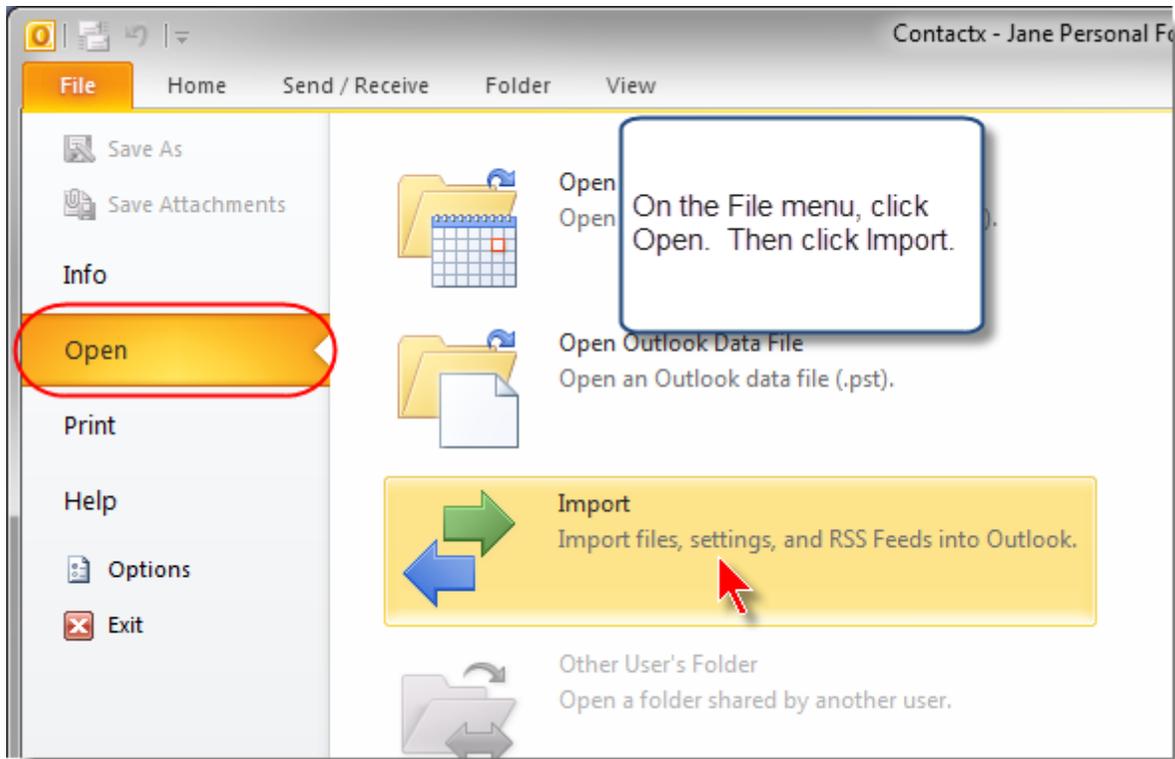


Give it a name, specify that it contains Contact Items. Select the existing folder into which you want to put this.

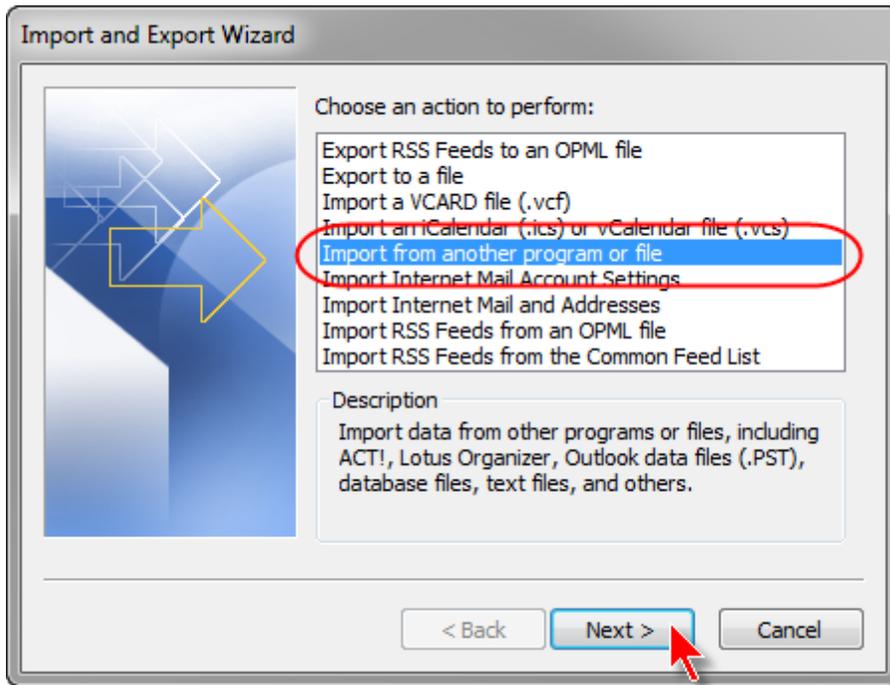


## 2. Importing

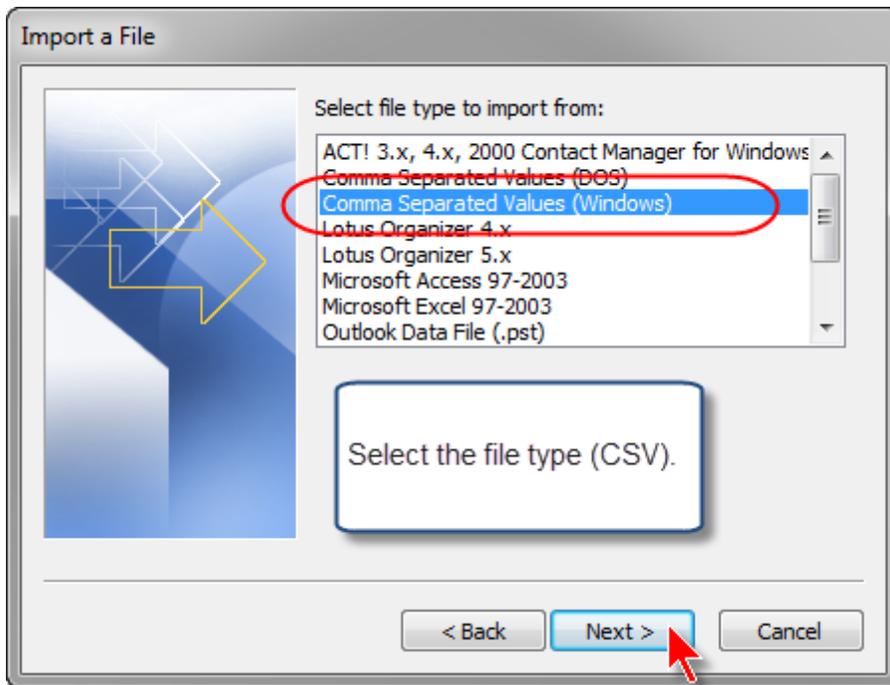
Start the import process from the File menu.



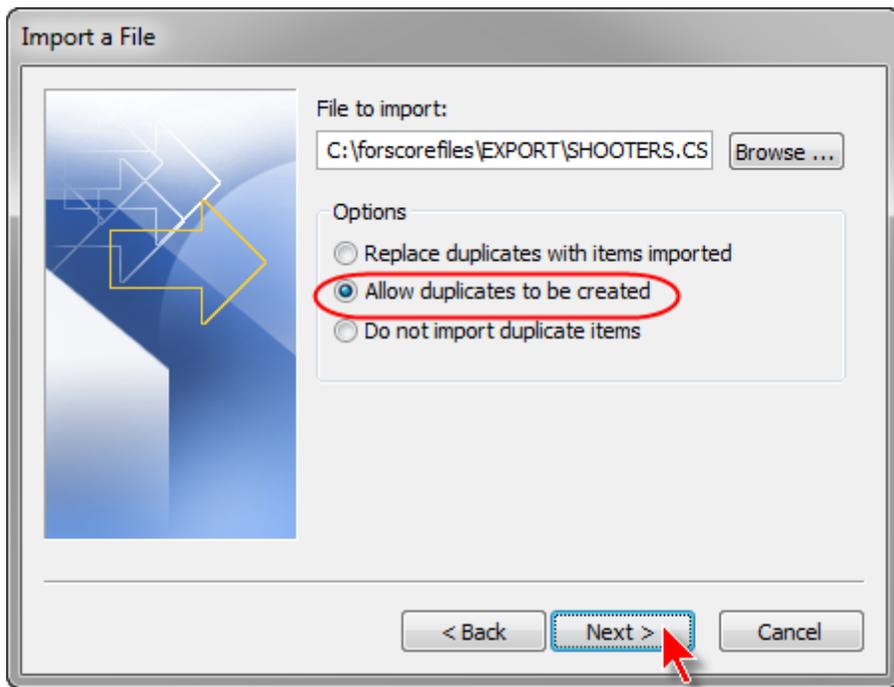
Select to import from a file.



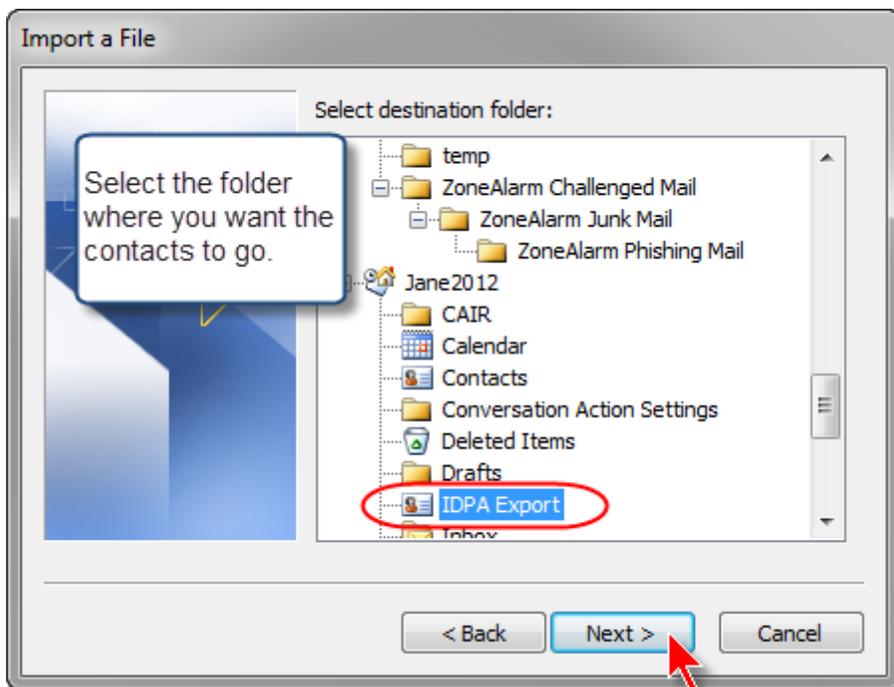
Choose Windows CSV.



Allow duplicates.

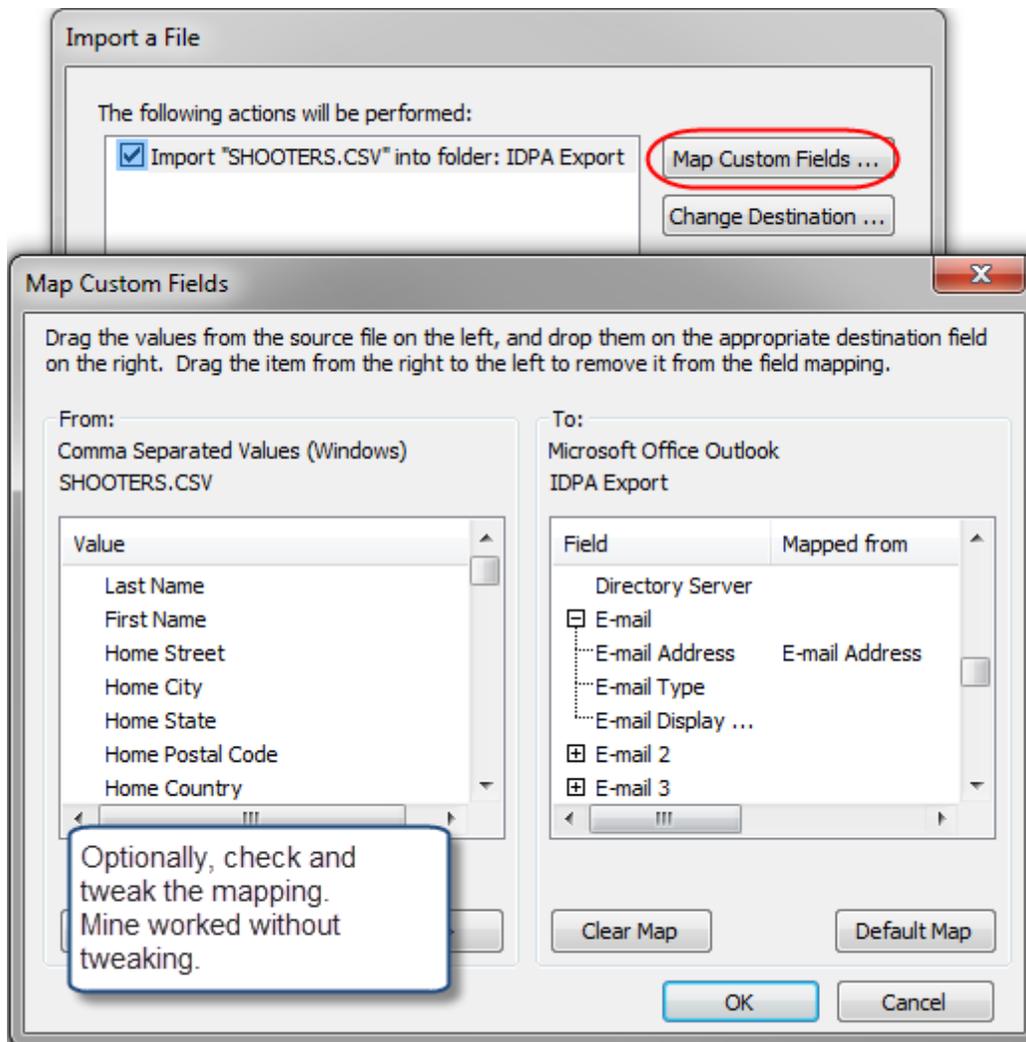


Specify the destination folder you created.

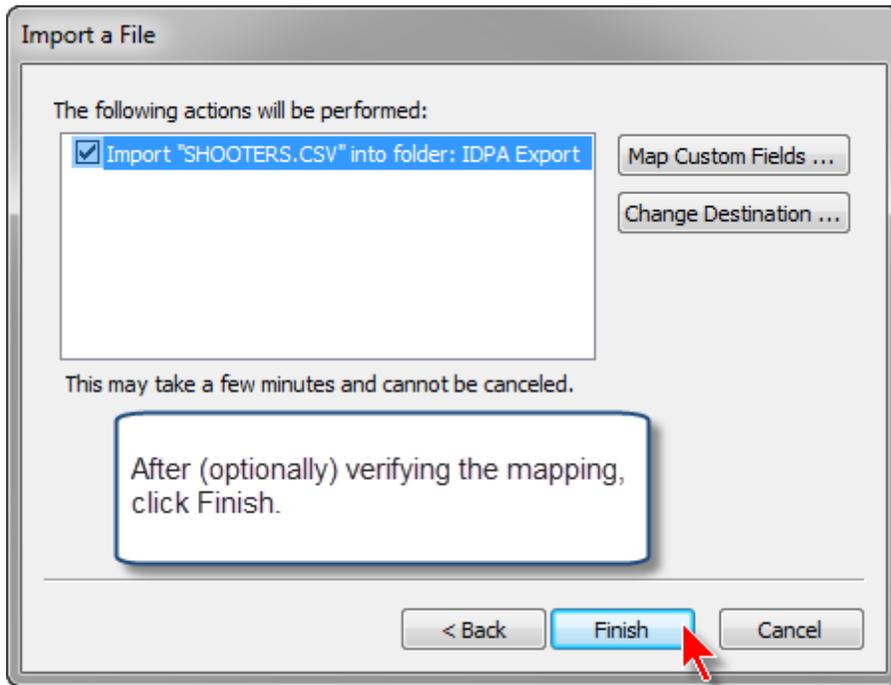


You can optionally verify the mappings.

I found that the CSV worked as-is with Outlook, although Windows Live Mail (see the next section) required some tweaking.

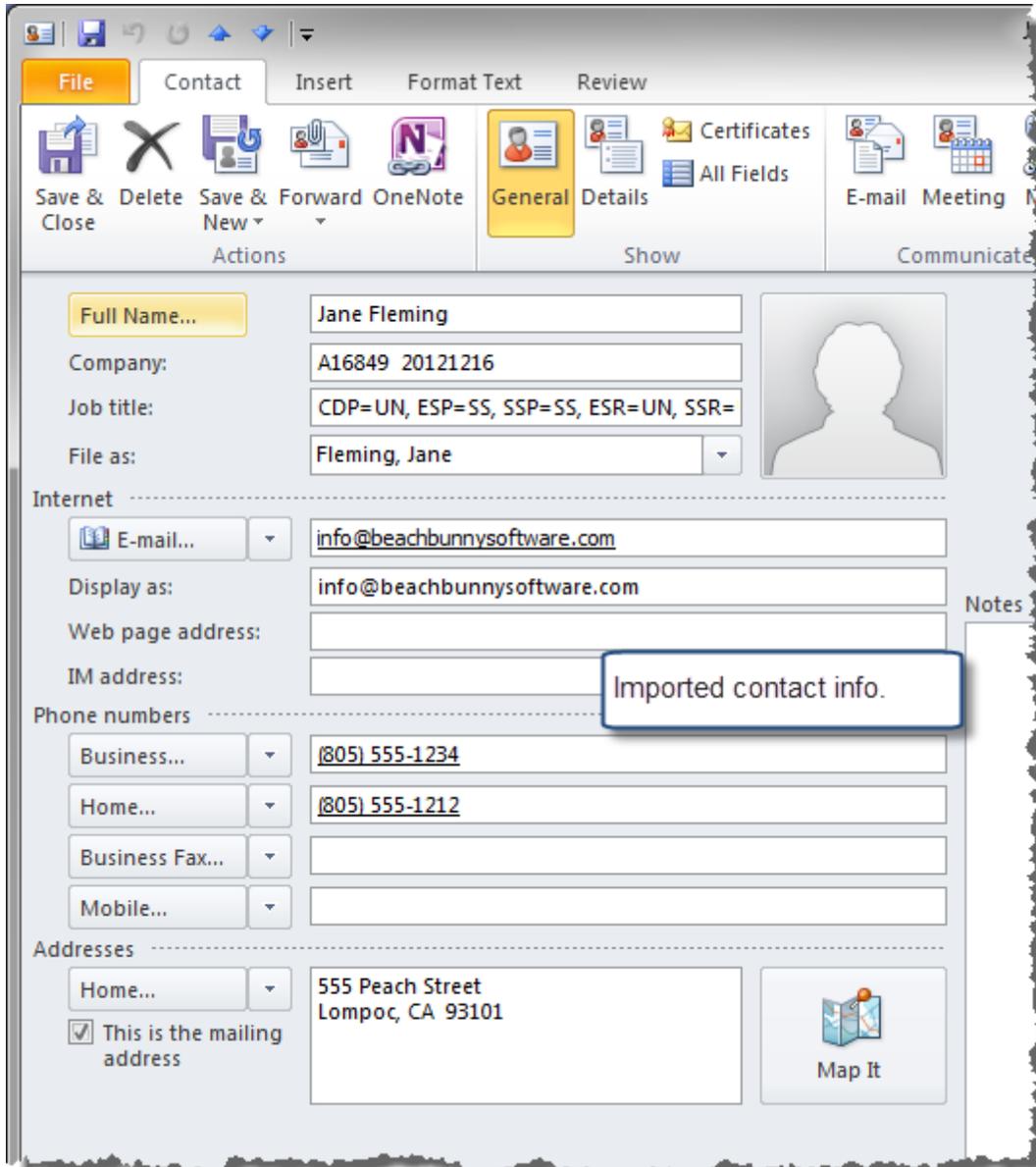


Take one more look, then click **Finish**.



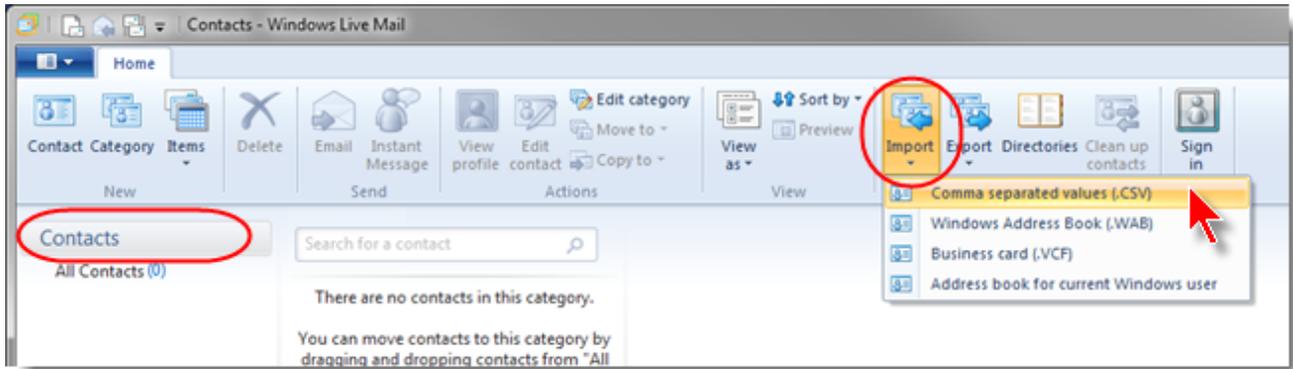
Success!

Note that the funky column names in the export from **ForScore** bring the full list of classifications into the "Job title" section.

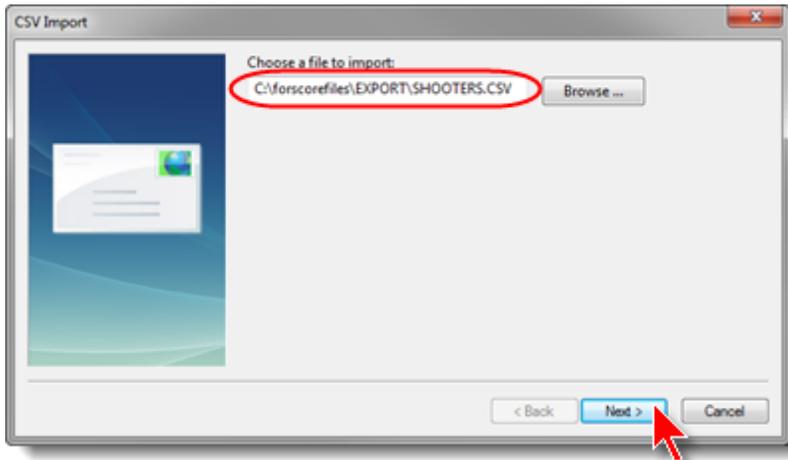


## Importing Shooters into Windows Live Mail or Outlook Express

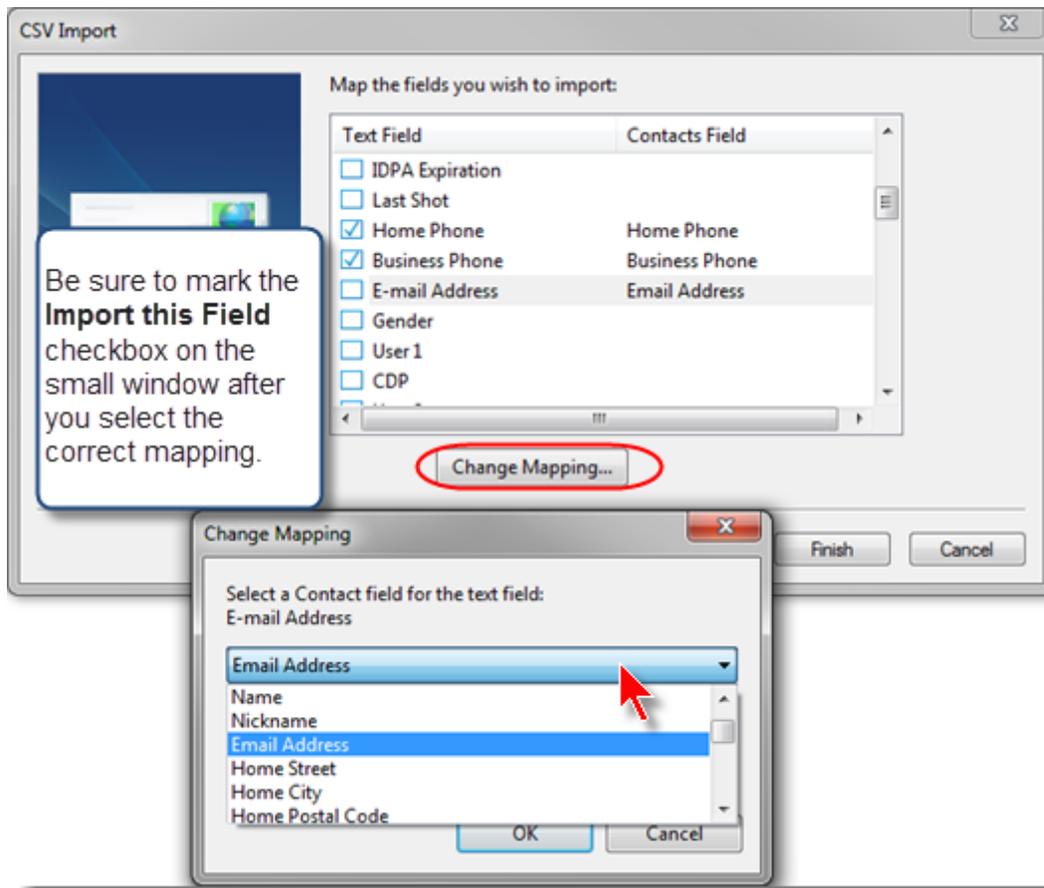
The screen shots used for illustration were made with Windows Live Mail on a Windows 7 machine. The principle will be similar on other "free" Windows email tools, but the details will be a bit different. Open the **Contacts** section, then click **Import** and select **Comma separated values (.CSV)**.



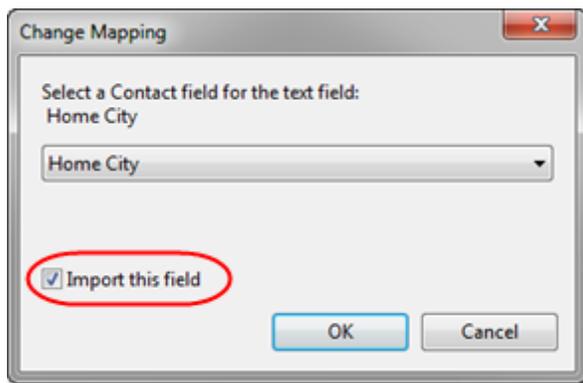
Browse to the CSV file you exported from **ForScore** and click **Next**.



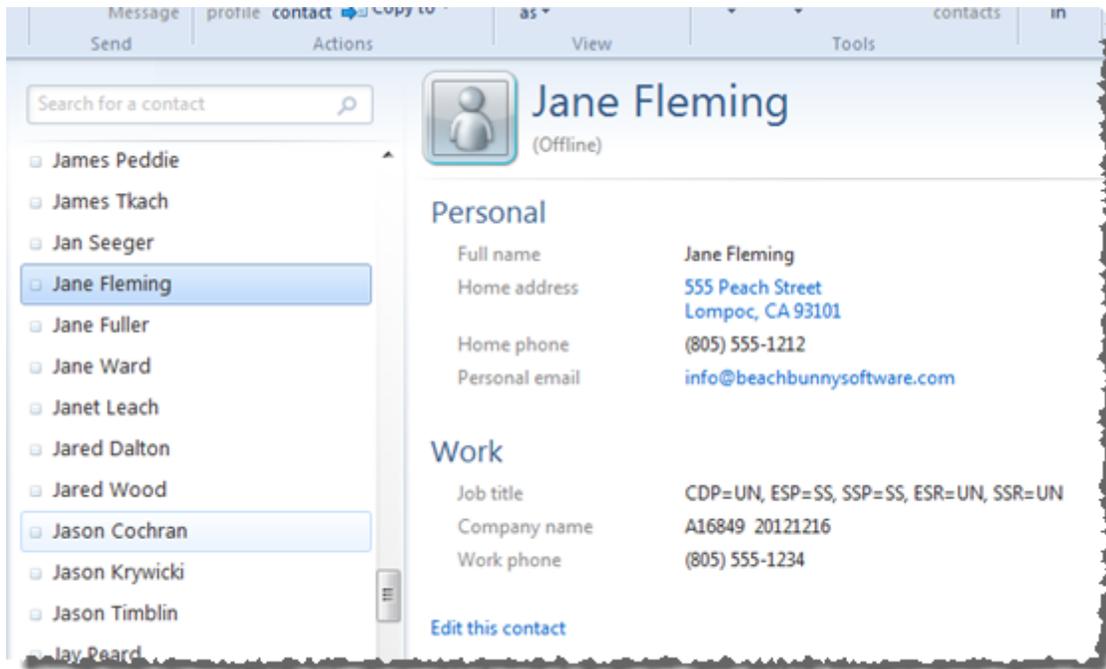
Even with the funky column names on the CSV export, you may need to tweak the mapping. Map the exported Email Address to Live's Email Address. Be sure to mark the Import this Field checkbox.



Although the name appeared to match, I found I had to use the mapping box for Home City as well.



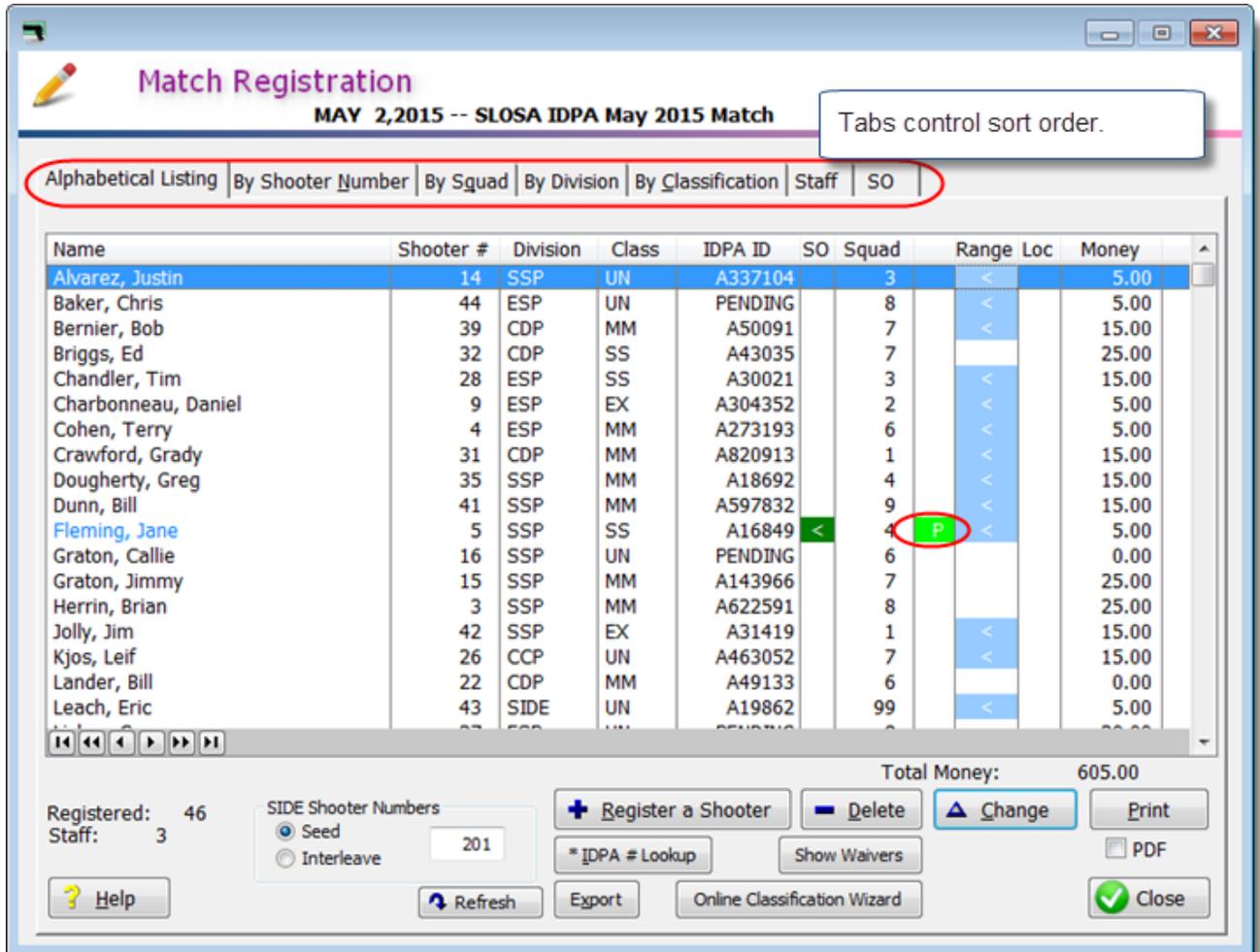
When it has finished, you can use the address book contacts for email, etc.  
Note that the funky column names mapped all of the classifications into the "Job title" field in the address book.



## Registering Shooters

This section covers the regular registration screen.

For information on the extended (wide) registration screen, see the section on the Event Module [588](#).



The basics of shooter registration are covered in the tutorial [53](#).

Shooter registrations can be sorted by name, number, squad, division, etc., based on the index tab you select. A green **P** appears for shooters for whom you've specified a pistol. (That can be disabled in Program Preferences [377](#).)

If you do not want match fees to appear on registration printouts, clear the **Show match fees** check box in Program Preferences [386](#).)

SIDE shooter number options are discussed here [304](#).

For an explanation of the **\* IDPA # Lookup** button, click here [301](#).

**Show Waivers** is visible if you enable it in Program Preferences [377](#). It will switch on a color display to show whose waiver(s) are not current.

The **Online Classification Wizard** button works the same as the button on the score entry screen. For an explanation, click here [160](#).

The **Print** button will print the match's registration [305](#) based on the sorting you've selected.

The **Refresh** button will update this screen if somebody on a separate networked computer has made changes to match registration or if you've changed someone's fees in the Event Module.

## Registering Shooters

Basic functions of this screen are discussed in the tutorial [56](#), including the Refresh [72](#) button.

**Update This Shooter** opens the shooter database screen for this shooter, so you can make changes in classification, etc.

**Select Shooter** can be used if for some reason you've registered the wrong person and need to change him.

For BUG or REV, you'll need to specify a sub-type. You have the option to display the subtype or not in print and web results. (So just pick one if you don't know or aren't going to display the sub-type.)

**Staff, Senior**, and other designations entered here **affect only this match**.

The **SO** check box will only appear if you have licensed the Event Module and have designated this a sanctioned match.

Safety Officer (in red text) shows that this person is designated as a certified SO in the shooters database.

Optional waiver status and dates are explained here [267](#).

The screenshot shows a software window titled "Changing a Shooter's Registration Info" for shooter "15 - Fleming, Jane SSP/SS". The window includes the following elements:

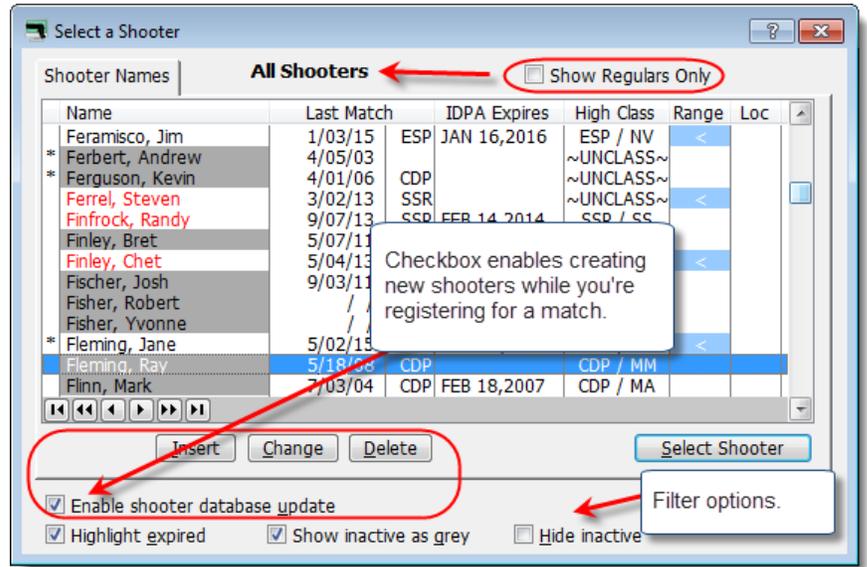
- Header:** Waiver: N/A, Second waiver: N/A, Match date: JUN 6, 2015.
- Buttons:** "Select Shooter" (circled in red), "Update This Shooter" (circled in red).
- Shooter Info:** Name: Fleming, Jane; A16849; Shooter number: 15; Classification: Regular.
- Classification Options:**
  - Don't derive classification (checkbox)
  - CDP MM (Ctrl+C)
  - ESP SS (Ctrl+E)
  - SSP SS (Ctrl+S) - Selected
  - CCP MM (Ctrl+P)
  - REV-S UN (Ctrl+R) REV-E (Ctrl+Shift+R)
  - BUG-S MM (Ctrl+B) BUG-R (Ctrl+Shift+B)
  - NFC UN
  - SIDE UN
- Match Classification:** SSP Sharpshooter
- Match Fee:** 15.00
- Specify for this match:**
  - Staff (checked)
  - Reentry (second gun) (checkbox)
  - Junior (12 thru 17) (checkbox)
  - Senior (50-64) (checkbox)
  - Distinguished Senior (65+) (checked)
  - Law (checkbox)
  - Lady (checked)
  - Military (checkbox)
  - Press (checkbox)
  - International (checkbox)
  - Industry (checkbox)
- Optional Squad (Alt+Q):** 0
- Lock Squad:** (checkbox)
- Pistol (optional):** SIG P226 .357SIG
- Buttons:** Select, Clear, Help, Safety Officer (in red), Print Barcode, Refresh, QK (checked), Cancel.

When you click Select Shooter (or make a new shooter registration), you can enter a shooter directly into the database without going back to the list of shooters.

The **Enable shooter database update** check box enables and disables the Insert, Change, and Delete buttons. I did this because sometimes I'd hit Insert accidentally, rather than selecting an existing shooter.

This screen will show **All Shooters** or **'Regular' Shooters Only**, depending on the checkbox.

This screen also supports the filtering and highlighting options for IDPA-expired and inactive shooters which are configured on the Shooters List screen.



## Shooter Numbers

When you are registering shooters for a match, each registration needs to have a unique shooter number. If someone is registering in more than one division (CDP and SSP, for example), he needs a different shooter number for each division. Or if he's reentered<sup>[307]</sup> and shooting the same division twice in one match, he needs a separate shooter number for each registration. (Jane is shooting SSP twice, using shooter numbers 15 and 55. The yellow indicates a reentry - shooting the same division twice. She is using shooter number 201 in the SIDE division.)

SIDE shooter numbers have some separate considerations and are discussed elsewhere<sup>[304]</sup>.

When you are entering scores, you can select shooters by their name if you prefer. Or by shooter number.

I find I'm somewhat less prone to error using shooter numbers - particularly in a large match where there may be multiple shooters with the same last names. The optional Barcode module<sup>[512]</sup> relies on shooter numbers for score entry, as does Direct Data Entry<sup>[329]</sup>.

After you have created a match, you can have shooters renumbered by the Renumber Wizard<sup>[315]</sup> if you have some need to do so.

**Match Registration**  
JUN 6, 2015 -- SLOSA-IDPA June 2015 Match

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Loc	Money
Ellison, Randy	38	CDP	MM	A38897		0	<	<	0.00
Elvin, Scott V.	34	CDP	SS	A29339		0	<	<	15.00
Fleming, Jane	15	SSP	SS	A16849	<	0	<	<	5.00
Fleming, Jane	55	SSP	SS	A16849	<	0	<	<	5.00
Fleming, Jane	201	SIDE	UN	A16849	<	0	<	<	5.00
Gowen, Doug	22	SSP	UN	A38890		0			25.00
Graton, Jimmy	28	SSP	MM	A143966		0			25.00
Herrin, Brian	23	SSP	MM	A622591		0			25.00
Hollis, Michael	25	SSP	UN	PENDING		0			30.00
Lander, Bill	9	CDP	MM	A49133		0			0.00
Liskey, Greg				PENDING		0			20.00
Little, Joe				3058	<	0	<	<	0.00
Liu, J. Norman				7819		0	<	<	15.00
Loveridge, Craig				6555		0	<	<	15.00
Marks, Chris				6837		0	<	<	5.00
Marks, Cotton				PENDING		0	<	<	5.00
Mauk, Phillip	24	CDP	MM	A622009		0	<	<	15.00
McDowell, Scott	45	SSP	MM	A795706		0	<	<	15.00

Total Money: 720.00

Registered: 56  
Staff: 5

SIDE Shooter Numbers  
 Seed 215  
 Interleave

Buttons: Register a Shooter, Delete, Change, Print, PDF, Close, Help, Refresh, Export, Online Classification Wizard

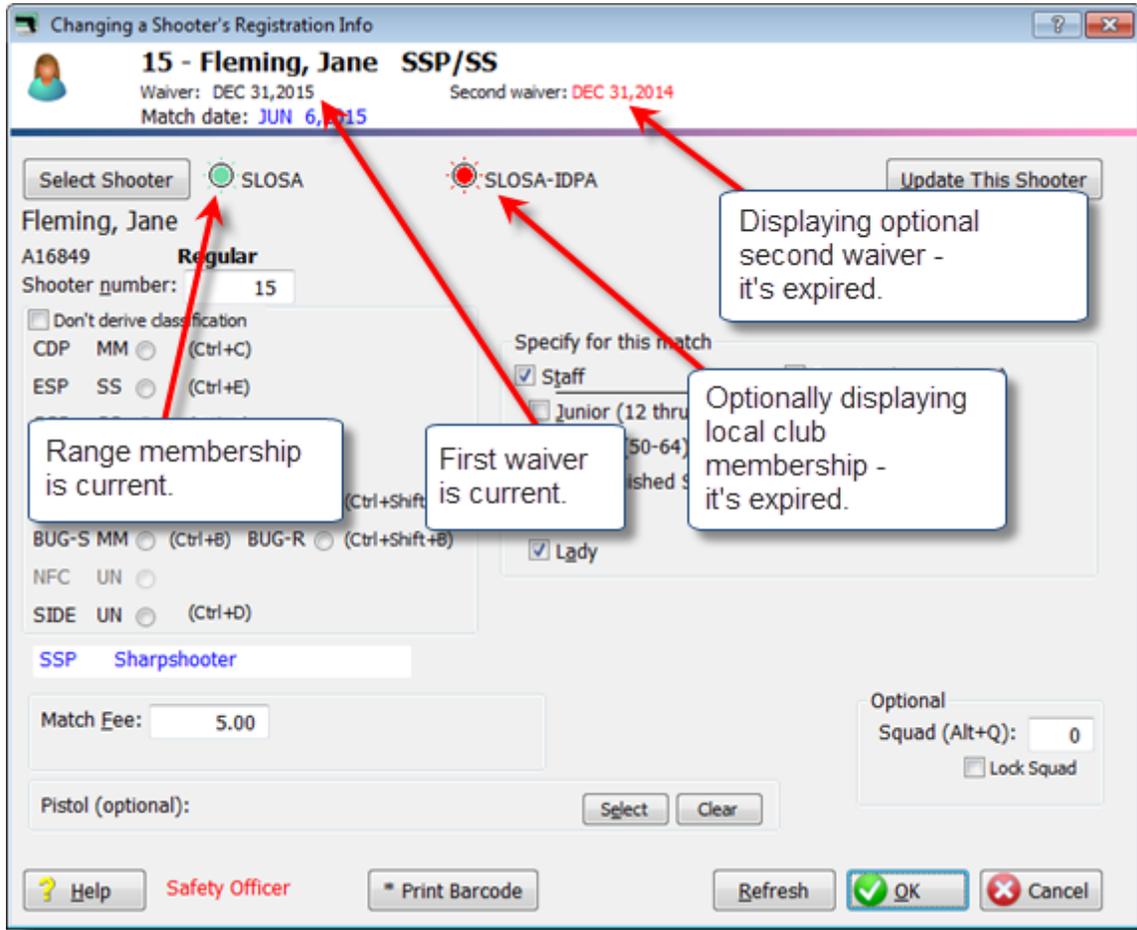
Callout: Re-entry is in yellow (shooting SSP twice).

### Registration - Club Membership

The registration screen will now display whether somebody is a member of your range.

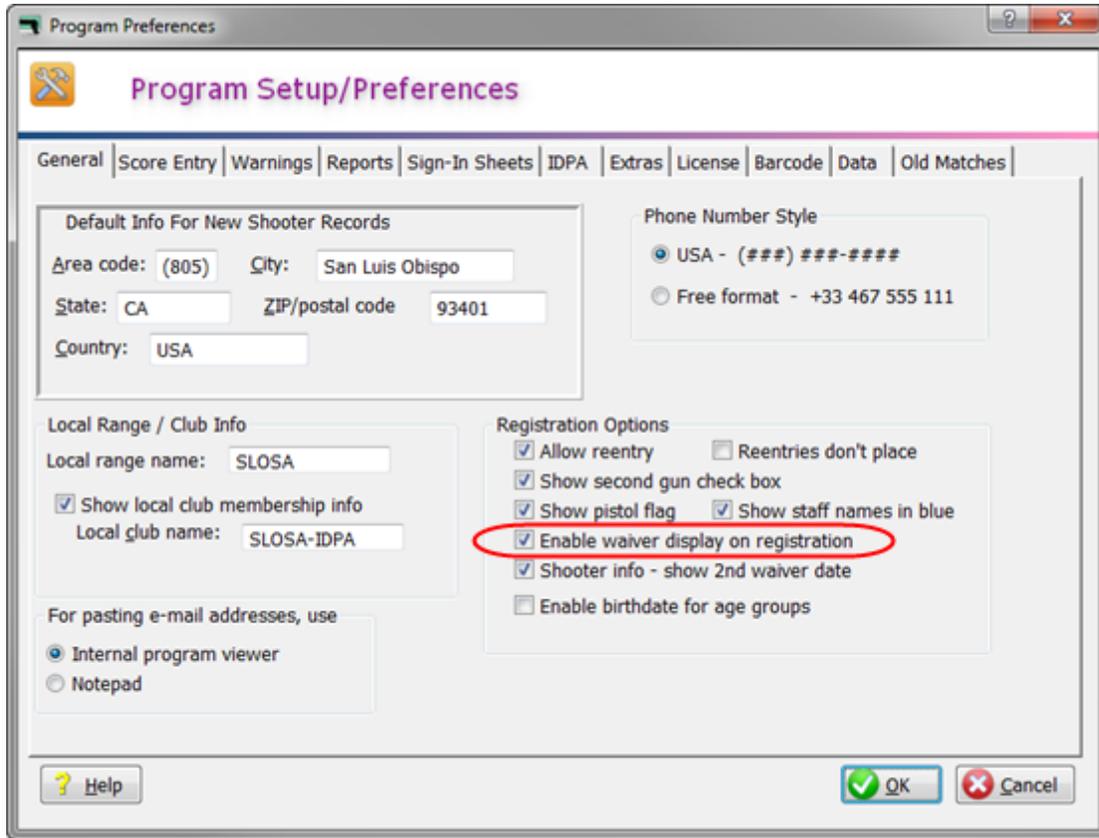
If you enable the display of local club membership in Program Preferences<sup>377</sup>, that information about a shooter will also display.

The "light" will be green if the person is a member, red otherwise.



If you specify membership expiration dates in the shooter database, the light will be red if his membership expires prior to the date of this match.

If you are using a second waiver<sup>269</sup> you can choose to display it on the registration screen as well.



### Registration List - Membership Indicators

In addition to membership indications on the screen where you register a shooter, the list of registrations for a match now has flags as well.

The flags show range membership. If you have enabled showing local membership in Program Preferences, then that information is displayed as well.

Match Registration  
JUN 6, 2015 -- SLOSA-IDPA June 20

Alphabetical Listing | By Sh | Division | By G

Red are expired.

Blank means no info entered.

Range membership. And local club membership, if you've turned that on in Program Preferences.

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Loc	Money
	33	SSP	UN	PENDING		0	<	<	20.00
	55	REV-S	UN	A9876543		0	!!	!!	25.00
	27	SSP	MM	A597032		0	<	<	15.00
Elmson, Randy	38	CDP	MM	A38897		0	<	<	0.00
Elvin, Scott V.	34	CDP	SS	A29339		0	<	<	15.00
Fleming, Jane	15	SSP	SS	A16849	<	0	<	!!	5.00
Little, Joe	14	CCP	MM	A33058	<	0	!!	<	0.00

### Registration List Waivers

If you've enabled waiver display on the registration screen (in Program Preferences), you can click the Show Waivers button to display their status.

See the topic on waiver expiration <sup>267</sup>.

## Unclassified Shooters

The "equity" classification rules<sup>[212]</sup> in the 2013 and 2015 rulebooks change what's considered an "unclassified" shooter.

**Other than for a classifier match or a match you've designated as 'sanctioned'**, if a shooter doesn't have a classification when you register him for a match, he'll be registered using his highest other classification. This will *not* impact the shooters database. Because there's now only a single REV division, REV shooters aren't affected by equity.

Adding a Shooter to this Match

**56 - Fleming, Jane REV-S/SS**

Match date: JUN 6, 2015

Select Shooter SLOSA Update This Shooter

Fleming, Jane

A16849 **Regular**

Shooter number: 56

Don't derive classification

CDP MM (Ctrl+C)

ESP SS (Ctrl+E)

SSP SS (Ctrl+S)

CCP MM (Ctrl+P)

**REV-S UN (Ctrl+R)** REV-E (Ctrl+Shift+R)

BUG-S MM (Ctrl+B) BUG-R (Ctrl+Shift+B)

NFC UN

SIDE UN (Ctrl+D)

Also register in SIDE match ?

Specify for this match

Staff  Reentry (second gun)

Junior (12 thru 17)  Military

Senior (50-64)  Press

Distinguished Senior (65+)  International

Law  Industry

Lady

**REV-S Sharpshooter** (derived from highest classification)

Match Fee: 5.00

Optional Squad (Alt+Q): 0  Lock Squad

Pistol (optional): Select Clear

Help Print Barcode Refresh OK Cancel

A shooter who is using a 'derived' classification will have his classification flagged in orange on the registration screen for the match.  
 Equity classifications will not be flagged.

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Loc	Money
Ellison, Randy	38	CDP	MM	A38897		0	<	<	0.00
Fleming, Jane	56	REV-S	SS	A16849	<	0	<	!!	5.00
Little, Joe	14	CCP	MM	A33058	<	0	!!	<	0.00
Liu, J. Norman	51	SSP	MM	A47819		0	<		15.00
Loveridge, Craig	49	SSP	SS	A16555		0	<		15.00
Marks, Chris	2	SSP	MM	A26837		0	<		5.00

Match results will include an asterisk and an explanation (at the top of web results and at the bottom of the page for print/PDF results).

9	Leona Baker	XXX	<b>483.16</b>	148	0	0	8	56.89(14)	51.60(15)	94.79(37)	77.06(28)
<b>CCP - Sharpshooter</b>											
1	Alex DeBono	A53652	<b>153.30</b>	25	0	2	0	29.94(2)	25.58(0)	30.90(8)	22.42(13)
<b>CCP - Marksman</b>											
1	Joe Little	A33058	<b>150.06</b>	62	0	2	1	28.86(4)	20.47(3)	34.29(15)	22.75(16)
<b>REV - Sharpshooter</b>											
1	Jane Fleming* (REV-S)	A16849	<b>202.08</b>	21	0	1	1	30.48(5)	31.09(1)	52.89(12)	28.71(1)

Numbers in parenthesis are target points down      **Bold** indicates stage winners  
 \* Shooter is unclassified in this division, shooting his/her highest other classification

## Overriding Highest Classification

The IDPA rulebook provides that "A competitor may compete in club matches in a division he does not have a classification in, provided he competes in the highest classification he presently holds."

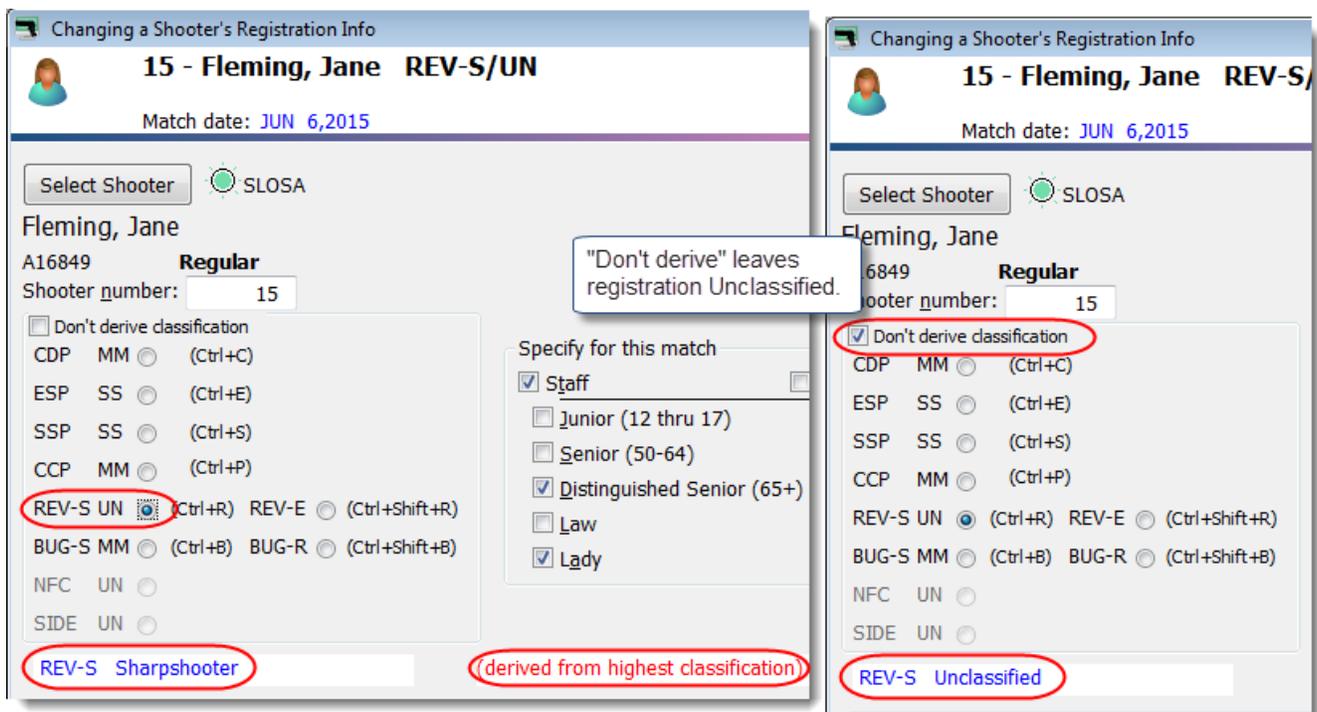
NOTE that with the 2013 (and 2015) rulebook, someone is not "unclassified" in an autoloader division if he has a classification in ANY autoloader division.

THIS DOES NOT AFFECT sanctioned matches using the "wide" registration screen.

ForScore's default behavior follows this rule, except for Classifier matches.

If you do not wish to have this behavior, mark the check box in Program Preferences<sup>[393]</sup> on the IDPA tab.

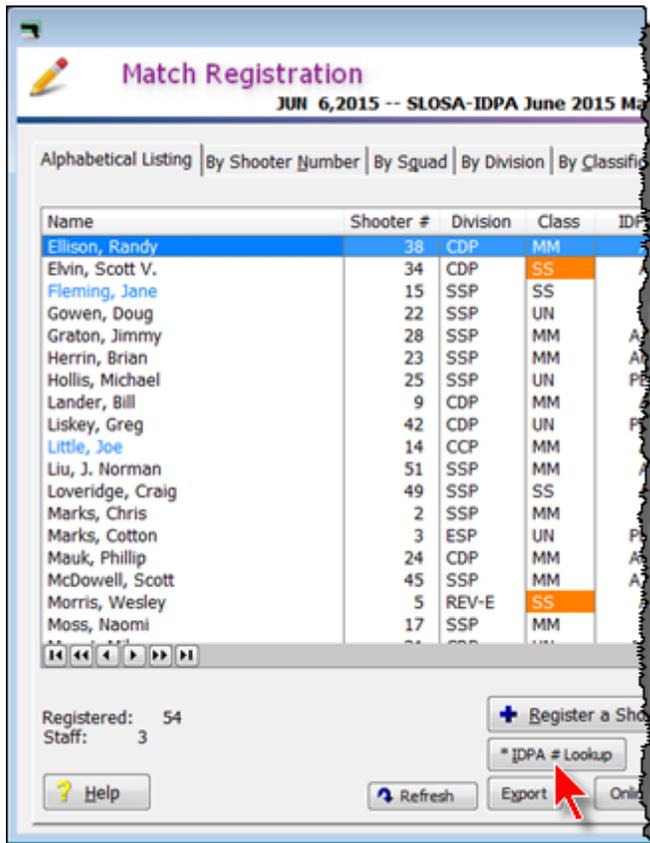
In one match I wanted to be able to selectively shut off the "register shooter in highest classification of another division". It was a 6 stage match, where three stages were scenario stages and the other three were Classifier stages. I wanted to break the Classifier stages out<sup>[151]</sup> into a separate match to upload to the IDPA website. So for this match, people who were unclassified were left that way so the Classifier results would look correct.



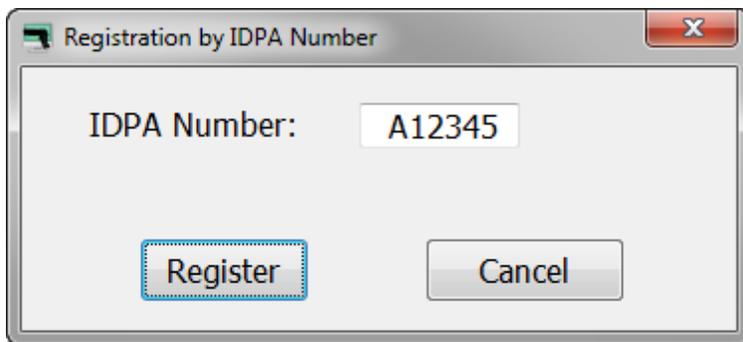
## Registering By IDPA Number

If shooters know their IDPA numbers (or have their cards with them), you can use that number to start the registration process.

This is basically a manual version of using the optional Barcode Module<sup>(517)</sup> to register shooters. Click the **IDPA # Lookup** button (or hit the **star key** on the numeric keypad).

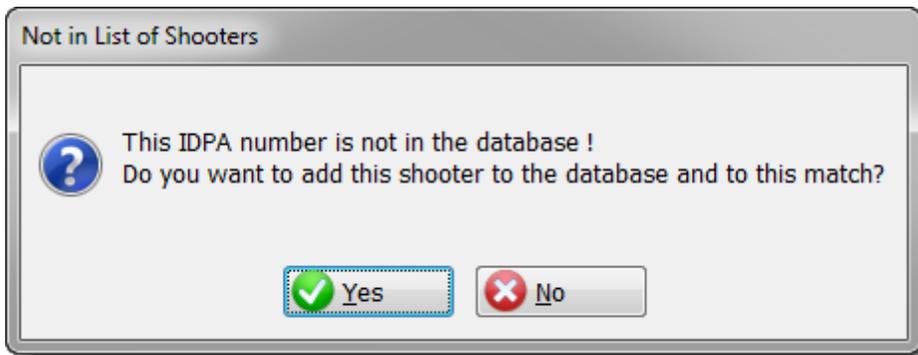


Key in the IDPA ID and hit **Enter** or click **Register**.



If the shooter's record is found, the registration screen opens and you can set his Division and any other elements (match fee, squad, etc.) as you normally would.

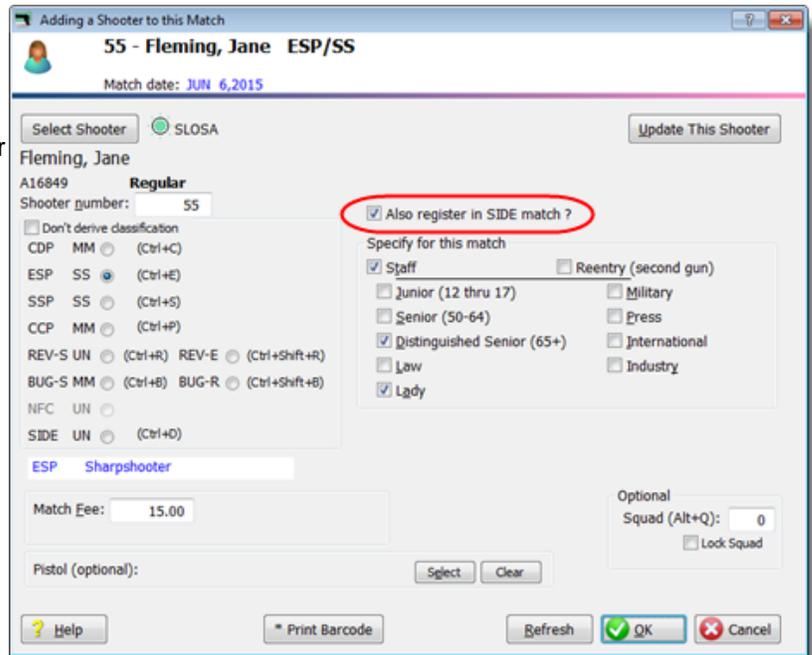
If the IDPA number is not found in the database, you can add the shooter now.



## Registering Shooters in SIDE Match Division

If you've elected to enable special SIDE match stages, then those stages must be defined *before* you can register shooters in the SIDE division. If you don't do so, SIDE will not be available on the registration screen. See the section on SIDE stages<sup>[255]</sup> to define SIDE stages after a match has been created.

You can also register shooters in SIDE division at the same time you register them for the regular match. When you click **OK**, this shooter will have two registrations and two shooter numbers created.



:

## SIDE Shooter Numbers

Each shooter registration needs a number that is unique for a specific match. This goes for SIDE registrations as well, of course.

ForScore provides two strategies to simplify this.

You can treat SIDE registrations like any other registrations, and assign consecutive shooter numbers by default. As you can see in the top example, when I said to register Jane in SIDE division as well she was assigned shooter numbers 6 and 7. In this case, SIDE registrations are 'interleaved' with regular registrations.

With our club, people pay a separate registration for SIDE stages. So I find it easier to have a separate set of shooter numbers for SIDE stages.

The screenshot shows the 'Match Registration' window for 'JUN 14, 2015 -- Sunday In Paradise'. The 'By Shooter Number' tab is selected. The table below shows the registration list with shooter numbers 1 through 7. Red circles highlight the SIDE registrations (rows 3 and 7).

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Little, Joe	1	CDP	SS	A33058	<	0	<	5.00
Rogers, John	2	CDP	MM	A11351	<	0	<	5.00
Rogers, John	3	SIDE	UN	A11351	<	0	<	5.00
Ragsdale, Bruce	4	REV-S	MM	A15746	<	0	<	15.00
Ragsdale, Bruce	5	SSP	UN	A15746	<	0	<	6.00
Fleming, Jane	6	SSP	SS	A16849	<	0	<	5.00
Fleming, Jane	7	SIDE	UN	A16849	<	0	<	5.00

At the bottom, the 'SIDE Shooter Numbers' section has the 'Interleave' radio button selected and circled in red.

If I start numbering SIDE shooters at 201, for example, shooter 201 will correspond to the first guy on my SIDE sign-in page, 202 to the second, etc. In this case, I need to enter a 'seed' number at which to begin numbering SIDE registrations. With a new match, that defaults to 201.

If you typically have more than 200 registrations for a match, you could set it higher.

I've registered several shooters in the match at the right. Some are only in a regular division, some are also in SIDE. The 'seed' number (which is the shooter number for the next SIDE registration) is currently 204.

The screenshot shows the 'Match Registration' window for 'JUN 14, 2015 -- Sunday In Paradise'. The 'By Shooter Number' tab is selected. The table below shows the registration list with shooter numbers 2 through 5 and 201 through 203. Red circles highlight the SIDE registrations (rows 6, 7, and 8).

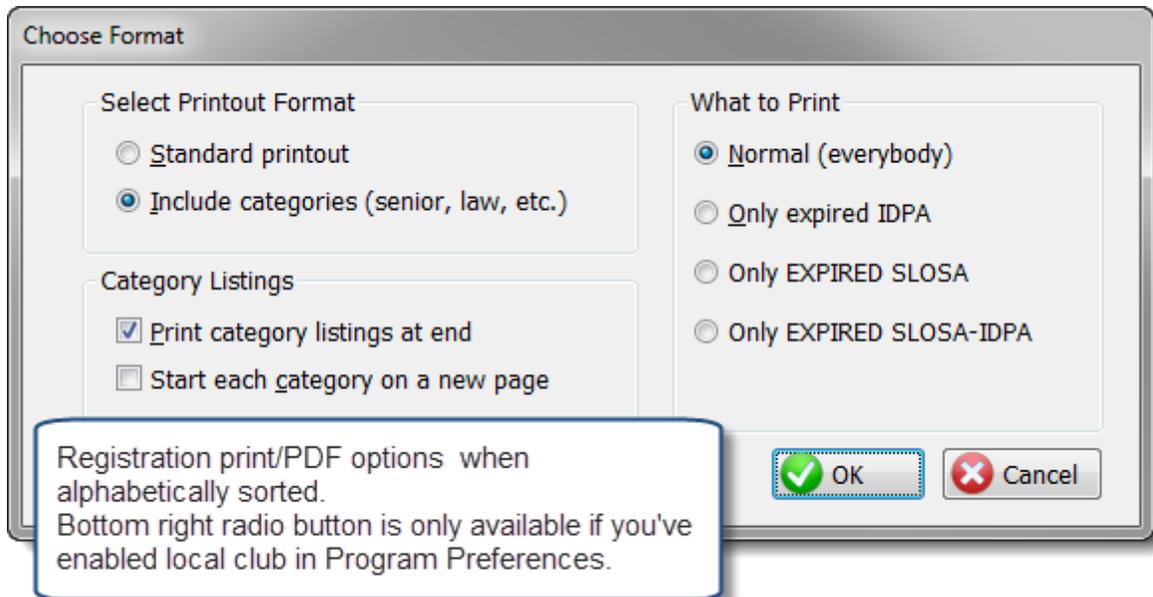
Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Little, Joe	2	CDP	SS	A33058	<	0	<	5.00
Rogers, John	3	CDP	MM	A11351	<	0	<	5.00
Ragsdale, Bruce	4	REV-S	MM	A15746	<	0	<	15.00
Fleming, Jane	5	SSP	UN	A16849	<	0	<	5.00
Rogers, John	201	SIDE	UN	A11351	<	0	<	5.00
Ragsdale, Bruce	202	SIDE	UN	A15746	<	0	<	6.00
Fleming, Jane	203	SIDE	UN	A16849	<	0	<	5.00

At the bottom, the 'SIDE Shooter Numbers' section has the 'Seed' radio button selected and circled in red, with the value '204' entered in the adjacent field and also circled in red. A callout box points to the SIDE registrations in the table with the text: "With 'seed' selected, SIDE shooter numbers will start at 201, or whatever number you preset."

## Printing Registration List

When you click the **Print** button on the match registration screen<sup>291</sup>, the printout or PDF will be **sorted in the same order as shown on the screen** (alphabetically, by shooter number, etc.)

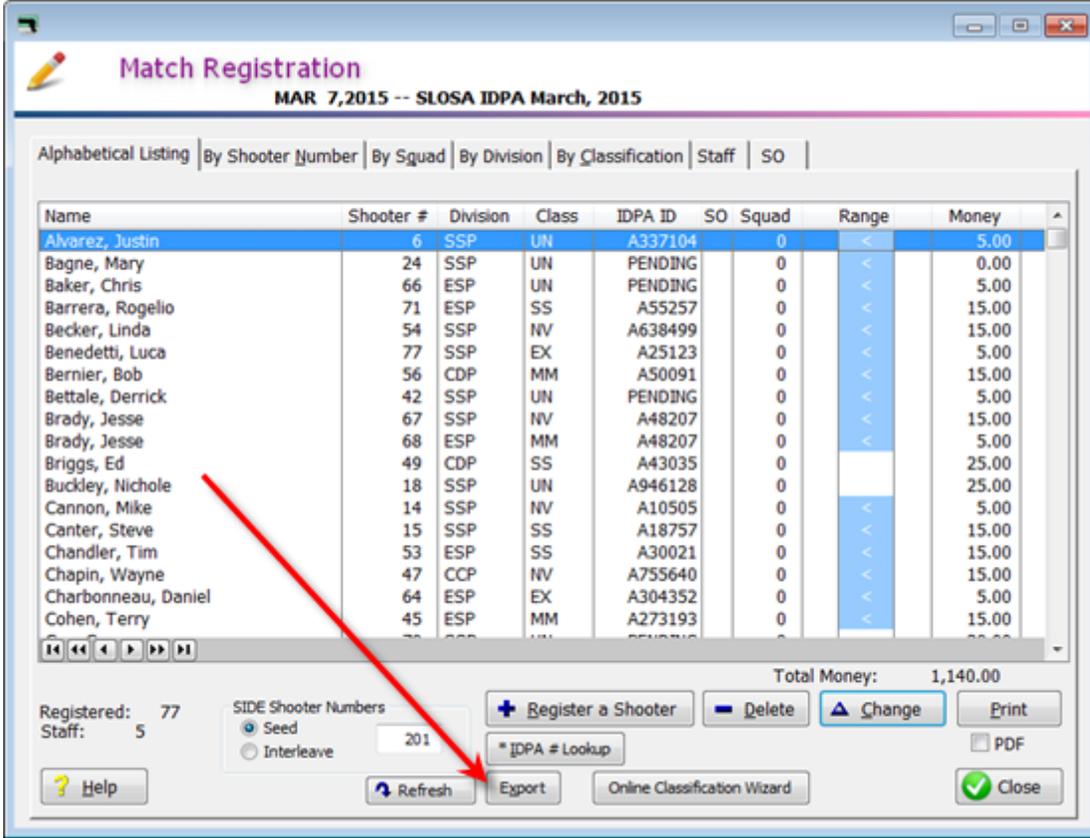
**If you are printing sorted alphabetically**, you can also opt to show the categories of your shooters, and/or to print a list by category at the end of the printout. You can also filter by shooter status.



Other options are available for the various registration printouts, depending on which sort order you choose for the registration screen.

## Exporting Registrations to Excel

The registration information for your match can be exported into a CSV file that can be read by Excel. This is NOT something to upload to the IDPA website. It's for whatever other use you may have.



The screenshot shows the 'Match Registration' window for 'MAR 7, 2015 -- SLOSA IDPA March, 2015'. The window displays a table of shooter information and a control panel at the bottom. A red arrow points to the 'Export' button in the control panel.

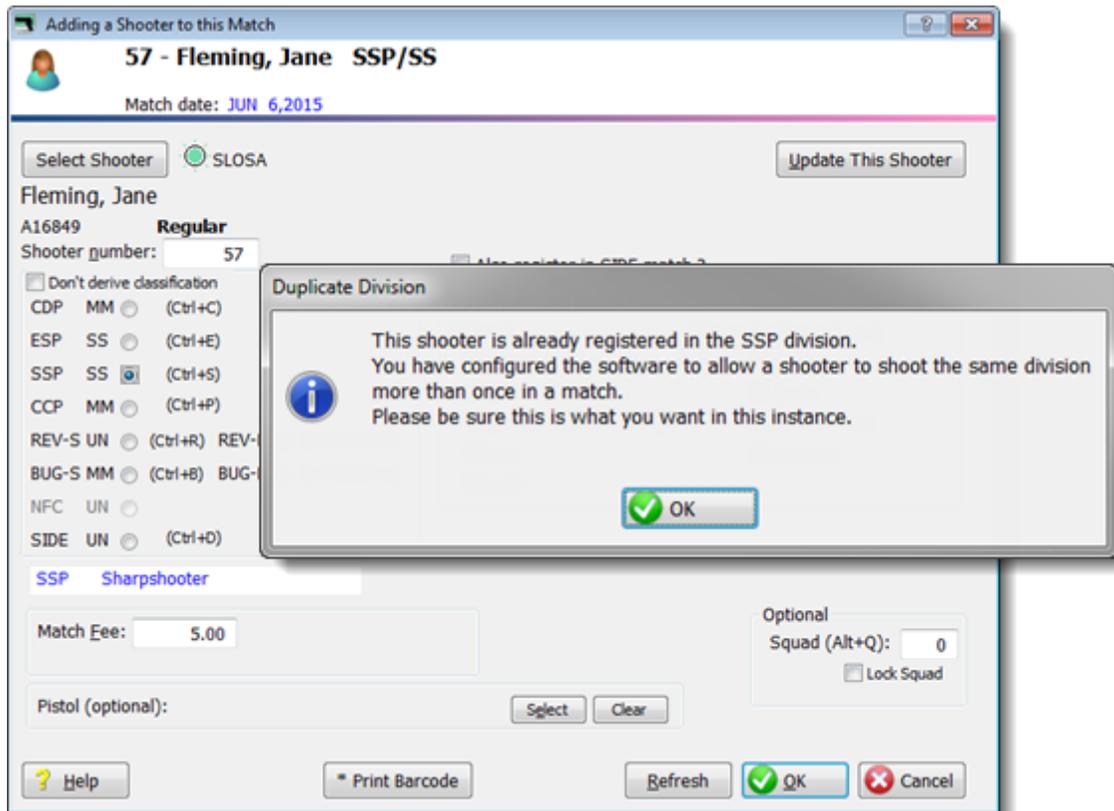
Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Alvarez, Justin	6	SSP	UN	A337104	0		<	5.00
Bagne, Mary	24	SSP	UN	PENDING	0		<	0.00
Baker, Chris	66	ESP	UN	PENDING	0		<	5.00
Barrera, Rogelio	71	ESP	SS	A55257	0		<	15.00
Becker, Linda	54	SSP	NV	A638499	0		<	15.00
Benedetti, Luca	77	SSP	EX	A25123	0		<	5.00
Bernier, Bob	56	CDP	MM	A50091	0		<	15.00
Bettale, Derrick	42	SSP	UN	PENDING	0		<	5.00
Brady, Jesse	67	SSP	NV	A48207	0		<	15.00
Brady, Jesse	68	ESP	MM	A48207	0		<	5.00
Briggs, Ed	49	CDP	SS	A43035	0		<	25.00
Buckley, Nichole	18	SSP	UN	A946128	0		<	25.00
Cannon, Mike	14	SSP	NV	A10505	0		<	5.00
Canter, Steve	15	SSP	SS	A18757	0		<	15.00
Chandler, Tim	53	ESP	SS	A30021	0		<	15.00
Chapin, Wayne	47	CCP	NV	A755640	0		<	15.00
Charbonneau, Daniel	64	ESP	EX	A304352	0		<	5.00
Cohen, Terry	45	ESP	MM	A273193	0		<	15.00

Control Panel:

- Registered: 77
- Staff: 5
- SIDE Shooter Numbers:  Seed,  Interleave, 201
- Total Money: 1,140.00
- Buttons: Register a Shooter, Delete, Change, Print, PDF, Close, Export, Refresh, Online Classification Wizard, Help

## Reentry (Same Division)

By default, ForScore will only let you register a shooter once in each division in a given match. If you want to let shooters register more than once in a division, mark the **Allow Reentry** checkbox in Program Preferences <sup>377</sup>. Having done that, when you attempt to register a shooter a second time in a particular division the system will warn you but permit it:



On the main score entry screen, Reentry listings are flagged with a yellow highlight:

**Match Registration**  
JUN 6, 2015 -- SLOSA-IDPA June 2015 Match

Alphabetical Listing | By Shooter Number | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
DeBono, Alex	54	CDP	SS	A53652		0	<	5.00
Dougherty, Greg	31	SSP	MM	A18692		0	<	15.00
Dunn, Bill	27	SSP	MM	A597832		0	<	15.00
Ellison, Randy	38	CDP	MM	A38897		0	<	0.00
Elvin, Scott V.	34	CDP	SS	A29339		0	<	15.00
Fleming, Jane	15	SSP	SS	A16849	<	0	<	5.00
Fleming, Jane	57	SSP	SS	A16849	<	0	<	5.00
Gowen, Doug	22	SSP	UN	A38890		0		25.00
Graton, Jimmy	28	SSP	MM	A143966		0		25.00
Herrin, Brian	23	SSP	MM	A622591		0		25.00
Hollis, Michael	25	SSP	UN	PENDING		0		30.00
Lander, Bill	26	SSP	MM	A49133		0		0.00
Liskey, Greg	24	SSP	UN	PENDING		0		20.00
Little, Joe	21	SSP	MM	A33058	<	0	<	0.00
Liu, J. Norman	20	SSP	MM	A47819		0	<	15.00
Loveridge, Craig	18	SSP	SS	A16555		0	<	15.00
Marks, Chris	2	SSP	MM	A26837		0	<	5.00
Marks, Cotton	3	ESP	UN	PENDING		0		5.00

Total Money: 736.00

Registered: 57  
Staff: 4

SIDE Shooter Numbers  
 Seed  
 Interleave 203

Buttons: Register a Shooter, Delete, Change, Print, PDF, Close, Refresh, Export, Online Classification Wizard, Help

Yellow highlight flags a re-entry.

And on the shooter entry screens:

Update Stage Results

Fleming, Jane Division: SSP SLOSA-IDPA June 2015 Match  
 Shooter Number: 57 Class: Sharpshooter A16849

Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score
1	0.00	0	0	0	0	0.00	0.00
2	0.00	0	0	0	0	0.00	0.00
3	0.00	0	0	0	0	0.00	0.00
4	0.00	0	0	0	0	0.00	0.00
5	0.00	0	0	0	0	0.00	0.00
6	0.00	0	0	0	0	0.00	0.00

0.00 0 0 0 0 0.00 0.00

Save Totals and Close this Window Close Window Print Help Enter/Change Stage Results

Enter / Modify Data for this Stage

Stage 1 Shooter Number: 57 June 6, 2015  
 Name: Fleming, Jane SSP/SS A16849

String 1 Time: 0.00

Procedurals: 0  
 Non Threats: / 0  
 Failures To Neutralize: 0  
 Failures To Do Right: 0  
 Total Time: 0.00  
 Penalty Seconds: 0.00  
 Total Stage Score: 0.00

Target 1: 0 Target 7: 0 Target 13: 0  
 Target 2: 0 Target 8: 0 Target 14: 0  
 Target 3: 0 Target 9: 0 Target 15: 0  
 Target 4: 0 Target 10: 0 Target 16: 0  
 Target 5: 0 Target 11: 0 Target 17: 0  
 Target 6: 0 Target 12: 0 Target 18: 0

Total Target Points Down: 0

Did Not Finish Disqualified

And results. In this example, the reentry places amongst the other shooters. You can also specify in Program Preferences <sup>377</sup> that reentry shooters be listed at the bottom of each division/classification.

<b><u>SSP Expert</u></b>				
1	Luca Benedetti	A25123	<b>104.85</b>	7
<b><u>SSP Sharpshooter</u></b>				
1	Daniel Charbonneau	A304352	<b>89.21</b>	9
2	Steve Canter	A18757	<b>114.54</b>	19
3	Rob Wunningham	A23972	<b>137.08</b>	0
4	Craig Loveridge	A16555	<b>142.98</b>	54
5	Jane Fleming (reentry)	A16849	<b>178.50</b>	23
6	Jane Fleming	A16849	<b>202.08</b>	21

## Second Gun (Different Divisions)

By default, if you register somebody in two divisions for a match, each of his scores will be treated equally. (We did that with Sam in the tutorial<sup>[63]</sup>.)

However, if you prefer to have someone's 'first' registration be the only one that counts for place, you can check **Show second gun check box** in Program Preferences<sup>[37]</sup>.

Then if you mark **Reentry (second gun)**, this registration will be treated as a reentry. If you have marked **Reentries don't place** in Program Preferences<sup>[37]</sup>, any registrations for which you tick this box will have their scores shown at the bottom of their classifications.

The screenshot shows a software window titled "Changing a Shooter's Registration Info" for shooter "12 - Fleming, Jane CCP/MM" on "Match date: JUN 14, 2015". The window contains various registration options. A yellow circle highlights the "Reentry" checkbox, which is checked. A blue callout box with a white background contains the text: "You only need to mark this box if this is a different division. If somebody is shooting twice in the SAME division, the second registration will automatically be flagged as a re-entry." Another red circle highlights the "Reentry (second gun)" checkbox, which is also checked. Other options include "Military", "Press", "International", "Industry", "Law", "Lgdy", "BUG-S MM", "BUG-R", "NFC UN", "SIDE UN", "Match Fee: 5.00", "Optional Squad (Alt+Q): 0", and "Lock Squad". At the bottom, there are buttons for "Help", "Safety Officer", "Print Barcode", "Refresh", "OK", and "Cancel".

## Squadding Wizard

The Squadding Wizard will divide your registered shooters into squads for a match. The logic it follows is this:

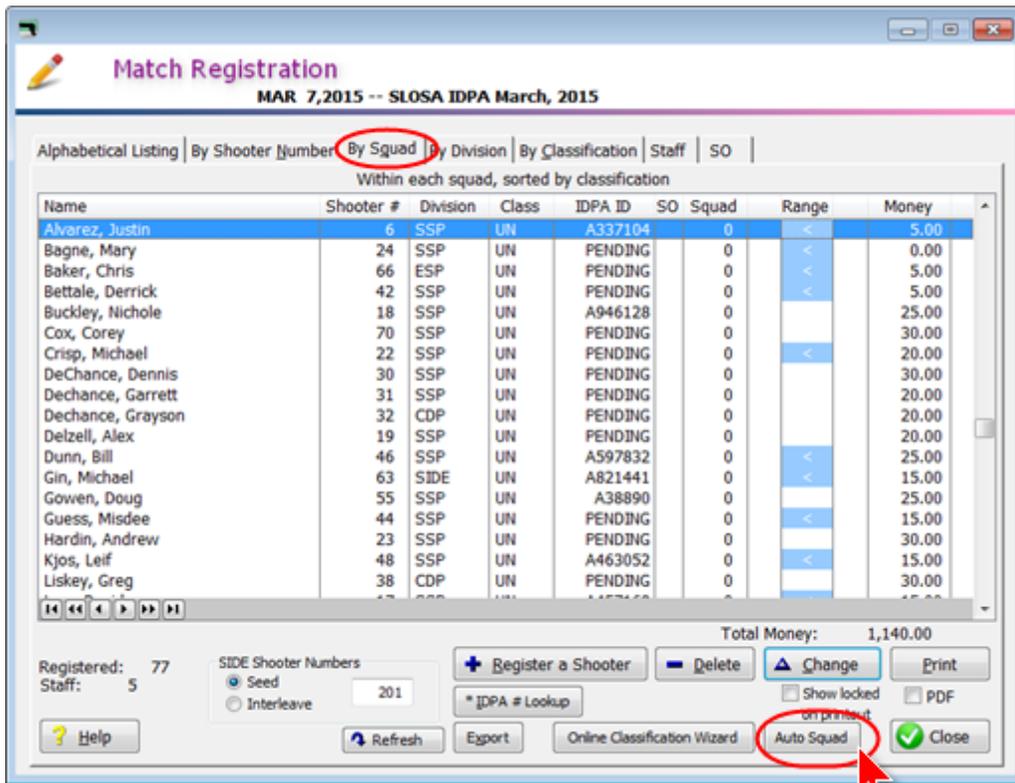
1. Look for any shooters who are registered more than once in a match. If Jane and Bob are each registered twice, put both of Jane's registrations into one squad and both of Bob's into another.
2. Sort shooters by classification, and spread them evenly over the squads. That way, each squad gets approximately the same number of masters, experts, etc.
3. If your staff is shooting separately (perhaps the day before the match), you can elect to squad staff separately (in squad 90).
4. Any SIDE registrations will be assigned to squad 99.

The reason for putting staff into squad 90 is that when you add shooters to a match, by default they are entered in Squad 0.

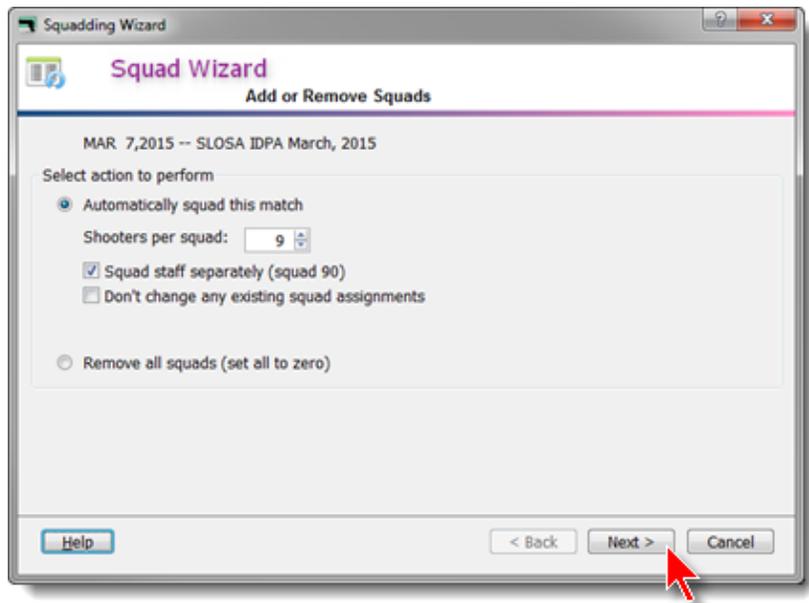
If you check the Don't change any existing squad assignments box, the wizard will only create squad assignments for shooters who are presently shown in Squad 0. This way, you can try to accommodate folks who want to be squadded together, and then use the wizard to distribute the rest of the (unsquadded) shooters among the various squads.

Whether or not that "don't change" box is marked, the wizard will not change squad assignments you have locked <sup>314</sup>.

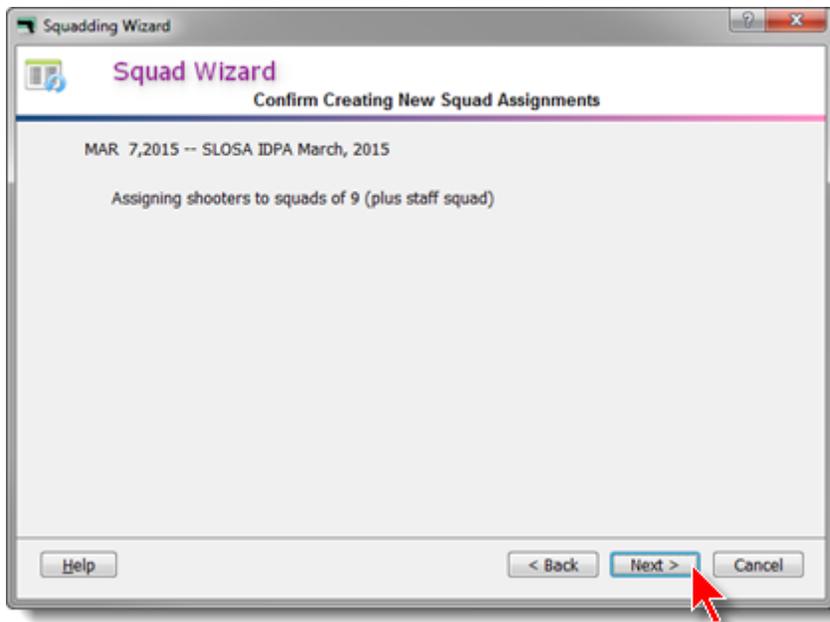
To access the wizard, select to view your match registrations by squad, then click **Auto Squad**.



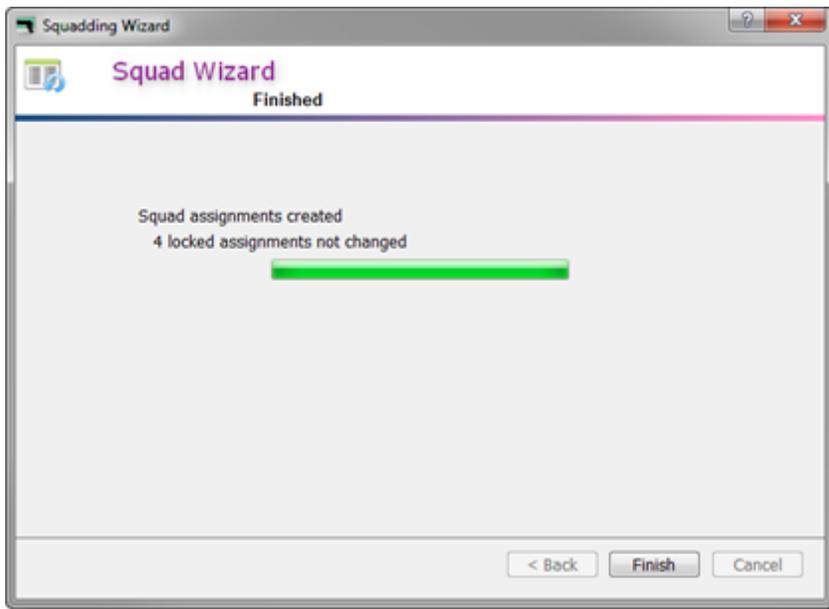
Choose the number of shooters you want on each squad.  
As mentioned above, you can also elect to exclude staff.



Confirm your choices:



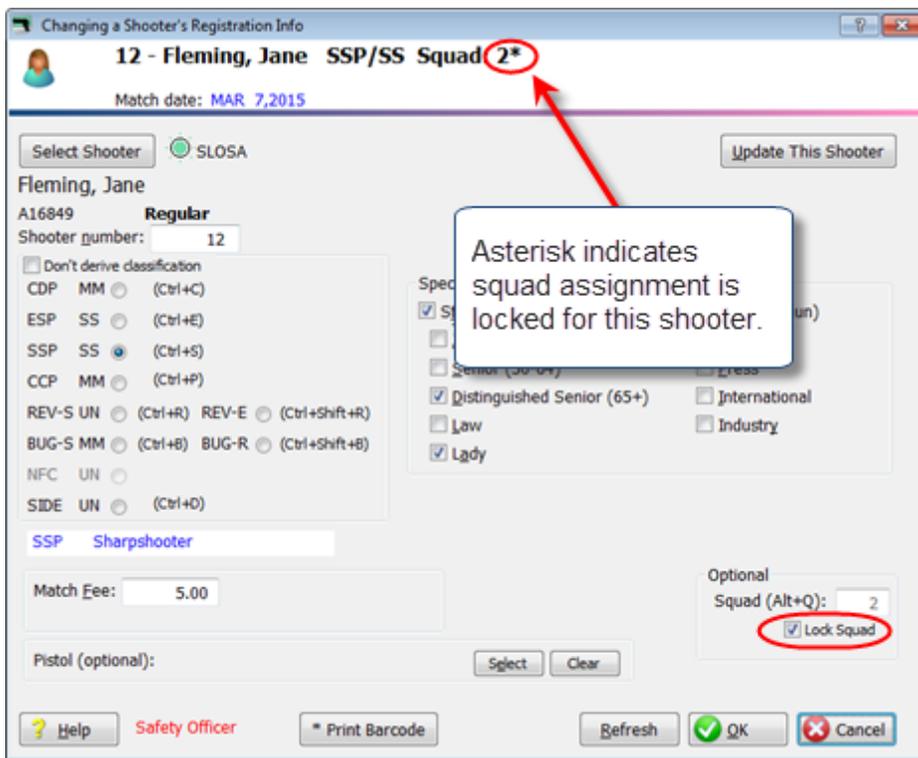
And finish the wizard. Squad assignments I've locked weren't changed.



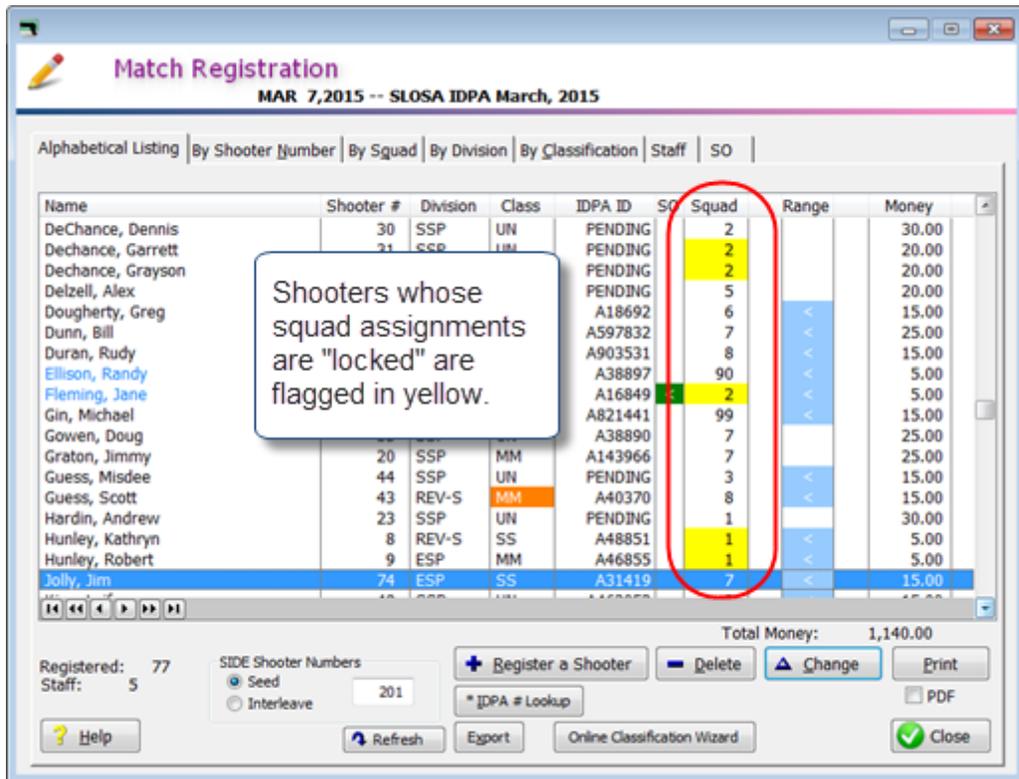
## Locked Squad Assignments

When you're squadding a match and Joe and Bill and Bob want to be on the same squad, you can lock their squad assignments so you don't inadvertently assign them to a different squad.

Just mark the box on a shooter's registration that you want to lock.



The registration screen for that match will flag "locked squad" shooters in yellow. The shooter's registration screen will have an asterisk by the squad number (see previous picture.)



### Renumber Wizard

The Match Renumber Wizard is accessed through the **By Shooter Number** tab on the match registration screen.

Match Registration  
MAR 7, 2015 -- SLOSA IDPA March, 2015

Alphabetical Listing **By Shooter Number** | By Squad | By Division | By Classification | Staff | SO

Name	Shooter #	Division	Class	IDPA ID	SO	Squad	Range	Money
Nave, Fred J.	60	CDP	MM	A19177		4	<	15.00
Salazar, Merk	61	CDP	MM	A498203		5	<	5.00
Sturgeon, Brian	62	CDP	UN	A53303		4	<	5.00
Gin, Michael	63	SIDE	UN	A821441		99	<	15.00
Charbonneau, Daniel	64	ESP	EX	A304352		4	<	5.00
Leach, Eric	65	SSP	EX	A19862		2	<	5.00
Baker, Chris	66	ESP	UN	PENDING		1	<	5.00
Brady, Jesse	67	SSP	NV	A48207		1	<	15.00
Brady, Jesse	68	ESP	MM	A48207		1	<	5.00
Rodriguez, Mario	69	ESP	MM	A327771		2	<	15.00
Cox, Corey	70	SSP	UN	PENDING		4	<	30.00
Barrera, Rogelio	71	ESP	SS	A55257		2	<	15.00
Miramontes, Frank	72	ESP	UN	PENDING		6	<	20.00
Duran, Rudy	73	CDP	NV	A903531		8	<	15.00
Jolly, Jim	74	ESP	SS	A31419		7	<	15.00
Little, Joe	75	SSP	SS	A33058	<	90	<	0.00
Turner, Jerry	76	ESP	SS	A10656		5	<	0.00
Benedetti, Luca	77	SSP	EX	A25123		3	<	5.00

Total Money: 1,140.00

Registered: 77  
Staff: 5

SIDE Shooter Numbers  
 Seed  
 Interleave

201

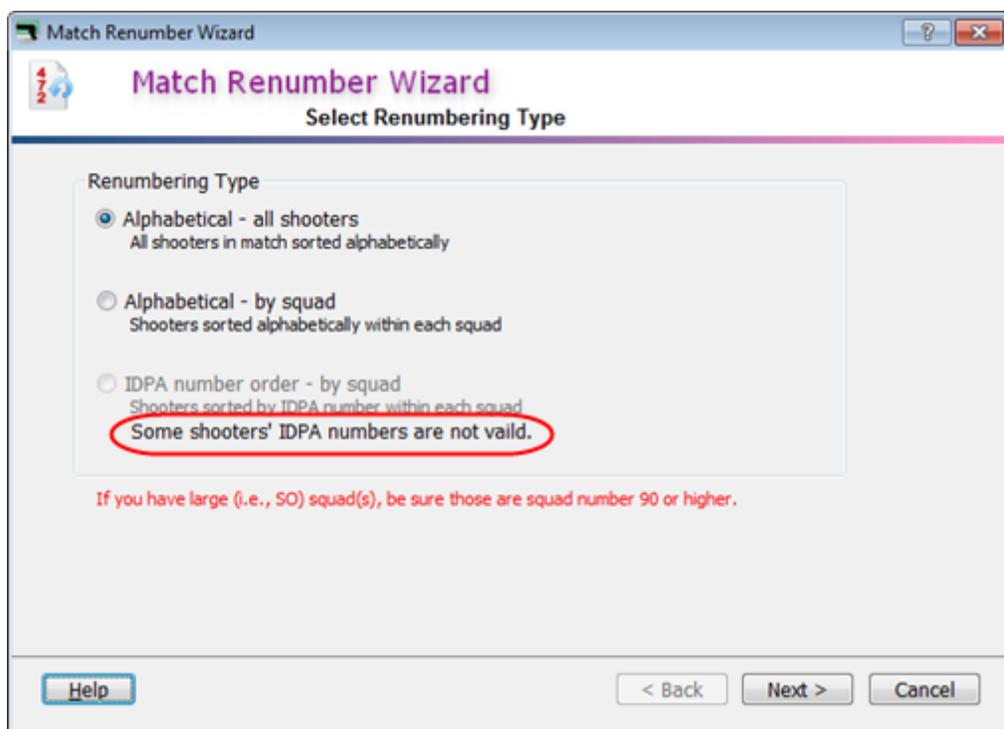
Buttons: Register a Shooter, Delete, Change, Print, PDF, Help, Refresh, Export, Online Classification Wizard, Renumber, Close

If the match is squadded, you can select to have shooters renumbered by squad.

Within each squad, they can be numbered alphabetically or by IDPA number.

As shown below, if any shooters do not have valid IDPA numbers, that option is not available.

If you have one large squad (for your SOs shooting the day prior to the match, for example), be sure that squad is number 90 or higher. Otherwise, the chunk of numbers allocated to each squad may grow much larger than needed.



## Entering Scores

As discussed in the tutorial, there are three variations on entering scores:

- By Shooter<sup>[79]</sup>
- By Stage<sup>[89]</sup>
- Direct<sup>[329]</sup>
- (With the optional Barcode module) Barcode<sup>[512]</sup>

## Shooter Selection Screen

Select Shooter Scores to Enter / Modify

By Name F2 | By Number F3 | By Division | By Squad | Not Passed | October 5, 2013 | 2013 Calif State IDPA Championship

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T	C	E
Edwards, Craig	120	2	CDP	MM	11	135	44	406.54(135)		✓	✓
Edwards, Mark	155	3	CDP	MM	1	8	0	DNF		✓	✓
Faulkner, Jay	95	5	SSR	SS	11	64	13	307.45 (64)		✓	✓
Ferguson, Jeff	159	4	SSP	MM	11	91	24	401.22 (91)		✓	✓
Finrock, Randy	162	2	SSP	SS	11	45	8	277.04 (45)		✓	✓
Fischer, Brian	114	94	SSP	MM	11	50	13	311.64 (50)		✓	✓
Fischer, Diane	113	94	NFC	UN	11	108	21	441.25(108)		✓	✗
Fleming, Jane	147	94	SSP	SS	11	64	13	359.36 (64)		✓	✓
Folk, Scott	193	6	SSP	MA	7	10	3	DNF		✗	✓
Fraser, Aaron	12	6	SSP	SS	11	59	13	246.60 (59)		✓	✓
Fry, Richard W.	38	4	ESP	SS	0	0	0	DNF		✓	✓
Gallardo, Jesus A.	27	2	SSP	SS	11	27	0	226.65 (27)		✓	✓

By Shooter Name: Refresh Missing Scoresheets Chrono/Equipment Close this Window Enter Scores

Highlight Incomplete Highlight Expired Prune Match Select A Different Match Help Compare Turn Off Auto Data Backup

Entry Mode: Shooter (selected) Stage Direct

Update Last Shoot Date  Data Entry Warning Beep Barcode enabled

Get Classifications From IDPA Upload to IDPA Limit by day/session Auto Backup is ON J7

NOTE: **This screen stretches vertically.** It can be handy to stretch it as high as your computer screen permits. **Refresh** forces the screen to update. Mostly useful after someone on another computer has entered data, or if you've left this screen open while you've made some changes on the registration screen or on the Chrono/Equipment screen.

**Check Missing Stages** and **Highlight Incomplete** were illustrated in the tutorial<sup>[97]</sup>.

**Highlight Expired** flags shooters whose IDPA memberships are not valid as of the match date.

**'Prune' Match** is described in the tutorial<sup>[102]</sup>.

**Select A Different Match** is provided because I've assumed that once you start entering scores for a match, each time you reopen the shooter selection screen you'll probably want to be on the same match. So until you restart ForScore, it will return to the same match each time you reopen this screen.

**Shooter**<sup>[79]</sup> and **Stage**<sup>[89]</sup> entry modes are described in the tutorial, and **Direct** is explained here<sup>[329]</sup>.

The shooters database can be sorted by the last date someone shot a match. For this to work properly, **Update Last Shoot Date** should be checked. You might want to clear that check box if you're practicing entering scores for a dummy match.

**Data Entry Warning Beep** is explained here<sup>[382]</sup>.

**Auto Data Backup** is explained here<sup>[454]</sup>.

**Online Classification Wizard** is explained here<sup>[160]</sup>.

The column labeled "T" is only active if you have enabled "Tilt" in Program Preferences<sup>[377]</sup>.

All optional modules are shown in this screen shot as well. They are all circled in red.

**Barcode enabled** appears if the Barcode Module is installed. It is enabled in Program Preferences<sup>[394]</sup> and explained in its own section<sup>[475]</sup> of the documentation.

The **Compare** button appears if the Compare Module is installed. It is enabled in Program Preferences<sup>[394]</sup> and explained in its own section<sup>[515]</sup> of the documentation.

The **Chrono/Equipment** button can be enabled if the Event Module is installed. It is enabled when you're defining a match and is explained in its own section<sup>[548]</sup> of the documentation.

Limit by day/session is an option with the Event Module [577](#).

## Stage Selection Screen

Update Stage Results

Fleming, Jane Division: SSP 2013 Calif State IDPA Championship  
 Shooter Number: 147  Tilt Class: Sharpshooter A16849

Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score	Eq					
1	38.98	7	0	0	0	3.50	42.48						
2	5.84	0	0	0	0	0.00	5.84						
3	43.89	17	0	0	1	13.50	57.39						
4	63.83	6	0	0	0	3.00	66.83						
5	11.99	6	0	0	0	3.00	14.99						
6	29.10	1	0	0	0	0.50	29.60						
7	27.38	2	1	0	0	4.00	31.38						
8	44.80	6	0	1	0	8.00	52.80						
9	5.75	0	0	0	0	0.00	5.75						
10	20.80	14	0	0	0	7.00	27.80						
11	22.00	5	0	0	0	2.50	24.50						
							314.36	64	1	1	1	45.00	359.36

Save Totals and Close this Window [Shift+Enter](#)
 Close Window

This screen opens when you are using "Shooter Mode" [791](#) to enter scores, and is primarily useful when you have all (or several) score sheets for each shooter collated together. Its use is explained in the tutorial [791](#).

You can type the stage number (on the keyboard or the numeric keypad) and hit **Enter** to open data entry for that stage. Or you can use the mouse and/or the arrow keys to select a stage, then double-click the stage or click **Enter/Change Stage Results**.

This screen is a good place to stop and review your data entry before saving this shooter's scores, as you have a quick glance look at times, target points, and penalties.

If you have made any changes to one or more stages for this shooter, the **Close Window** button will not be available and you'll need to save the revised totals.

The **Tilt** check box will only be visible if you've enabled it in Program Preferences [377](#). It's explained here [340](#).

**Print** will print a check sheet [881](#) of this shooter's scores.

## Stage Entry Screen

Enter / Modify Data for this Stage

**Stage 4** Shooter Number: **12** June 14, 2015

Name: **Fleming, Jane** CCP/MM: **A16849** **Reentry**

String 1 Time:

String 2 Time:

String 3 Time:

String 4 Time:

Target 1:  Target 7:  Target 13:

Target 2:  Target 8:  Target 14:

Target 3:  Target 9:  Target 15:

Target 4:  Target 10:  Target 16:

Target 5:  Target 11:  Target 17:

Target 6:  Target 12:  Target 18:

Total Target Points Down:

**KEYPAD Hotkeys**

+ tabs down / = Non Threats  
 - tabs up Ctrl+Del = FTN  
 \* = Procedurals Ctrl+Number = Target number

Finger violation

Procedurals: \*

Non Threats: /

Failures To Neutralize:

Failures To Do Right:

Total Time:

Penalty Seconds:

Total Stage Score:

< Previous   Did Not Finish

or PageUp or PageDown  Disqualified

This screen is used to enter scores for matches where no stage has more than 4 strings. A screen with a smaller font<sup>[328]</sup> is used for matches having more than 4 strings (including Classifiers).

As described in the "data entry cheat sheet"<sup>[92]</sup>, the **PgUp** and **PgDn** keys on the keyboard will also move through the stages.

As is the case in most Windows programs, any entry that has an underlined letter can be jumped to by holding the **Alt** key and tapping that letter.

**Alt** and a **keyboard** number jump to a string.

**Ctrl** and a **keypad** number jump to a specific target.

The **Plus** and **Minus** keys **on the numeric keypad** move forward and backward.

The **\*** (**star**) key **on the numeric keypad** jumps to Procedurals, and the **/** (**slash**) key to Non Threat hits. **CTRL** plus the keypad **Del** key jumps to FTN. (Try holding the right-hand **Ctrl** key with your right thumb and hitting **Del** with your little finger).

To save this stage entry, you can click **OK**, or hit **Enter** on the keyboard or on the numeric keypad.

**Did Not Finish** and **Disqualified** are explained here<sup>[94]</sup>.

If you don't enter a time for each string for this stage, or if any of the string times are less than 1 second or more than 100 seconds, the system will assume you've made an error and ask you for confirmation. You can disable those checks in Program Preferences<sup>[380]</sup>.

**Reentry** is described here<sup>[307]</sup>.

The **Clear** button will let you clear the screen if you've got a mess and want to start it over.

**Finger** is explained here.<sup>[322]</sup>

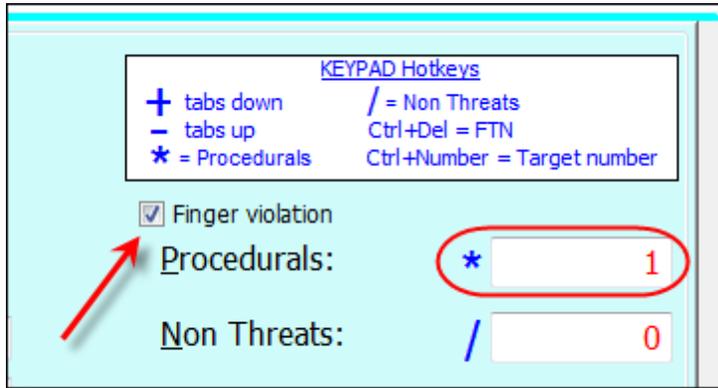
## Finger Tracking

Since we're now supposed to give a procedural for the first "finger" call on a shooter, and a DQ if it happens a second time, you have a way to track those on the score entry screens.

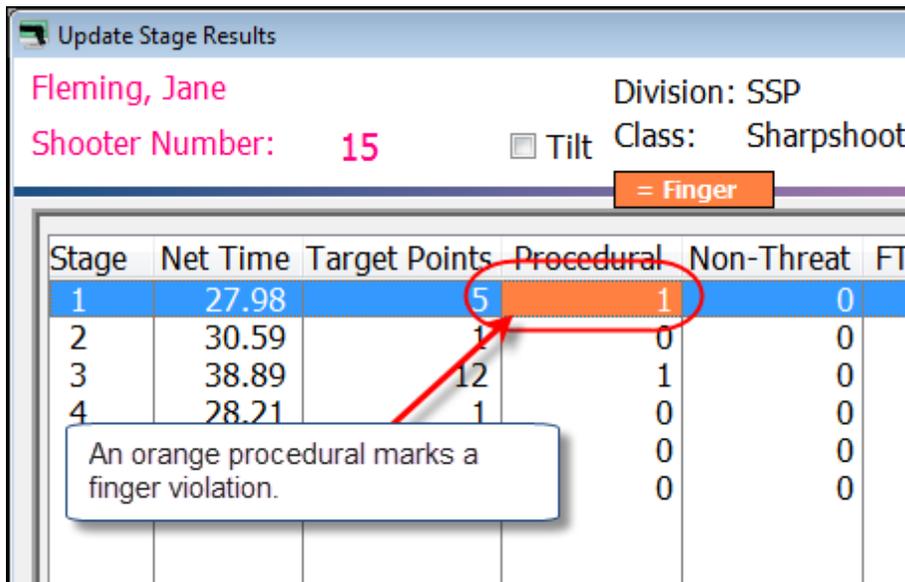
Score sheets (except for 'by bay' score sheets) have an option to mark a finger infraction.

String 7	T7	T16
String 8	T8	T17
String 9	T9	T18
Procedural	<input type="checkbox"/> Finger	Notes:
Hits on a Non-Threat		
FTN		
FTDR		
	<input type="checkbox"/> DNF	<input type="checkbox"/> DQ
Shooter Signature: _____		
SO Signature: _____		

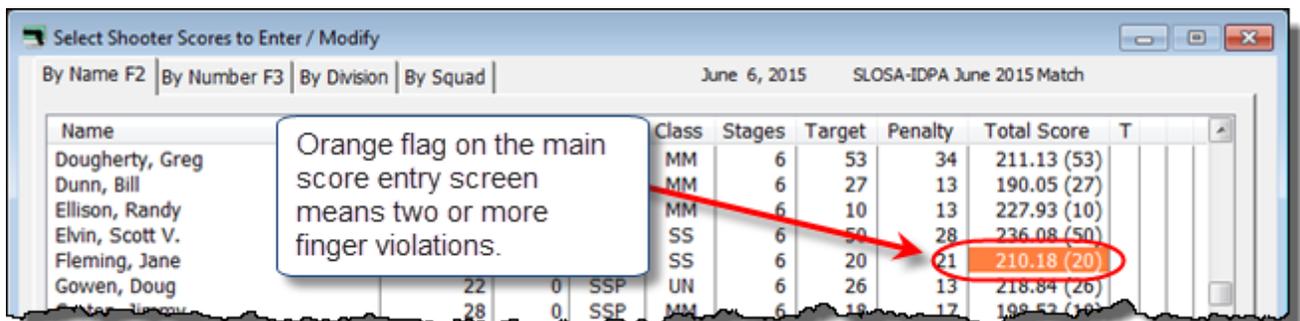
Score entry screens have a checkbox to mark a finger violation. When you mark this checkbox, it will automatically add 1 procedural to the stage score.



A stage with a finger violation will have an orange flag in its Procedurals column.

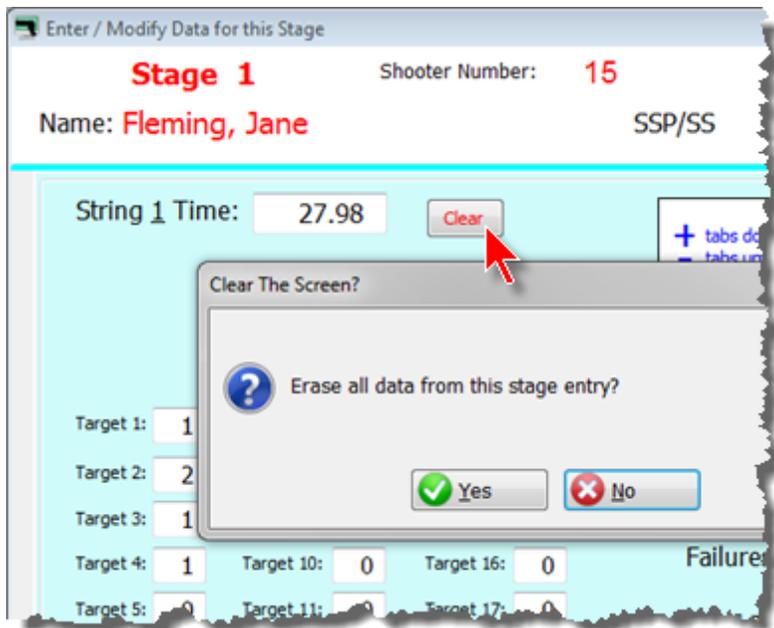


If some miscreant has more than 1 finger violation in a match, there will be an orange flag on the match results.



## Clear Button

This was put in as a convenience one day when I had too many instances of my entering data before realizing that somebody had used the wrong stage's score sheet.



## Who/When Button

This began life with the intention of being able to audit changes if I implemented some kind of score entry option for hand-held devices.

But it has still proven interesting in score entry to verify who entered a particular score. Or to check to time to verify in which order "finger" violations were entered.

The button only appears on the screen if data has been entered for that stage. The data is modified when you hit **OK** on that stage (or arrow to the next or previous stage); it is not updated if you click **Cancel**.

Enter / Modify Data for this Stage

**Stage 1** Shooter Number: **15**

Name: **Fleming, Jane** SSF

String 1 Time:

Stage Data Details

Updated by: J7  
Update time: 3:48:34PM  
Update date: June 14, 2015

Total Target Points Down:

< Previous    Next >     Did Not Finish

The "updated by" defaults to the computer name.

If you are doing a match where different people are using the computer, you can manually override that and put in initials instead on the main score entry screen.

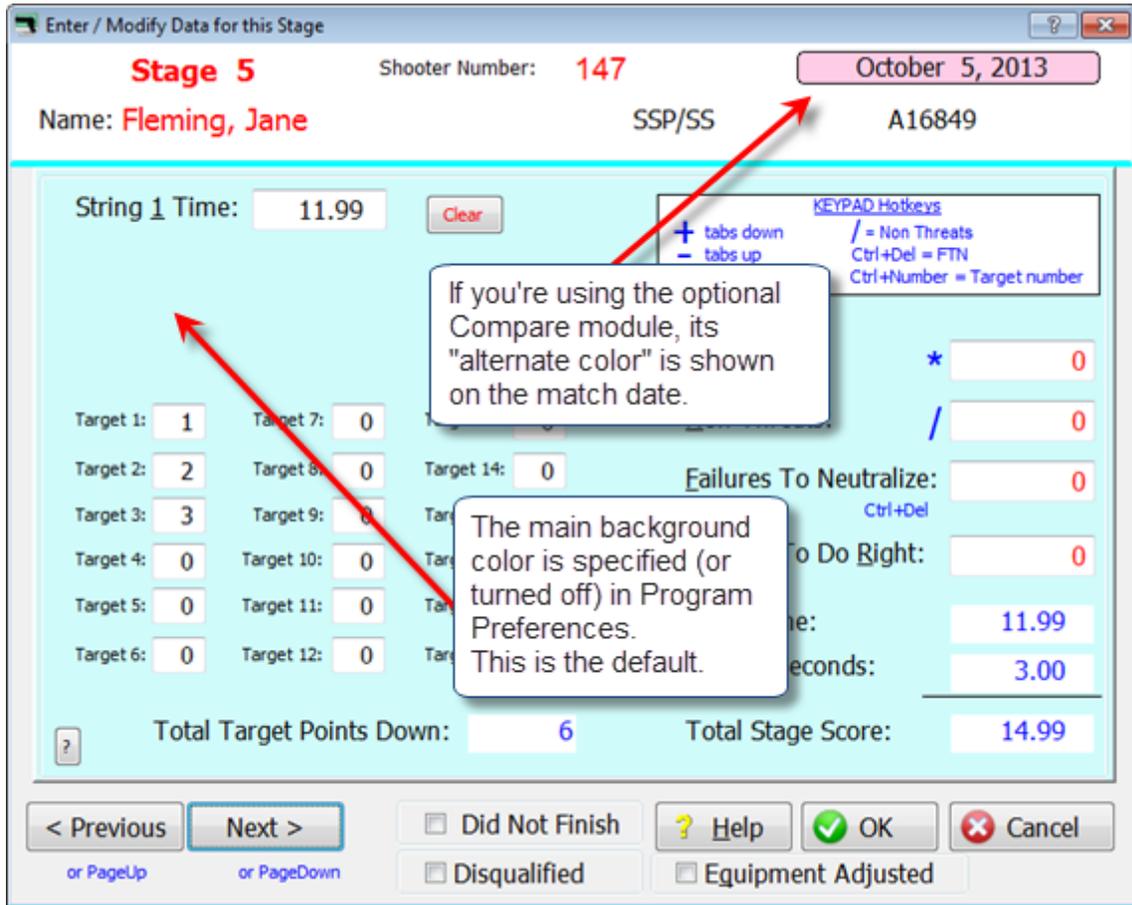
The screenshot shows the 'Select Shooter Scores to Enter / Modify' window. At the top, there are tabs for 'By Name F2', 'By Number F3', 'By Division', and 'By Squad'. The date is 'June 6, 2015' and the match is 'SLOSA-IDPA June 2015 Match'. A table lists shooters with columns for Name, Number, Squad, Div, Class, Stages, Target, Penalty, Total Score, and T. A callout box points to the 'T' column, stating: 'This is what will show as the "who". It defaults to the name of the computer, but you can change it here.' Below the table, there are navigation buttons and a 'By Shooter Name:' field. A red arrow points from the callout box to the 'Jane' text in the 'Auto Backup is OFF' status area.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Fleming, Jane	15	0	SSP	SS	5	20	18		INC
Fleming, Jane	57	0	SIDE	UN	3	11	0	89.94 (11)	
Gowen, Doug	22	0	SSP	UN	6	26	13	218.84 (26)	
Graton, Jimmy					6	18	17	198.53 (18)	
Herrin, Brian					6	8	4	126.68 (8)	
Hollis, Michael					6	27	16	205.81 (27)	
Lander, Bill					6	9	7	234.45 (9)	
Liskey, Greg					6	25	18	224.37 (25)	
Little, Joe					6	62	42	181.06 (62)	
Liu, J. Norman					6	60	40	274.41 (60)	
Loveridge, Crai					6	54	32	169.98 (54)	
Marks, Chris	2	0	SSP	MM	6	28	19	150.95 (28)	

### Screen Background Color

Score entry screens have been redesigned with a light colored background to help the focus intuitively on the entry areas.

The color can be modified in Program Preferences <sup>378</sup>.



## Stage Entry Screen - More than 4 Strings/Stage

Enter / Modify Data for this Stage

**Stage 1** Shooter Number: **15** January 3, 2015

Name: **Fleming, Jane** SSP/SS A16849

String Times:	Targets: (You may enter all target points in the Target 1 box if you prefer.)	
String 1: 3.34	Target 1: 8	Target 10: 0
String 2: 3.58	Target 2: 7	Target 11: 0
String 3: 4.19	Target 3: 2	Target 12: 0
String 4: 8.06	Target 4: 0	Target 13: 0
String 5: 4.95	Target 5: 0	Target 14: 0
String 6: 8.85	Target 6: 0	Target 15: 0
String 7: 6.77	Target 7: 0	Target 16: 0
	Target 8: 0	Target 17: 0
	Target 9: 0	Target 18: 0

Total target points down: 17

Did Not Finish  Disqualified

**KEYPAD Hotkeys**  
 + on keypad tabs down  
 - on keypad tabs up  
 \* = Procedurals  
 / = Non Threat  
 Ctrl+Del = FTN  
 Ctrl+Number = Target number

Finger violation  
 Procedurals: \* 0  
 Non Threats: / 0  
 Limited: 0  
 Failures To Do Right: 0  
 Total Time: 39.74  
 Penalty Seconds: 8.50  
 Total Stage Score: 48.24

< Previous    Next >  
 or PageDown    ? Help    X Cancel    OK

This shooter's IDPA membership expred DEC 16,2014

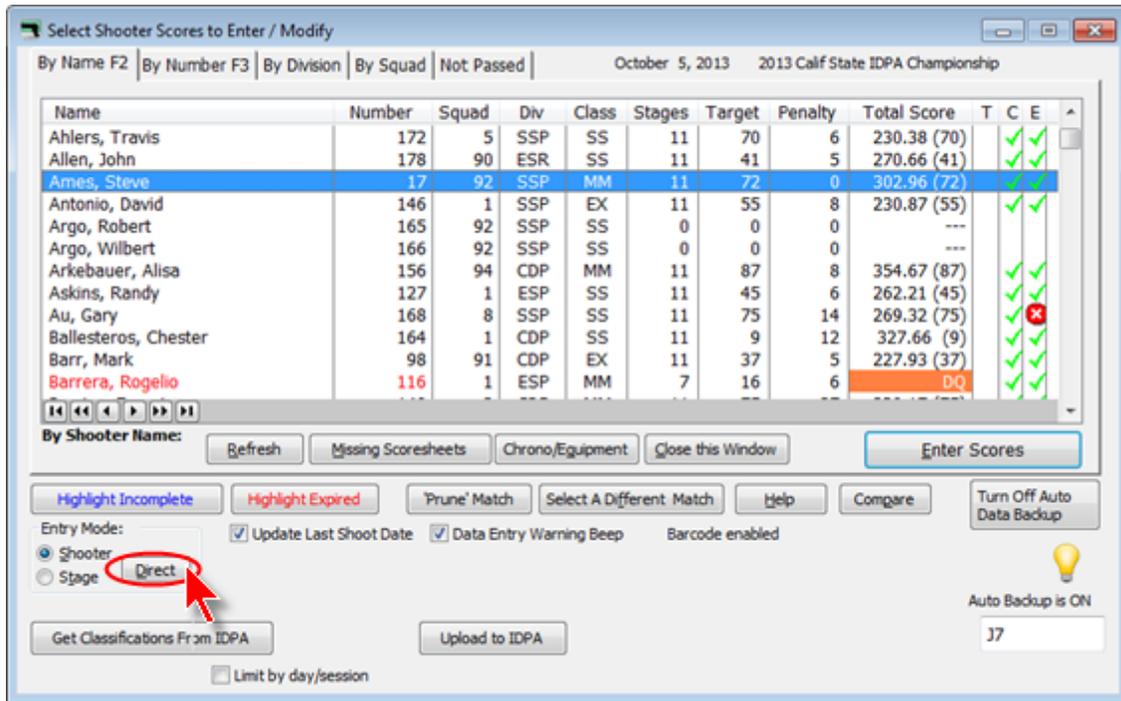
This screen is used for matches with more than 4 strings in any stage. Its keys work the same as the other entry screen.

For Classifier matches only, the screen will flag shooters whose IDPA memberships are not current.

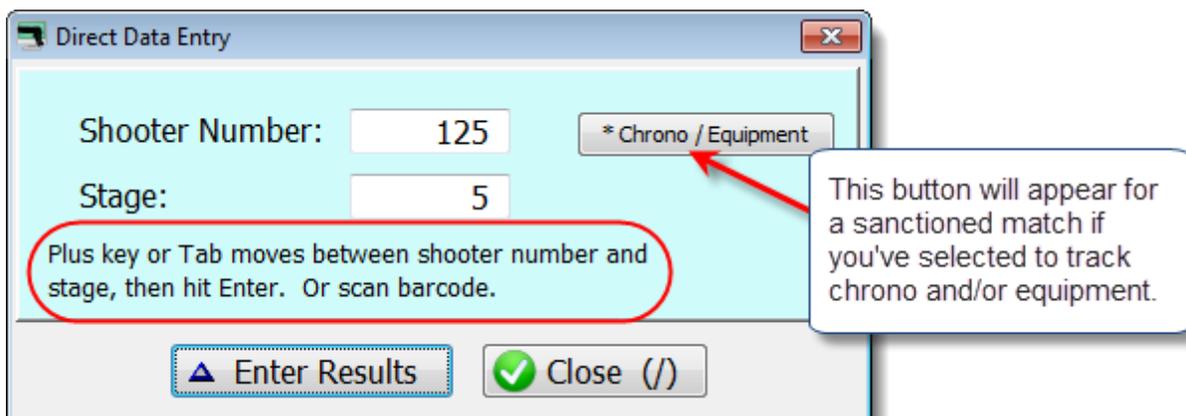
### Direct Data Entry

This is one of the fastest methods of data entry.

On the **Select Shooter Scores to Enter / Modify** screen, click the **Direct** button.



On the **Direct Data Entry** screen, use the numeric keypad to type in a shooter number. Hit the **Plus** key to move to the stage entry. Use the numeric keypad to type in the stage number. Hit the **Enter** key on the numeric keypad to open the screen to enter scores for the stage.



When you're finished entering data, click **Close**.

## 'Committing' a Classifier Match

Shooters' classification information in your database gets updated in several ways:

1. When you modify it
2. When you ingest an update<sup>[177]</sup> from the IDPA website
3. When you run the equity classification wizard<sup>[215]</sup>
4. When you 'commit' a Classifier match

ForScore provides the ability to upgrade shooter's classifications, based on their scores in Classifier matches. In this example, Jane shoots the match as ESP Unclassified and SSP Marksman. Her SSP classification was from another club and the date is not recorded in **ForScore**. She's shooting both divisions in this Classifier.

Record Will Be Changed (Fleming, Jane)

Fleming, Jane A16849 Last Match: JUN 14, 2015

Contact F2  
Membership F3  
Classif F4  
Notes F5

CDP Classification  
 DM Classifier:  
 Master  
 Expert ... Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

SSP Classification  
 DM Classifier:  
 Master  
 Expert ... Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

BEV Classification  
 DM Classifier:  
 Master  
 Expert ...  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

ESP Classification  
 DM Classifier:  
 Master  
 Expert ... Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

CCP Classification  
 DM Classifier:  
 Master  
 Expert ... Equity  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

BUG Classification  
 DM Classifier:  
 Master  
 Expert ...  
 Sharpshooter  
 Marksman  
 Novice  
 Unclassified

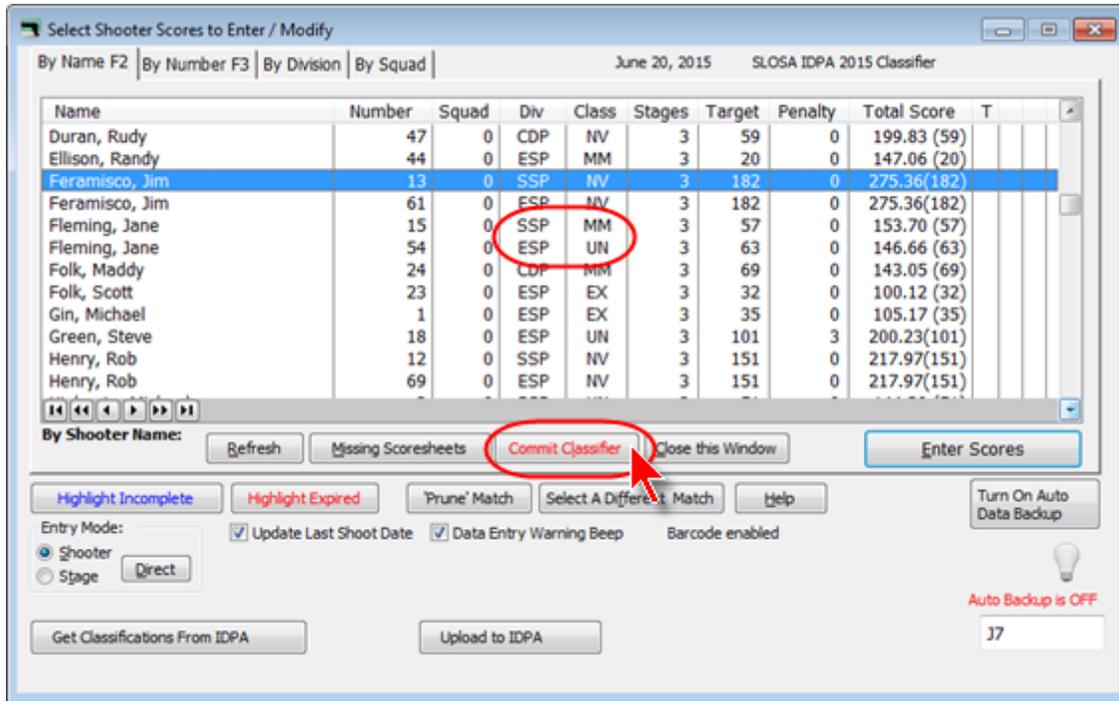
Regular  
Inactive  
Staff  
Safety Officer

Lock Dates and Equity History

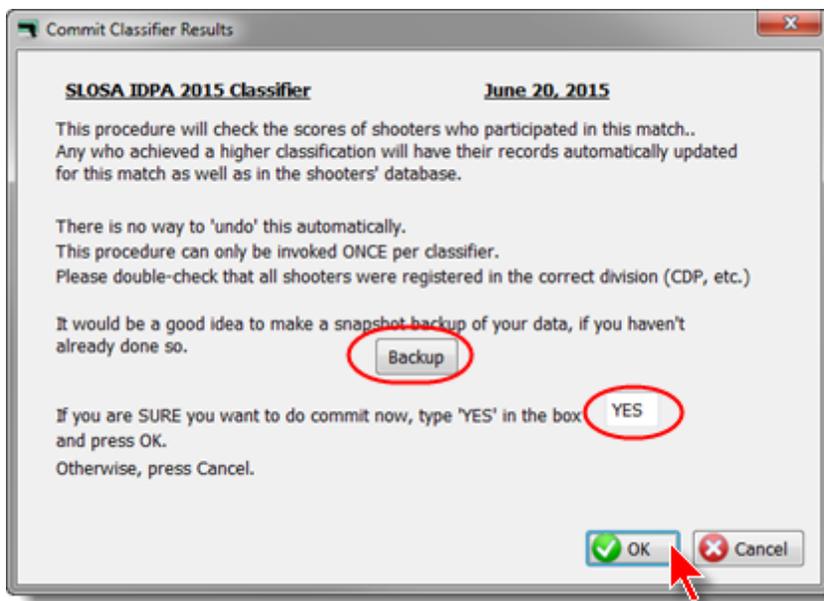
Help OK Cancel

The actual process of 'committing' a Classifier match should be the **last step** before results are produced. All data needs to be double-checked. **A Classifier match can only be committed once.**

When you're ready, click the **Commit Classifier** button.



The confirmation screen reminds that this is a one-way process. It's a good idea to back up your data <sup>100</sup> before committing the match.



Once the match has been committed, shooters are automatically put into the new classifications they've earned. Registration for the current match is changed, so the shooter will be put in the correct classification for printouts and web reports. The **Commit Classifier** button has been disabled for this match.

The screenshot shows the 'Select Shooter Scores to Enter / Modify' window. The window title is 'Select Shooter Scores to Enter / Modify' and the match information is 'June 20, 2015 SLOSA IDPA 2015 Classifier'. The window has tabs for 'By Name F2', 'By Number F3', 'By Division', and 'By Squad'. The main area is a table with the following columns: Name, Number, Squad, Div, Class, Stages, Target, Penalty, Total Score, and T. The table contains the following data:

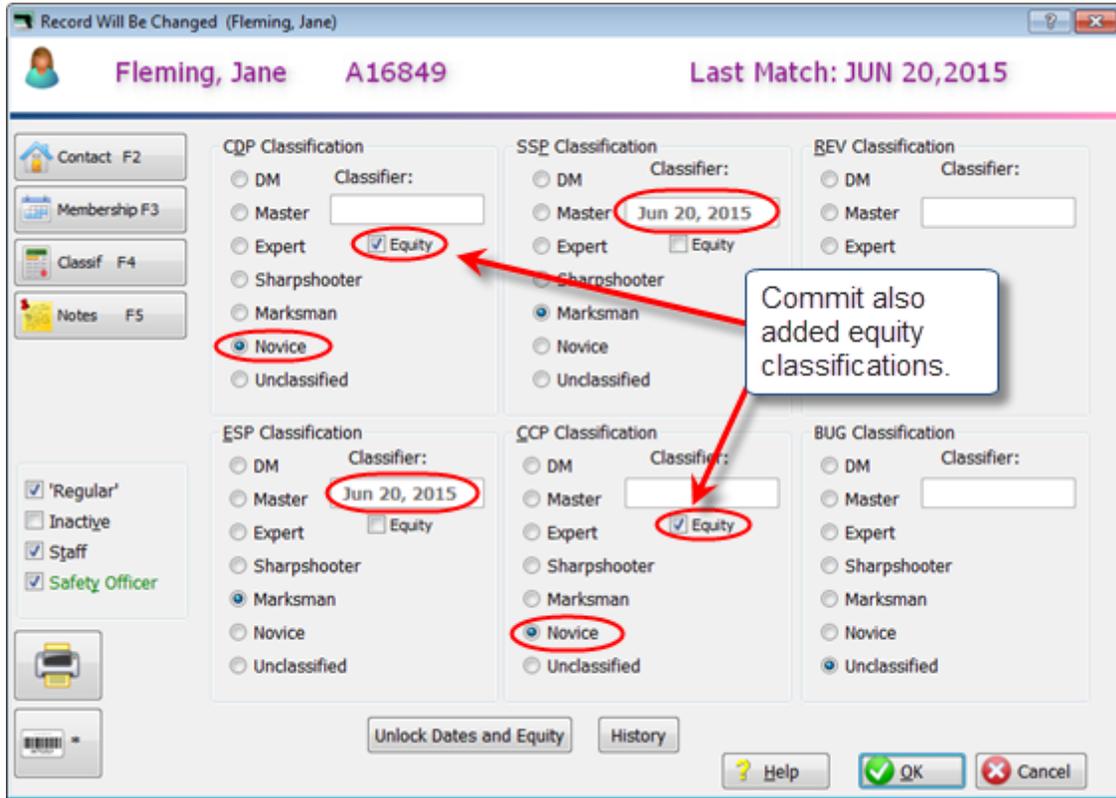
Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Duran, Rudy	47	0	CDP	NV	3	59	0	199.83 (59)	
Ellison, Randy	44	0	ESP	MM	3	20	0	147.06 (20)	
Feramisco, Jim	13	0	SSP	NV	3	182	0	275.36(182)	
Feramisco, Jim	61	0	ESP	NV	3	182	0	275.36(182)	
Fleming, Jane	15	0	SSP	MM	3	57	0	153.70 (57)	
Fleming, Jane	54	0	ESP	MM	3	63	0	146.66 (63)	
Folk, Maddy	24	0	CDP	MM	3	69	0	143.05 (69)	
Folk, Scott	23	0	ESP	EX	3	32	0	100.12 (32)	
Gin, Michael	1	0	ESP	EX	3	35	0	105.17 (35)	
Green, Steve	18	0	ESP	UN	3	101	3	200.23(101)	
Henry, Rob	12	0	SSP	NV	3	151	0	217.97(151)	
Henry, Rob	69	0	ESP	NV	3	151	0	217.97(151)	

Below the table, there are navigation buttons and a 'By Shooter Name:' section with buttons for 'Refresh', 'Missing Scoresheets', 'Committed', and 'Close this Window'. The 'Committed' button is circled in red. There is also an 'Enter Scores' button. At the bottom, there are buttons for 'Highlight Incomplete', 'Highlight Expired', 'Prune Match', 'Select A Different Match', and 'Help'. There are also checkboxes for 'Update Last Shoot Date' and 'Data Entry Warning Beep', and a 'Barcode enabled' checkbox. The 'Entry Mode' is set to 'Shooter' with a 'Direct' button. There is a 'Turn On Auto Data Backup' button and a status indicator 'Auto Backup is OFF' with a lightbulb icon. At the bottom right, there is a 'J7' label.

The shooters' classifications have also been updated in the shooters database.

If you need to add or change classification dates (perhaps for someone who has classified with a different club), click the **Unlock Dates** button.

The 'Commit' process also updates 'equity' classifications. You can check this shooter's classification history, or the history of everyone in your database. See here <sup>218</sup> for details.



## Entering SIDE Results

If you are entering results data in **Shooter entry mode** <sup>(79)</sup>, SIDE division entrants will only have SIDE stages displayed for entry that you specified in match setup.

The screenshot shows the 'Update Stage Results' window for shooter Jane Fleming, Division: SIDE, Class: Unclassified, SLOSA-IDPA June 2015 Match, June 6, 2015. The window displays a table with the following data:

Stage	Net Time	Target Points	Procedurals	Non-Threats	FTNs	Penalty Secs	Stage Score	
1	23.15	4	0	0	0	4.00	27.15	S
2	30.12	2	0	0	0	2.00	32.12	S
3	31.17	5	0	0	0	5.00	36.17	S

A warning message box is displayed over the table: "6-stage match. But SIDE only has 3 stages defined." Below the table, a summary row shows: 84.44, 11, 0, 0, 0, 11.00, 95.44. At the bottom, there are buttons for "Save Totals and Close this Window" (Shift+Enter), "Close Window", "Print", "Help", and "Enter/Change Stage Results".

Within the data entry form, the **Next** and **Previous** buttons will take you through the SIDE stages.

The screenshot shows the 'Enter / Modify Data for this Stage' window for Stage 3, Shooter Number: 57, Name: Fleming, Jane, SIDE/UN, June 6, 2015, A16849. The window displays the following data:

String 1 Time: 31.17 (Clear button)

KEYPAD Hotkeys:  
 + tabs down / = Non Threats  
 - tabs up Ctrl+Del = FTN  
 \* = Procedurals Ctrl+Number = Target number

Finger violation

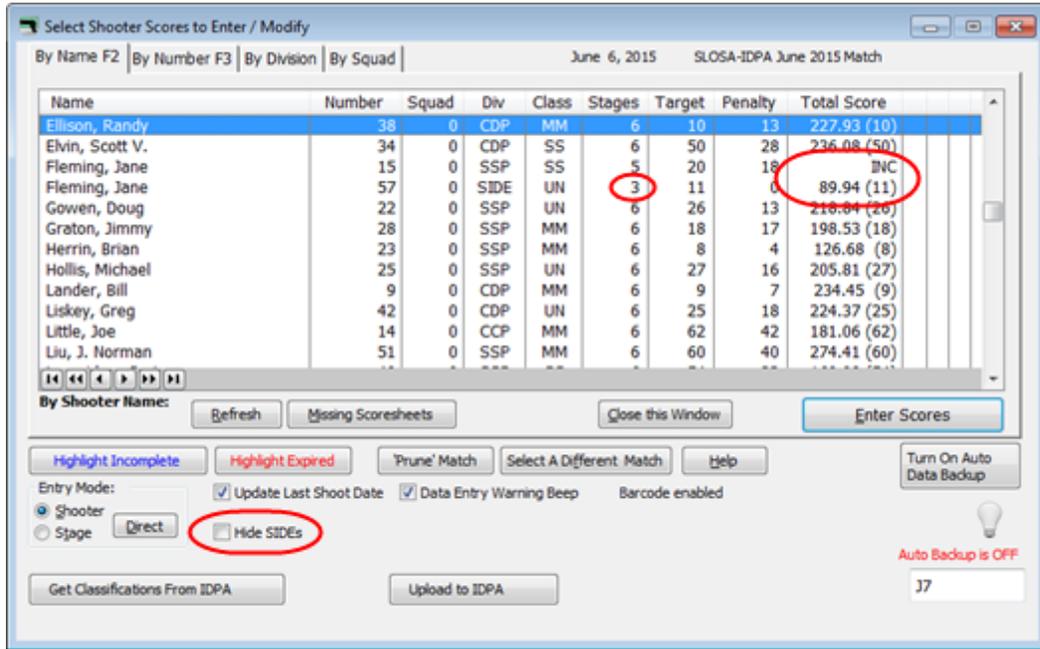
Procedurals: \* 0  
 Non Threats: / 0  
 Failures To Neutralize: 0  
 Failures To Do Right: 0  
 Total Time: 31.17  
 Penalty Seconds: 2.50  
 Total Target Points Down: 5  
 Total Stage Score: 33.67

Buttons: < Previous, Next >, Did Not Finish, Help, OK, Cancel, Disqualified.

In this match, I've designated three SIDE stages and six total stages.

So my SIDE entry shows complete when three stages have been entered, whereas my SSP entry still shows incomplete with five stages entered:

**NOTE:** If for some reason you want to hide SIDE entries temporarily, mark the checkbox.



## FTN Warning

For stages requiring only a single hit on a target, the requirement to have 5 points down for a failure to neutralize penalty doesn't work. (Think a single down-3 hit on a paper target requiring one hit.)

The warning is not triggered on stages you've marked as Limited<sup>239</sup>.

You can bypass the warning either one-time-only, or for the rest of this score entry session. (The warning is reset when you choose a different match or restart ForScore.)

To bypass it for this specific entry, just click **OK**

To bypass it for the rest of this entry session, mark the **Temporarily disable FTN warnings** check box and then click **OK**.

The screenshot shows the 'Enter / Modify Data for this Stage' window. At the top, it displays 'Stage 4', 'Shooter Number: 15', and the date 'June 6, 2015'. Below that, the shooter's name is 'Fleming, Jane', and the stage type is 'SSP/SS' with ID 'A16849'.

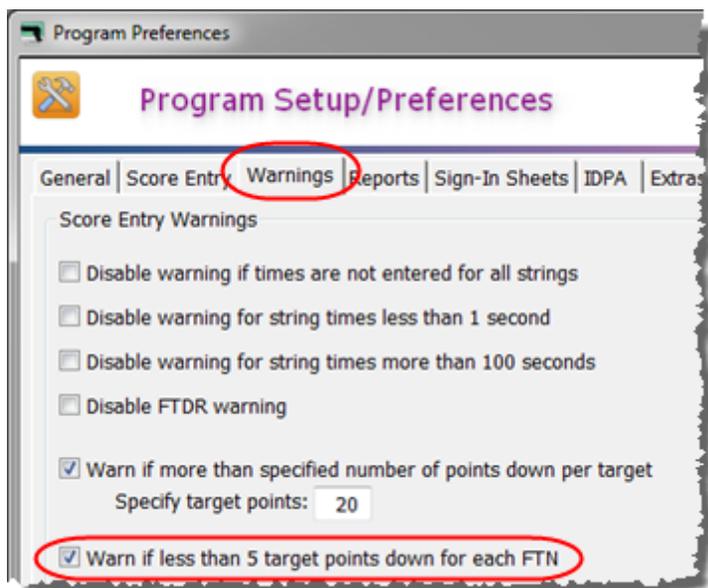
The main area shows 'String 1 Time: 28.21' with a 'Clear' button. To the right, there are 'KEYPAD Hotkeys' listed: '+ tabs down', '- tabs up', '/ = Non Threats', 'Ctrl+Del = FTN', and 'Ctrl+Number = Target number'. Below these are input fields for '\*' (0), '/' (0), 'Neutralize:' (1), and 'Do Right:' (0). At the bottom of this section, 'Penalty Seconds:' is 5.50.

A central 'FTN Warning' dialog box is overlaid. It contains the text: 'Normally, an FTN requires at least 5 points down. You can change this behavior in Program Preferences on the 'Warnings' tab. Or mark the check box to disable this warning temporarily.' Below this text is a checkbox labeled 'Temporarily disable FTN warnings' which is currently unchecked. An 'OK' button with a green checkmark is at the bottom of the dialog.

At the bottom of the main window, there are several buttons: '< Previous' (with 'or PageUp' below it), 'Next >' (with 'or PageDown' below it), 'Did Not Finish', 'Disqualified', '? Help', 'OK' (with a green checkmark), and 'Cancel' (with a red X).

At the very bottom of the window, it shows 'Total Target Points Down: 1' and 'Total Stage Score: 33.71'.

You can turn off the FTN warning entirely in Program Preferences.



## FTDR Tracking

Per 5.6.2, a second FTDR brings an automatic DQ.

The software will not automatically DQ the shooter.

But it will flag it, both on the individual shooter's scores screen and on the main score entry screen.

**Update Stage Results**  
 Fleming, Jane  
 Shooter Number: [redacted]  
 Division: SSP  
 Class: Sharpshooter  
 SLOSA IDPA February 2014 Match  
 A16849

**DQ - FTDR!!**

Stage	Non-Threat	FTN	Penalty Secs	Stage Score
1	0	0	22.00	44.00
2	0	0	2.00	31.32
3	0	0	3.50	48.68
4	0	0	22.00	51.30
5	0	0	0.00	16.57
6	0	0	1.50	21.81

FTDRs flagged in Penalty column.  
Two or more shows DQ flag.

162.68    22    0    0    0    51.00    213.68    **2 FTDRs**

Save Totals and Close this Window    Close Window    Print    Help    Enter/Change Stage Results

**Select Shooter Scores to Enter / Modify**  
 February 1, 2014    SLOSA IDPA February 2014 Match

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score
Cravit, Tammy	10	0	SSP	NV	6	90	31	346.30 (90)
Dollman, Philip					6	42	5	226.60 (42)
Doyle, Amanda					6	93	10	642.96 (93)
Doyle, Levi Patrick					6	50	14	265.58 (50)
Doyle, Patrick					6	49	10	207.09 (49)
Doyle, Sean					6	44	13	268.38 (44)
Ellison, Randy					6	8	0	160.42 (8)
Fleming, Jane					6	22	40	213.68 (22)
Gowen, Doug					6	62	18	279.82 (62)
Guess, Scott					6	50	8	218.87 (50)
Hunley, Kathryn	13	0	SSR	MM	6	27	3	190.58 (27)
Hunley, Robert	12	0	SSP	MM	6	21	0	175.10 (21)

If shooter has 2 or more FTDRs, it's flagged in purple on main score entry screen.

By Shooter Name:    Refresh    Missing Scoresheets    Close this Window    Enter Scores

Highlight Incomplete    Highlight Expired    Prune Match    Select A Different Match    Help

Entry Mode:  
 Shooter     Stage    Direct

Update Last Shoot Date     Data Entry Warning Beep    Barcode enabled

Get Classifications From IDPA    Upload to IDPA    JWWS

## Recalculating A Match

Normally, shooter scores are calculated and saved when you click OK after entering data.

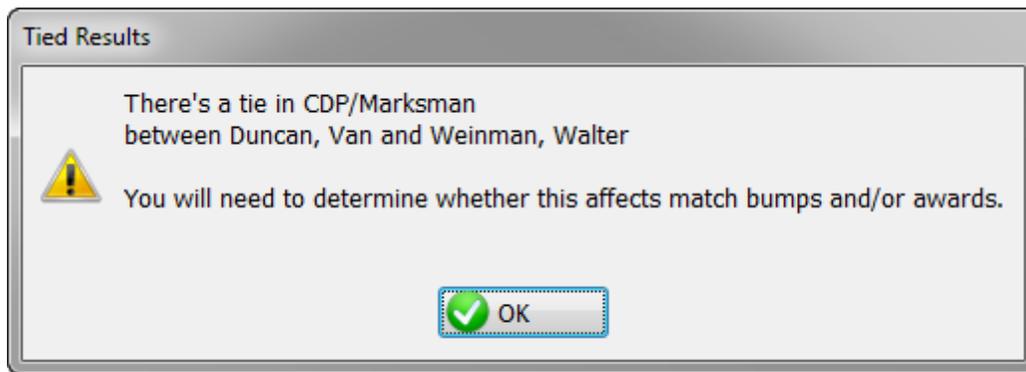
You can force the match to be recalculated if you need to. The only times I've needed to have been after changing the size of a match after some scores had been entered.

This is NOT the same as dropping a stage from a match - that will normally recalculate automatically.

Hold down **Ctrl** and **Shift** and **Alt** and then tap the **C** key (as in "calculate").

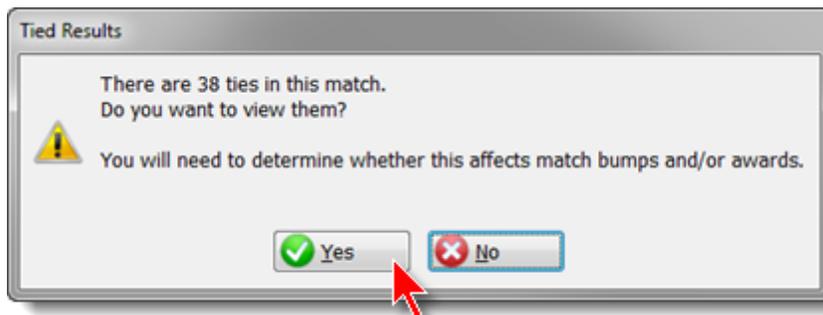
## Ties / Tilt

ForScore knows to check for ties. It will do so automatically when you print results or make HTML (web page) results.



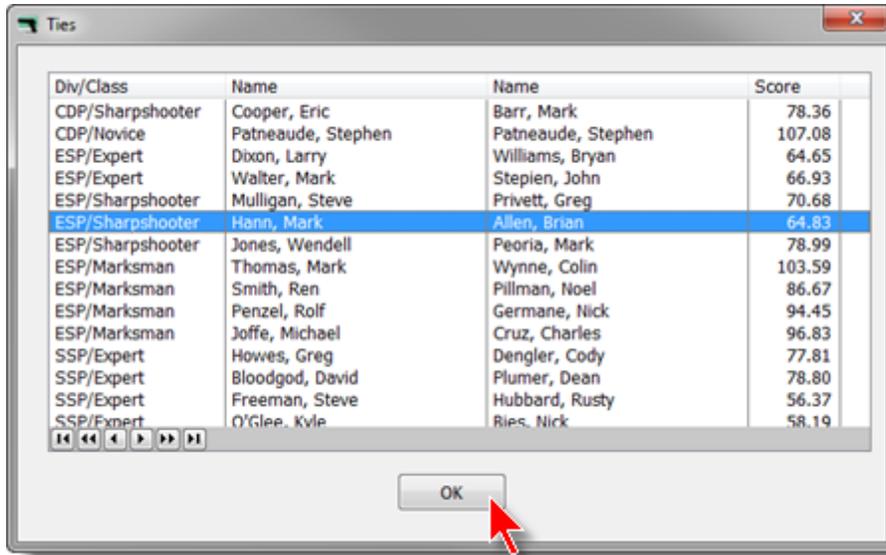
Probably not of much impact to most of us, but in generating the 2008 Postal Match results WT had to click through 38 "there is a tie" warning messages each time.

Now, if there's more than one tie in a match you'll just get the number of ties displayed



If you say No, the Tied Results window will not pop up for this match again until you generate results for another match or restart ForScore.

If you say Yes, you'll see a list of the tied shooters.

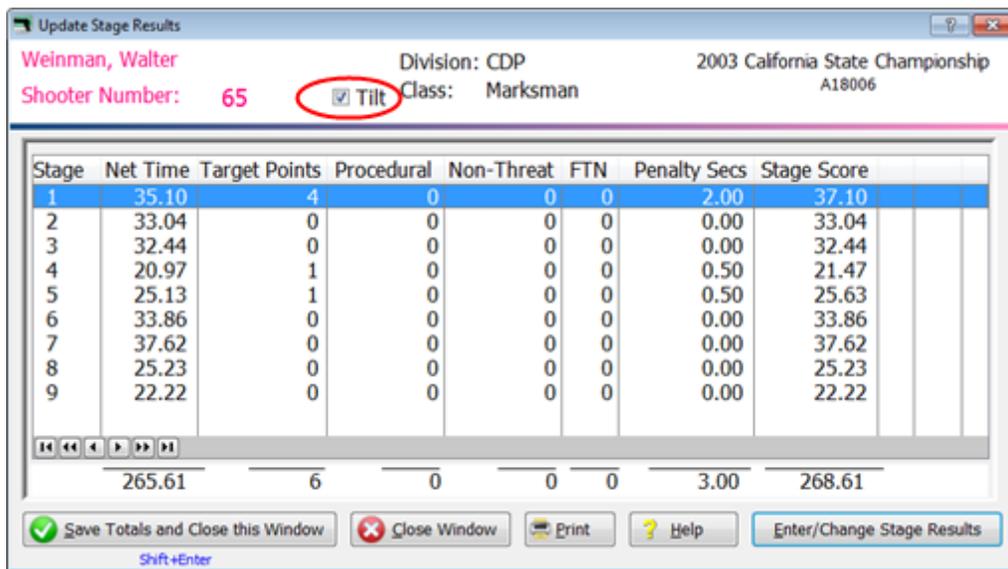


## Tilt

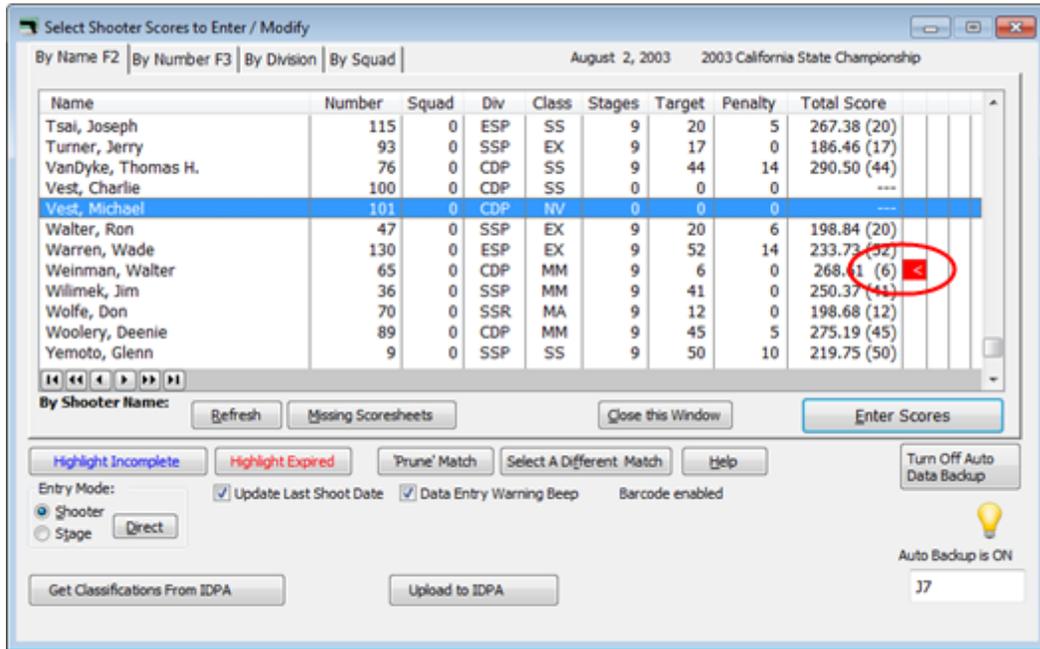
The default behavior of the software is to sort shooters alphabetically when their scores are the same. That's useful when a match is first created and everyone's score is zero - you get an alphabetical listing in each classification in each division.

**Tilt** lets you reverse the default order of tied shooters. In printed and web match results, the shooter whose **Tilt** box is checked will be ranked higher than the competitor of equal score who is not checked. After you've settled the tie by whatever means, use Tilt to adjust the scores appropriately.

**NOTE:** The **Tilt** check box itself will not appear unless it is enabled in Program Preferences [\[378\]](#)



If a shooter's **Tilt** box is checked, a red indicator will appear in the match data entry screen.



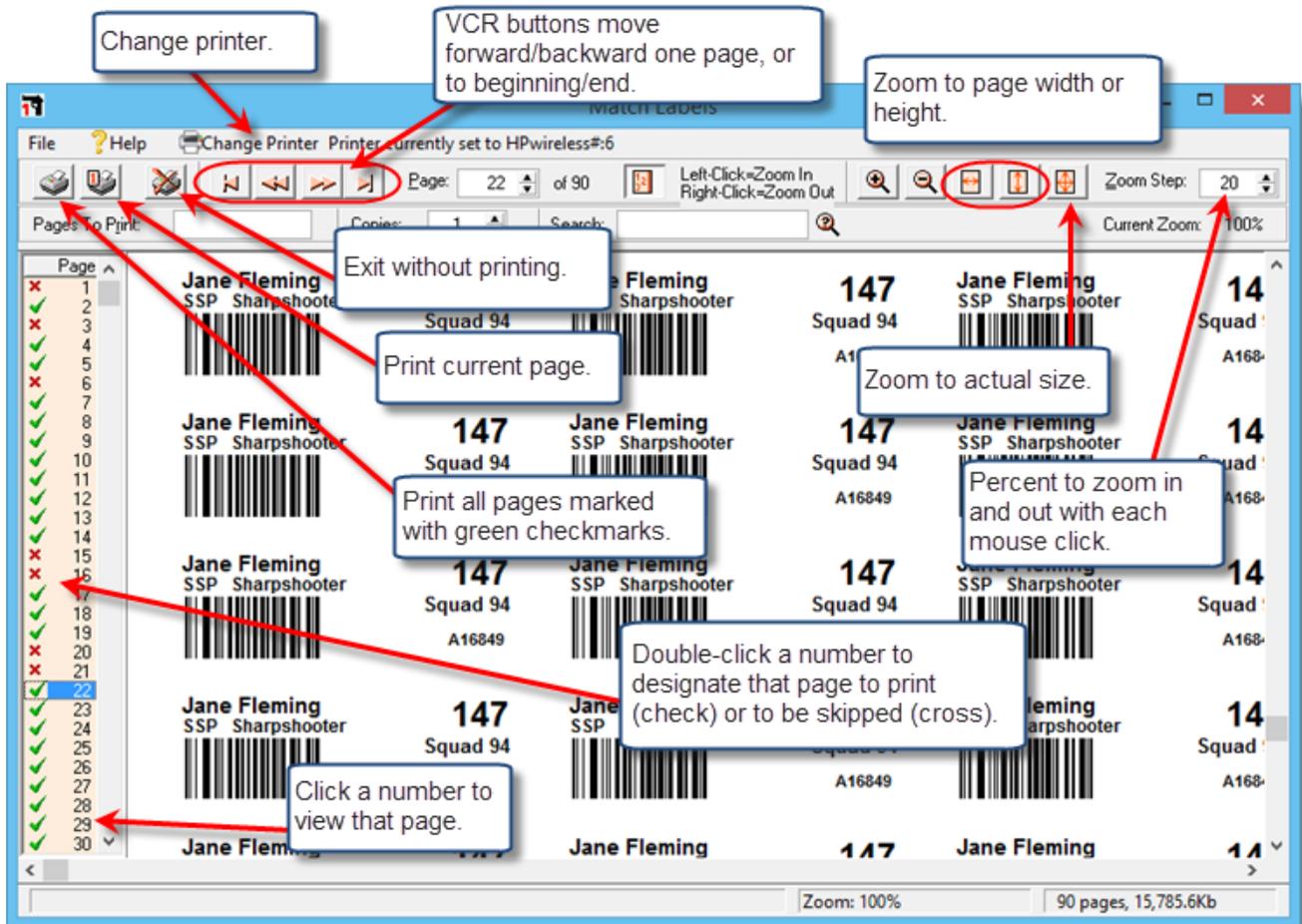
## Print Previewer

The screen shot below shows the basic previewer functions.

In addition to using the mouse to select pages to print (designated by the green check mark) or to skip (designated by the red cross), you can type in a list of pages to print. **ODD** will print all odd pages. **2-5,8** will print pages two through five and page 8.

You can click the print button to print all selected pages, or use **Alt+P**. You can use **Alt+1** to print the current page.

In addition to the plus and minus zoom buttons, you can **left-click the preview area to zoom** in or right-click to zoom out.



### Print Preview - More Options

This picture shows the search options.

Use this button to turn on or off the list of pages at the left.

Type text to search for in the box, then click the icon.

You can type a list of pages to print, such as 1-4,7,9 or type the word **even** or **odd**.

Open search results dropdown. Click an item to jump to that page.

Click the check to print **ONLY** pages containing 'bob'.  
Click the cross to print all pages **EXCEPT** pages containing 'bob'.

Found 4 pages containing "bob"      Zoom: 100%      90 pages, 15,785.6Kb

In the shot below, the list of pages has been turned off.

Use the VCR buttons or the up and down arrows beside the page number (currently 22) to move from page to page. Click the green check mark to select whether or not to print this particular page. When you're done selecting, click the print button on the toolbar.

Match Labels

File ? Help Change Printer Printer currently set to HPwireless#:6

Page: 22 of 90 Left-Click=Zoom In Right-Click=Zoom Out

Pages To Print: Copies: 1 Search:

With left panel of page numbers turned off, use VCR buttons or up-down arrows to navigate.

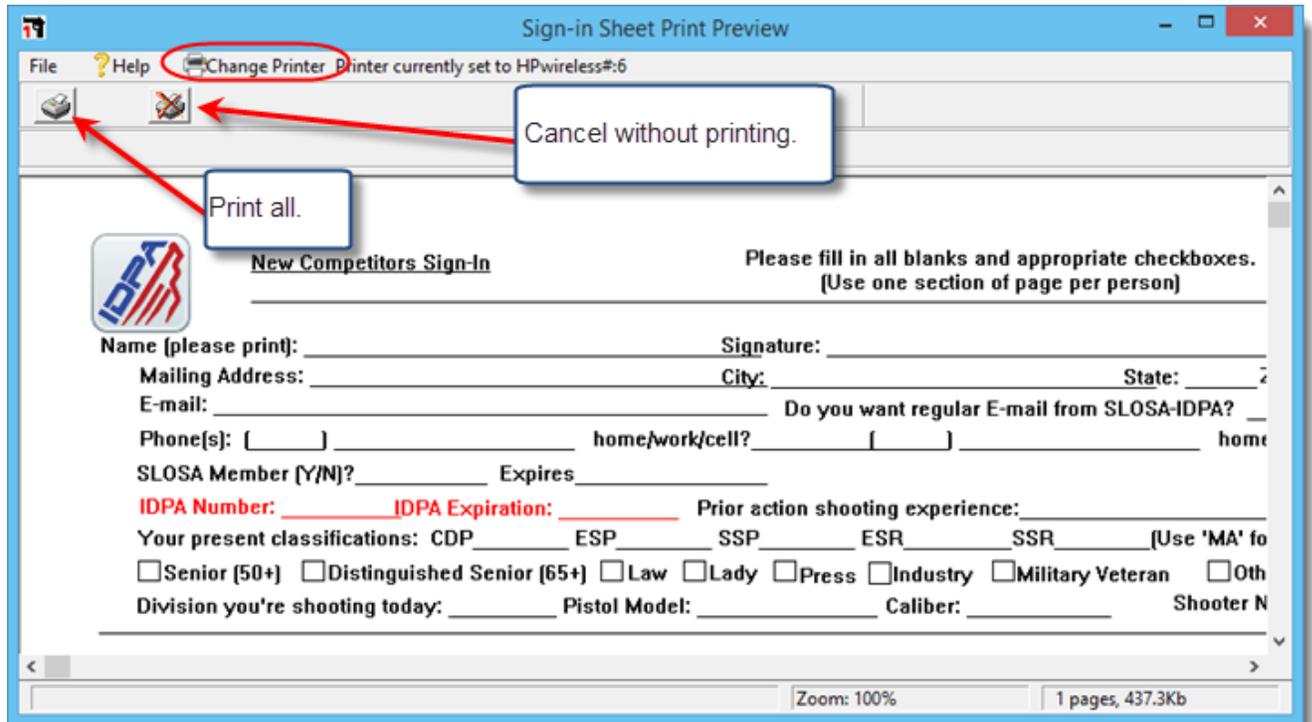
On each page, click - check will print, cross will not print.

<input checked="" type="checkbox"/>	Jane Fleming SSP Sharpshooter	147	Jane Fleming SSP Sharpshooter	147	J S
	Jane Fleming SSP Sharpshooter	147	Jane Fleming SSP Sharpshooter	147	J S
	Jane Fleming SSP Sharpshooter	147	Jane Fleming SSP Sharpshooter	147	J S
	Jane Fleming SSP Sharpshooter	147	Jane Fleming SSP Sharpshooter	147	J S

Zoom: 100%

## Print Preview - Simple Reports

Some printouts, such as blank sign-in sheets, really don't need the full preview functionality - you're not likely to want to search text or to select which pages to print. So they appear with a stripped-down preview screen, with only buttons to print, change printer, or exit without printing:



## Generating Results

Results can be produced as printed reports<sup>[348]</sup>, web pages<sup>[353]</sup>, or exported<sup>[373]</sup> to other programs.

### IDPA IDs in Results

The 2013 rulebook requires that either the shooter's IDPA ID or the letters "XXX" be displayed on the match results.

Any web results or print/PDF results created for matches shot as of October 1, 2013, will display this ID. For matches prior to that date, displaying the IDPA ID is selectable.

This only affects the full match results, not categories, stage results, etc.

### Ties Warning

If your match has one or more ties, a warning will pop up when you generate results. See the section on ties and tilt<sup>[340]</sup>.

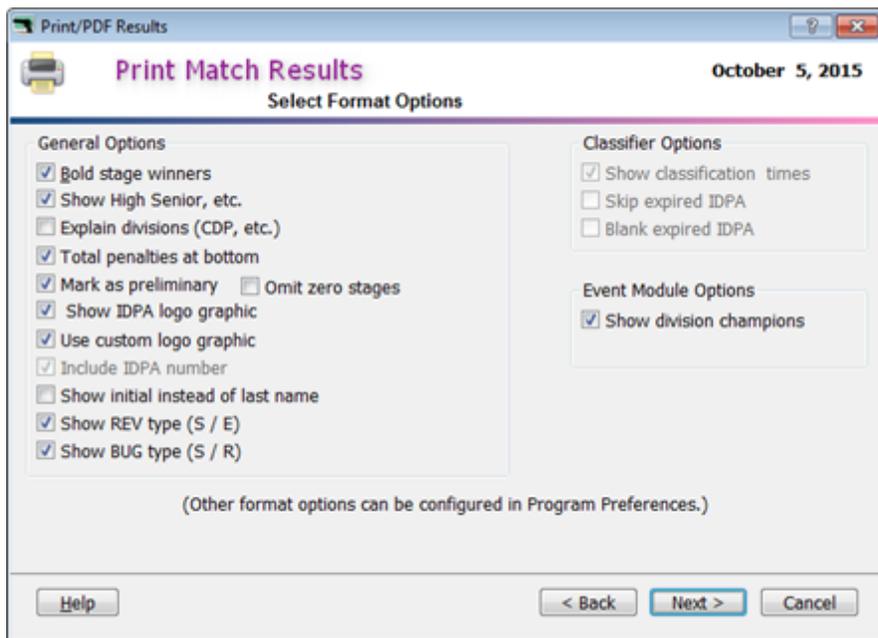
## Print Results

The basics of printing match results are covered in the tutorial<sup>[107]</sup>.

This section is a reference to the various options on the wizard screens. Classifier results have a few different options<sup>[364]</sup>.

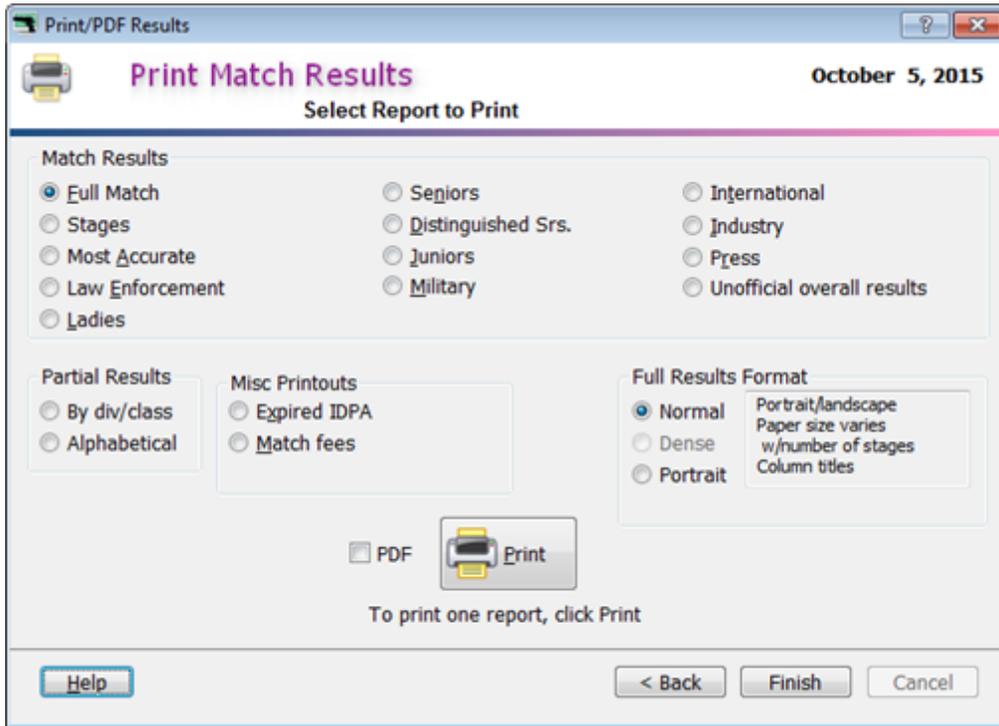
### Print Results - Format/Appearance Options

After selecting the match to print, you'll see the screen to select format/appearance options.



- **Bold stage winners** will highlight the winner of each stage in **bold**.
- **Show High Senior, etc.** will put a box at the top of the first page of your results, showing high shooters in whatever categories you've specified when you registered people for the match.
- **Explain divisions** will put a brief explanation of CDP, ESP, etc, at the bottom of your results page.
- **Total penalties at bottom** will put a total of points down, procedural, etc for the match. **NOTE:** this total is also included in the Miscellaneous web page, so you may feel it redundant to have it in both places.
- **Mark as preliminary** will put a 'Preliminary Results' heading on your printouts.
- **Omit zero stages:** This can be useful for a multi-day match. You may want to print scores on Friday, and not print a hundred 000 scores for Saturday's shooters who haven't shot yet. There's now a check box you can tick to eliminate results of people who've shot no stages - like a non-permanent 'prune'. You need to mark the results as Preliminary in order for the omit zero box to appear.
- **Show IDPA logo graphic** will put the IDPA graphic on your results. If this check box is disabled, you'll need to affirm your club's IDPA affiliation in Program Preferences<sup>393</sup>.
- **Use custom logo graphic** will add your own graphic to your match results, if you've specified it in Program Preferences<sup>385</sup>. If this box is not visible, you haven't specified a graphic. If it is visible but disabled, you've specified a graphic but *ForScore* can't find it.
- **Include IDPA number** is an option for matches prior to October 1, 2013. It is required thereafter.
- **Show initial instead of last name** is an option for the more paranoid<sup>374</sup>.
- **Show REV type** and **Show BUG type** will tag shooters to show the type of REV or BUG as described in the 2015 changes<sup>201</sup>.
- **Show division champions** will create a box with CDP Champion, etc. at the top of your first results page. This requires the Event module.

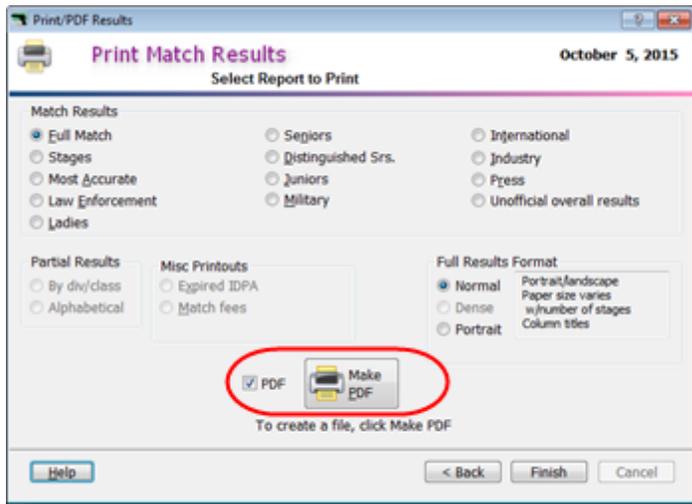
## Print Results - Report Selections



Unlike web pages, where all linked pages are created at once, print reports are produced one at a time. Only one round 'radio button' can be selected at a time. Select the report, then click the large square **Print** button.

- **Full Match Results** is the main results printout.
- **Most Accurate** is a ranking of shooters based on total points down. If two or more shooters are tied, they'll be further ranked based on overall scores. The number of shooters to include is set in Program Preferences<sup>[386]</sup>.
- **Stages** is illustrated here<sup>[362]</sup>.
- **Partial Results** are intended to be used during a large match. Any totals will be blanked, and shooters will be listed alphabetically within their divisions and classifications. This is intended to encourage shooters to proofread their scores during a match, rather than focusing on "who's ahead" when different shooters have shot different numbers of stages.
  - **By div/class** will show partial results with shooters grouped in their divisions and classifications.
  - **Alphabetical** will show partial results of all shooters listed alphabetically. I prefer this option.
- **Misc Printouts**
  - **Match fees** will print a list of shooters and the fees they've paid. If **By Shooter Number** is checked, the list will be sorted by number rather than by last name.
  - **Expired IDPA** will print a list of shooters whose IDPA memberships are not current.
- **Full Results Format**
  - **Normal** is the print result format you saw in the tutorial
  - **Dense**<sup>[349]</sup> is a compact grid with no stage target points, designed to fit a large match onto letter or legal paper.
  - **Portrait** is described here<sup>[351]</sup>.
- **Unofficial overall results** must be enabled in Program Preferences<sup>[394]</sup>.

- **PDF** If you mark this box, any of the match results can be generated as PDF files. The same format choices apply.

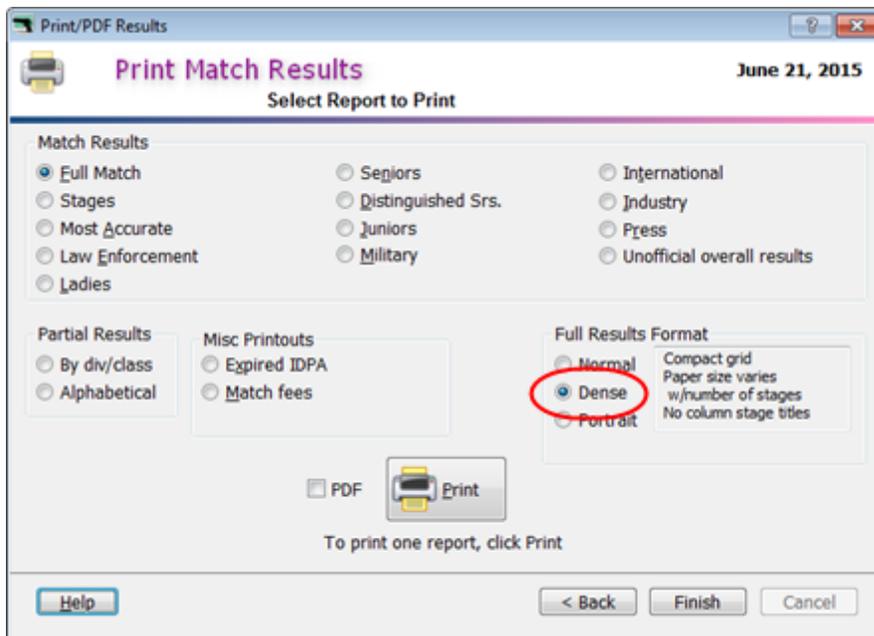


### Dense Print/PDF Results

The really dense "squozen" results page is only available for matches with 13 to 24 stages.

It will squeeze up to 17 stages on letter-size paper in landscape orientation, or up to 24 stages on legal-size paper.

For matches having more than 24 stages, you'll need to use the 'Portrait' print/PDF selection and/or web results.



17 stages on letter-size paper. Red numbers are target points.



### Some Large Match

December 10, 2013



17 stages fit on a letter-size page.

CDP Champion: Jim Kauth CDP - Unclassified 454.36(195)  
 ESP Champion: Eric Brisgel ESP - Marksman 404.19(127)  
 SSP Champion: Jeffrey Biseley SSP - Marksman 403.91(154)  
 ESR Champion: Eric Leach ESR - Expert 555.12(184)  
 SSR Champion: Randy Lee SSR - Master 453.53(221)

High Senior: Herb Cowan SSP - Sharpshooter 453.27(199)  
 High Lady: Jen Salice SSP - Unclassified 460.54(240)  
 High Law Enforcement: Thomas Keating SSP - Sharpshooter 411.05(193)  
 High Junior: Tim Favorite CDP - Unclassified 564.71(242)  
 High Military: Andy Malovos CDP - Novice 495.76(123)  
 High Distinguished Senior: Jerry Turner SSP - Expert 457.08(139)  
 Most Accurate: Jeff Helzenrater SSP - Unclassified 487.53(140)

Match --- Penalties ---  
**Score** SP NT SS BS FIVE Stage 1 Stage 2 Stage 3 Stage 4 Stage 5 Stage 6 Stage 7 Stage 8 Stage 9 Stage 10 Stage 11 Stage 12 Stage 13 Stage 14 Stage 15 Stage 16 Stage 17

**CDP - Custom Defensive Pistol**

**CDP - Master**

1 Paul Kosterman	A19751	545.87	222	7	8	2	0	20.90	15.59	41.27	44.13	30.52	40.04	28.50	35.62	36.90	40.96	43.04	7.83	42.04	44.50	41.31	30.74	32.92
------------------	--------	--------	-----	---	---	---	---	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	------	-------	-------	-------	-------	-------

**CDP - Expert**

1 John Ueberbach	A16020	550.44	240	11	13	3	0	18.48	34.95	27.67	39.52	19.87	50.23	31.22	23.40	33.71	37.67	44.10	20.15	23.24	45.70	17.64	44.56	38.32
------------------	--------	--------	-----	----	----	---	---	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------

**CDP - Sharpshooter**

1 Jim Davis	XXX	515.53	225	7	9	5	0	36.50	13.91	20.81	36.89	43.34	26.98	23.13	31.74	28.91	44.09	9.30	16.81	44.17	34.54	50.56	15.70	32.12
-------------	-----	--------	-----	---	---	---	---	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	------	-------	-------	-------	-------	-------	-------

**CDP - Marksman**

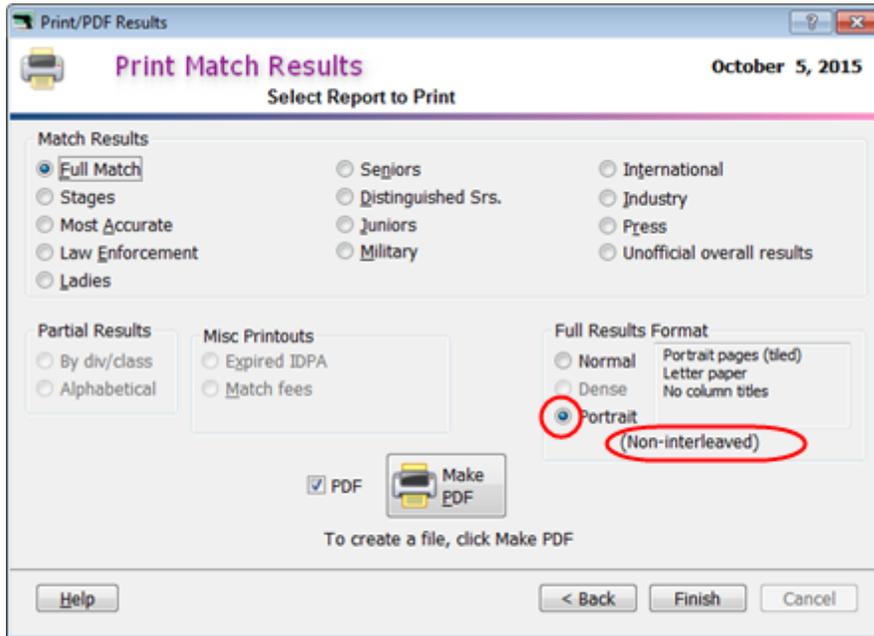
1 William Coffman	XXX	472.92	214	4	11	3	0	24.40	25.28	26.82	35.55	38.00	30.40	23.79	13.61	19.05	34.65	16.82	30.48	24.27	19.43	34.03	45.42	44.46
-------------------	-----	--------	-----	---	----	---	---	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------	-------

Numbers in RED are target points down      Bold indicates stage winners      DC is Division Champion      Page 1 of 7

### Tiled Print/PDF Results

For large matches you may wish to print (or publish PDF) results that do not require legal-size paper. For very large matches, this is the only option ForScore provides.

In Program Preferences [388] you can specify whether the tiles will be 'interleaved' (i.e., print page 1, page1a, page 1b before printing page 2) or non-interleaved (print all pages with the first stages, then all of the second tile, etc.) Your choice will be displayed in the Print Wizard:



Results are intended to be taped or viewed horizontally. So if you are showing division champions and/or 'high' shooters, the first page of subsequent tiles will be adjusted accordingly to make the shooters line up.

Some Large Match  
December 10, 2013  
All Shooters

CDP Champion: Jim Kault CDP - Unclassified 454.36(195)  
ESP Champion: Eric Braggi ESP - Marksman 404.19(127)  
SSP Champion: Jeffrey Bovey SSP - Marksman 423.91(154)  
ESR Champion: Eric Leach ESR - Expert 555.52(184)  
SSR Champion: Randy Lee SSR - Master 453.53(221)

High Senior: Herb Cowan SSP - Sharpshooter 483.27(199)  
High Lady: Jen Salter SSP - Unclassified 402.64(202)  
High Law Enforcement: Thomas Krating SSP - Sharpshooter 411.05(193)  
High Junior: Tim Favorite CDP - Unclassified 564.71(242)  
High Military: Andy Malinos CDP - Novice 495.76(123)  
High Distinguished Senior: Jerry Turner SSP - Expert 457.09(139)  
Most Accurate: Jeff Holzner SSP - Unclassified 487.53(142)

Match -- Penalties --  
Score: 10 12 15 19 23 28 33 38 43 48 53 58 63 68 73 78 83 88 93 98

**CDP - Custom Defensive Pistol**  
CDP - Master

1. Paul Klotzman	A10751	545.87	222	7	8	2	0	20.90(8)	35.42(15)
1. John Linsbach	A18020	550.44	240	11	13	3	0	18.49(4)	31.23(24)

CDP - Expert

1. Jim Davis	X100	515.53	228	7	9	5	0	36.92(2)	33.53(8)
2. Jim Goodell	X100	516.01	236	9	11	4	0	37.74(1)	31.73(6)

CDP - Sharpshooter

1. Jim Fine	A20198	543.78	186	5	14	3	0	28.16(1)	34.97(12)
4. Dennis Smith	A17463	574.50	233	3	7	7	2	28.58(14)	31.87(25)

CDP - Marksman

1. Paul Klotzman	A10751	545.87	222	7	8	2	0	20.90(8)	35.42(15)
1. John Linsbach	A18020	550.44	240	11	13	3	0	18.49(4)	31.23(24)

CDP - Marksman

Some Large Match  
Stages 9 Through 17  
All Shooters

Second tile, stages 9-17

Stage.9 Stage.10 Stage.11 Stage.12 Stage.13 Stage.14 Stage.15 Stage.16 Stage.17

**CDP - Custom Defensive Pistol**  
CDP - Master

Klotzman	28.85(1)	45.86(2)	42.54(3)	7.83(2)	42.54(2)	44.96(17)	41.31(12)	20.74(10)	32.82(16)
----------	----------	----------	----------	---------	----------	-----------	-----------	-----------	-----------

CDP - Expert

Linsbach	33.71(18)	37.47(21)	44.10(18)	20.15(6)	23.24(14)	41.70(24)	17.64(8)	44.96(20)	38.32(14)
----------	-----------	-----------	-----------	----------	-----------	-----------	----------	-----------	-----------

CDP - Sharpshooter

Davis	28.91(2)	44.20(11)	9.20(8)	16.81(14)	44.17(22)	34.54(25)	36.59(24)	16.70(12)	32.12(2)
Goodell	25.01(22)	35.25(17)	24.85(1)	17.89(13)	26.31(18)	24.65(12)	25.53(1)	31.07(24)	28.34(5)

CDP - Marksman

Klotzman	28.85(1)	45.86(2)	42.54(3)	7.83(2)	42.54(2)	44.96(17)	41.31(12)	20.74(10)	32.82(16)
Linsbach	33.71(18)	37.47(21)	44.10(18)	20.15(6)	23.24(14)	41.70(24)	17.64(8)	44.96(20)	38.32(14)

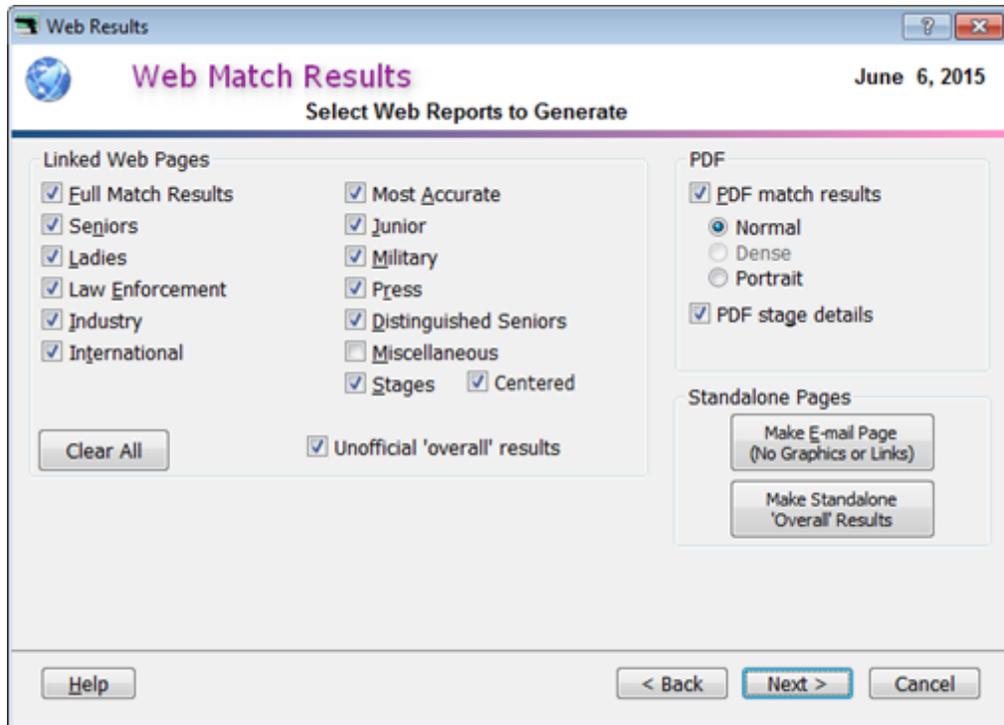
## Web Results

The basics of creating web results are covered in the tutorial [122](#).

This section is a reference to the various options on the wizard screen. Classifier matches have a few different options [366](#).

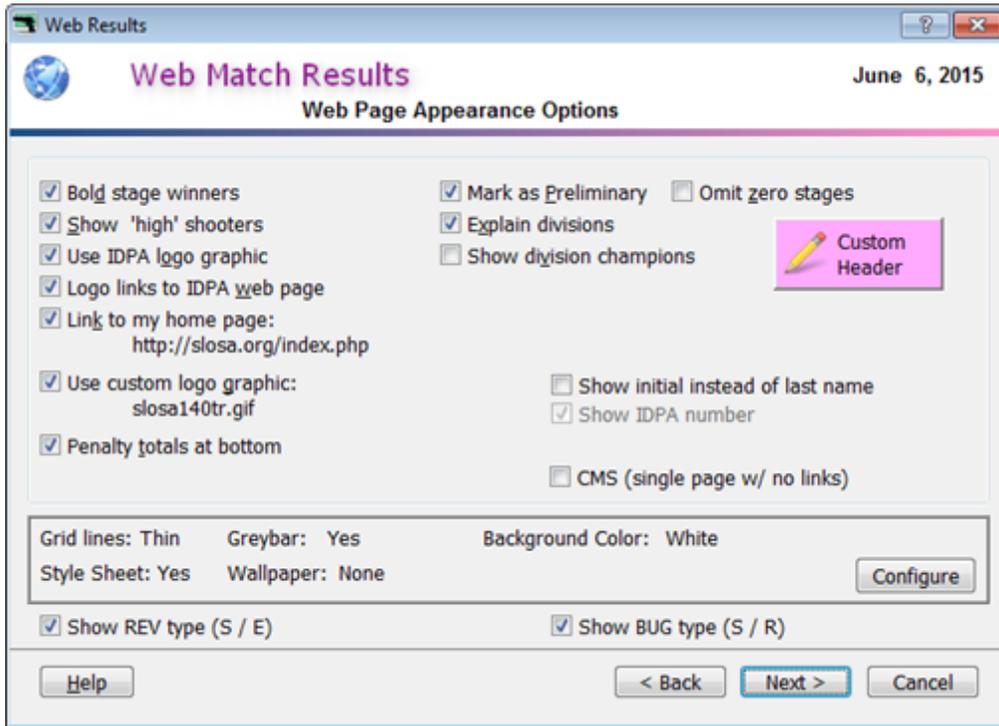
## Web Results - Report Selections

This screen is used to select which web results to generate. Also PDF results that you want your web results page to link to.



- **Full Match Results** is the main results web page. It will contain links to any of the additional web pages that you specify. The web pages will be named based on the date, i.e., 11-21-04senior.htm. If you have more than one match on a given day, the web pages will be distinguished by a letter following the date<sup>[134]</sup>, i.e., 2013-11-05Aacc.htm.
- **Most Accurate** is a ranking of shooters based on total points down, or on one of two other strategies. If two or more shooters are tied, they'll be further ranked based on overall scores. The number of shooters to include is set in Program Preferences<sup>[390]</sup>.
- **Miscellaneous**<sup>[133]</sup> includes information about the number of shooters in each division and classification, shooters' home states, gun makes and calibers used, etc. It's mostly useful for sanctioned matches.
- **Stages** is illustrated here<sup>[362]</sup>. If the centered<sup>[363]</sup> option is **not** marked, string 1 times will align for various different stages (such as the classifier). Centered is only available if the match has at least one stage with multiple strings.
- **PDF match results** will make a PDF version of your results. **Normal** is the print result format you saw in the tutorial. **Dense**<sup>[349]</sup> is a compact grid with no stage target points, designed to fit a large match onto letter or legal paper. **Portrait** is described here<sup>[351]</sup>.
- **PDF stage details** are illustrated here<sup>[362]</sup>.
- **Make email Page** will create a page without graphics (saving you from having to clear and reset the **Use IDPA logo graphic** or **Use custom graphic** check box(es)) so you can email results without having to include the graphic files.
- **Linked unofficial 'overall' results** and **Make Standalone 'Overall' Results** are the listings that so many guys want to see, but IDPA doesn't support. The linked version will be linked to your main results page. The standalone version is just a separate page that you can post or print. These options will not be available unless you enable them in Program Preferences<sup>[394]</sup>.

## Web Results - Appearance Options

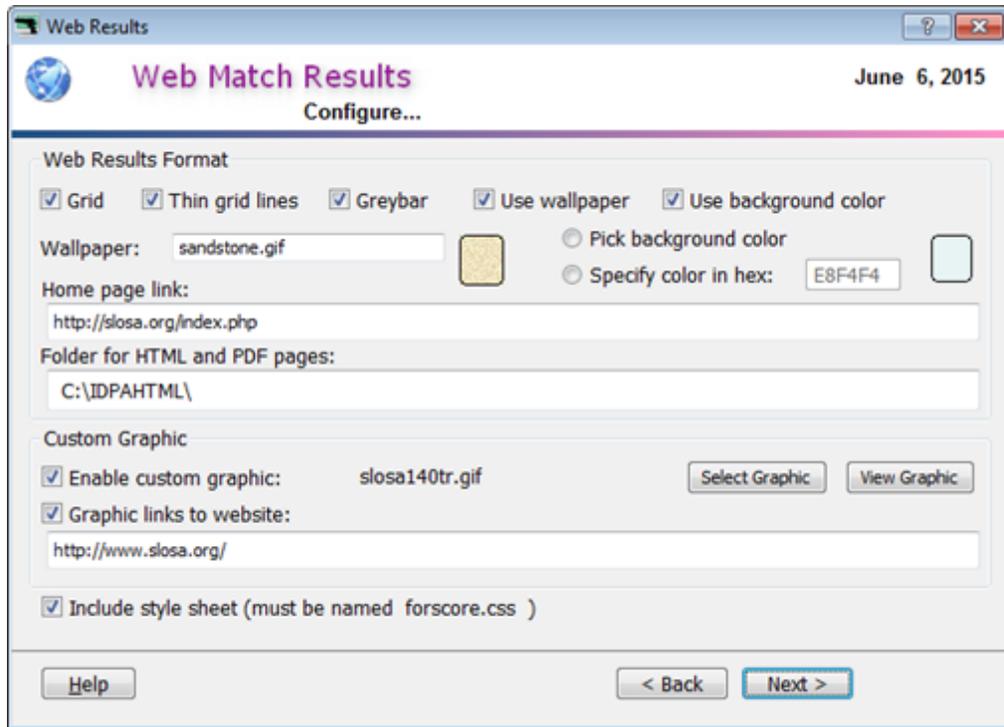


- **Bold stage winners** will highlight the winner of each stage in **bold**.
- **Show 'high' shooters** will create a box with High Senior, High Lady, etc. at the top of your results pages.
- **Use IDPA logo graphic** will put that graphic on your results. The graphic files need to be put on your web server in the same folder with your results pages. If this check box is disabled, you'll need to affirm your club's IDPA affiliation in Program Preferences<sup>[393]</sup>.
- **Link to IDPA web page** will make the IDPA logo graphic (if used) serve as a link to [www.idpa.com](http://www.idpa.com).
- **Link to my home page** will put a **home** link on your results. The destination of that link is specified in Program Preferences<sup>[386]</sup>.
- **Use custom logo graphic** will add your own graphic to your match results, if you've specified it in Program Preferences<sup>[385]</sup>. If this box is not visible, you haven't specified a graphic. If it is visible but disabled, you've specified a graphic but **ForScore** can't find it. As with the IDPA logo graphic, if you use a custom graphic you'll need to put it on your web server in the same folder with your results pages. And remember, most web servers are case-sensitive for file names.
- **Penalty totals at bottom** will put a total of points down, procedural, etc for the match.
- **These are preliminary results** can be used before a protest period.
- **Omit zero stages**: This can be useful for a multi-day match. You may want to print scores on Friday, and not print a hundred 000 scores for Saturday's shooters who haven't shot yet. This check box eliminates results of people who've shot no stages - like a non-permanent 'prune'. You need to mark the results as Preliminary in order for the omit zero box to appear.
- **Custom Header** opens the custom header screen<sup>[356]</sup>. The button turns pink when you've entered information there.
- **Explain divisions** will put a brief explanation of CDP, ESP, etc, at the bottom of your results page.
- **Show initial instead of last name** is an option for the reticent.
- **CMS** results are for Joomla! or WordPress-type sites. See the examples here<sup>[368]</sup>.
- **Show REV type** and **Show BUG type** will tag shooters to show the type of REV or BUG as described in the 2015 changes<sup>[201]</sup>.
- **Configure** will open a screen<sup>[355]</sup> that lets you specify the items shown in its box.

The following option requires the Event Module<sup>539</sup>.

- **Show division champions** will create a box with CDP Champion, etc. at the top of your results page. If the top CDP Expert is CDP Champion, the second CDP Expert finisher will be numbered 1, the third will be numbered 2, etc.

## Web Appearance Configure Screen



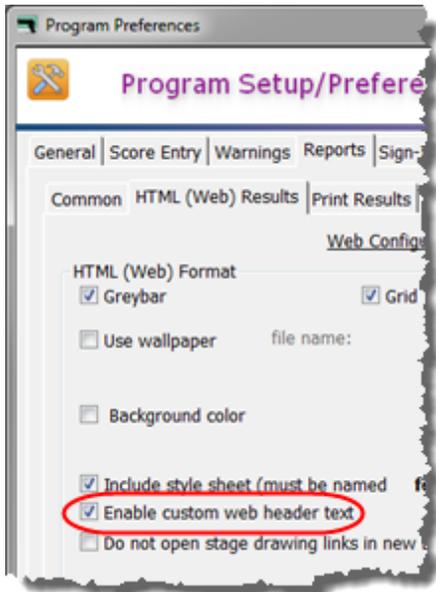
This screen gives you access to the same web appearance parameters that are described in Program Preferences<sup>386</sup>. (**NOTE:** You would not ordinarily mark both the wallpaper and background color boxes. They are just shown for illustration.)

Click **Next** to save any changes and return to the wizard.

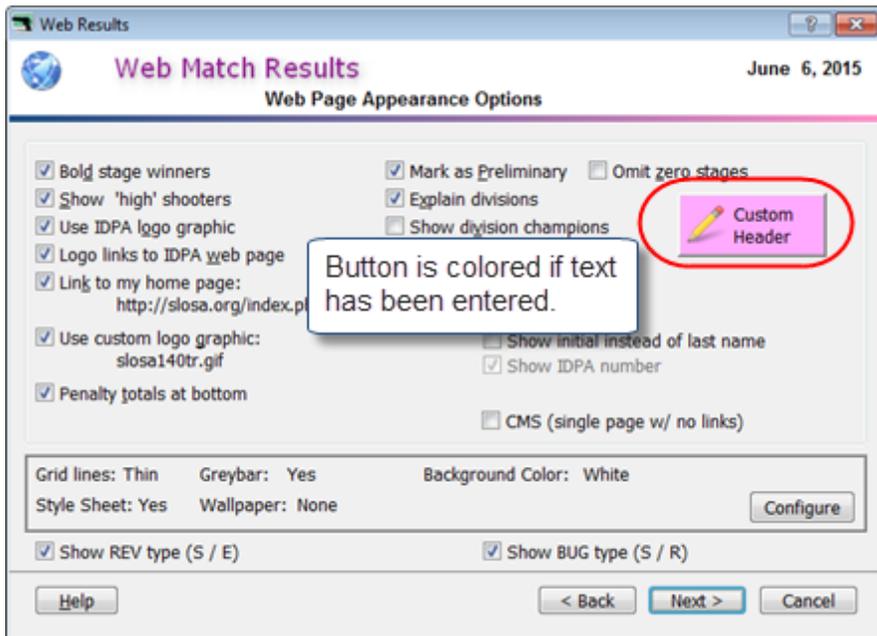
## Custom Header

You can enter up to 2000 characters of free text and/or HTML tags at the top of the main page of your HTML match results.

To access this advanced feature, you first need to enable it in **Program Preferences**.

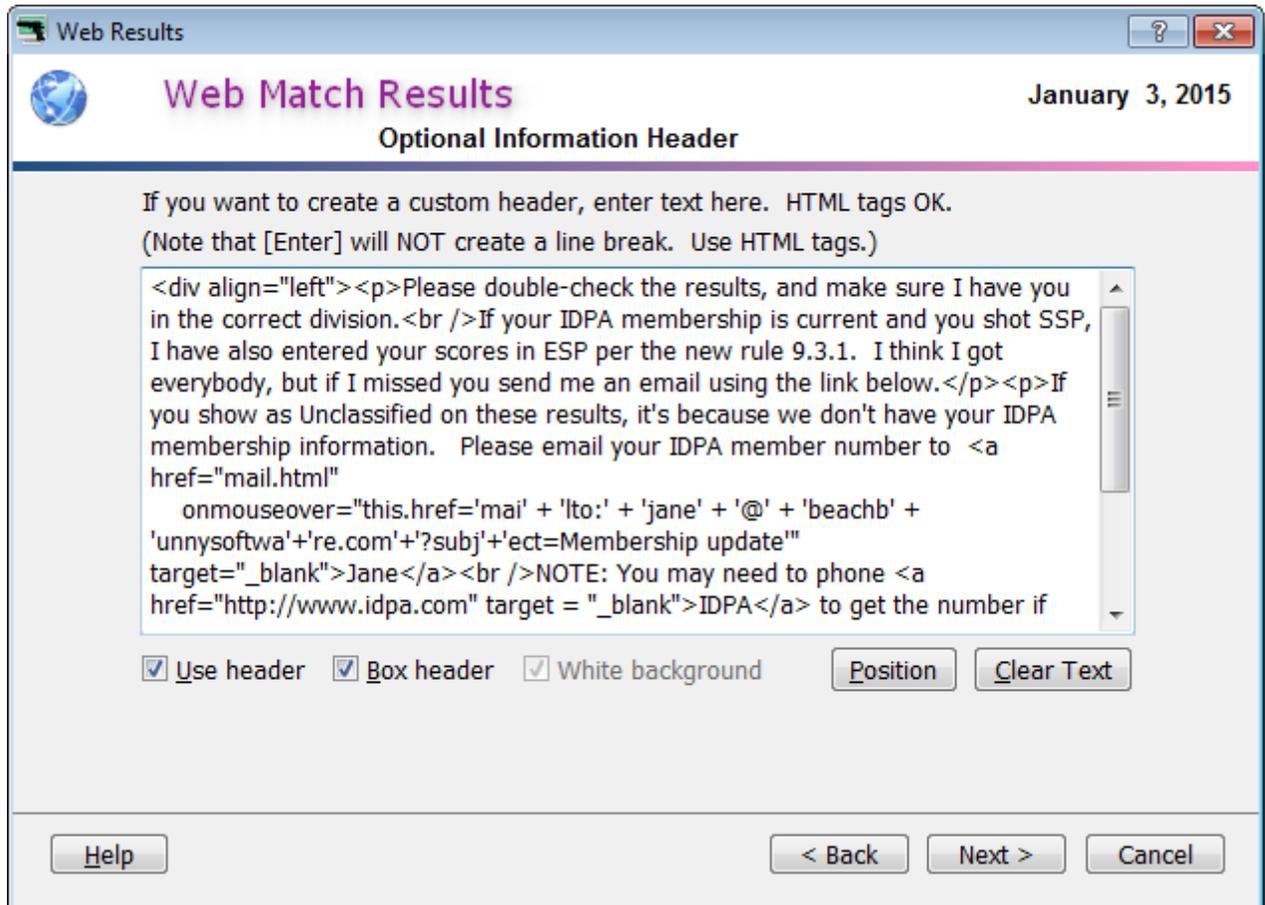


There will then be a new button in the web results wizard. The button will be colored if you've configured a header for this match, normal coloring otherwise.



When you click the button, a window opens where you can specify whether or not to include header text. If you include a header, you can specify whether it has a box around and its width and position (left, right, or centered). The header can be simple text or HTML tags.

If you use HTML, please don't screw up my beautiful XHTML-compliance. Run your pages through the W3C Validator and make sure they pass!



Web Results

Web Match Results

January 3, 2015

Optional Information Header

If you want to create a custom header, enter text here. HTML tags OK.  
(Note that [Enter] will NOT create a line break. Use HTML tags.)

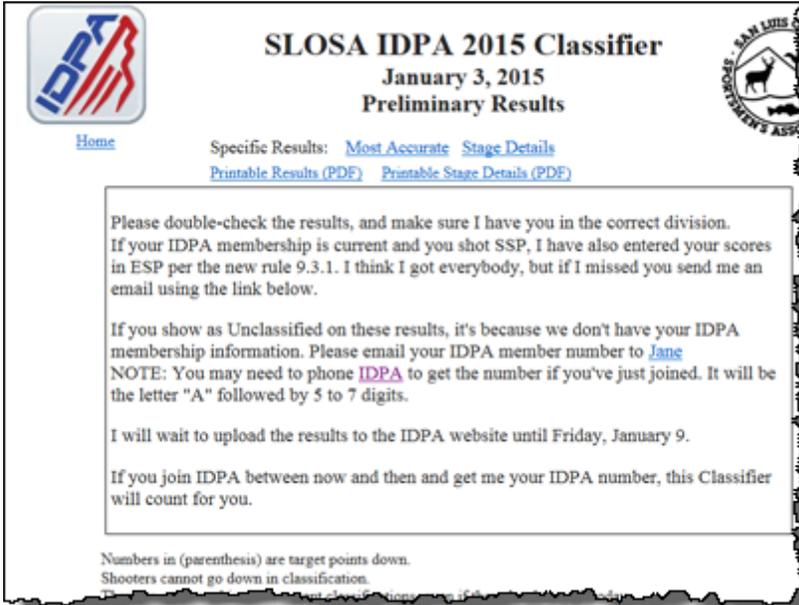
```
<div align="left"><p>Please double-check the results, and make sure I have you  
in the correct division.<br />If your IDPA membership is current and you shot SSP,  
I have also entered your scores in ESP per the new rule 9.3.1. I think I got  
everybody, but if I missed you send me an email using the link below.</p><p>If  
you show as Unclassified on these results, it's because we don't have your IDPA  
membership information. Please email your IDPA member number to <a  
href="mailto:jane@beachbunnysoftware.com?subject=Membership update"  
onmouseover="this.href='mailto:jane@beachbunnysoftware.com?subject=Membership update'"  
target="_blank">Jane</a><br />NOTE: You may need to phone <a  
href="http://www.idpa.com" target = "_blank">IDPA</a> to get the number if
```

Use header  Box header  White background

Position Clear Text

Help < Back Next > Cancel

The gibberish above as it looks on the generated results:



 **SLOSA IDPA 2015 Classifier**  
**January 3, 2015**  
**Preliminary Results**

[Home](#)      Specific Results: [Most Accurate](#) [Stage Details](#)  
[Printable Results \(PDF\)](#) [Printable Stage Details \(PDF\)](#)

Please double-check the results, and make sure I have you in the correct division.  
If your IDPA membership is current and you shot SSP, I have also entered your scores in ESP per the new rule 9.3.1. I think I got everybody, but if I missed you send me an email using the link below.

If you show as Unclassified on these results, it's because we don't have your IDPA membership information. Please email your IDPA member number to [Jane](mailto:jane)  
NOTE: You may need to phone [IDPA](tel:505-241-1111) to get the number if you've just joined. It will be the letter "A" followed by 5 to 7 digits.

I will wait to upload the results to the IDPA website until Friday, January 9.

If you join IDPA between now and then and get me your IDPA number, this Classifier will count for you.

Numbers in (parenthesis) are target points down.  
Shooters cannot go down in classification.

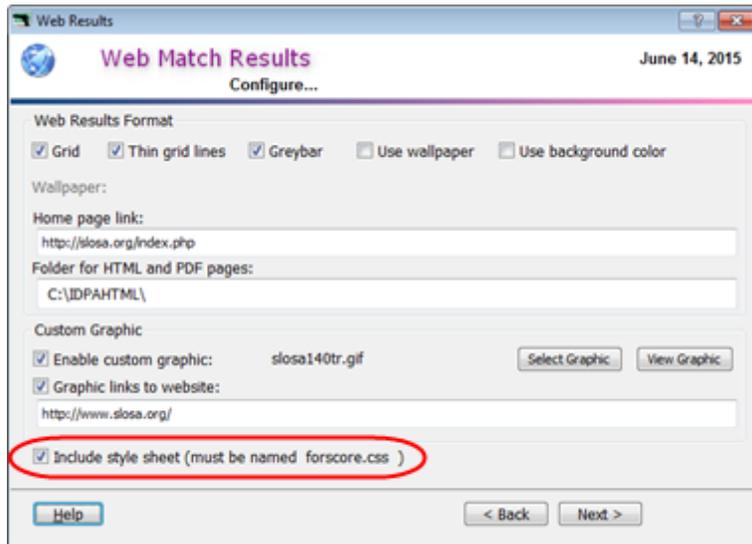
## Customizing Results - Style Sheets

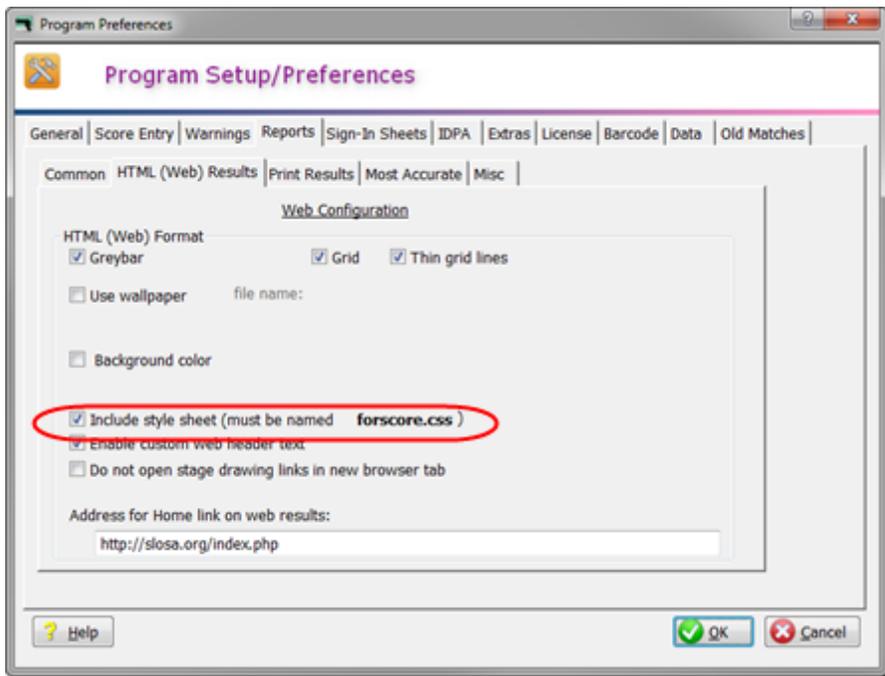
In that **ForScore's** results are formatted with 'cascading style sheets', you can do a lot of customizing. You can change the font, color, boldness of various elements, etc.

To do so, you'll need to have some comfort with CSS syntax. Amazon.com has a number of books available on the subject. Also, it's wise to check any changes on more than one web browser. I've gone back and forth among Internet Explorer, Firefox, and Chrome in designing these web pages. What looks right on one does not necessarily look right on another.

Your style sheet must be named **forscore.css** (all lower case), and needs to be **on your web server** in the **same folder** with your results pages. For testing purposes, you'll probably also want a copy in the **c:\idpahtml** folder on your local computer (or wherever you're generating your web pages). Modifying any item in the style sheet will automatically modify all your web results pages.

Be sure to enable **forscore.css**, either in **Program Preferences** or in the **Web Page Wizard**. (It does no harm to leave this box checked, even if you're not presently using a style sheet.)





Items available to customize are best determined by looking at results generated by **ForScore**. As well as the generic (body, h1, h2, th, etc.), custom elements at present include:

td.name {shooter name)  
 td.place (place)  
 td.score (match score)  
 td.winner and td.winnerx (data cells for stage winners)  
 td.stage and td.stagex (data cells for stage scores for everybody else)  
 td.pen (date cells for penalties)  
 tr.x (used to set background color for grey rows if using greybar effect)  
 .divclass (font for div/class headings, i.e., *CDP Sharpshooter*)  
 #homelink (link to home page)  
 #links (links to match sub-pages)  
 #pdf (links to PDF pages)  
 #topkey ("Numbers in (parenthesis) are" section)  
 #exp (bottom box explaining divisions, etc.)  
 #topbox and #topboxa (together, make up the "high senior" box at the top)

Here's a grotesque example of match results put into a folder with a demented forscore.css style sheet, but it gives you an idea of how much customization you can do. The style sheet used for this example installs in the **ForScore** program folder and is named grotesque.css. Rename it forscore.css and put it in with your match results if you want to experiment.

**2013 Calif State IDPA Championship**  
**October 5, 2013**  
**FULL RESULTS - ALL PARTICIPANTS**

Home

Specific Results: Seniors Ladies Law Enforcement  
 International Industry Junior Military  
 Distinguished Senior Most Accurate Miscellaneous Stage Details

Printable Results (PDF) Printable Stage Details (PDF) Printable Awards Listing (PDF)

**GDP Champion: John Mercurio Master 175.70 (27)**  
**ESP Champion: Bobby McGen Master 182.64 (41)**  
**SSP Champion: Allen Lowe Master 169.00 (49)**  
**ESR Champion: Brian Consaves Expert 232.29 (48)**  
**SSR Champion: Harry Cole Expert 260.21 (42)**

Numbers in (parenthesis) are target points down  
**Bold** scores are stage winners  
 DC is Division Champion

Place	Name	IDPA ID	Ecom	Match Score	Penalties				Stage 1	Stage 2	Stage 3	Stage 4
					FD	NT	FE	FN				
<b>GDP - Master</b>												
DC	John Mercurio	A04747	SDPS	175.70	27	0	0	0	22.62(2)	3.50(0)	24.90(4)	32.58(5)
<b>GDP - Expert</b>												
1	Sean Young	A44876	SDPS	201.68	42	0	0	1	18.56(4)	4.29(0)	32.03(10)	38.45(2)
2	Steve Porter	A05201	Cearsegold	206.06	38	0	3	0	21.44(5)	3.92(1)	25.11(1)	43.25(3)
3	Mark Barr	A25837	SDPS	227.93	37	1	0	0	34.51(4)	4.12(2)	28.41(5)	45.69(1)

## Stage Details - Web/PDF

Detailed stage results can be produced as print/PDF reports from both the Print and Web results wizards.  
Print results:

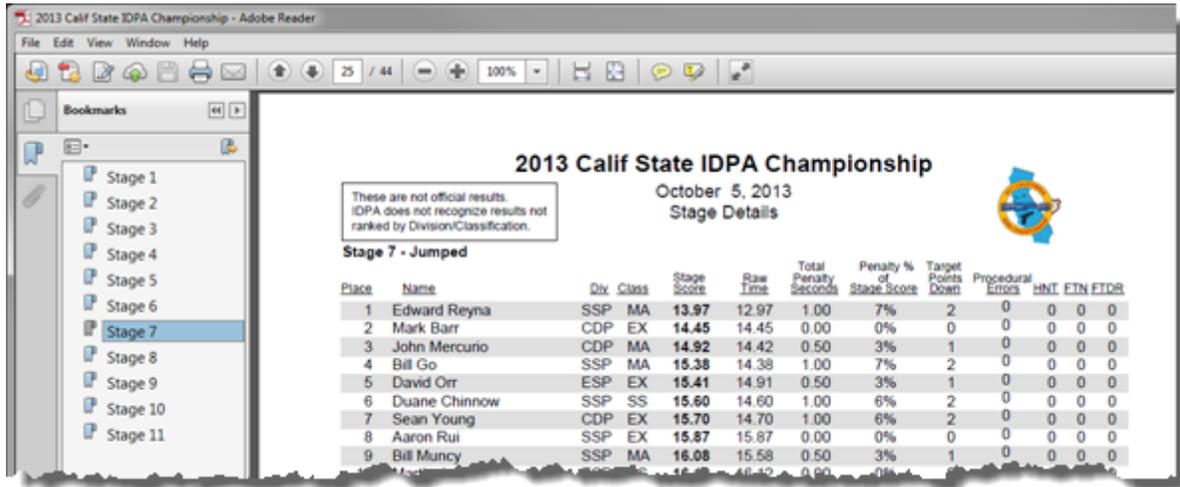
SLOSA IDPA November 2013 Match													
These are not official results. IDPA does not recognize results not ranked by Division/Classification.			November 2, 2013										
			Stage Details										
Stage 4 - Wobbly bridge													
Minimum round count: 14													
Place	Name	Div	Class	Stage Score	Raw Time	Total Penalty Seconds	Penalty % of Stage Score	Target Points Down	PE	HNT	FTN	FTDR	String 1
1	Steve Canter	SSP	SS	24.00	17.00	7.00	29%	14	0	0	0	0	17.00
2	Brian Sturgeon	ESP	UN	24.58	21.58	3.00	12%	6	0	0	0	0	21.58
3	Scott Folk	SSP	MA	24.62	20.12	4.50	18%	9	0	0	0	0	20.12
4	Chris Marks	SSP	UN	27.01	24.01	3.00	11%	6	0	0	0	0	24.01
5	Craig Loveridge	SSP	SS	27.05	21.05	6.00	22%	12	0	0	0	0	21.05
6	Trenton Mitsuoka	ESP	SS	27.78	19.78	8.00	29%	10	1	0	0	0	19.78
7	Joe Little	SSP	SS	27.80	19.80	8.00	29%	16	0	0	0	0	19.80
8	John L. Parks	ESP	MM	30.09	28.09	2.00	7%	4	0	0	0	0	28.09
9	Mathew Grabeel	SSP	UN	30.44	25.94	4.50	15%	9	0	0	0	0	25.94
10	Brian Sturgeon	ESP	UN	30.64	27.14	3.50	14%	7	0	0	0	0	27.14

They can also be created as HTML pages.

You can also link your own description or photo pages [\[248\]](#) in the web stage detail results. Specify one link per stage in match setup.

SLOSA IDPA November 2013 Match												
These are not official results. IDPA does not recognize results not ranked by Division/Classification.			November 2, 2013									
			Stage Details									
These are NOT Official Results												
<a href="#">Home</a> <a href="#">Full Match Results</a>												
<a href="#">Stage 1 - Swinger at the rear</a> <a href="#">Stage 2 - Through the window</a> <a href="#">Stage 3 - Don't break the 180</a> <a href="#">Stage 4 - Wobbly bridge</a> <a href="#">Stage 5 - Hard cover drill - 3 strings</a>												
In match setup, I specified "long" stage names (in contents box at left), minimum round count per stage, and also a link to a CoF PDF for each stage ('Stage Description' link at the top of each stage's results.)												
Stage 1 - Swinger at the rear												
Minimum round count for stage: 8												
<a href="#">Top of Page</a> <a href="#">Stage 2</a> <a href="#">Stage Description</a>												
Place	Name	Div/Class	Stage Score	Raw Time	Total Penalty Secs	Penalty % of Score	Target Points Down	PE	HNT	FTN	FT DR	String 1
1	Joe Little	SSP/SS	12.62	10.62	2.00	16%	4	0	0	0	0	10.62
2	Chris Marks	SSP/UN	13.46	11.96	1.50	11%	3	0	0	0	0	11.96
3	Steve Canter	SSP/SS	14.46	11.96	2.50	17%	5	0	0	0	0	11.96
4	Mark Salazar	SSP/UN	14.61	13.11	1.50	10%	3	0	0	0	0	13.11
5	Craig Loveridge	SSP/SS	14.88	12.88	2.00	13%	4	0	0	0	0	12.88

PDF stage results will be produced with bookmarks:



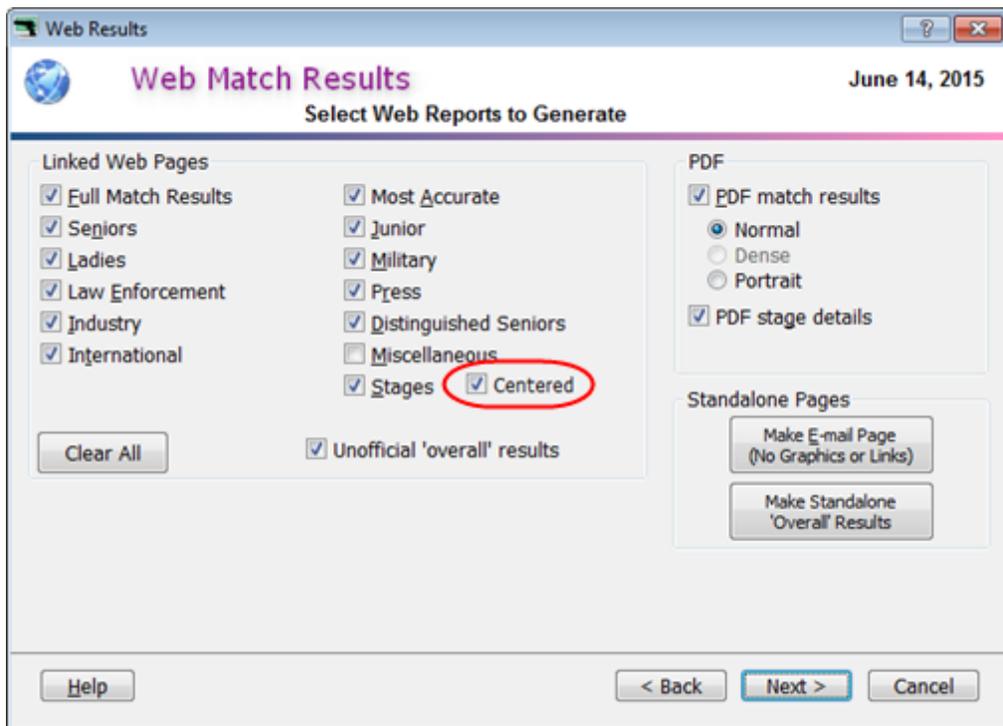
### Centered Stage Results

All of the other HTML (web) results are centered, why aren't by-stage detail results?

Well, they are if there's only one string per stage.

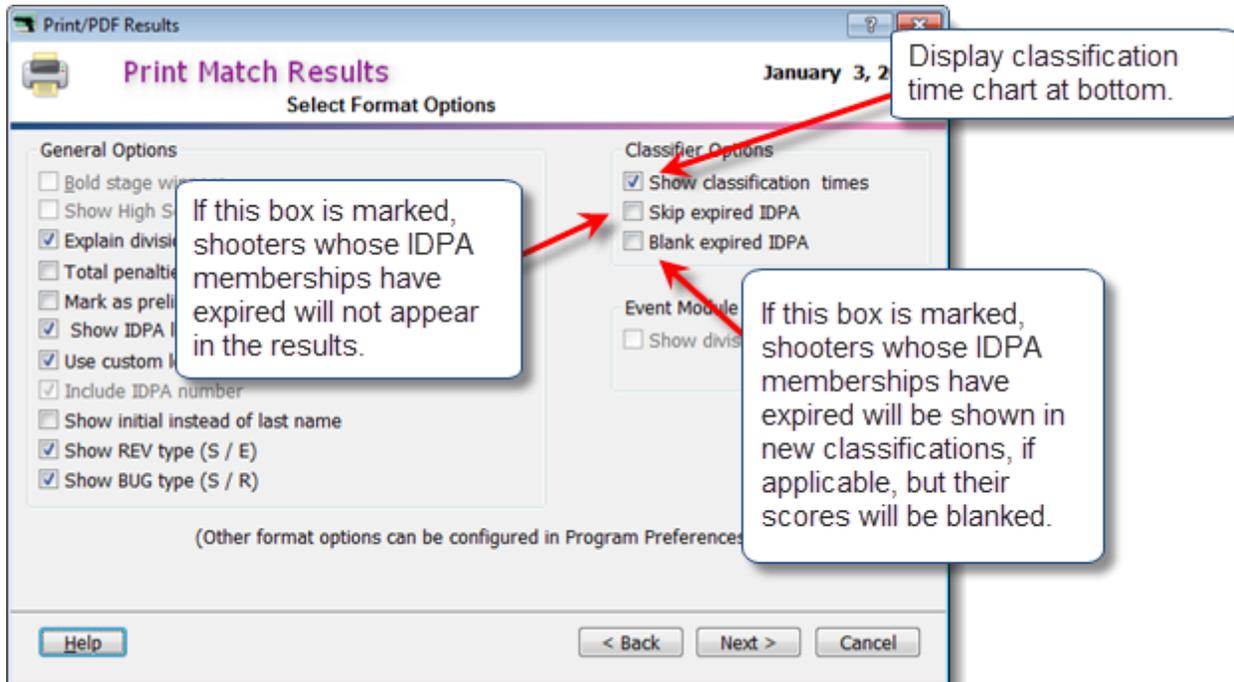
If there's more than one string, I've had the by-stage results left-justified. Particularly for the Classifier, I think that looks neater because the String 1 column on one stage lines up with the String 1 column on the next stage, etc.

But if you want to center the by-stage results, the Web Page Wizard has a check box to do so. It will only appear if at least one stage in the match has more than a single string.

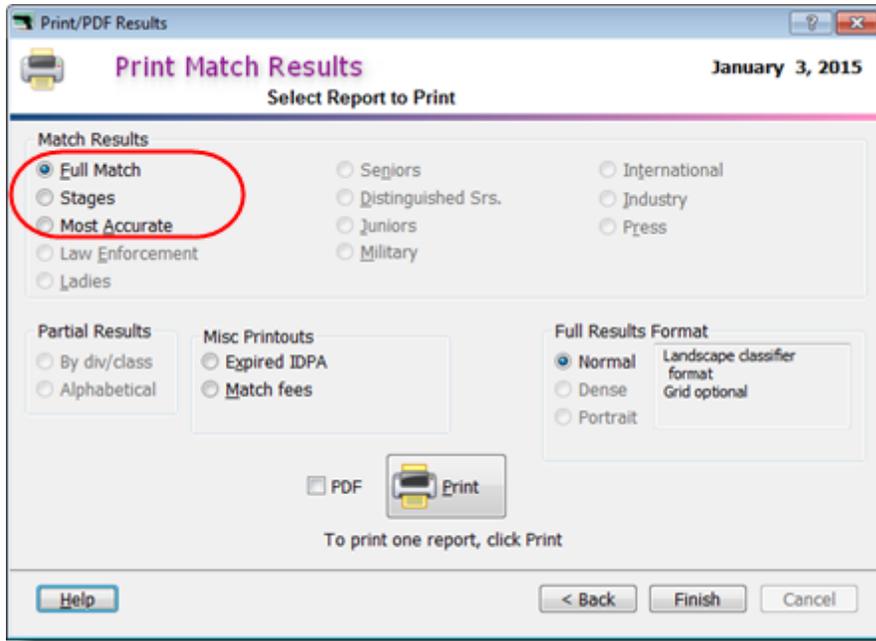


## Classifier Print/PDF Results

Because a Classifier is a specialized match, ForScore provides a few different options for report, both on the Format Options page and on the Select Report page. You have the option of appending a table showing the time requirements for classification in various divisions.



Reports for categories such as High Seniors or Division Champion are not available. Overall scores are not available. Stage details including times for all strings may be particularly valuable for Classifiers. Results printouts can also be produced as PDF files.



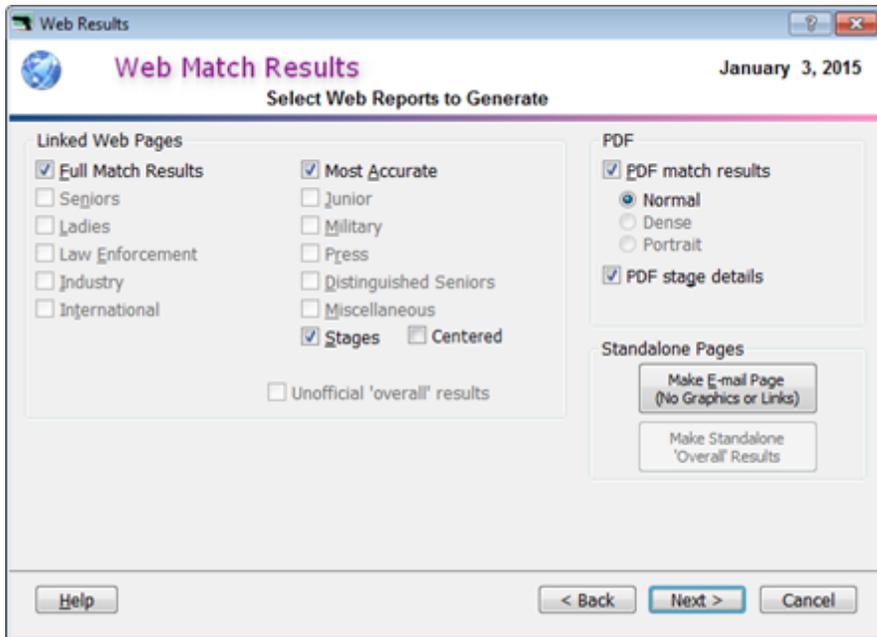
By default, the report will single out shooters who've improved their classifications.

		SLOSA July 2013 Classifier									
		July 6, 2013								All Shooters	
				--- Penalties ---							
		Match Score		PD NT PE PN		Stage 1		Stage 2		Stage 3	
<b>CDP - Custom Defensive Pistol</b>											
<b>CDP - Marksman</b>											
1	John Rogers	A11351	<b>178.92</b>	83	0	0	0	53.20 (8)	48.96 (30)	76.76 (45)	
2	Bob Bernier	A50091	<b>183.70</b>	88	0	0	0	50.60 (17)	47.57 (26)	85.53 (45)	Previously - Unclassified
3	Fred J. Nave	A19177	<b>251.67</b>	78	0	0	0	72.54 (15)	62.30 (14)	116.83 (49)	
<b>ESP - Enhanced Service Pistol</b>											
<b>ESP - Expert</b>											
1	Scott Folk	A30403	<b>102.70</b>	47	0	0	0	32.70 (16)	26.89 (12)	43.11 (19)	
<b>ESP - Sharpshooter</b>											
1	Scott V. Elvin	A29339	<b>131.77</b>	64	0	0	0	45.37 (21)	32.21 (13)	54.19 (30)	Previously - Unclassified
2	Trenton Mitsuoka	A341903	<b>131.93</b>	71	0	0	0	38.31 (20)	31.69 (11)	61.93 (40)	Previously - Unclassified
<b>ESP - Marksman</b>											
1	Chris Brewer	A43618	<b>160.42</b>	49	0	0	0	58.70 (4)	39.25 (15)	62.47 (30)	Previously - Unclassified
2	John L. Parks	A19285	<b>171.60</b>	50	0	0	0	49.84 (10)	47.70 (18)	74.06 (22)	
3	Bob Bernier	A50091	<b>175.10</b>	81	0	0	0	45.44 (8)	45.67 (26)	83.99 (47)	Previously - Unclassified
4	Scott Guess	A40370	<b>184.01</b>	59	0	0	0	48.08 (3)	48.98 (13)	86.95 (43)	

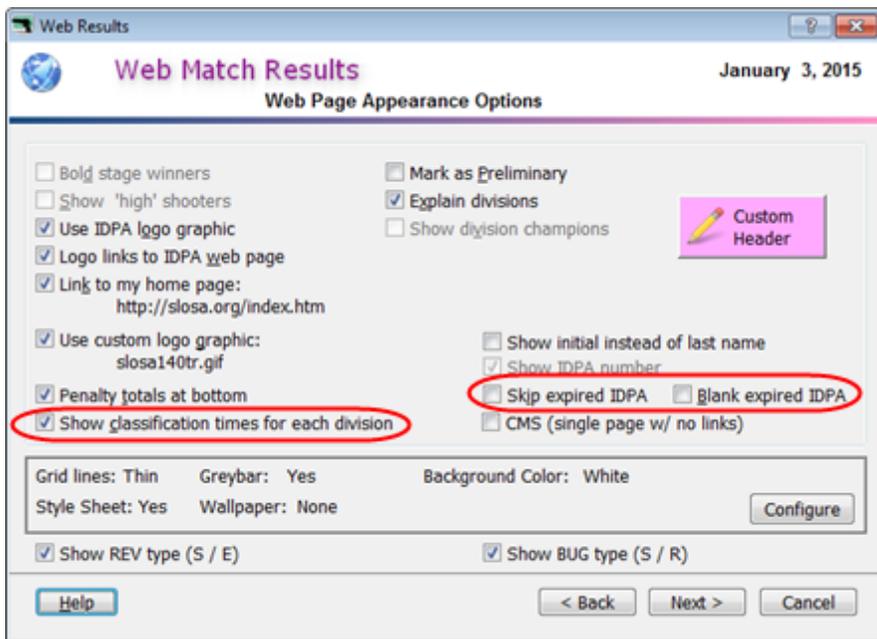
If you don't want the improved classifications printed, clear the **Show last class** check box in Program Preferences [366].

## Classifier Web Results

Classifier web pages are similar to the printed reports for Classifiers. Overall scores and most categories are not available.



Marking the **Show Classifier times** check box will append to the web page the list of time requirements for classifications in the various divisions. **Blank expired** and **Skip expired** have the same effect as with Classifier printed results<sup>364</sup>.



As with print reports, shooters' new classifications will be displayed by default. To disable that feature, clear the **Show last class** check box in Program Preferences <sup>384</sup>.



## SLOSA IDPA January 2015

### Classifier

January 3, 2015

#### Full Results - All Participants



[Home](#)

Specific Results: [Most Accurate](#) [Stage Details](#)  
[Printable Results \(PDF\)](#) [Printable Stage Details \(PDF\)](#)

If you show as Unclassified on these results, it's because we don't have your IDPA membership information. Please send your IDPA member number to [jane](#)  
 NOTE: You may need to phone [IDPA](#) to get the number if you've just joined. It will be the letter "A" followed by 5 to 7 digits.

Classifications were uploaded to the IDPA website on January 10.

Numbers in (parenthesis) are target points down.  
 Shooters cannot go down in classification.  
 They are registered in their current classifications, even if they shot less well today.

Place	Name	IDPA ID	Match Score	Penalties				Stage 1	Stage 2	Stage 3	Previous Classification
				PD	NT	PE	EN				
<b>CDP Sharpshooter</b>											
1	Ed Briggs	A43035	<b>125.57</b>	45	0	1	0	39.91(12)	29.63(8)	56.03(25)	
2	Steve Yetter	A54167	<b>127.25</b>	58	0	0	0	44.08(32)	29.52(9)	53.65(17)	Previously - Marksman
3	Tim Chandler	A30021	<b>136.86</b>	52	0	0	0	37.94(14)	34.29(9)	64.63(29)	
4	Rob Winningham	A23972	<b>139.32</b>	36	0	0	0	33.19(1)	33.75(8)	72.38(27)	Previously - Marksman
<b>CDP Marksman</b>											
1	Maddy Folk	A657737	<b>143.05</b>	69	0	0	0	48.67(14)	34.06(13)	60.32(42)	
2	Phillip Mauk	A622009	<b>155.01</b>	74	0	0	0	39.66(5)	37.66(17)	77.69(52)	Previously - Novice
3	Grady Crawford	A820913	<b>163.59</b>	61	0	0	0	50.16(13)	38.49(13)	74.94(35)	Previously - Unclassified
4	Bob Bernier	A50091	<b>173.13</b>	52	0	0	0	50.44(5)	40.07(14)	82.62(33)	

## CMS Results (No Web Links)

CMS. "Content Management System". It's a website system that is based on content stored in a database, rather than web pages uploaded to a server. Examples of such systems are WordPress and Joomla!

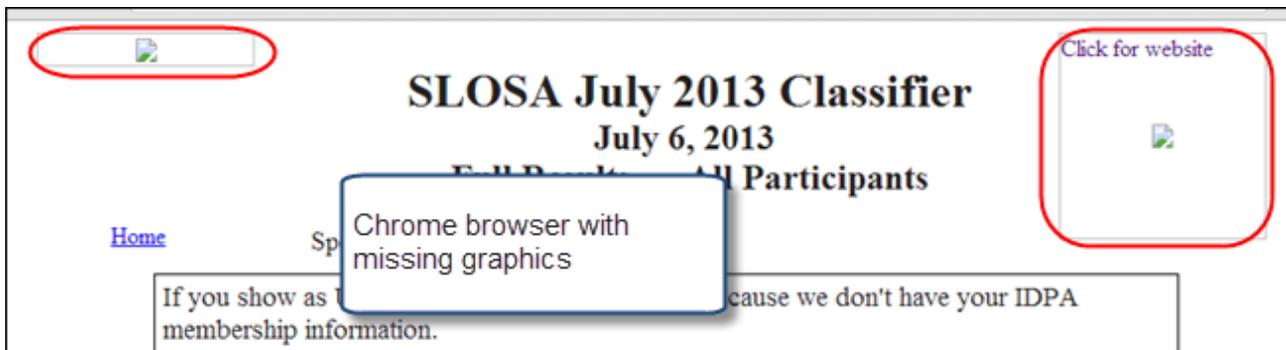
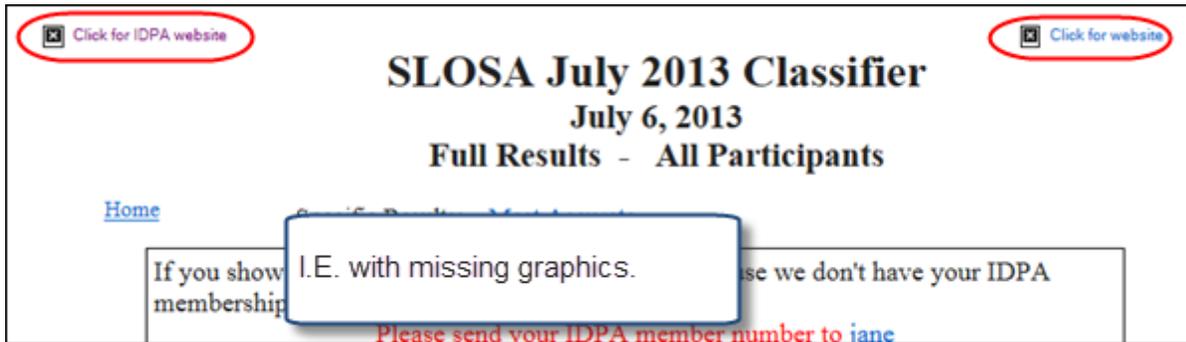
Many people find CMS a convenient solution, as it can be updated on a schedule and multiple people can modify its content without needing to know how to upload pages.

The downside is that it renames content.

In other words, your "2008-04-07.html" page might be renamed something like "http://www.slosa.org/index.php?option=com\_docman&task=doc\_download&gid=894&Itemid=28".

It renames PDF pages, web pages, and graphics.

Because ForScore has no way of knowing what names your CMS system will assign to items you upload, there's no way to make the web page links and graphics work properly on a CMS website. So a page like the following will have little red X-marks in place of the graphics, and the links will not work. (Your home link will work, because that's pointing at a fixed web address.)



One alternative - and what I use - is to upload my results to "regular" web space, and just provide a link from the CMS page to the main results page. The "home" link in ForScore's results can be directed back to the CMS website.



The screenshot shows the SLOSA website interface. At the top left is the SLOSA logo, a circular emblem with a mountain, a river, and a tree, surrounded by the text "SLOSA - SAN LUIS OBISPO COUNTY SHOOTERS ASSOCIATION". To the right of the logo is a "Newsflash!" section titled "SLOSA Forums Trial" with the text "We are testing forms for the... Take a look and post your th...". Below the logo and newsflash is a horizontal navigation bar with buttons for "Home", "High Power Rifle", "Chorro Valley Regulators", "USPSA", "ICORE", "IDPA", and "Take-5". On the left side of the main content area is a vertical navigation menu with buttons for "Home", "Public Rifle & Pistol Range", "Trap & Skeet", "Cowboy Action Shooting", and "Hogue Action Pistol Range". Below these buttons is a list of links: "USPSA", "ICORE", "IDPA", "Take-5 Rimfire", "Steel Challenge", and "All Venue Scores". The main content area features a section titled "IDPA" with the heading "Welcome (and pardon our dust!)". Below this heading are three links: "April 25, 2009 Match Results (our 'May' match)", "April 4, 2009 Match Result (our 'April' match)", and "Night Shoot Results March 2009". Below the links is a paragraph of text: "As you may have noticed, the SLOSA website is undergoing a LON overhaul! Some of us old folks (Jane, writing this) are just starting way around." followed by another paragraph: "Many thanks to Jason for the hours he's put in! Once we all get up should be a much better system for keeping the website up to dat".

If "regular web space" is not an option for you, ForScore can now produce web page results designed for CMS systems.

They have no graphics.

They have no links other than an optional link back to your CMS home page (which you configure in Program Preferences).

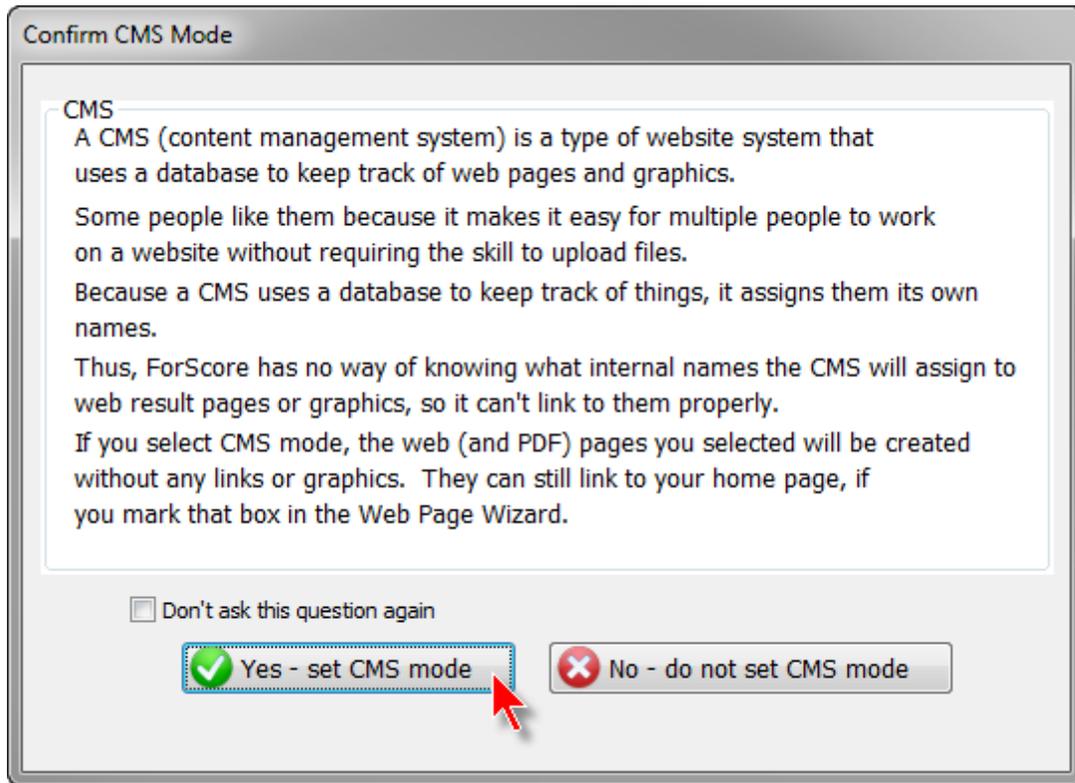
To create CMS-friendly web results, mark the CMS check box in the Web Results Wizard.

The screenshot shows the 'Web Results' application window with the 'Web Match Results' title and the date 'June 6, 2015'. The main section is titled 'Web Page Appearance Options'. It contains several checkboxes and options:

- Bold stage winners
- Show 'high' shooters
- Use IDPA logo graphic
- Logo links to IDPA web page
- Link to my home page:  
[http://slosa.org/content.aspx?page\\_id=22&club\\_id=976845&module\\_id=160359](http://slosa.org/content.aspx?page_id=22&club_id=976845&module_id=160359)
- Use custom logo graphic:  
slosa140tr.gif
- Penalty totals at bottom
- Mark as Preliminary
- Explain divisions
- Show division champions
- Show initial instead of last name
- Show IDPA number
- CMS (single page w/ no links) - This checkbox is circled in red.

Below these options are settings for 'Grid lines: Thin', 'Greybar: Yes', 'Background Color: White', 'Style Sheet: Yes', and 'Wallpaper: None'. There is a 'Configure' button. At the bottom, there are checkboxes for 'Show REV type (S / E)' and 'Show BUG type (S / R)', along with 'Help', '< Back', 'Next >', and 'Cancel' buttons.

Then click the Yes button.



Here's the same web page in CMS mode, with the optional "Home" link enabled.

**SLOSA July 2013 Classifier**  
**July 6, 2013**  
**Full Results - All Participants**

[Home](#)

If you show as Unclassified on these results, it's because we don't have your IDPA membership information.  
 Please send your IDPA member number to [jane](#)

NOTE: You may need to phone [IDPA](#) to get the number if you've just joined. It will be the letter "A" followed by 5 to 7 digits.

Scores were uploaded to the IDPA web site. Main results as CMS.  
No graphics.  
Only links are to fixed addresses.

Numbers in (parenthesis) are target points down.  
 Shooters cannot go down in classification.  
 They are registered in their current classifications, even if they shot less well today.

Rank	Name	IDPA ID	Match Score	PD	Penalties			Stage 1	Stage 2	Stage 3	Previous Classification
					NT	PE	EN				
1	<b>CDP Marksman</b>										

The sub pages are created similarly. You'll need to upload them separately to your CMS website and create links to them yourself.

**SLOSA July 2013 Classifier**  
**July 6, 2013**  
**Most Accurate Shooters**

[Home](#)

Rank	Name	Match Score	Penalties	Stage 1	Stage 2	Stage 3	Previous Classification
			NT	PE	EN		
1	Bob Snyder	203.21					
2	Adam Spence	150.51					
3	Chris Baker	117.01					
4	Cotton Marks	139.77					
5	Jerry Turner	167.26	45	0		SSR / Sharpshooter	

Sub-pages also have no graphic.  
They only optionally link to your (fixed) home page.

## Exporting Match Results

Match results can be exported to a CSV (comma separated value) file that can be read into Microsoft Excel® or other programs if you want to do your own manipulation of the results. The wizard is started from the **Print/Internet** menu, and is described in the tutorial<sup>138</sup>.

## Custom Web <Head> Text (Advanced)

This advanced option lets you insert custom HTML text into the <HEAD> portion of web results OR the "who's registered so far" web pages.

You need to construct the HTML text you want to insert.

Save it in a file called **ResultHeaderText.txt** or a file called **RegHeaderText.txt** (depending on whether it is for match results or for who's registered web pages).

The file must be saved in ForScore's MISC folder (which is normally C:\ForScoreFiles\MISC).

You can use this to include script elements or meta tags.

For example, somebody who doesn't want his results indexed by search engines might try to deter them by inserting

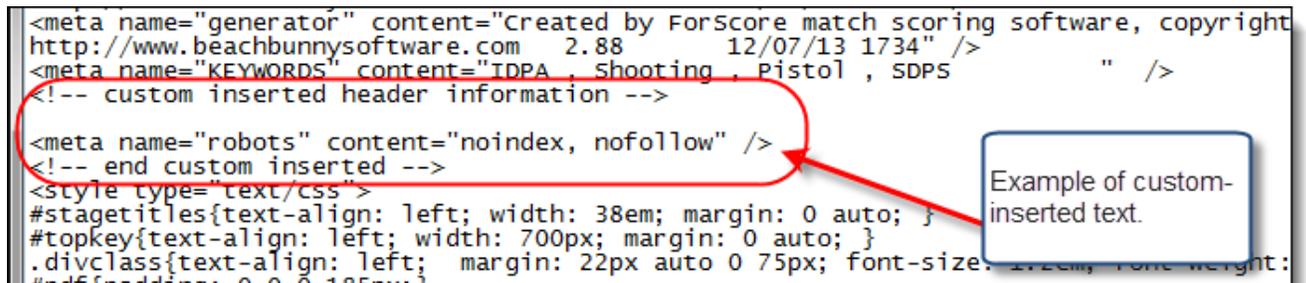
```
<meta name="robots" content="noindex, nofollow" />
```

Or you could insert a section containing javascript code to open a popup window.

Then from within ForScore, you could use the Custom Header area in the web results wizard to code the text and link code that would open the popup.

Please test yourself by running your web pages through the w3c validators to be sure you're not messing up my code.

```
<meta name="generator" content="Created by ForScore match scoring software, copyright  
http://www.beachbunnysoftware.com 2.88 12/07/13 1734" />  
<meta name="KEYWORDS" content="IDPA , Shooting , Pistol , SDPS " />  
<!-- custom inserted header information -->  
<meta name="robots" content="noindex, nofollow" />  
<!-- end custom inserted -->  
<style type="text/css">  
#stagetitles{text-align: left; width: 38em; margin: 0 auto; }  
#topkey{text-align: left; width: 700px; margin: 0 auto; }  
.divclass{text-align: left; margin: 22px auto 0 75px; font-size: 1.2em; font weight:  
#pdf{padding: 0 0 0 185px; }
```

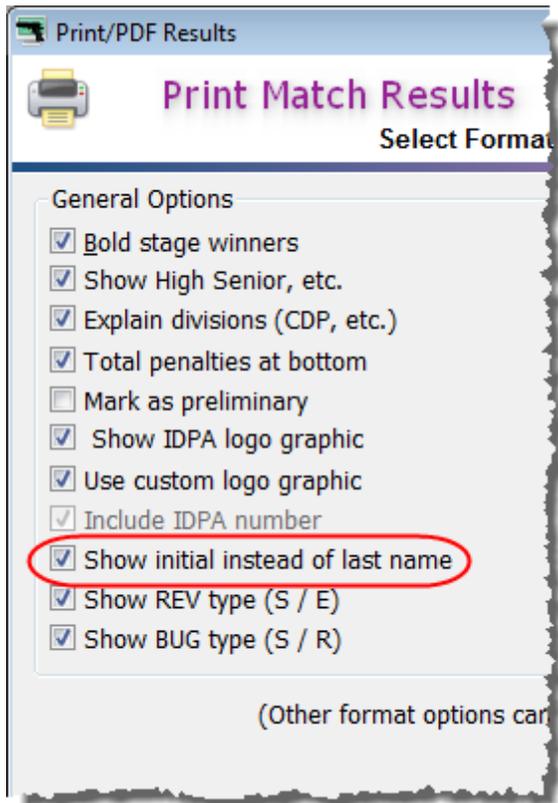


Example of custom-inserted text.

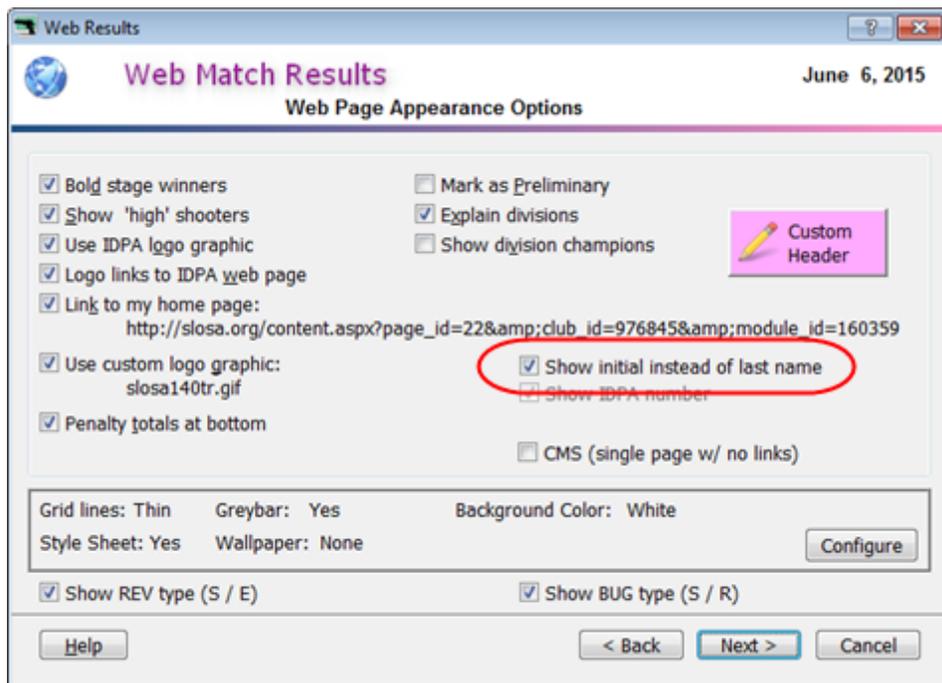
## "Stealth" Match Results

For the clubs that cater to the paranoid, there's an option to show only first name and initial letter of last name on match results.

Print:



Web:



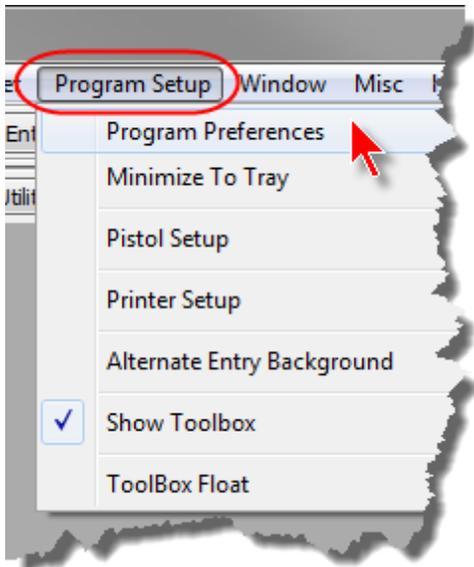
## Program Setup

If you are using ForScore in a networked installation, you will discover that some settings affect all of the computers using the software, but other settings are specific to each machine.

An easy way to keep track of which is which .

- All settings made on the **Program Preferences** sheet (except on the **License** tab) are common to each computer in the system, and are saved in the **config.tps** file.
- All other settings are stored in a <Your Computer Name>-ForScore.ini file in the WINDOWS folder on each machine. These include things such as data entry warning beep (if the system has been configured to save its state), which web reports you last produced (full, senior, law , etc.), and other check box settings throughout the program.

The **Program Preferences** screen is accessed from the main menu:



For an explanation of **Alternate Entry Background**, click here<sup>[532]</sup> (included as part of 'Compare' module).  
For an explanation of **Show Toolbox** and **Toolbox Float**, click here.<sup>[405]</sup>

## Program Preferences - General

This tab lets you specify default info for new shooter records and some general configuration parameters.

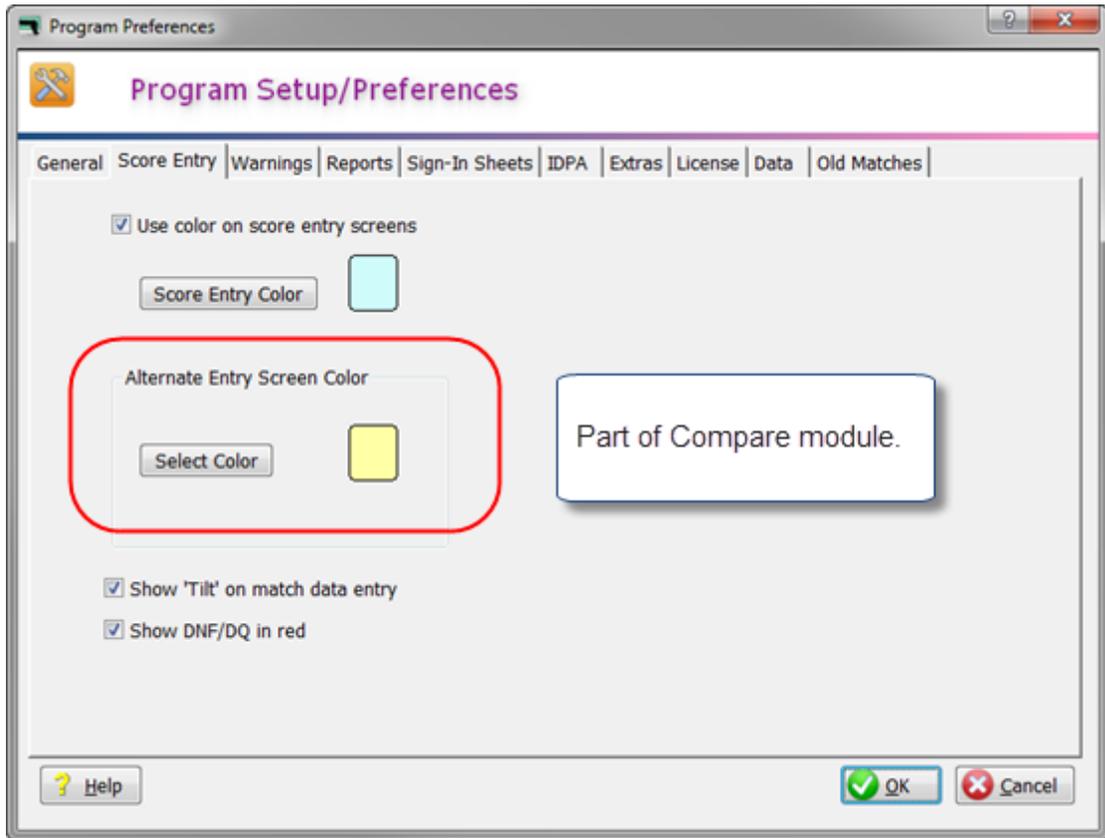
- **Area code** will go into any new phone records for a shooter, if you are using USA-style phone numbers.
- **City, State, ZIP, Country** will go into shooter database records when you click the Default City/State button <sup>[29]</sup>
- **Phone Number Style** lets you select whether to use USA-format or free-format phone numbers.
- **Local range name** is used to check whether the shooter qualifies to pay a lesser match fee by virtue of belonging to the local range.
- **Show local club membership info** opens up additional entry space on the shooter database form, in case you have local club membership <sup>[263]</sup> that you want to track (in addition to range membership and IDPA membership).
- **Local club name** is used on sign-in sheets and reports, primarily to ask whether the shooter wants regular email, etc.
- **Show pistol flag.** Puts a green **P** on the registration list screen if the shooter has a pistol specified.
- **Show staff names in blue** affects shooters lists and match registration lists
- **Enable waiver display on registration** adds a button to the match registration screen, letting you highlight peoples' signed waiver status.
- **Allow Reentry** will permit you to enter a shooter two or more times in the same division (i.e., SSP) in one match. **Reentries don't place** will show shooters' reentry scores at the bottom of each division/ classification.
- **Show second gun check box** will allow you to specify a shooter's match registration as a second entry, even if it's in a different division. Such entries will place or not depending on the setting of the **Reentries don't place** check box.
- **For pasting email addresses** - see email addresses <sup>[416]</sup>
- **Enable waiver display on registration** and other waiver topics -- see waiver expiration <sup>[267]</sup>.

The screenshot shows the 'Program Preferences' dialog box with the 'Score Entry' tab selected. The dialog has a title bar with a question mark and a close button. Below the title bar is a toolbar with a wrench and screwdriver icon, followed by the text 'Program Setup/Preferences'. A tabbed interface at the top includes 'General', 'Score Entry', 'Warnings', 'Reports', 'Sign-In Sheets', 'IDPA', 'Extras', 'License', 'Barcode', and 'Data'. The 'Score Entry' tab is active, showing several sections: 'Default Info For New Shooter Records' with fields for Area code (805), City (San Luis Obispo), State (CA), ZIP/postal code (93401), and Country (USA); 'Phone Number Style' with radio buttons for 'USA - (###) ###-####' (selected) and 'Free format - +33 467 555 111'; 'Local Range / Club Info' with fields for Local range name (SLOSA) and Local club name (SLOSA-IDPA), and a checked checkbox for 'Show local club membership info'; 'Registration Options' with checkboxes for 'Allow reentry' (checked), 'Reentries don't place' (unchecked), 'Show second gun check box' (checked), 'Show pistol flag' (checked), 'Show staff names in blue' (checked), 'Enable waiver display on registration' (unchecked), 'Shooter info - show 2nd waiver date' (checked), and 'Enable birthdate for age groups' (checked); and 'For pasting e-mail addresses, use' with radio buttons for 'Internal program viewer' (selected) and 'Notepad' (unchecked). At the bottom are buttons for 'Help', 'OK', and 'Cancel'.

## Program Preferences - Score Entry

Several score-entry screen settings are on this screen.

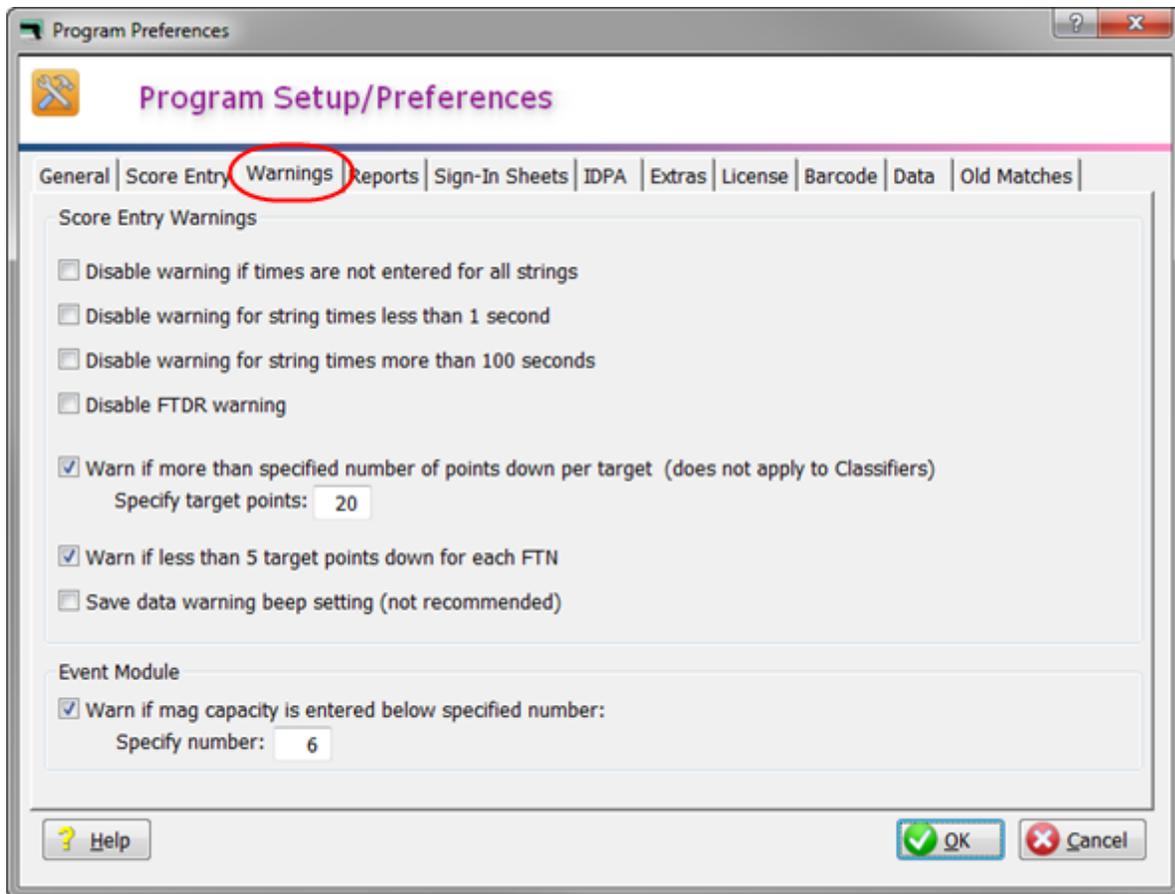
- **Use color on score entry screens** - enables and lets you select a light background color for the score entry screens (the screens for each stage result). I find this restful on the eyes, and it helps focus immediately on the places where you need to put data.
- **Alternate Entry Screen Color** - this is part of the Compare module<sup>532</sup>.
- **Show 'Tilt' on match data entry** - see Tilt<sup>340</sup>
- **Show DNF/DQ in red** - if checked, shooters who DNF or DQ will be flagged in red on the data entry screen



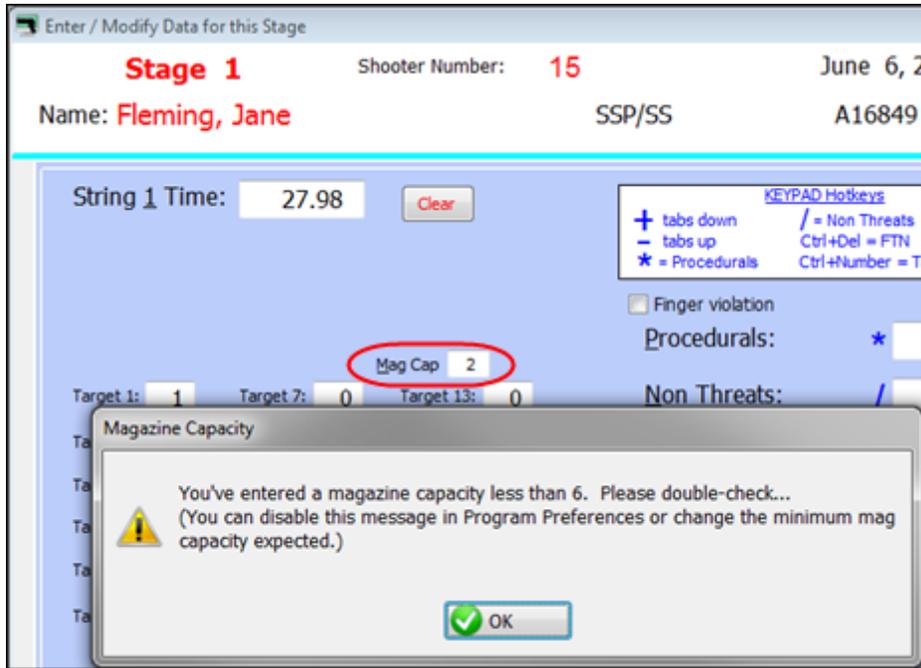
## Program Preferences - Warnings

This screen controls warnings that **ForScore** provides to help you enter scores accurately.

- **Disable string time warnings** By default, this box is not checked. **ForScore** will warn you if you don't enter a time for each string defined for a stage.
- **Disable warning for string times less than 1 second** By default, this box is not checked. **ForScore** will warn you if you enter a time less than 1 second for any string.
- **Disable warning for string times more than 100 seconds** By default, this box is not checked. **ForScore** will warn you if you enter a time greater than 100 seconds for any string.
- **Disable FTDR warning** will not remind you about notifying the MD when an FTDR is assessed.
- **Warn if more than specified number of points down per target** By default, this box is not checked. If you want **ForScore** to warn you if you input more than a particular number of points on any target, check the box and specify the point threshold for the warning.
- **Specify target points** If you check the box to warn about target point entries, this entry becomes available. Type in the number at which you want to be warned about target points. This warning is automatically disabled for Classifiers.
- **Warn if less than 5 target points down for each FTN** lets you turn off the FTN warning<sup>336</sup> on the score entry screens.
- **Save Data Warning beep setting** - see Data Warning Beep<sup>382</sup>



- **Warn if mag capacity is entered below specified number** - if you are tracking magazine capacities while scoring a sanctioned match, you may find your score entry rhythm disrupted by the magazine capacity entry which is not normally on the score entry screen. This warning is intended to help you catch yourself if you inadvertently enter points down instead of the magazine capacity.

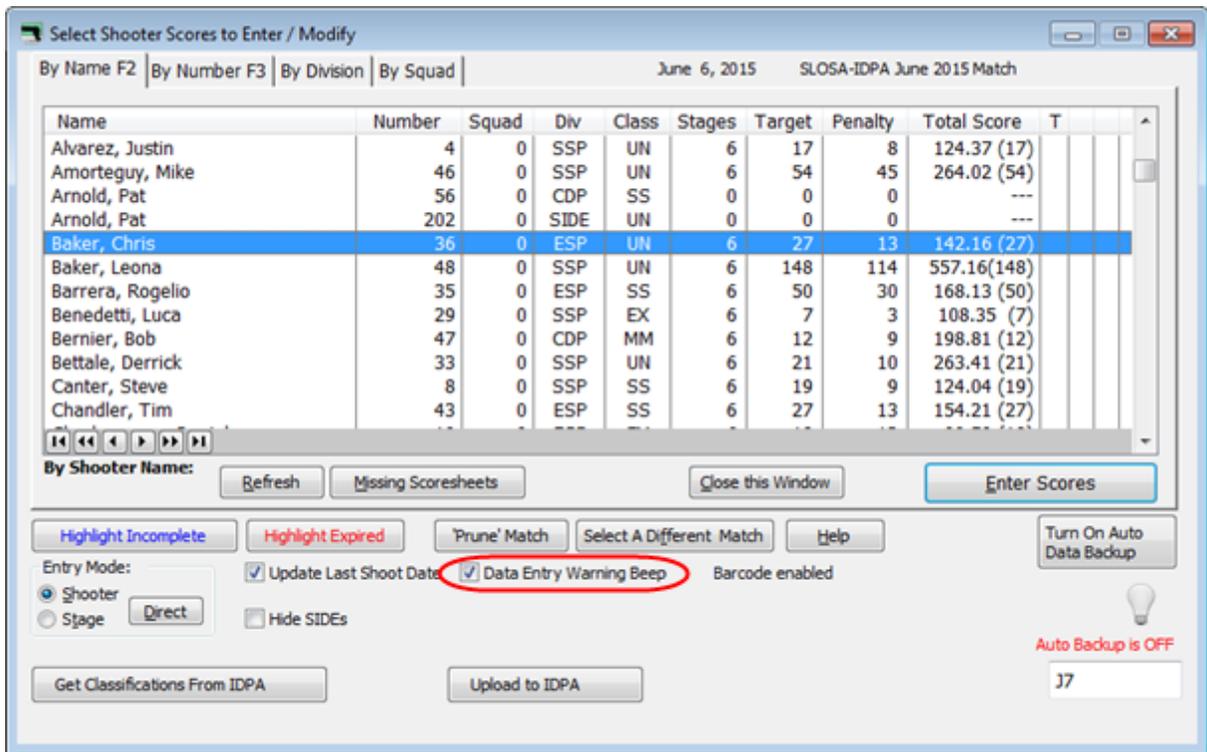


## Data Warning Beep

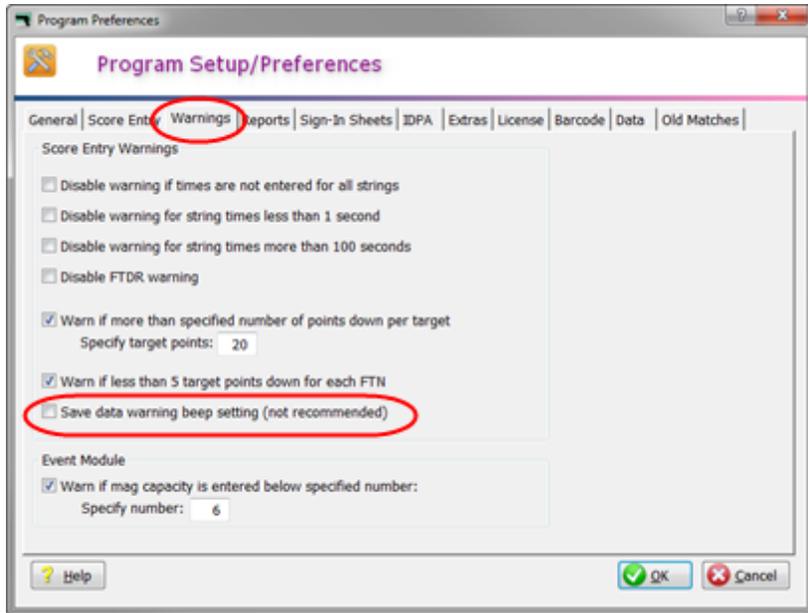
The data warning beep is a good idea. It will chirp at you if you open the entry form for a shooter's stage that already has information entered into it. It's intended to wake you up when you're doing heads-down data entry so you don't inadvertently overwrite a stage that's already been scored.

If you want a different sound, remove **chirp.wav** from the program's directory and replace it with your own .wav file. Your file must be named **chirp.wav**.

You can turn the warning beep off if it annoys you by **clearing** the check box on the main score entry screen.



However, the next time you run ForScore the warning beep will again be enabled. If you want to turn it off and leave it turned off, check the **Save Data Warning Beep** setting box in **Program Preferences**.

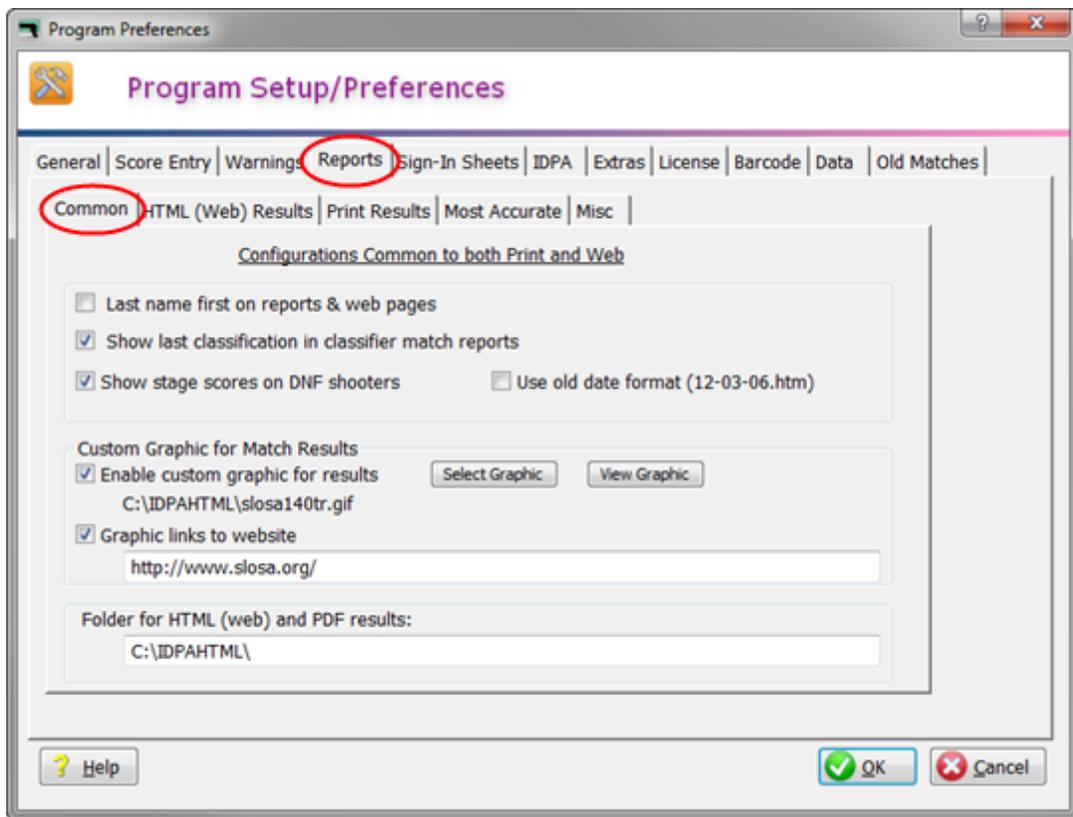


## Program Preferences - Reports

### Program Preferences - Reports (Common)

This screen sets configurations that are the same for print and web reports.

- **Last name first on reports** - Clear this check box to show results with first name first.
- **Show last classification in Classifier match reports** will show which shooters have moved up on both printed <sup>365</sup> and web <sup>367</sup> reports.
- **Show stage scores on DNF shooters** will print stages those shooters completed. If the box is cleared, their names will be listed without any scores.
- **Use old date format** will cause **ForScore** to create web, PDF, and CSV files using the file name format that was used by previous versions. The current file name format is designed to enable sorting results by date. An example web page would be **2014-08-07senior.htm**. The old date format for file names would name that same page **08-07-14senior.htm**.
- The **Custom Graphic for Match Results** section lets you use a custom graphic <sup>385</sup> for match results.
- **Folder for HTML (web) and PDF Results** defaults to **C:\IDPAHTML**. The folder will be created if it does not exist. This is where results will be created on your computer's hard drive, so you can upload them to your web server. If the folder is specified on a thumb drive and you remove that thumb drive, the program will crash when it tries to generate results.



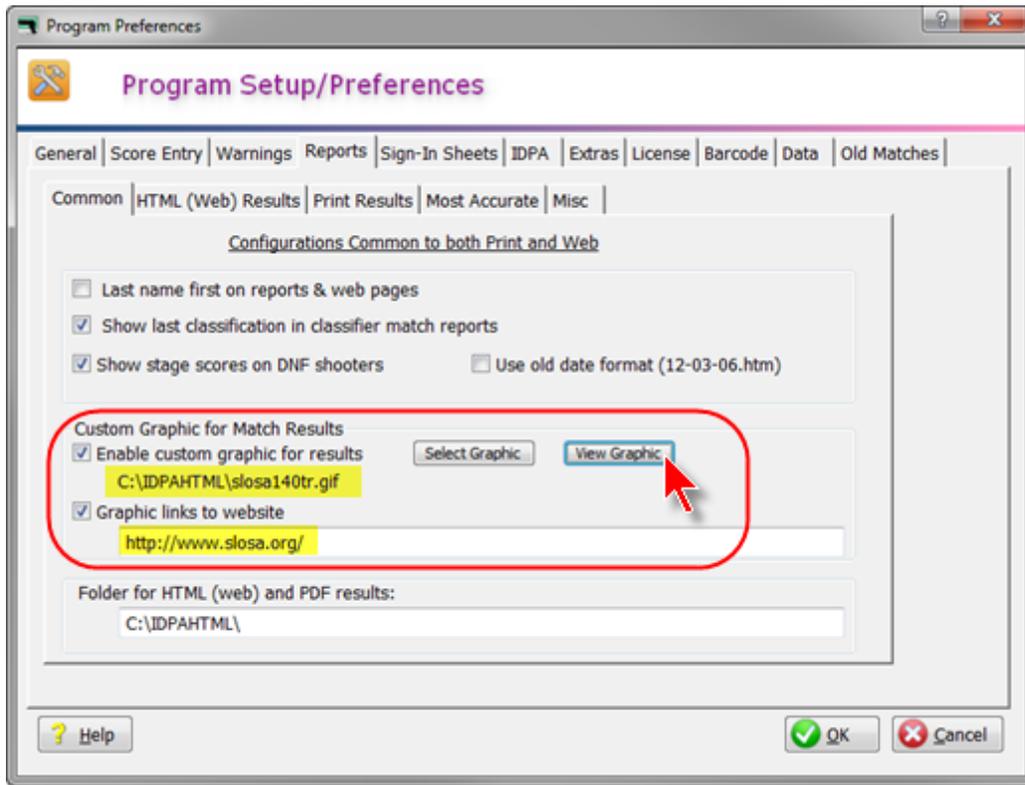
## Custom Graphic

You can specify a custom graphic for your match results.

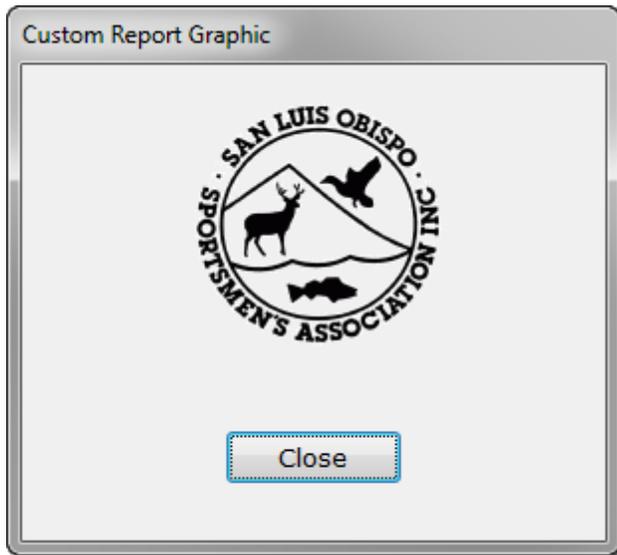
To do so, click the **Enable custom graphic for results** box.

Then click **Select Graphic** to browse for the graphic you want to use.

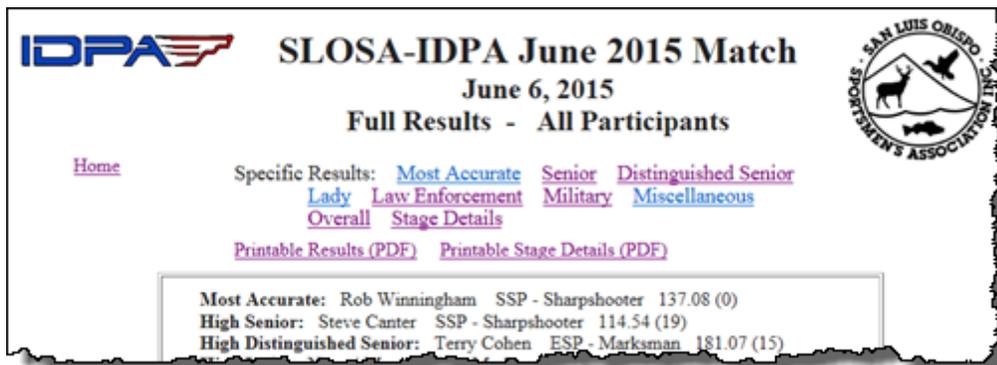
Once you've selected a graphic, you can optionally specify a website link to be activated if a user clicks your graphic. To do so, click **Graphic links to website** and type in the URL.



You can click **View Graphic** so see the graphic you've selected.



For web and printed results, your custom graphic will display in the upper right-hand corner of the page, regardless of whether or not you are displaying the IDPA logo.

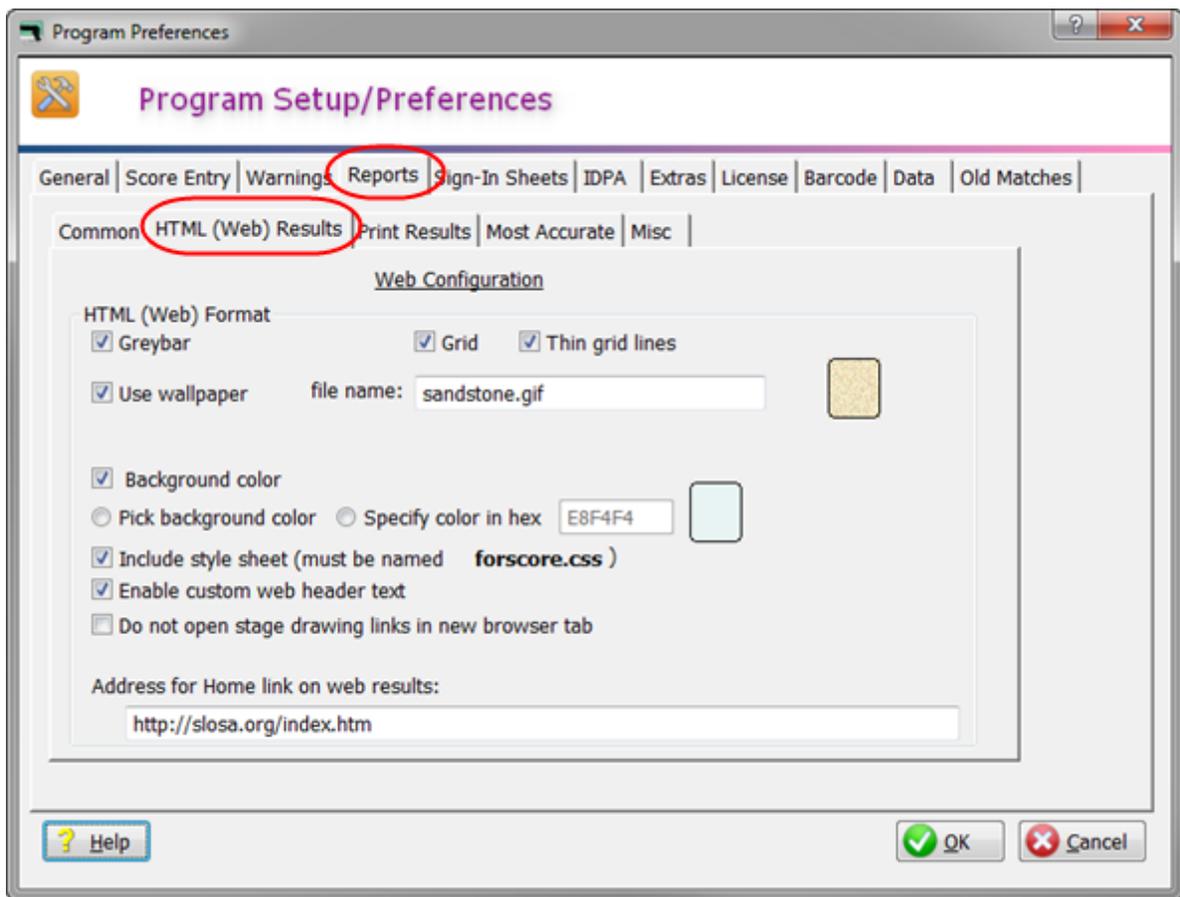


### Program Preferences - Reports (HTML)

This screen lets you adjust the format of your web page results. (Many of these settings can also be changed within the **Web Page Wizard** while you're creating match results.)

- **Greybar** creates results with lines alternating between a white and grey background for readability.
- **Grid** will create grid lines on your web results, somewhat like the appearance of a spreadsheet.
- **Thin grid lines** gives a different appearance to the grid.
- Although you can mark both **Use wallpaper** and **Background color**, wallpaper will override a specified background color. (They're both marked here just to show the full screen.) Remember that like any other web graphics, you'll need to be sure any wallpaper graphic is on the web server in the same folder as are your results pages.
- **Pick background color** opens a standard Windows dialog screen.
- **Specify color in hex** lets you type in a background color directly.

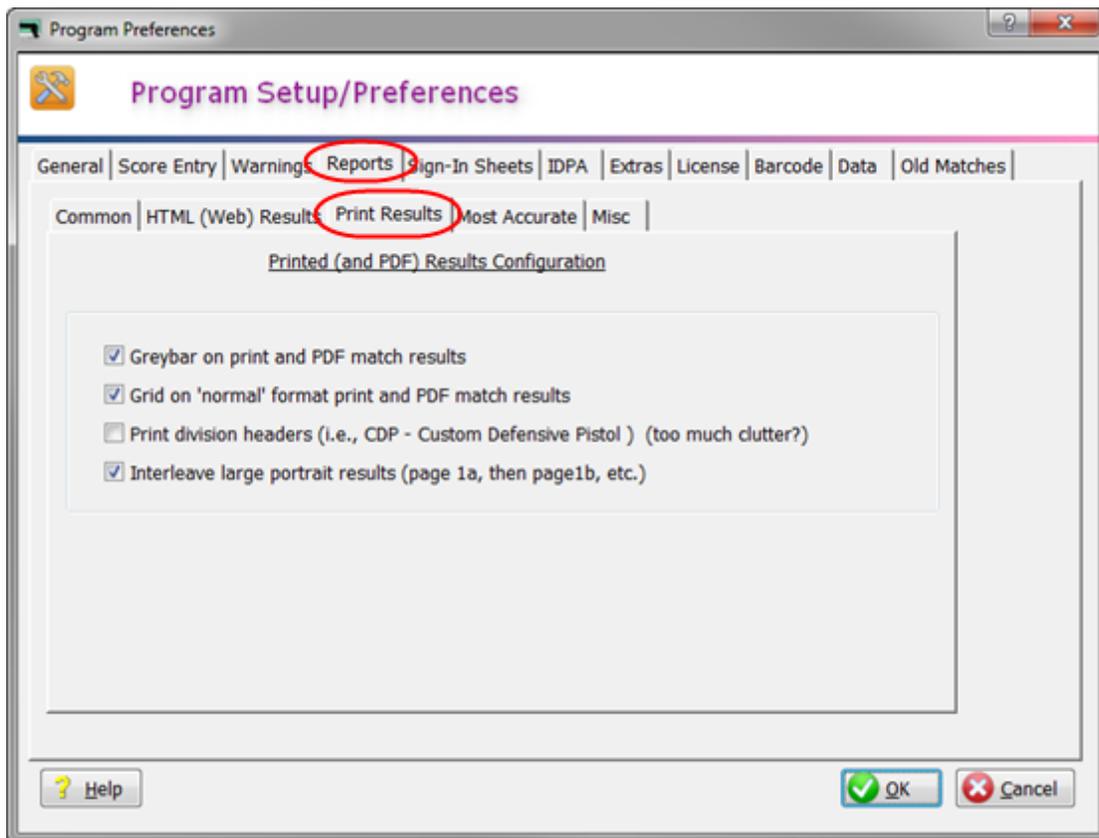
- **Include style sheet.** Use of style sheets for customizing the look of your web results is explained here<sup>359</sup>.
- **Enable custom web header text** is explained here<sup>356</sup>.
- **Do not open stage drawing links in new browser tab** - if you are linking to other pages (CoF descriptions, photos, etc.) from the stage details web results, the default is to open the link in a new web browser tab so the stage results stay open also. If you don't want to do that, mark this box.
- **Home link** defaults to **index.htm**. Note that you usually will not need to specify a full URL for this. If you want to specify a relative URL you can do so. For example, my club's website is WWW.SLOSA.ORG/IDPA. Results are stored in a folder called RESULTS. So if I want the 'home' link on my results to 'back up' one folder level, I'll specify the home link as **../index.htm**. Just as at a DOS prompt, the two dots specify the parent folder. If you **do** want to specify a full URL, do so exactly as it would be shown on the address field of a web browser - i.e., **http://www.slosa.org/idpa/index.htm**



## Program Preferences - Reports (Print/PDF)

This screen lets you adjust the format of your printed and PDF results.

- **Greybar on print and PDF match results** creates results with lines alternating between a white and grey background for readability.
- **Grid on 'regular format' print and PDF match results** prints a spreadsheet-like grid on match results you've printed using the 'Normal' option. The **Portrait** (tiled) or **Dense** results formats will automatically have a grid.
- **Print division headers (i.e. CDP - Custom Defensive Pistol)** will separate divisions with an additional header, as shown below. I personally think that's too much clutter.
- **Interleave large portrait results** specifies that pages will be printed (or sent to PDF) in the order as described on this screen.



High Distinguished Senior: Jane Fleming SSP  
 Most Accurate: Michael Gin SSP - Unclassified

Match --Penalties--  
 Score PD NT PE FN Stage 1 Stage 2

**CDP - Custom Defensive Pistol**  
**CDP - Sharpshooter**

1	Ed Briggs	A3035	<b>143.00</b>	35	0	0	0	20.96 (11)	27.38
2	Joe Little	A33068							25.8

**CDP - Marksman**

1	Alex DeBono	A53652							27.6
2	Randy Ellison	A35097	<b>149.68</b>	36	0	0	1	19.04 (4)	29.1
3	Bob Bemier	A50091	<b>178.72</b>	48	1	0	0	23.22 (5)	42.12
4	Bill Lander	A49133	<b>219.07</b>	33	0	3	0	28.04 (5)	43.1

**CDP - Unclassified**

1	Adrian Cobb	XXX	<b>112.36</b>	25	1	0	0	17.53 (2)	24.1
---	-------------	-----	---------------	----	---	---	---	-----------	------

**ESP - Enhanced Service Pistol**  
**ESP - Sharpshooter**

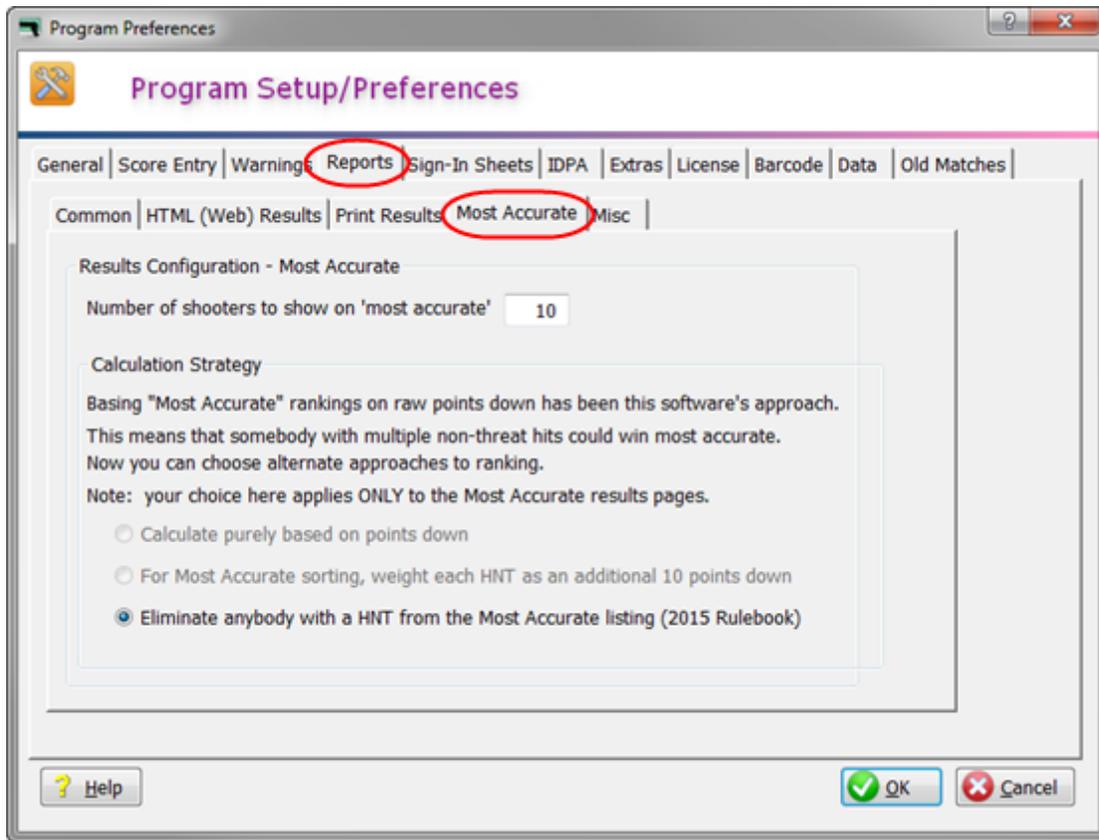
1	Dean Newby	A54703	<b>163.00</b>	30	0	1	0		31.1
---	------------	--------	---------------	----	---	---	---	--	------

'Extra' division headers

## Program Preferences - Reports (2015 Most Accurate)

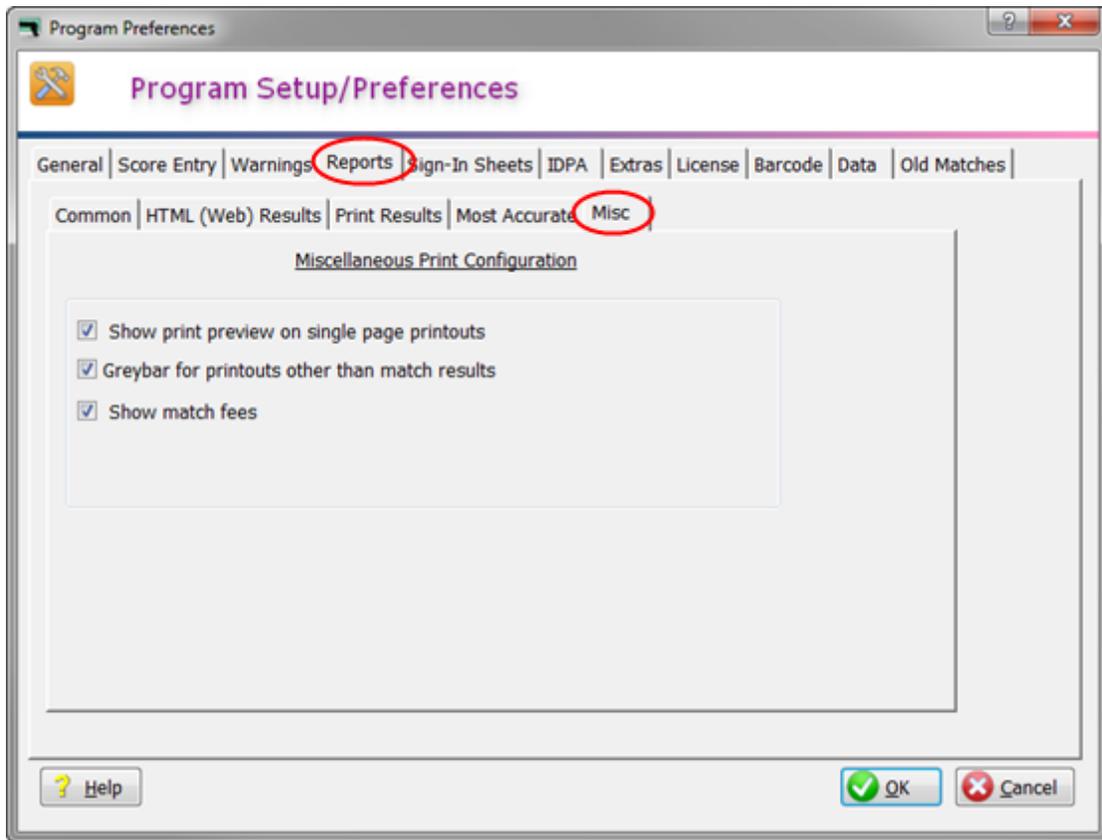
This screen lets you determine how you will display the Most Accurate shooter results.

- You can determine how many shooters to display on the Most Accurate results pages (web, print, and PDF).
- The calculation method is now set according to the 2015 rulebook - any hit-on-non-threat removes the shooter from the Most Accurate list.



### Program Preferences - Reports (Misc)

- **Show print preview on single page printouts** will enable the print preview for some printouts (such as an individual shooter's stage results). If the check box is cleared, those reports will be sent directly to the printer.
- **Greybar for printouts other than match results** will use the greybar effect on printouts such as match registration lists.
- **Show match fees** will enable shooters' fees to be printed on the various lists produced from the shooter registration screen.



## Program Preferences - Sign-In and Default Fees

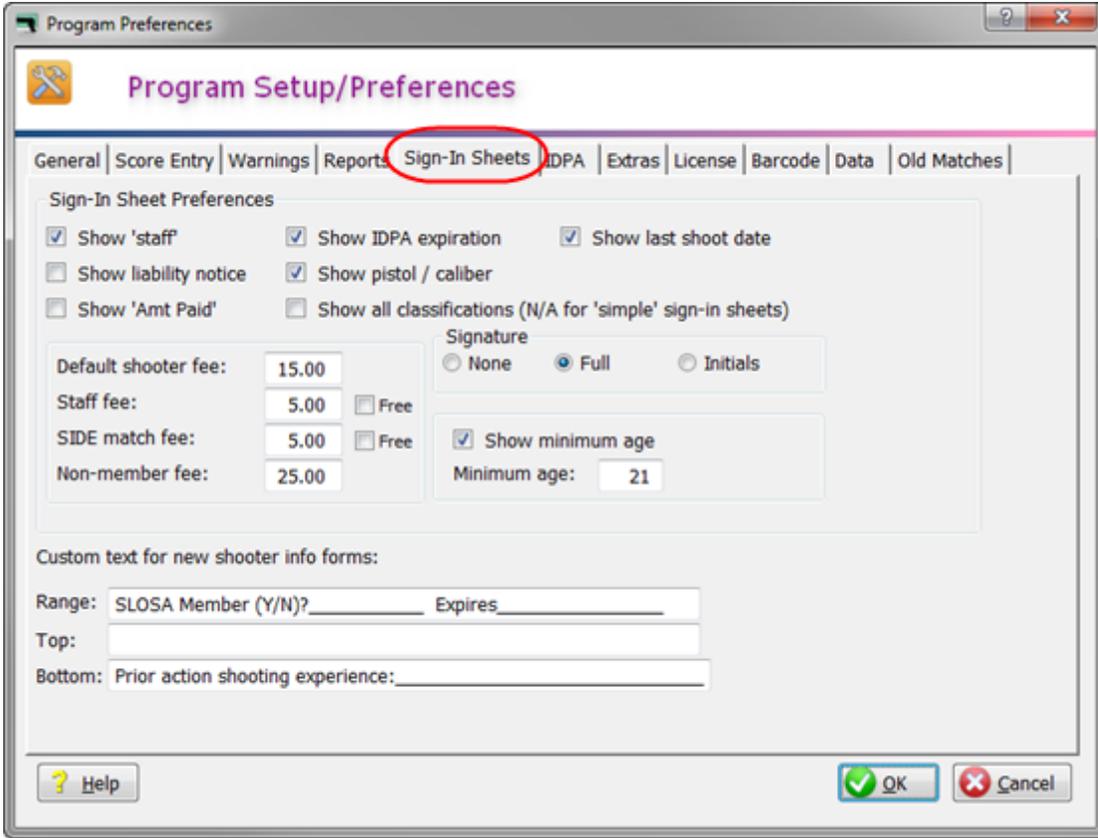
This page provides for sign-in sheet and registration fee preferences.

If you enter default fees other than 0, they will be used when you initially register a shooter (either one-by-one or with the registration wizard when you initially create a match.)

To use a zero fee for staff and/or for a SIDE match, mark the appropriate **Free** button(s). Otherwise, the default shooter fee will be applied.

The **custom text** entries are explained in the description of new shooters sign-in sheets<sup>[415]</sup>.

Other items are explained in the description of pre-registered shooter sign-in sheets<sup>[413]</sup>.



The screenshot shows the 'Program Preferences' dialog box with the 'Sign-In Sheets' tab selected. The 'Sign-In Sheet Preferences' section includes several checkboxes and input fields:

- Show 'staff'
- Show IDPA expiration
- Show last shoot date
- Show liability notice
- Show pistol / caliber
- Show 'Amt Paid'
- Show all classifications (N/A for 'simple' sign-in sheets)

Fee settings:

- Default shooter fee: 15.00
- Staff fee: 5.00  Free
- SIDE match fee: 5.00  Free
- Non-member fee: 25.00

Signature options:

- None
- Full
- Initials

Additional options:

- Show minimum age
- Minimum age: 21

Custom text for new shooter info forms:

- Range: SLOSA Member (Y/N)? \_\_\_\_\_ Expires \_\_\_\_\_
- Top: \_\_\_\_\_
- Bottom: Prior action shooting experience: \_\_\_\_\_

Buttons: ? Help, OK, Cancel

## Program Preferences - IDPA

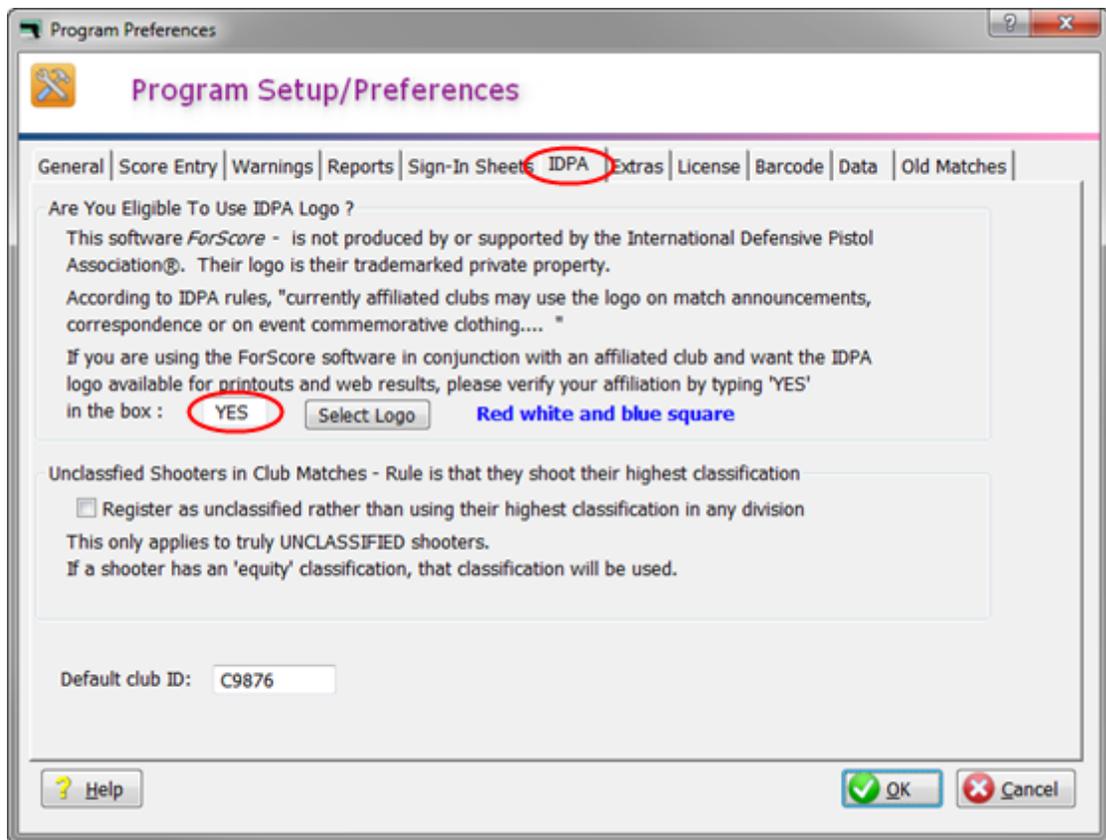
The top portion of this screen is pretty much self-explanatory.

If you are eligible to use the IDPA® logo on match reports, web pages, and sign-in sheets, type **YES** in the box. Anything else will disable use of the logo throughout the program.

There are 5 IDPA logo choices available. Click the **Select Logo** button and select your preference. For web results, you'll need to **be sure that the logo is uploaded to your web server** (along with any other graphics you may be using).

The check box pertaining to treatment of unclassified shooters in club matches is explained in the section on match registration<sup>[298]</sup>.

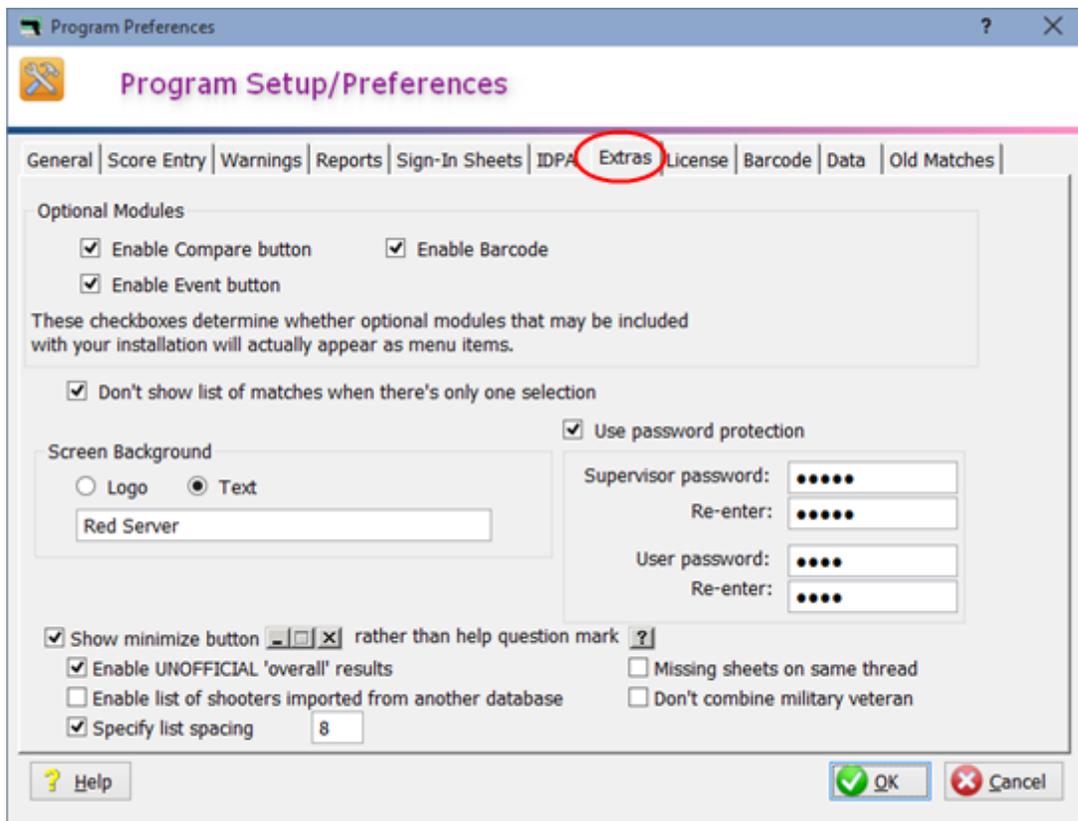
If you are registered with IDPA as a "club contact", you can use ForScore to interact with the IDPA website<sup>[160]</sup> to upload and download classification information.



## Program Preferences- Extras

The check boxes determine whether any optional modules<sup>[474]</sup> in your installation will have their controls visible or whether they will be hidden to lessen clutter.

- **Don't show list of matches when there's only one selection** bypasses the match selection screen if all but one match are hidden<sup>[237]</sup>.
- **Use password protection** is explained here<sup>[395]</sup>.
- **Screen Background** (not available with the demo version of ForScore) - lets you select between a text background or the program logo. Click here for an example<sup>[37]</sup>.
- **Enable UNOFFICIAL 'overall' results web page** is an option for those who want to be able to make overall web results not ranked by division/classification, in spite of its not being condoned by the IDPA.
- **Enable list of shooters imported from another database** is explained here<sup>[278]</sup>.
- **Missing sheets on same thread** is a workaround for some computers which intermittently cannot start the Missing Scoresheets window from the score entry screen. If you select this option, you won't be able to use the score entry screen until you close the missing scoresheets window. Don't select this if your computer works OK with Missing Scoresheets.
- **Don't combine military veteran** is because IDPA decided to ignore their rules for the 2014 Nationals and to keep military veteran as a separate category (rather than combining active and retired military as specified in the 2013 and 2015 rule books). This restores ForScore's pre-2013 behavior for military veterans.
- **Specify list spacing** lets you adjust the amount of "white space" on lists - score entry, shooters list, etc.

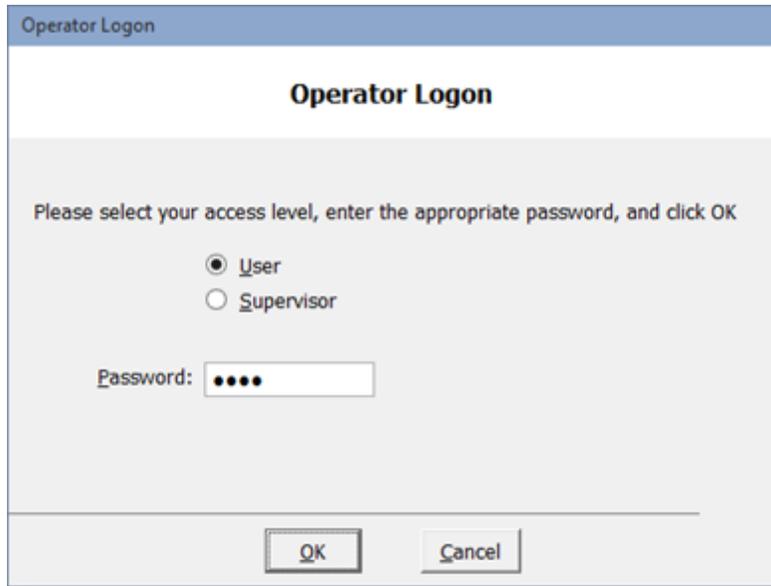


## Password Protection

Password Protection is not a high security option, but enables you to give untrained personnel access to enter scores and produce match results without their being able to poke around and do too much damage.

If you enable the option, you can set a 'Supervisor' password and a 'User' password. Passwords are *case sensitive* - so **swordfish** isn't the same as **Swordfish**. Blank passwords are permitted, but obviously not a good idea for the Supervisor.

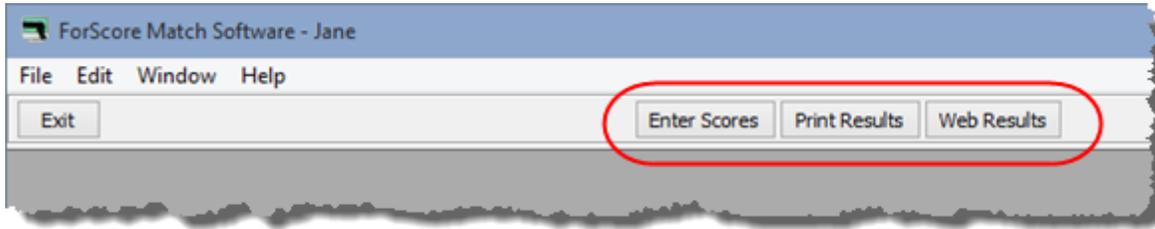
If you've enabled passwords, you'll see a simple logon screen when the program starts. It is quite feasible for you to log on as Supervisor on one machine, and to have several other networked data entry machines be used by people logged on as User. Select the desired access level, type the password and hit **Enter** or click **OK**.



If an invalid password is entered, the program closes. No three chances stuff. Boom.



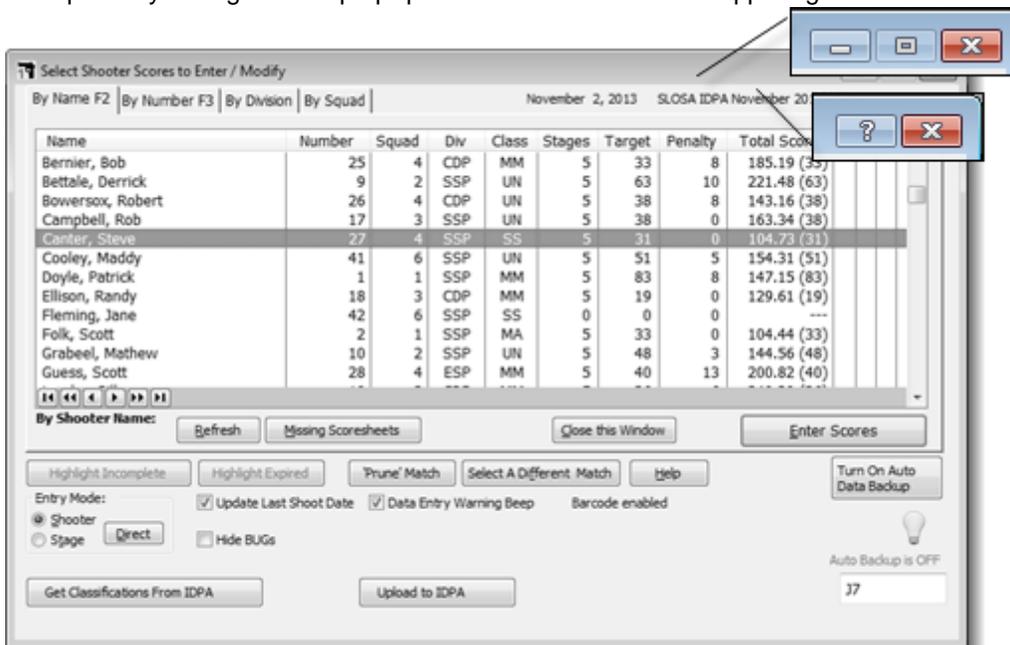
The Supervisor password gives normal access to the full program.  
The User password is limited to these items:



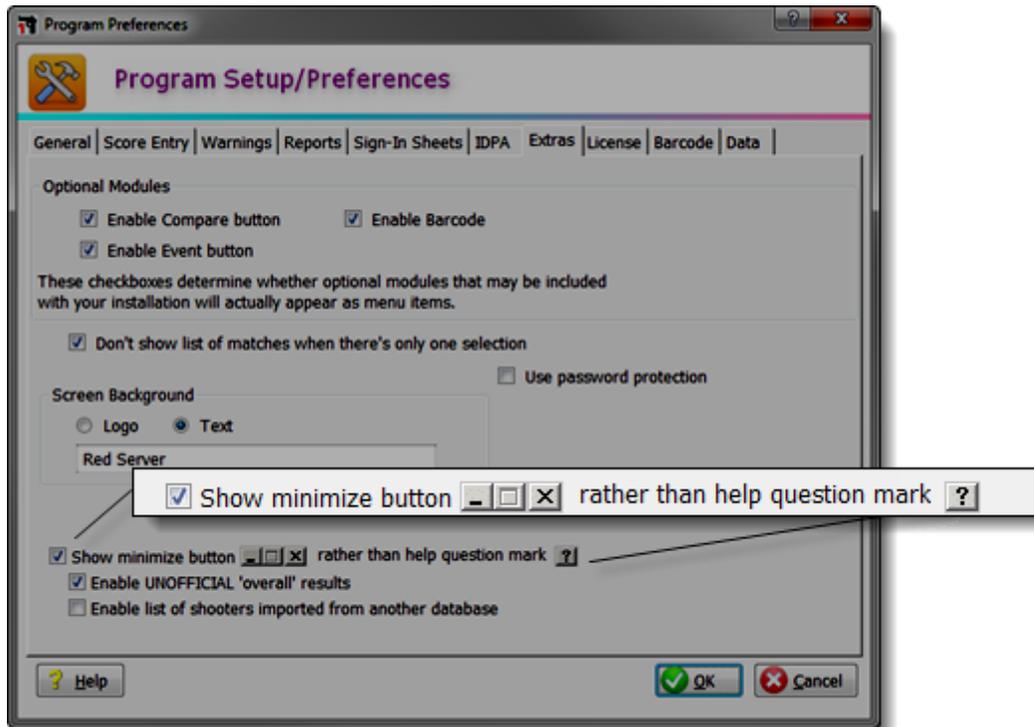
**NOTE:** You can enable a custom toolbar<sup>405</sup> for "User" level users. Their settings will be stored in **menuLTD.ini** in the DATA folder, separate from the toolbar you have for regular users. You can manually manipulate that file if you want to add one or more non-default buttons for "User" level users.  
If you forget your password, run the **resetpw.exe**<sup>461</sup> program.

### Help Question Mark

On some of the main program screens (match results entry, match registration, shooters database list, etc.) you can optionally change the help tip question mark button in the upper right corner to a minimize button.



To do so, mark the **Show minimize button** checkbox.



Regardless of which button is displayed, you can right-click a button or entry on a screen and select **What's This?** to get a help tip. And many items on the screens have a tool tip that will pop up when you hover your mouse over them.

## Program Preferences - License

This is an advanced configuration option. For more information on network license options, consult the **Network\_Setup.pdf** file located in the ForScoreprogram folder.

**NOTE:** You need to be logged onto your computer as an Administrator to change this setting.

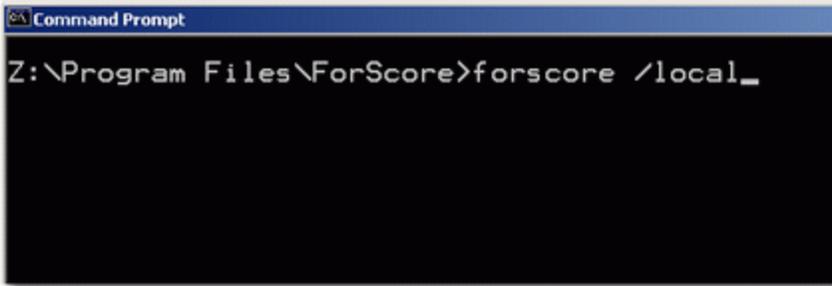
When you have networked two or more computers together to use the **ForScore** software, they need to operate on the same data. We'll call the computer on which the data resides the 'server' (regardless of what operating system it's running), and the other machine(s) the client(s).

**ForScore** does not need to be installed on the client machines. The client machines should each have a drive mapped to the **ForScore** share on the server, and will load and run the software from there. The server needs to have enough licenses to supply one to itself and one to each client.

What happens if two people, perhaps from different clubs, each have a machine with a licensed copy of ForScore? You will designate one machine as the server, and connect the other one to it. But in this case, you'll want to tell the client to use its own license.

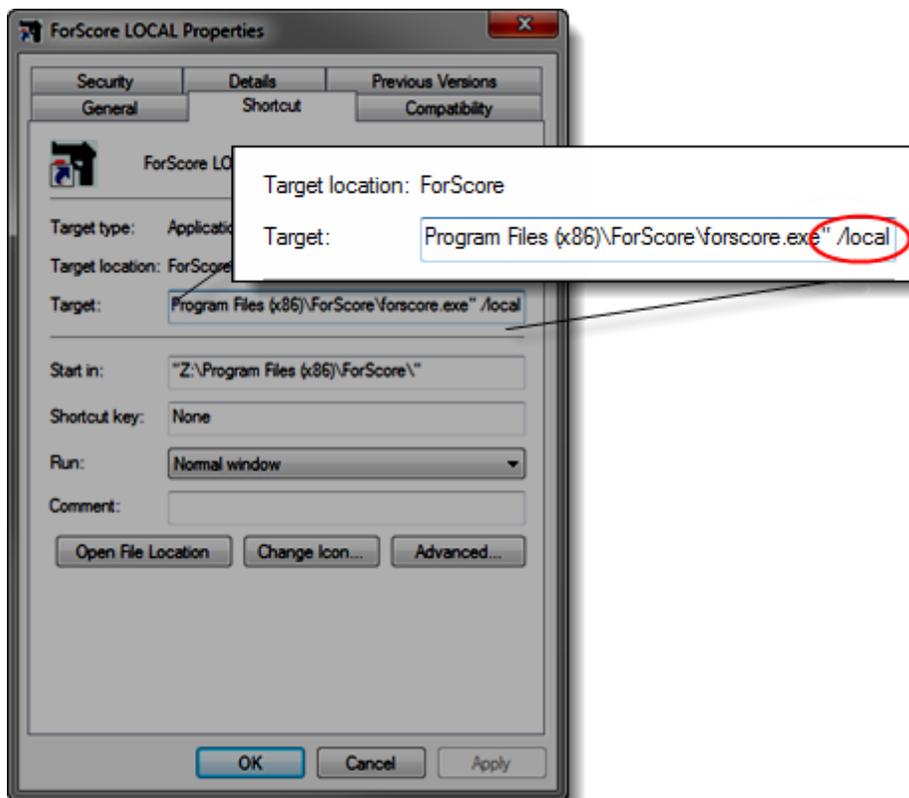
When you run ForScore on a computer on which it has been activated (i.e., not running it from a server), the software will make an entry in the Windows Registry with the location of its license files. In order for that to succeed, you will need to be logged in as an Administrator when you first run the software.

To use your computer as a client, but force the software to look at its local license file, you need to start the program with a command line switch. From the command line, you would change to the (network) directory hosting the software and type **ForScore /local**



```
Command Prompt
Z:\Program Files\ForScore>forscore /local_
```

If you make a shortcut, use the **/local** switch on the **Target:** line.

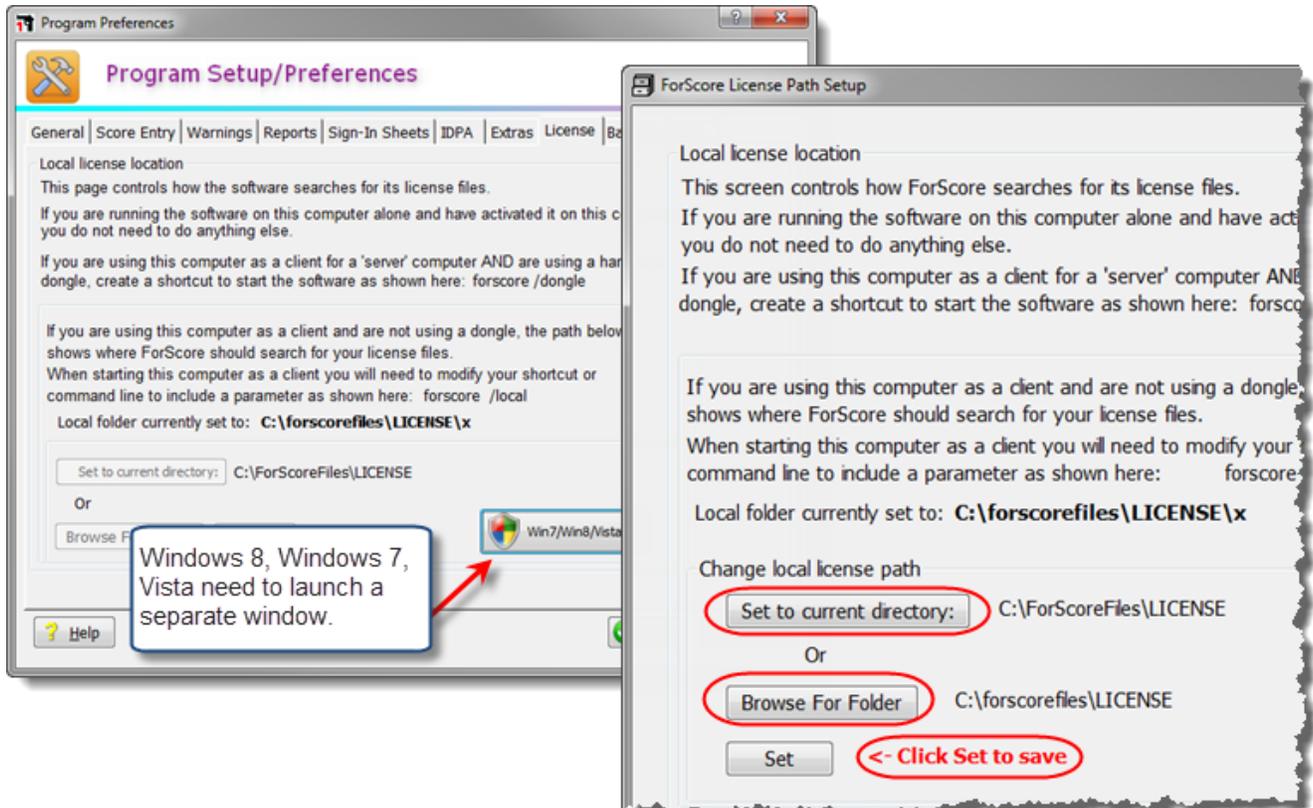


You should not need to modify the default Registry entry that specifies the location of your license files. But if for some reason you do have such a need, you can do so on the **License** tab in **Program Preferences**.

If I click the **Set to current directory** button, the license file location in C:\ForScoreFiles\License will be saved to my Registry.

If you want to enter the path to the license folder elsewhere, click the **Browse For Folder** button, find the folder, and then click **Set**.

- **NOTE:** You MUST click one of these two buttons for the Registry to be updated; the **OK** button will *not* update it.



## Program Preferences - Barcode

If you have purchased the optional barcode module **and** have enabled it on the **Extras** tab in **Program Preferences**, a **Barcode** configuration tab will be available. For explanation of barcode configuration, see the barcode section.<sup>[514]</sup>

## Program Preferences - Data

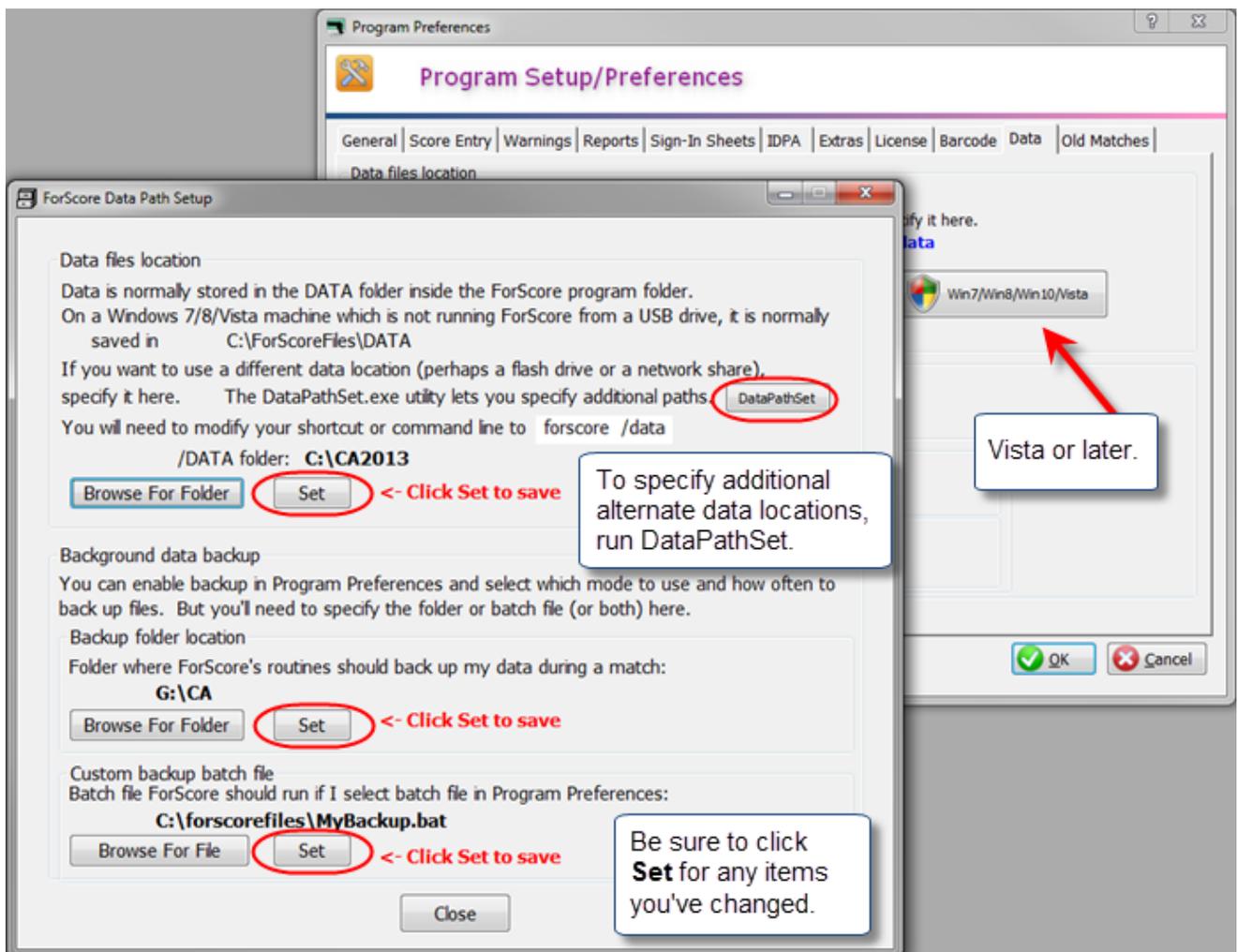
You will need to be logged onto your computer as an Administrator to change any of the settings (other than the **Enable** check box) on this tab.

It gives you several options for your data

- configuring an optional location for your data files<sup>444</sup>
- configuring automatic data backup<sup>454</sup>

**NOTE:** You must click one of the **Set** buttons to save your folder or file choice(s).

For Vista and later, you can enable data entry backup on this screen, and change its frequency. But to configure the details of that backup, you need to click the shield button. From the screen that that button launches, you can also run DataPathSet<sup>444</sup> to specify multiple alternate data locations.

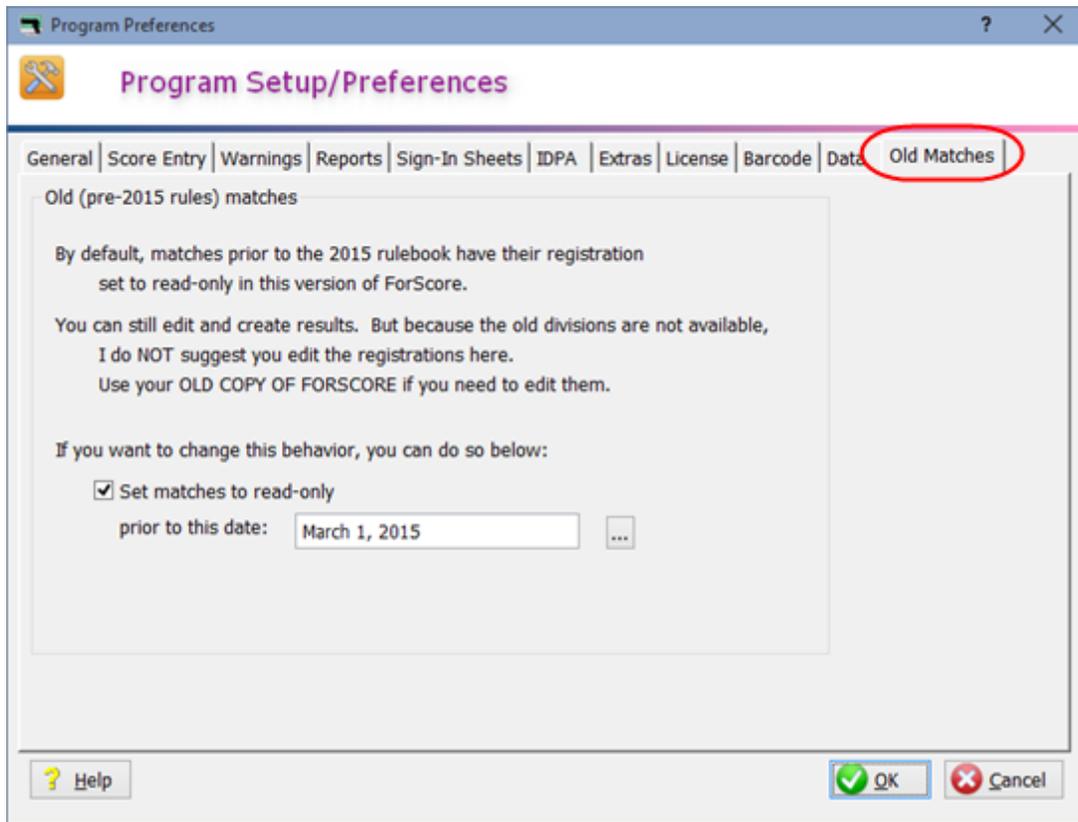


## Program Preferences - Read-Only Date

Because of the changes in divisions, it's not wise to try to edit matches prior to March 1, 2015. For that reason, registrations for those matches are set as read-only.

Also, if you need to re-create results from those matches, it would be best to use the prior version of ForScore.

If you need to change that behavior, you can do so on the Old Matches tab.

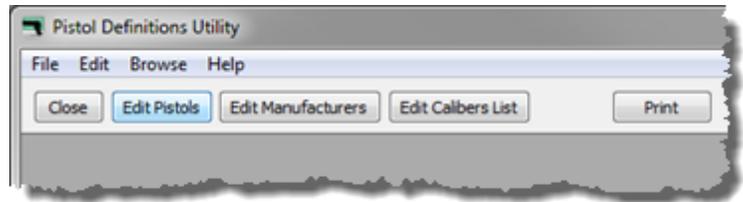
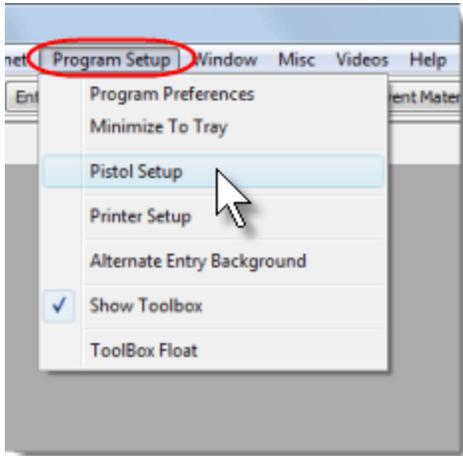


## Pistols Configuration

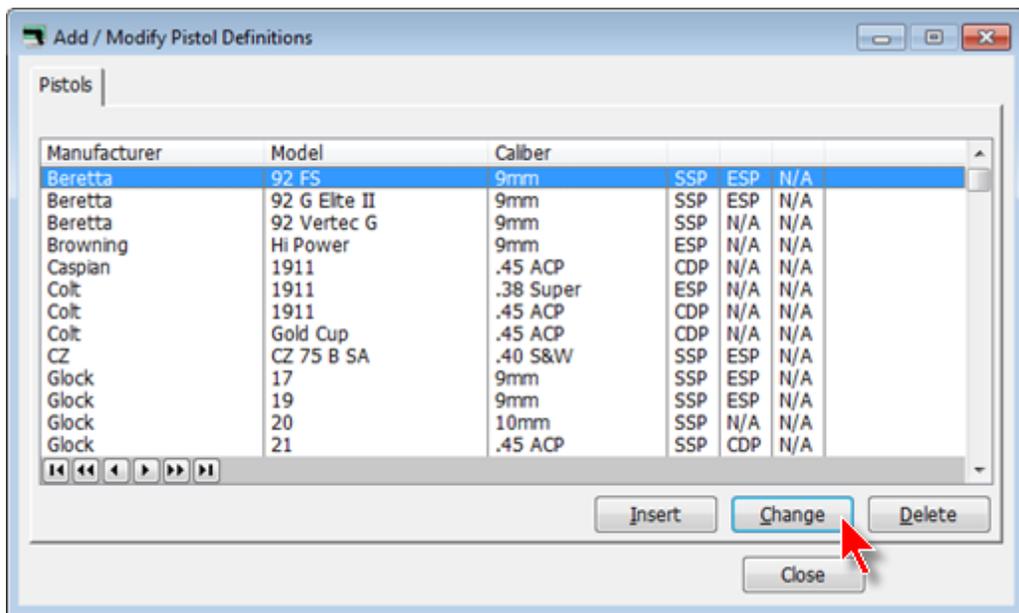
You may optionally want to track pistols in your matches. A default file (**gunstuff.tps**) is supplied with ForScore. You may want to make changes and/or additions.

The **makegun.exe** utility can be run on its own, or may be run from the **Program Setup** menu.

Within the Pistol Definitions Utility, there are three browse lists - calibers, manufacturers, and pistol models.

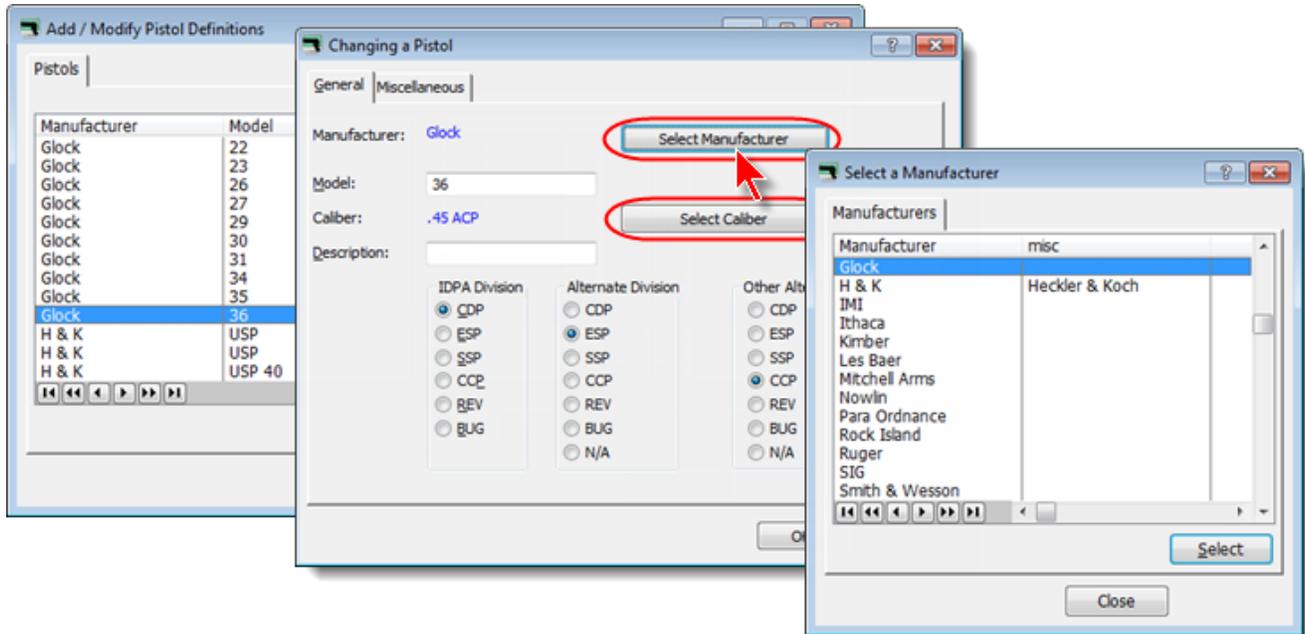


Click **Insert**, **Change**, or **Delete**:



Use the **Select Manufacturer** and **Select Caliber** buttons.

Click one or more divisions for which this gun model is appropriate. If you try to specify this gun on a shooter's registration for a different division, you'll be nagged <sup>60</sup> but permitted to do so.



## Toobox / Toolbar

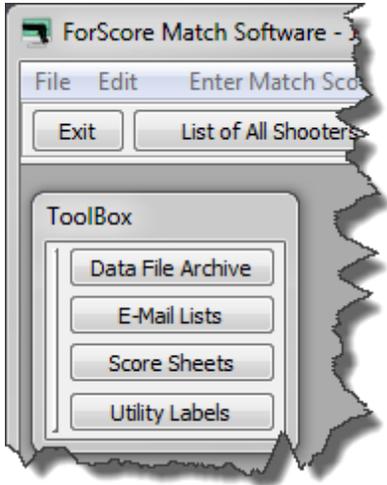
ForScore supports a customizable floating toolbox or custom toolbar.

The toolbox on/off and float/toolbar choices are stored in the **config.tps** file.

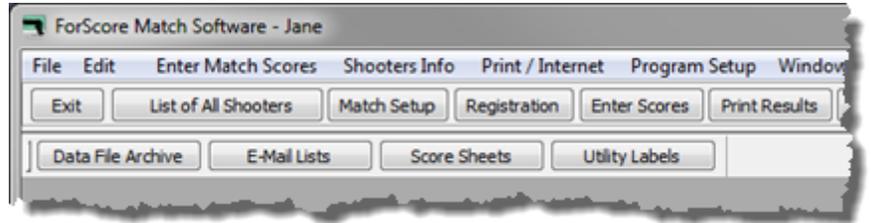
The choice of buttons is in **menu.ini**, also in the DATA folder.

**NOTE:** if you are using passwords<sup>[395]</sup> to control access, the toolbar used when someone logs in as User rather than Supervisor is contained in **menuLTD.ini** in the DATA folder.

In toolbox form, it looks like this:



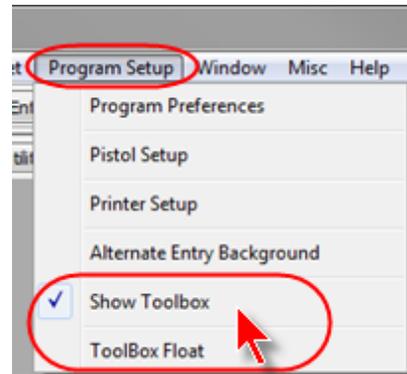
In toolbar form, it looks like this:



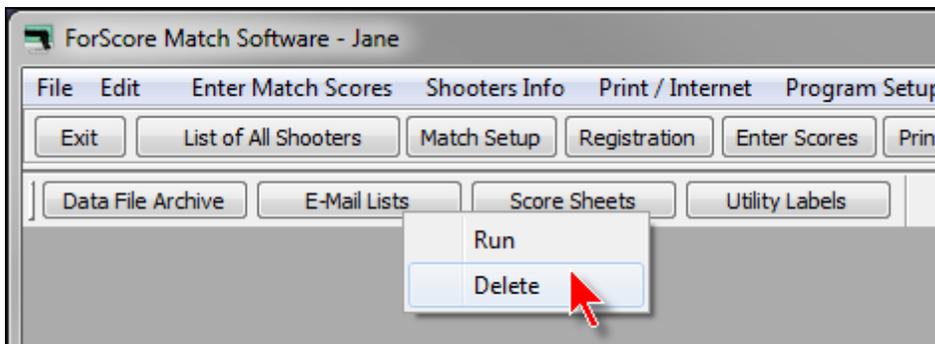
To turn the toolbox or toolbar on, check the menu item on the **Program Setup** menu.

- For a floating toolbox, check **Toolbox Float**.
- For an attached toolbar, leave **Toolbox Float** unchecked.

To add items to the toolbox, hold down the **Ctrl** and **Shift** keys and click on the menu item you want to add. The toolbox or toolbar can have a maximum of nine buttons.



To delete a button from the toolbox or toolbar, right-click the button and choose **Delete**.



## Screen Size

ForScore's screens adjust in height to a certain extent. But there is a certain minimum height they require.

Computer monitors are measured not just by size in inches, but by how many dots (called "pixels") are on the screen.

If your screen is less than 768 dots high, some of ForScore's windows will be hard to see (you may have to scroll down to get to the buttons.)

You may get a warning if your screen resolution height is set to less than 768. You can usually adjust this setting in Windows.

## Screen Text Size

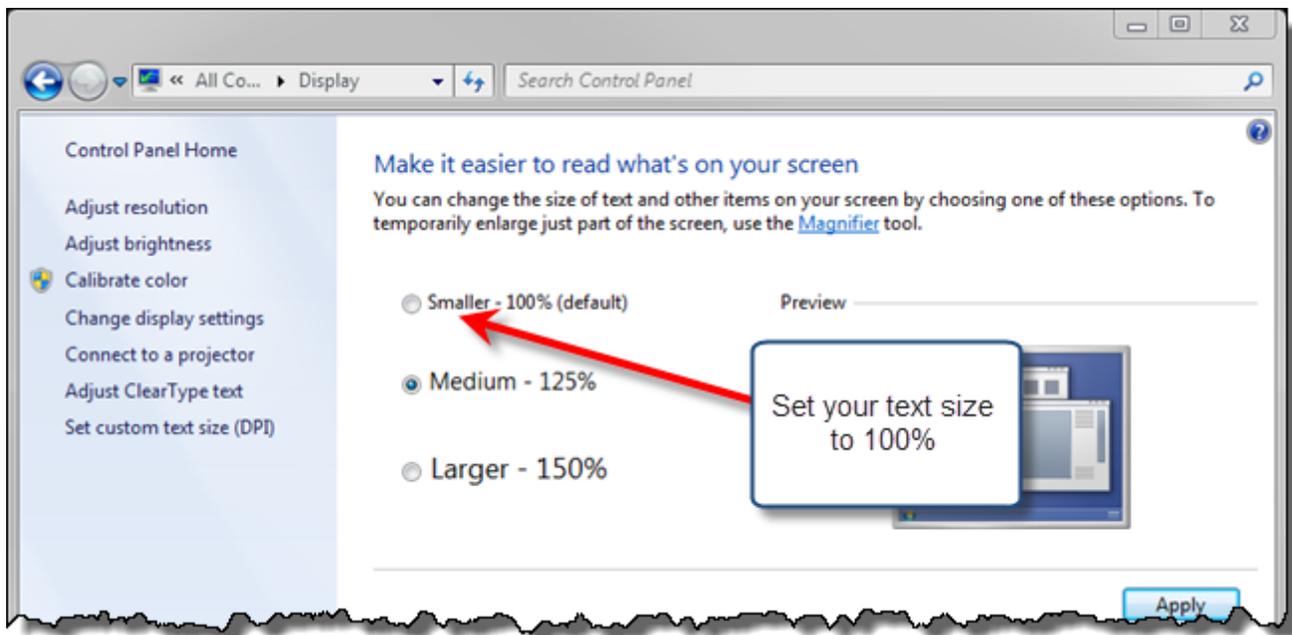
In addition to the screen resolution, Windows has the option of enlarging text.

Even if your screen height is more than 768 pixels, if your computer is set to a larger font you will have difficulty seeing ForScore's screens.

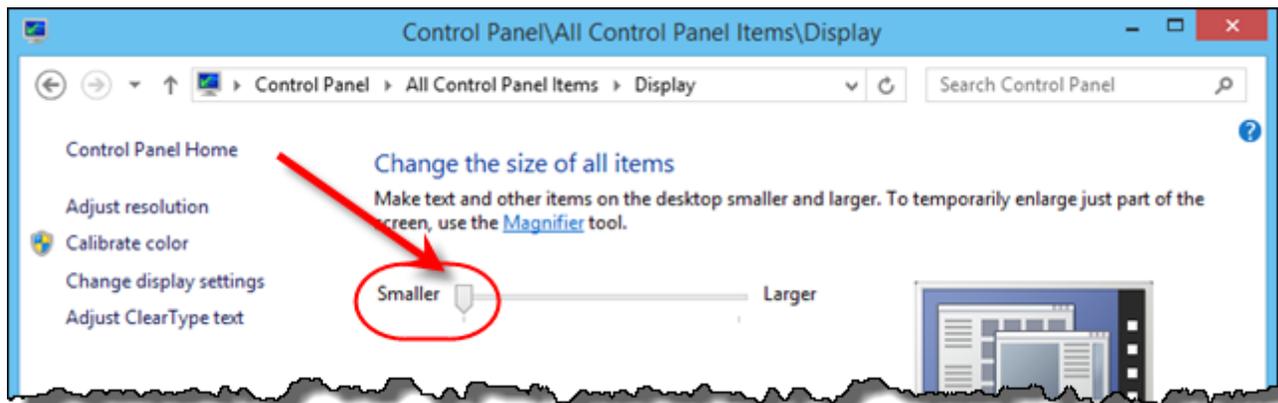
Some laptop computers come from the manufacturer set to 125% text size. These computers will work better with ForScore if you set the text size to 100%.

The setting varies, depending on the version of Windows you're running. For Windows 7 and Windows 8, you can open Control Panel and then click Display.

Then set the text size to 100%.

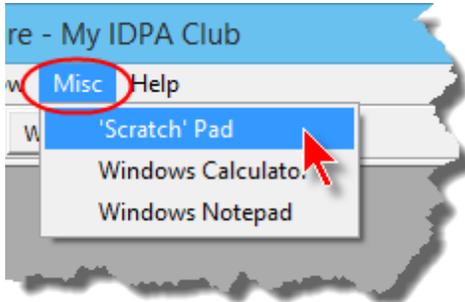


For Windows 8, set the slider to "Smaller" all the way to the left.



## 'Scratch' Pad

The **'Scratch' Pad** is a tool to reconcile match fees.



Enter the quantity of each bill you have in your cash drawer, checks you've received, and the amount of startup cash you brought.

Checks are sorted alphabetically within each denomination.

Checks are entered directly in the grid, as shown. Shooter Number is optional.

Match 'Scratch' June 17, 2015

Cash

Ones:	<input type="text" value="31"/>	31.00	Twenties:	<input type="text" value="12"/>	240.00	Twos:	<input type="text" value="0"/>	0.00
Fives:	<input type="text" value="12"/>	60.00	Fifties:	<input type="text" value="0"/>	0.00	Hundreds:	<input type="text" value="0"/>	0.00
Tens:	<input type="text" value="5"/>	50.00	Coins:	<input type="text" value="0.00"/>				

5 Checks -		
Shooter Number	Name	Amount
0	Turner	5.00
0	Boop	15.00
12	Snead	15.00
0	Tucker	15.00
0	Obermyer	20.00

Cash Total:	<input type="text" value="381.00"/>
Checks Total:	<input type="text" value="70.00"/>
Total Money:	<input type="text" value="451.00"/>
Startup Cash:	<input type="text" value="100.00"/>
Net Money:	<input type="text" value="\$351.00"/>

To enter checks, click Insert and type in the grid.  
Use tab to move from shooter number to name to

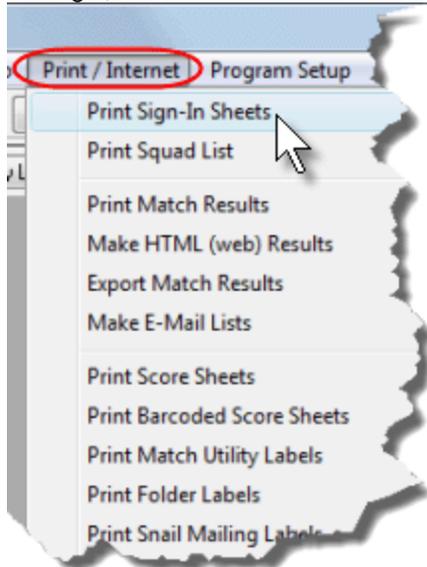
Click to reset all monies to zero.

## Print / Internet Menu

### Sign-In Sheets

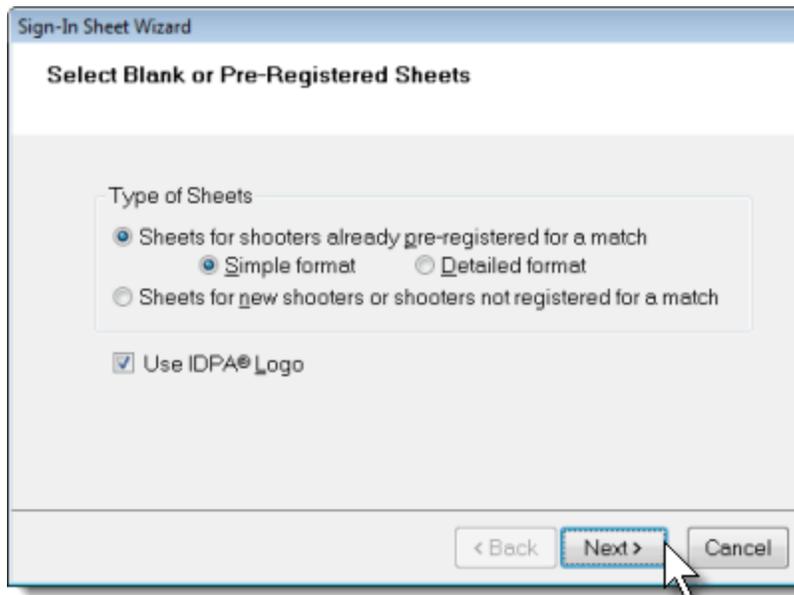
Sign-in sheets can be printed for people registered for a specific match. You can also print sheets for new shooters to collect their information.

To begin, click **Print / Internet** on the main menu, then select **Print Sign-In Sheets**.



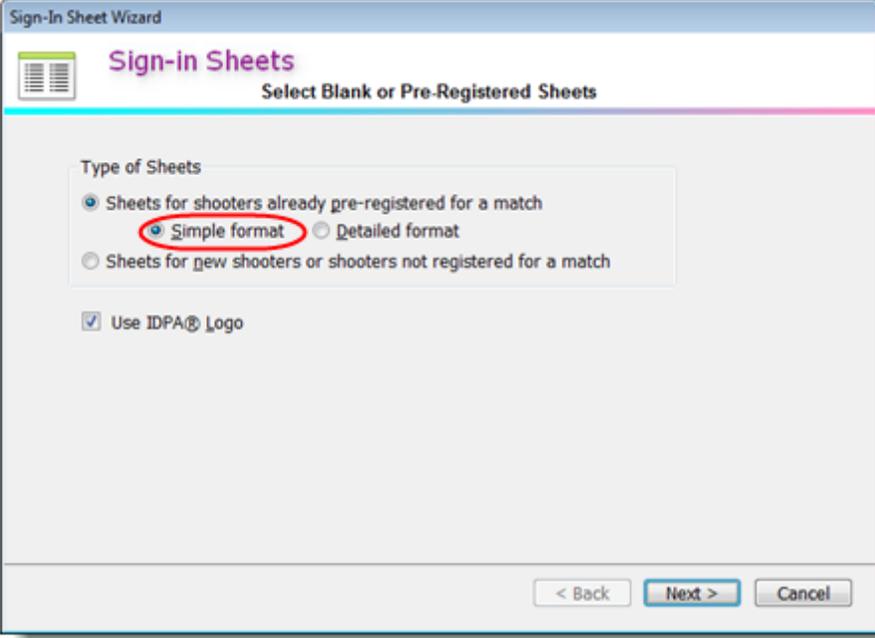
After the wizard's introductory screen, you will need to choose between sign-in sheets for pre-registered shooters or sheets for new shooters.

The IDPA logo check box will only be enabled if you've asserted your club's affiliation in Program Preferences <sup>393</sup>.



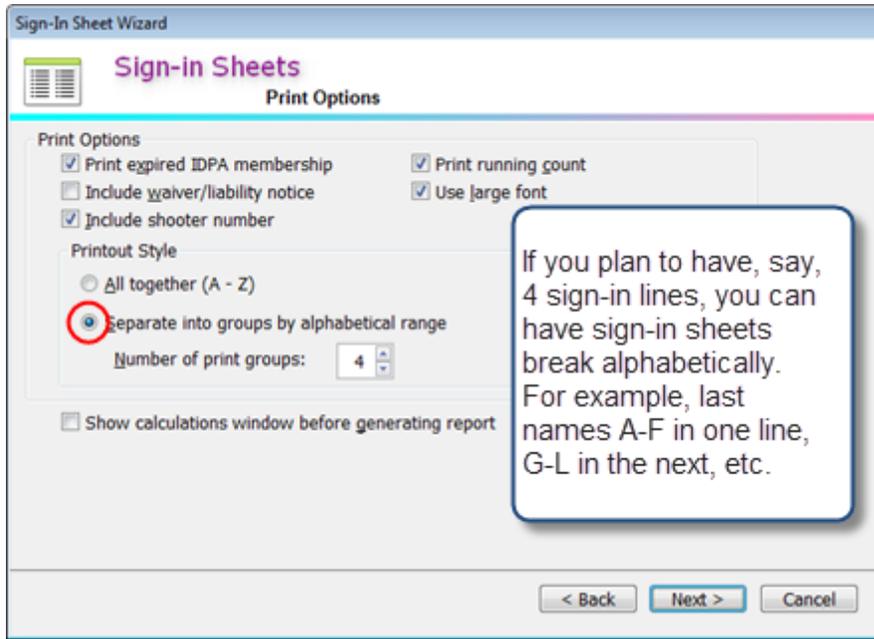
## Simple Pre-Registered Sign-In Sheets

A simplified sign-in sheet designed for large matches is one option.



The screenshot shows a dialog box titled "Sign-In Sheet Wizard" with a sub-header "Sign-in Sheets" and the instruction "Select Blank or Pre-Registered Sheets". The dialog is divided into two main sections. The first section, "Type of Sheets", contains three radio button options: "Sheets for shooters already pre-registered for a match" (selected), "Simple format" (circled in red), and "Detailed format". The second section contains a checked checkbox for "Use IDPA® Logo". At the bottom right, there are three buttons: "< Back", "Next >" (highlighted with a blue border), and "Cancel".

Often, it's convenient to have several lines at the match sign-in table(s), ordered by last name. You can tell the wizard to calculate the name distribution and split the printout into a specified number of groups. This makes it easy to give each sign-in staff person the names for his sign-in line.

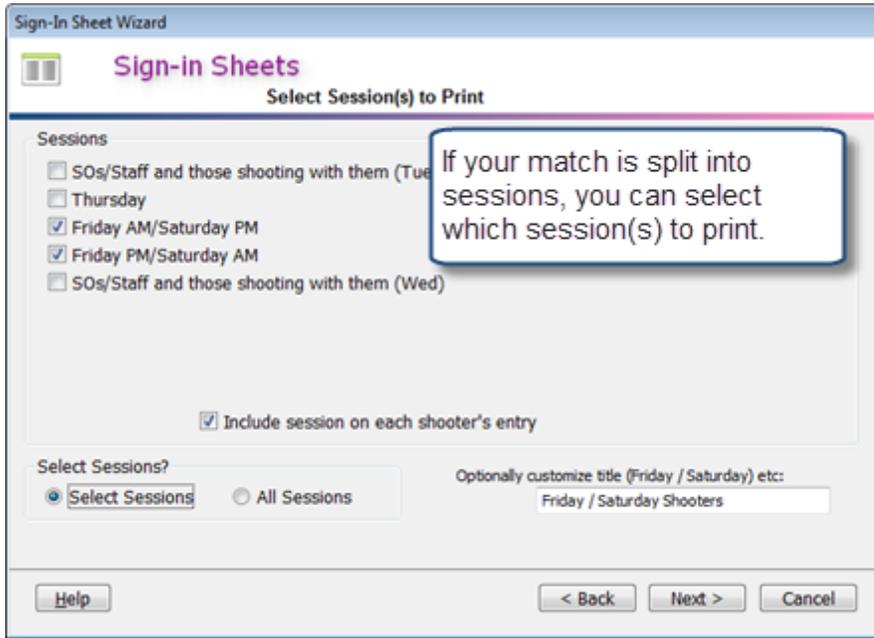


**Sign-In Sheet R - Z**

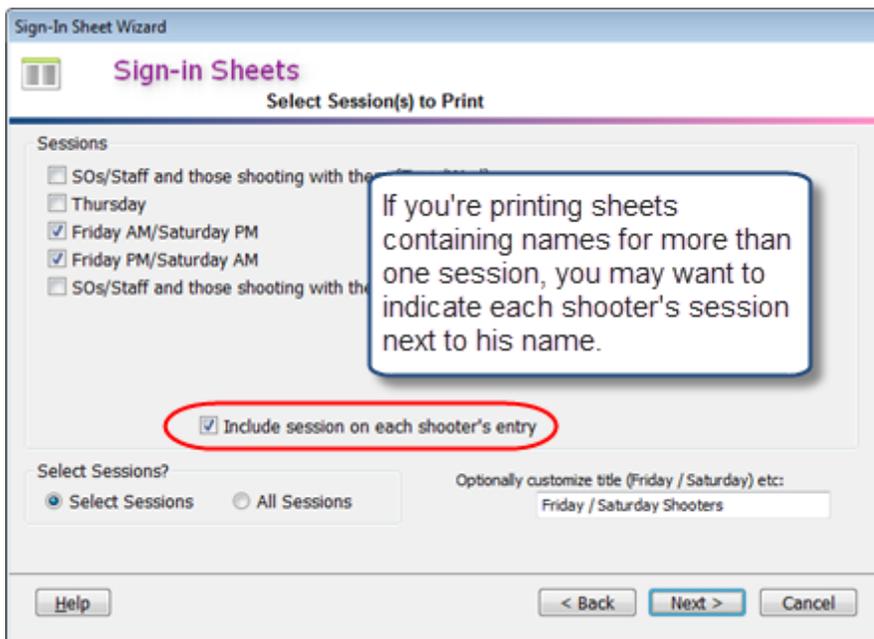
**2013 Calif State IDPA Championship**

31	Tippett, James Jade A20343 Senior	SSR Sharpshooter	124
		Signature:	
32	Topacio, Willie A38645	ESP Marksman	175
		Signature:	
33	Trimble, Jeff A34303 Senior	SSP Sharpshooter SO	143
		Signature:	
34	Truesdale, Joe A33320	CDP Expert	44
		Signature:	
35	Tucker, Cindy A26450 Lady, Law	ESP Sharpshooter Staff	14
		Signature:	
36	Valentine, Scott A56999 Senior	SSP Sharpshooter	150

If your match is divided into sessions, you can elect to print sign-in sheets limited to one or more sessions. (You can still split the print-out alphabetically).



If you're printing more than one session, you might want to include which session each shooter is shooting next to his name on the sheet.



### Detailed (Club Match) Pre-Registered Sign-In Sheets

This format is primarily designed for club matches, so when people sign in they can edit their information that is already in the computer.

**December Match** December 7, 2013

Name	Number	IDPA Info	Address	E-Mail
Ellison, Randy Staff	27	IDPA Number: A38897 IDPA Expires: DEC 8, 2013 SLOSA Member?: Y	San Luis Obispo, CA 93405	info@beachbunnysoftware.com
Fleming, Jane	16	IDPA Number: A16849 IDPA Expires: DEC 16, 2014 SLOSA Member?: Y	555 Peach Street Lompoc, CA 93101 (805) 555-1212 home	info@beachbunnysoftware.com

**Callout Boxes:**

- Top left: "Show all classifications is not marked." (points to classification field)
- Top right: "Show last shoot date is marked." (points to 'Last shot' field)
- Middle left: "Show amount paid and show minimum age are marked." (points to 'Amt Paid' and 'Under 21?' fields)
- Middle right: "Show pistol/caliber is marked." (points to 'Gun Make/Model' and 'Caliber' fields)
- Bottom: "Show liability notice is marked. You'll need to print your liability notice on the back of your sign-in sheets. (Check with your attorney.)" (points to the liability notice section)

**NOTICE** - by signing this sheet, you are signing the **LIABILITY WAIVER AND RELEASE AGREEMENT** on the reverse of this document.  
 Registered for this match: 35 Date printed: December 19, 2013 Page 2 of 4

Many of these options are set in Program Preferences.

**Program Preferences**

General | Score Entry | Warnings | Reports | **Sign-In Sheets** | IDPA | Extras | License | Data

**Sign-In Sheet Preferences**

- Show 'staff'
- Show liability notice
- Show 'Amt Paid'
- Show IDPA expiration
- Show pistol / caliber
- Show all classifications (N/A for 'simple' sign-in sheets)
- Show last shoot date
- Show minimum age

Signature:  None  Full  Initials

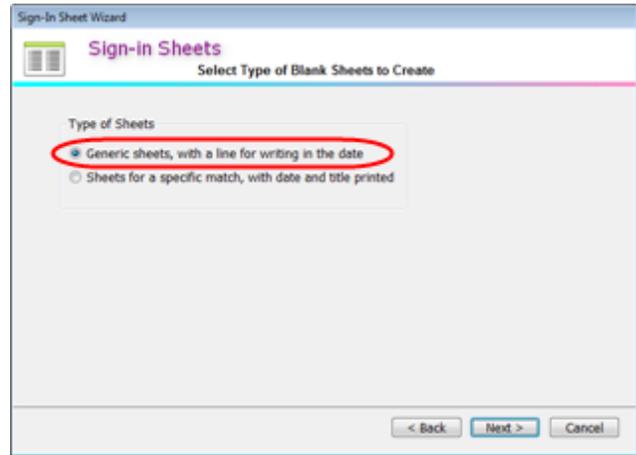
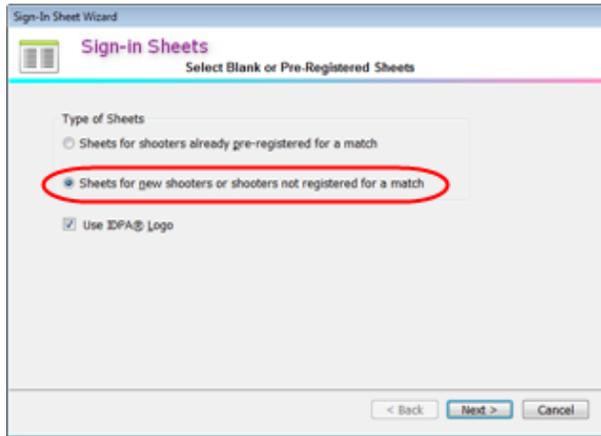
Minimum age: 21

Default shooter fee: 15.00  
 Staff fee: 5.00  Free  
 BUG or side match fee: 5.00  Free  
 Non-member fee: 25.00

## New Shooters Sign-In Sheet

This option provides sheets with which to collect information from people shooting with your club for the first time. Each sheet has room for three shooters' info.

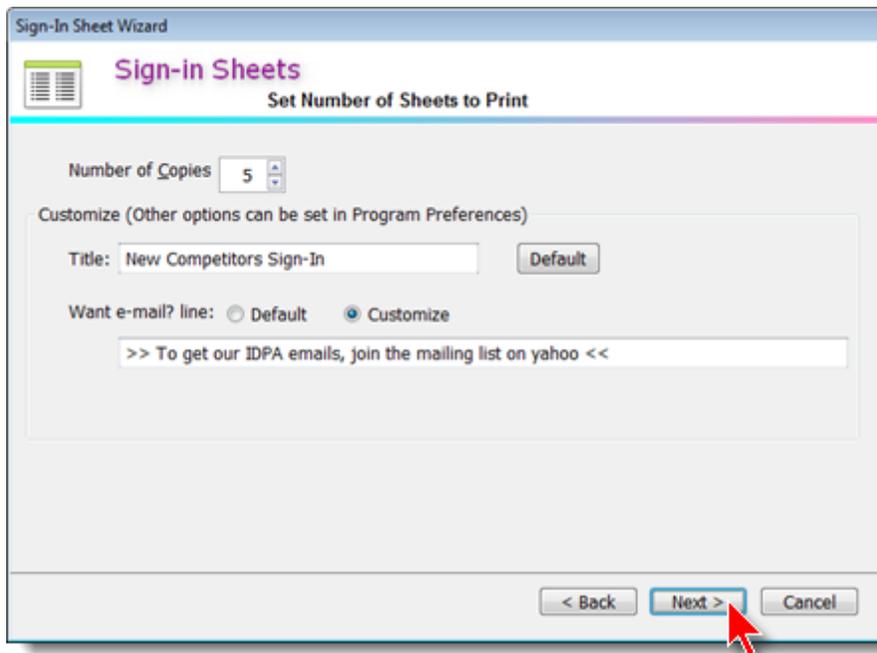
You'll have the option of having the program print the match title and date on the sheets, or having generic sheets on which you can hand write the date.



Select the quantity of sheets you want to print, and then click **Next**.

You can also customize the "want email?" line. It defaults to "Do you want regulat Email from <clubname>?".

And you can change the title (some people don't like "New Shooters" for people who may be experienced but new to this club.)



A number of program setup options don't affect these sheets. Gun make and caliber, for example, appear regardless of whether they're selected in **Program Preferences**. This is to help staff determine a shooter's division, if he's new to IDPA.

Also, up to three custom text fields are available to collect specific information you may want (see below).

**IDPA New Competitors Sign-In** Please fill in all blanks and appropriate checkboxes. (Use one section of page per person) date: \_\_\_\_\_

Name (please print): \_\_\_\_\_ Signature: \_\_\_\_\_ Under 21? (Y/N) \_\_\_\_\_  
 Mailing Address: \_\_\_\_\_ City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP: \_\_\_\_\_  
 E-mail: \_\_\_\_\_  
 Phone(s): ( ) \_\_\_\_\_ home/work/cell? ( ) \_\_\_\_\_ home/work/cell?  
 SLOSA Member (Y/N)? \_\_\_\_\_ Expires \_\_\_\_\_ Local Club member (Y/N) \_\_\_\_\_ Expires \_\_\_\_\_  
 IDPA Number: \_\_\_\_\_ IDPA Expiration: \_\_\_\_\_ Prior action shooting experience: \_\_\_\_\_  
 Your present classifications: CDP \_\_\_\_\_ ESP \_\_\_\_\_ SSP \_\_\_\_\_ ESR \_\_\_\_\_ SSR \_\_\_\_\_ (Use 'MA' for Master, 'MM' for Marksman)  
 Senior (50+)  Distinguished Senior (65+)  Law  Lady  Press  Industry  Military Veteran  Other: \_\_\_\_\_  
 Division you're shooting today: \_\_\_\_\_ Pistol Model: \_\_\_\_\_ Caliber: \_\_\_\_\_ Shooter Number \_\_\_\_\_ (staff use only)

Customized items are circled.

>> To get our IDPA emails, join the mailing list on yahoo <<

Options used above (minimum age and the three custom lines) are specified in the screen below:

**Program Setup/Preferences**

General | Score Entry | Warnings | Reports | Sign-In Sheets | IDPA | Extras | License | Data

**Sign-In Sheet Preferences**

Show 'staff'  Show IDPA expiration  Show last shoot date  
 Show liability notice  Show pistol / caliber  
 Show 'Amt Paid'  Show all classifications (N/A for 'simple' sign-in sheets)

Default shooter fee: 15.00  
 Staff fee: 5.00  Free  
 BUG or side match fee: 5.00  Free  
 Non-member fee: 25.00

Signature:  None  Full  Initials

Show minimum age  
 Minimum age: 21

Custom text for new shooter info forms:

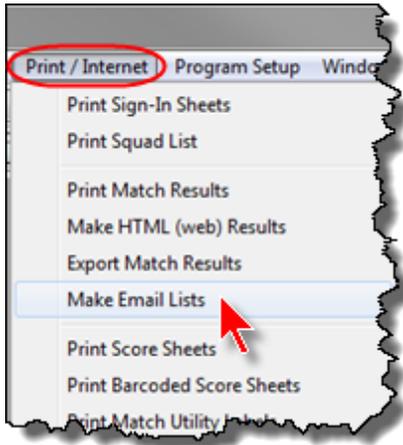
Range: SLOSA Member (Y/N)? \_\_\_\_\_ Expires \_\_\_\_\_  
 Top: Local Club member (Y/N) \_\_\_\_\_ Expires \_\_\_\_\_  
 Bottom: tion shooting experience: \_\_\_\_\_

? Help OK Cancel

## Addresses and Labels

### Email Addresses

ForScore gives you the ability to generate several sets of email addresses. This is initiated by clicking **Print / Internet**, and then selecting **Make email Lists**.



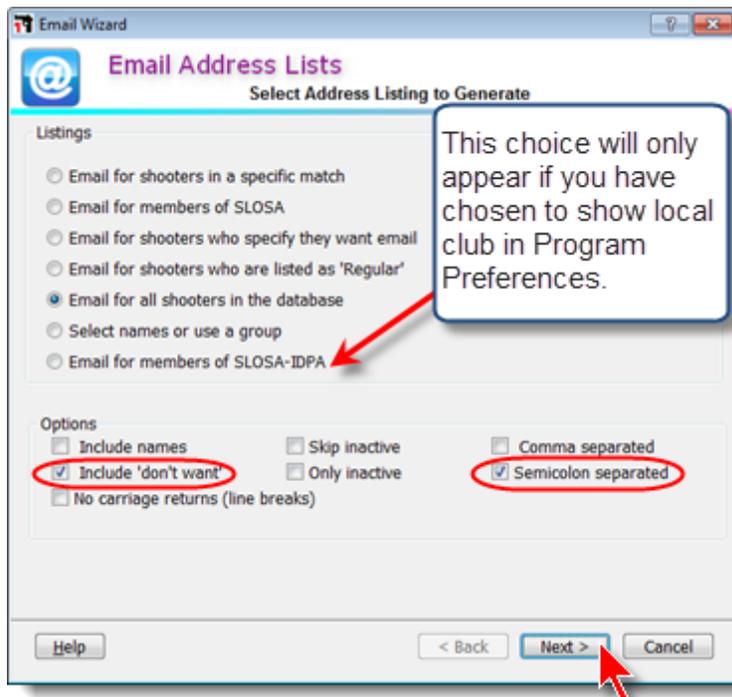
After clicking Next on the opening screen of the wizard, you can select from the following options.

If you want to include addresses of those who specified that they do not want regular email<sup>261</sup> from your club, check **Include 'don't want'**. (Some shooters may want to get email following a match they've shot, but don't want regular email from your club.)

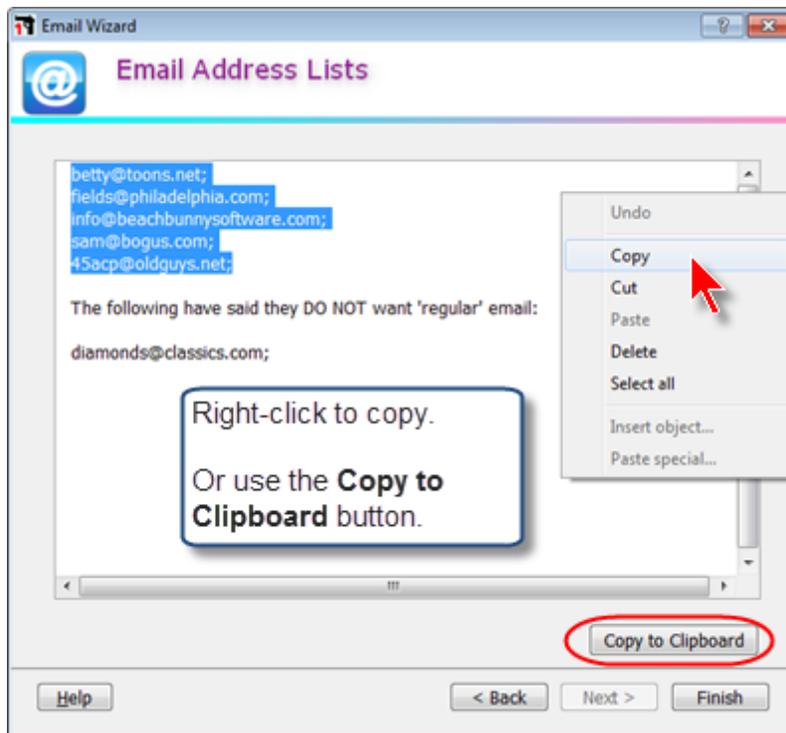
If your email software gives you the ability to paste a number of addresses separated by commas or by semicolons, check **Comma separated** or **Semicolon separated**, and you can then paste the generated listing into your email.

Like a number of other wizards in **ForScore** you can use a checkbox shooter-select list. You can also create and save lists of email addresses<sup>421</sup>.

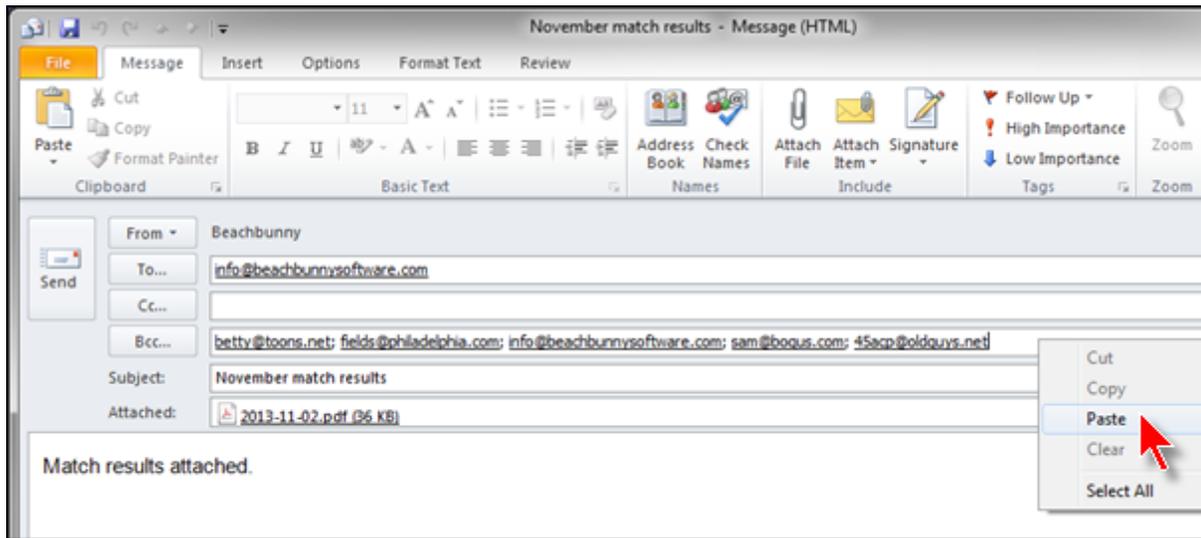
If you're using a web-based email client that won't tolerate carriage returns between addresses, that option is explained here<sup>419</sup>.



The email address viewer will open. You can drag the mouse to select the addresses you want, and hit **Ctrl+C** or right-click the mouse and choose **Copy**. If you've select the no carriage returns option, you'll need to use the **Copy to Clipboard** button.



Then either use **Ctrl+V** or right-click the mouse and select **Paste**.

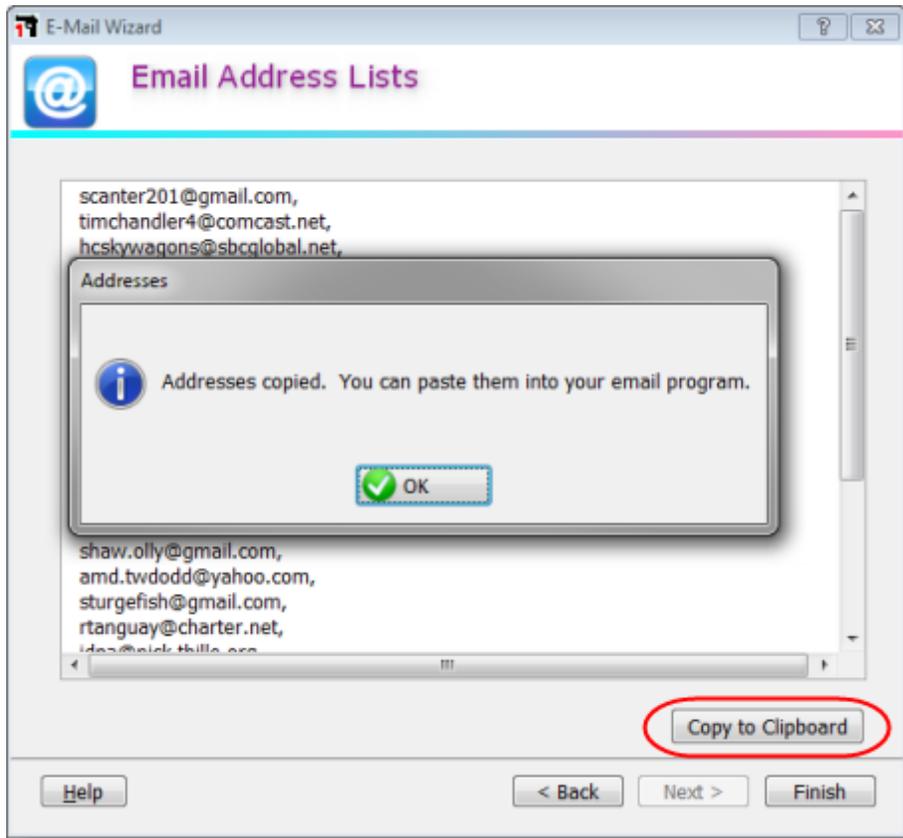


## No Carriage Return Option

Some web-based email isn't happy if addresses are entered with a carriage return after each one. You can now make a list without carriage returns.

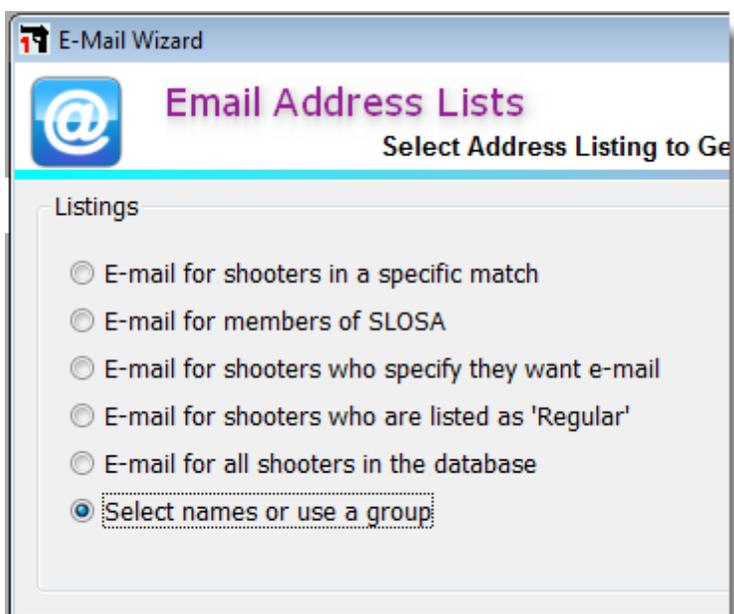
The screenshot shows the 'E-Mail Wizard' window with the 'Email Address Lists' dialog box open. The dialog has a title bar with 'E-Mail Wizard' and standard window controls. Below the title bar is a header area with an '@' icon and the text 'Email Address Lists' and 'Select Address Listing to Generate'. The main area is divided into two sections: 'Listings' and 'Options'. In the 'Listings' section, there are six radio button options: 'E-mail for shooters in a specific match' (selected), 'E-mail for members of SLOSA', 'E-mail for shooters who specify they want e-mail', 'E-mail for shooters who are listed as 'Regular'', 'E-mail for all shooters in the database', and 'Select names or use a group'. There are also three checkboxes: 'Staff only' and 'Non-staff only'. In the 'Options' section, there are six checkboxes: 'Include names', 'Skip inactive', 'Comma separated' (checked), 'Include 'don't want'' (checked), 'Only inactive', and 'Semicolon separated'. The 'No carriage returns (line breaks)' checkbox is checked and circled in red. At the bottom of the dialog, there are three buttons: 'Help', '< Back', and 'Next >', with the 'Next >' button highlighted in blue.

NOTE: The list you see in the wizard will display with carriage returns. But when you copy the list to the clipboard using the button, you'll be able to paste them without carriage returns.

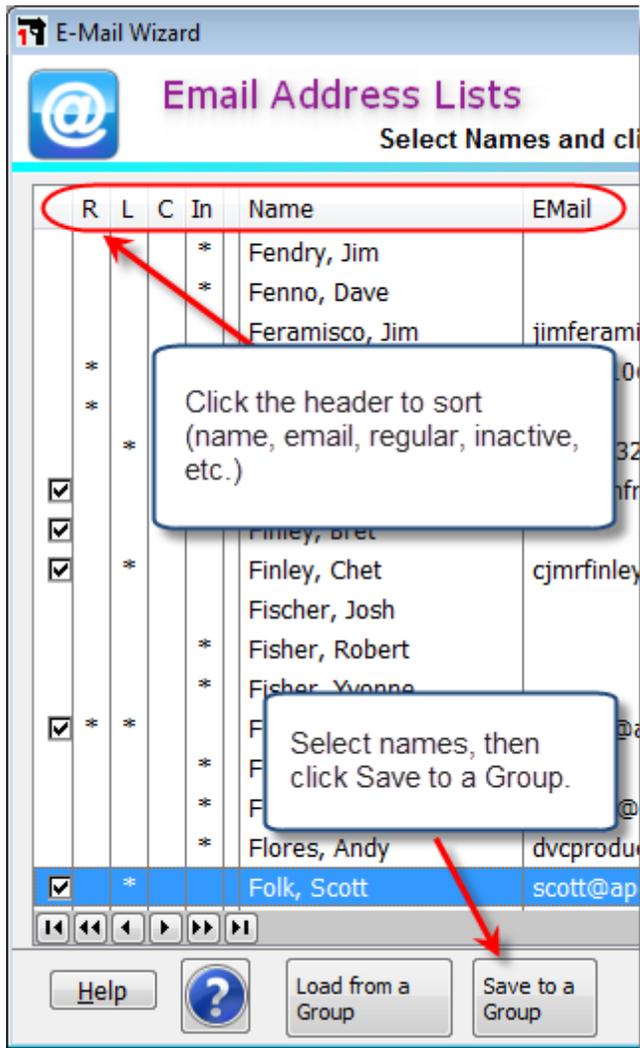


## Email List Groups

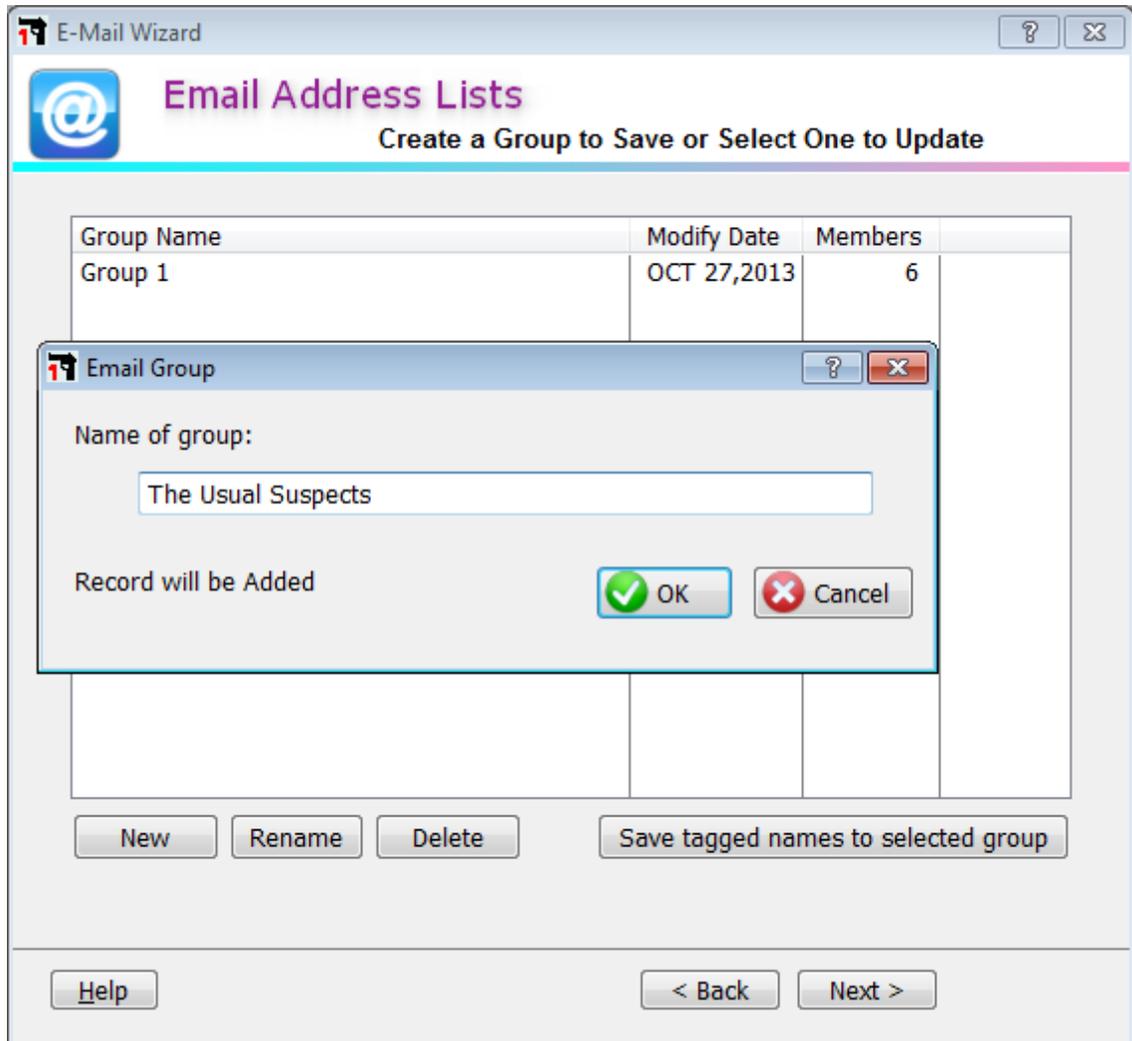
You can create and save one or more groups of email addresses.



Select the names you want to save, then click the **Save to a Group** button.



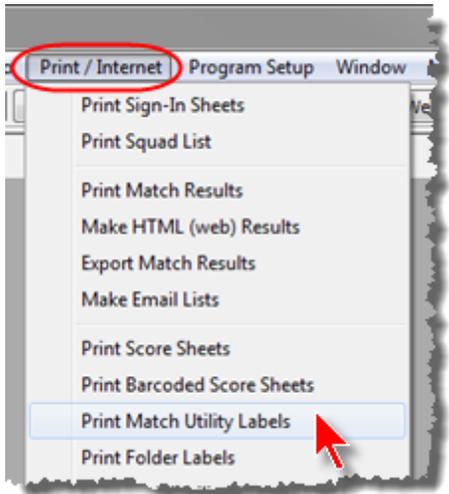
Then select an already-existing group (your new selections will overwrite what was previously in that group), or create a new group.



## Match Utility Labels

Match utility labels can be generated for use on score sheets, water bottles, raffle tickets, or other uses. Labels are formatted for Avery 5160 or equivalent. Note that Avery has many product numbers that are all the same size - depending on whether they're for inkjet or laser printers, how many labels in the box, and so forth. All of them will work.

From the **Print / Internet** menu, select **Print Match Utility Labels**.



Click through the introductory wizard screen, then specify how many labels you want for each shooter, and whether to sort them by last name, shooter number, or division. If you choose to include shooters' IDPA numbers, you can choose whether to print their expiration dates.

**Date** is not available if you've chosen **Boxed**. **Boxed** is not available if you're printing barcode labels. If the labels don't line up correctly when printed, click **Adjust Printout Position**.

Match Utility/ScoreSheet Labels  
Select Sort Order and Number to Print

Label Printout Sort Order

Sorted by last name  Also sort by session

Sorted by shooter number

Sorted by division

Misc

Include sub-categories (Senior, etc.)

Include IDPA number  Include expiration date

Boxed

Print blank labels to start next shooter on new page

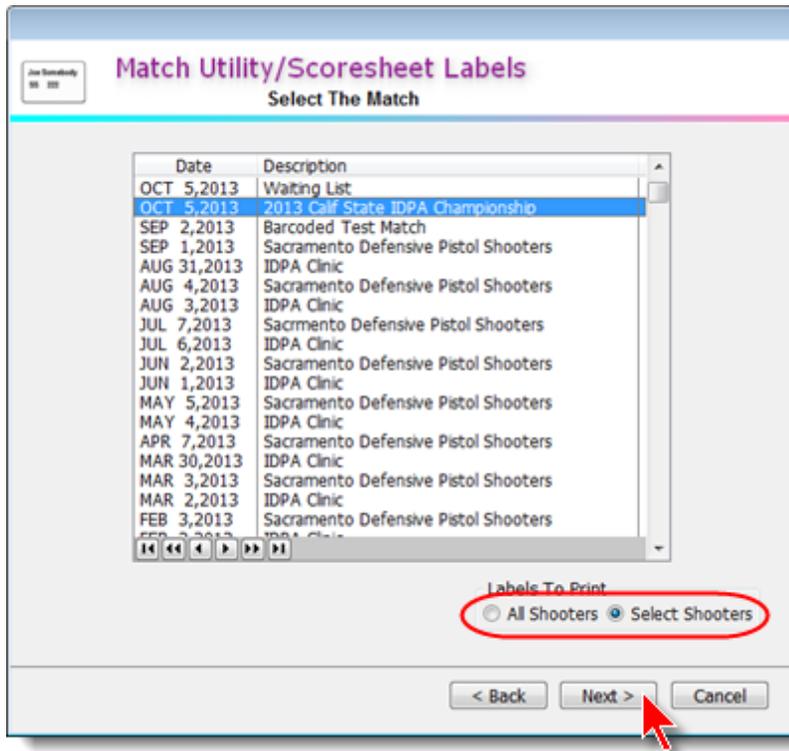
Quantity

Number of labels to print for each shooter: 9

Print only one BUG label

Help Adjust Printout Position < Back Next > Cancel

Select the match, and specify whether to generate labels for all shooters or to select specific shooters. If you wish to select shooters, the selection list works as described here<sup>234</sup>.



## Label "Padding"

Unless you specify otherwise, match utility labels print continuously. This means the most logical number to print per-shooter is 6 or 15; otherwise, you'd have a shooter's labels straddling pages.

Now there's the option to print blank labels at the bottom of the page. This mostly makes sense if you want 9 or 12 labels per shooter.

In the example illustrated, three shooters' labels will print on each page (27 labels). Then the system will leave one blank row of 3 labels and start the next shooter on the next page.

Match Utility/Scoresheet Labels  
Select Sort Order and Number to Print

Label Printout Sort Order

Sorted by last name  Also sort by session

Sorted by shooter number

Sorted by division

Misc

Include sub-categories (Senior, etc.)

Include IDPA number  Include expiration date

Boxed

Print blank labels to start next shooter on new page

Quantity

Number of labels to print for each shooter: 9

Print only one BUG label

Help Adjust Printout Position < Back Next > Cancel

## Barcode Labels

The optional Barcode module<sup>490</sup> provides five different label printing options. Please consult the barcode module section of the documentation.

## Single SIDE Labels

If you are printing labels for a match that includes separate SIDE stages, you can opt to print a single label for the SIDE shooters.

If you are using barcodes, that single label open that shooter's SIDE stage 1.

If you are printing split barcodes and select single SIDE, the single SIDE label will scan to SIDE stage 1 and will not require the split scoresheet that you're using for the non-SIDE divisions.

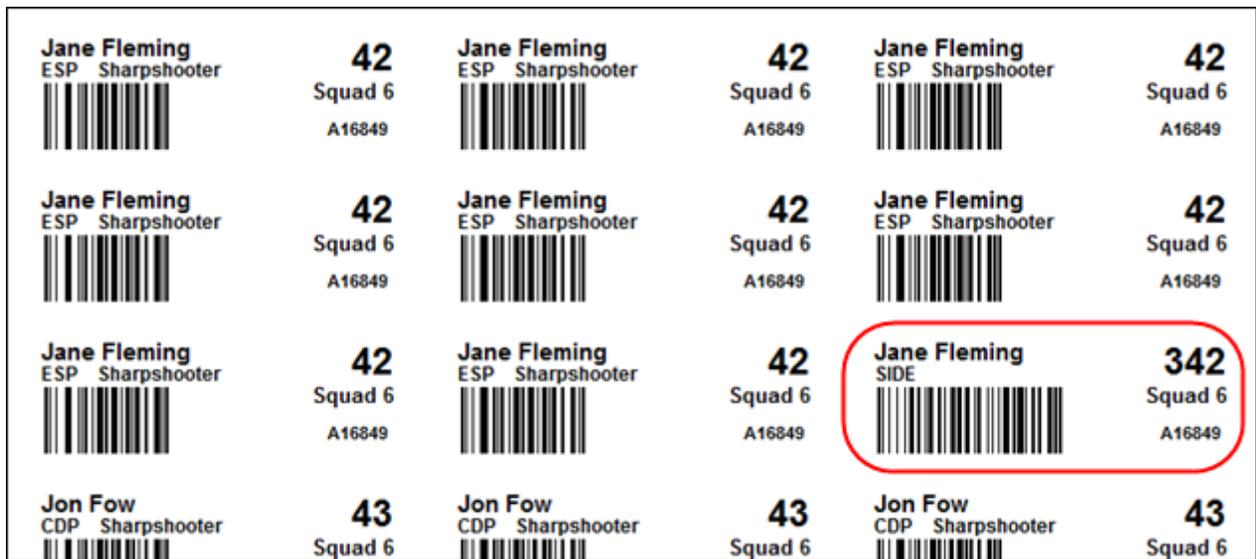
As with equipment and chrono labels, the single SIDE label is included in the total count of labels you tell the wizard to print.

**NOTE:** The single SIDE box will be visible regardless of whether you've specified SIDE stages for a specific match. If you haven't specified SIDE stages for a match, that check box will be ignored.

The screenshot shows a dialog box titled "Match Utility/ScoreSheet Labels" with the subtitle "Select Sort Order and Number to Print". The dialog is divided into several sections:

- Label Printout Sort Order:** Contains radio buttons for "Sorted by last name" (selected), "Sorted by shooter number", "Sorted by division", and "Barcode only". There is also an unchecked checkbox for "Also sort by session".
- Misc:** Contains several checkboxes: "Include sub-categories (Senior, etc.)" (unchecked), "Include IDPA number" (checked), "Include expiration date" (checked), "Boxed" (unchecked), "Print blank labels to start next shooter on new page" (checked), "Include barcode" (checked), "'Split' stageless barcodes" (checked), and "Include squad #" (checked). Below "Include barcode" is the text "Without carriage return".
- Quantity:** Contains a label "Number of labels to print for each shooter:" followed by a spinner box set to "9".
- Bottom section:** Contains two checked checkboxes: "Print only one SIDE label" (circled in red) and "Pad with 'stageless' barcode labels that select stage list".

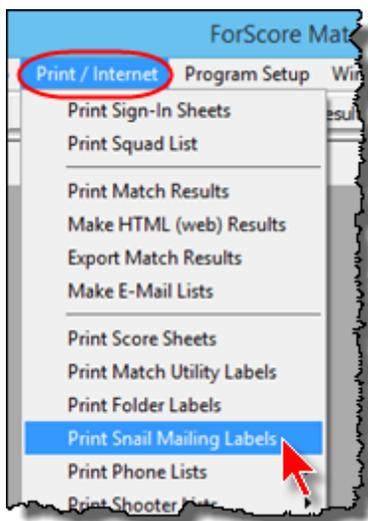
At the bottom of the dialog are buttons for "Help", "Adjust Printout Position", "< Back", "Next >", and "Cancel".



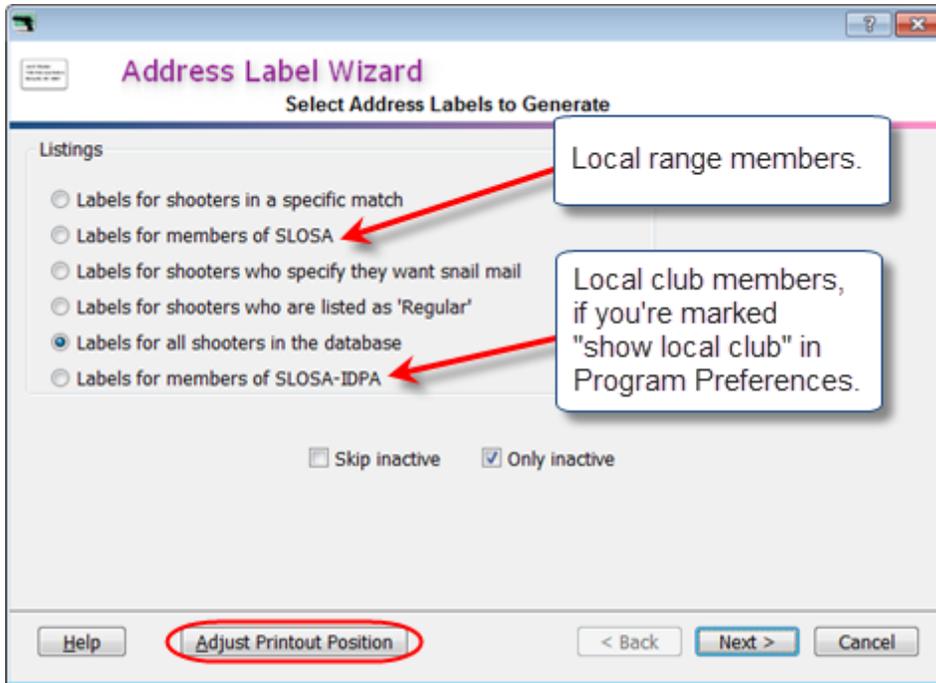
### Mail Labels

ForScore is formatted to print mailing labels on Avery 5160 or equivalently formatted label stock. Click on the **Print / Internet** menu, then select **Print Snail Mailing Labels**.

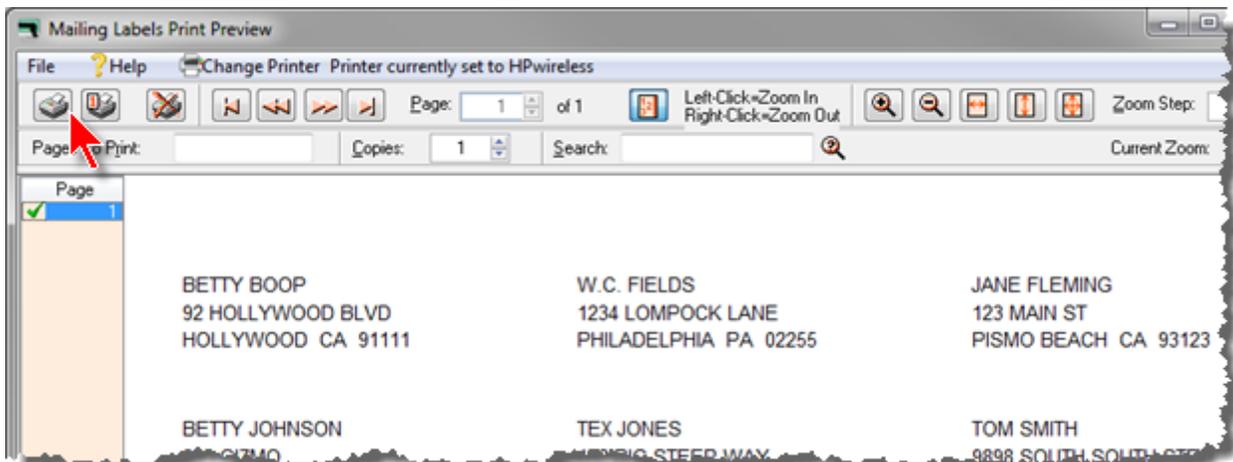
**NOTE:** The optional Event Module lets you print mailing labels for awards winners <sup>625</sup>.



Click **Next** on the first screen of the wizard, then select the criteria you want to use to print addresses: **Skip inactive** and **Only inactive** are not available when you're not sending mail after a specific match. If the labels don't line up correctly on your label stock when you print them, click **Adjust Printout Position**.



When the Report Preview window opens, be sure appropriate labels are loaded in your printer and click on the printer icon.



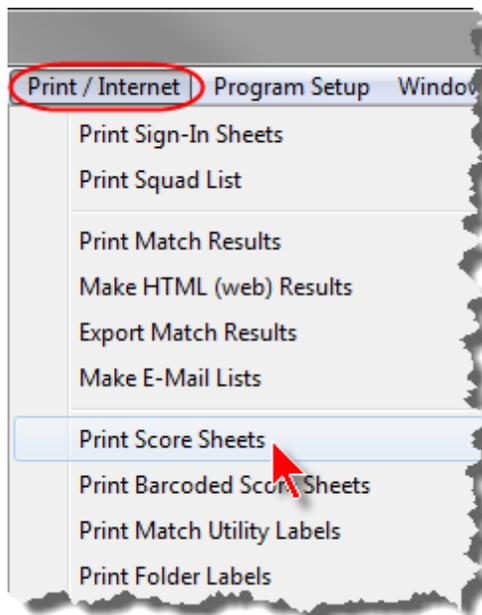
## Score Sheets

**ForScore** can create score sheets for a specific match or for generic use.

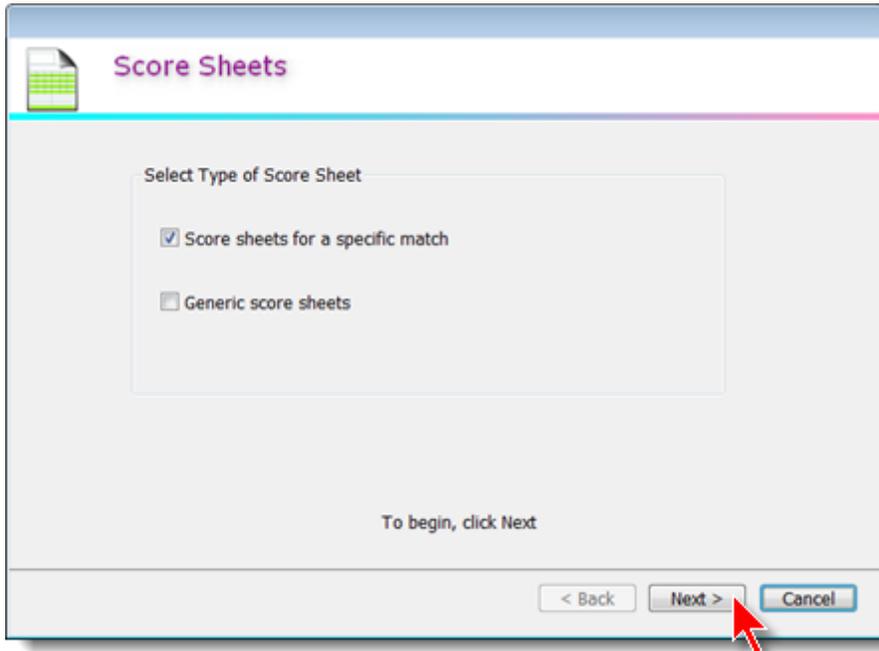
These can be

- The new narrow score sheets<sup>[433]</sup> designed to work with "split" barcodes but usable without barcode
- Per-stage score sheets<sup>[437]</sup>
- Per-bay score sheets<sup>[563]</sup>
- Generic score sheets pre-printed with barcodes<sup>[510]</sup>

The Score Sheet Wizard lets you create master score sheets that you can duplicate prior to a match. Access it from the **Print / Internet** menu (or add it to your custom toolbar<sup>[405]</sup>).



Then select whether to print score sheets for a specific match, or generic sheets to duplicate for club matches.



## Narrow Scoresheet Format

The "narrow" score sheets originated with the 2012 Nationals. They were designed for use with "split" barcodes.

But even if you're not using barcodes, you may find them congenial. They were designed for easy entry, with large writing areas. The designations for those areas can be printed in a lighter color, so the printing doesn't compete with the entered information.

**Score Sheets** June 22, 2013 -- SLOSA Belated June 2013 Match  
Specify Options and Print Score Sheets

**Type of Sheets**

- Regular (1/2) sheets
- Narrow (1/3) sheets**

Print per bay instead of per stage

**Graphics**

- Show IDPA logo graphic
- Use custom logo graphic slosa140tr.gif

**Other Options**

- Custom stage titles
- Custom targets
- Finger**
- Ask for stage label

Create PDF

**Narrow Sheet Options**

- Disable FTN on limited stages**  
Specify stages in match setup

**Fade Text**  
0 is black, 15 is white

**Stage Barcodes**

None  Right  Left

Custom stage titles and targets work as they do with other score sheets.

Finger is shown in the 2013 changes [322](#).

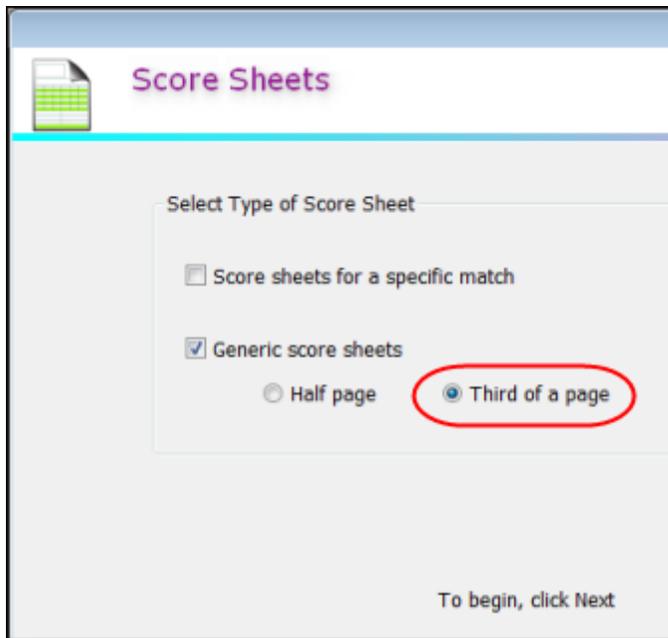
Disable FTN will block the FTN for specified stages, as shown here [240](#).

The darkness of the text inside the writing box is controlled with the "Fade Text" number.

SLOSA Belated June 2013 Match		
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; width: fit-content;">           Example with "fade text" set to 8.         </div>		<b>Stage #</b>  <b>1</b>
Retention Tactical Sequence Drill		
Time Per String	Points Down Per Target	
String 1	T1	T10
String 2	T2	T11
String 3	T3	T12
	T4	T13
	T5	T14

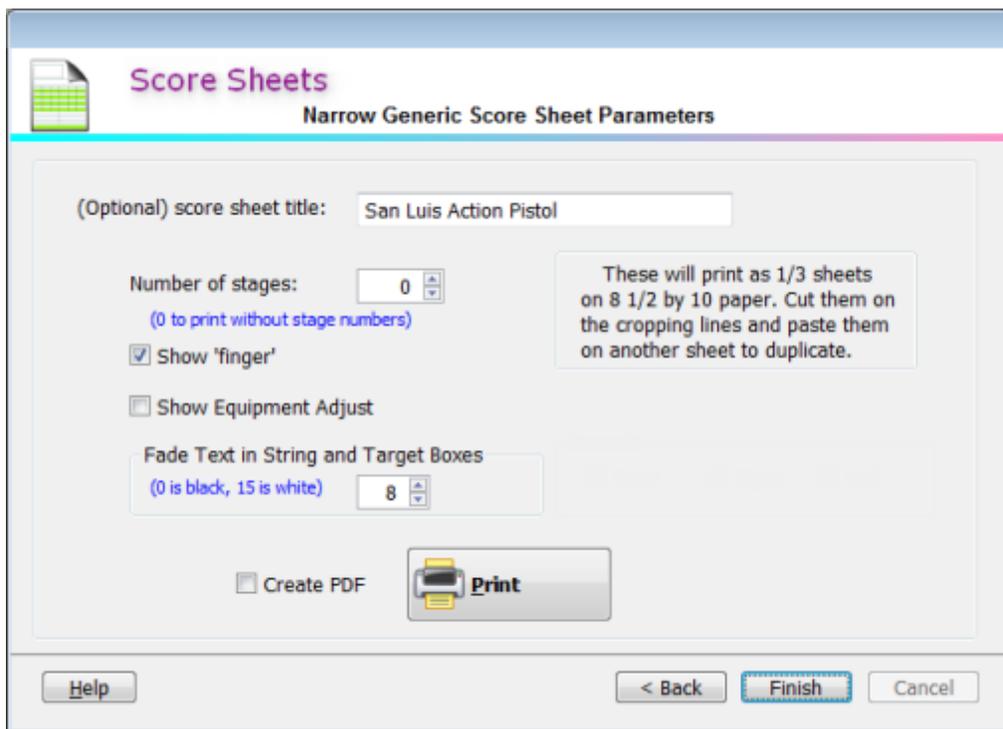
## Generic Narrow Sheets

In addition to creating narrow sheets for a specific match, you can print out generic ones for your club matches.



The screenshot shows a window titled "Score Sheets" with a document icon. Below the title bar, there is a section titled "Select Type of Score Sheet". It contains two main options: "Score sheets for a specific match" (unchecked) and "Generic score sheets" (checked). Under "Generic score sheets", there are two radio button options: "Half page" and "Third of a page". The "Third of a page" option is selected and circled in red. At the bottom of the window, it says "To begin, click Next".

In doing so, you can either print them with stage numbers or without. To print without numbers, enter 0 as the quantity.



The screenshot shows a window titled "Score Sheets" with a document icon. Below the title bar, it says "Narrow Generic Score Sheet Parameters". The main area contains several fields and checkboxes: "Optional) score sheet title:" with a text box containing "San Luis Action Pistol"; "Number of stages:" with a spinner box set to "0" and a note "(0 to print without stage numbers)"; "Show 'finger'" (checked); "Show Equipment Adjust" (unchecked); "Fade Text in String and Target Boxes" (0 is black, 15 is white) with a spinner box set to "8"; "Create PDF" (unchecked); and a "Print" button with a printer icon. A text box on the right says "These will print as 1/3 sheets on 8 1/2 by 10 paper. Cut them on the cropping lines and paste them on another sheet to duplicate." At the bottom, there are buttons for "Help", "< Back", "Finish", and "Cancel".

## "Secret" Custom Logo

This score sheet was laid out with the long-narrow IDPA logo.

It IS possible to replace that with your own logo.

However, unlike most places in ForScore, this one will not try to keep yours with its original proportions.

So if you're going to do this, use graphic software to create something of the appropriate size and shape. The default logo is 975 x 160 pixels at 300 DPI.

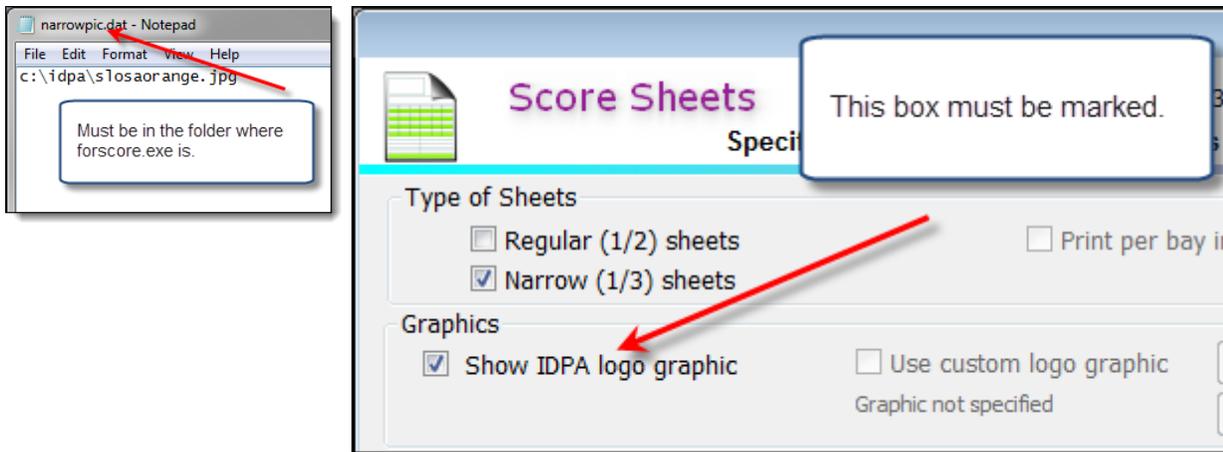
Because I don't intend any non-geeks to use this feature, there's no easy interface for it.

You need to create a text file (use Notepad, not WordPad, Word, etc.)

The text file needs to be named **narrowpic.dat**

It should only contain the name of the graphic (or optionally its full path).

And you need to mark the **Show IDPA logo** graphic check box on the Score Sheet wizard.



## Per-Stage Score Sheets

There are two formats of per-stage match-specific score sheets:

- two-up sheets supporting up to 6 strings and 12 targets per stage
- narrow score sheets, designed for use with "split" barcodes but usable with other modes of score entry

**NOTE:** If you have the optional Event Module, you can opt to print score sheets by bay<sup>[563]</sup> rather than by stage.

Score keeping boxes are ordered to match the **ForScore** score entry screens.

Several options can be configured before you print.

The IDPA logo graphic will be the one you have selected in Program Preferences<sup>[393]</sup>.

The custom logo graphic option lets you use your club or range logo on the score sheets.

**Custom titles** will include stage names on the score sheets. They can be configured<sup>[244]</sup> with the **Edit Titles and Targets** button here, or when you are creating a new match or modifying a match.

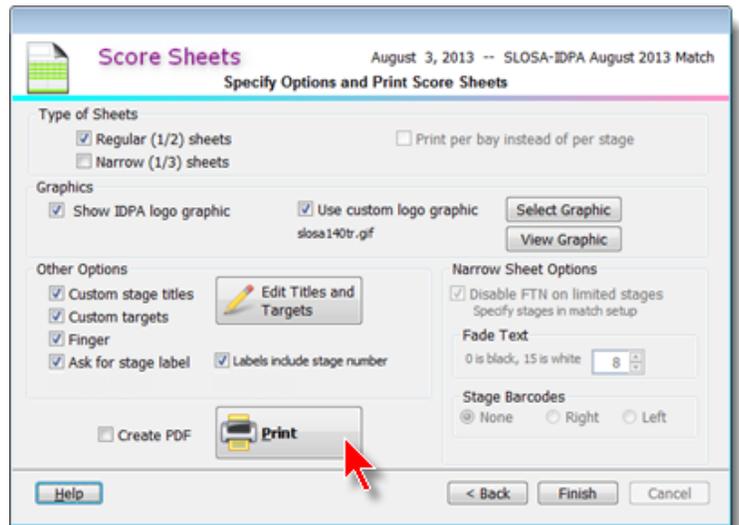
**Custom targets** will print the number of target scoring boxes you've specified for each stage.

If the box is not checked, each stage will have space for 12 targets (18 on the narrow sheets).

**Ask for stage label** will print a 'paste label here' box. If you do not check this, the score sheets will have a space for writing in the shooter's name, IDPA number, and division/classification info.

**Labels include stage number** will print "Please be sure you use the correct stage label".

The score sheets will always print space for the number of strings you specified when you configured the match. If you have purchased the Event Module, the wizard can also print sheets for chrono check and equipment check<sup>[552]</sup>.



This score sheet has IDPA logo, 'paste label here', and specified numbers of targets and stage titles.

<div style="border: 1px solid black; padding: 5px;">  <div style="text-align: center;"> <b>SLOSA-IDPA August 2013 Match</b>  <b>Stage 1</b>  <b>Preflight Warm-ups</b> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p style="text-align: center;"><b>Time</b></p> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">String 1</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">String 2</div> <div style="border: 1px solid black; padding: 2px;">String 3</div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p style="text-align: center;"><b>Target Points Down</b></p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">T-1</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">T-2</div> <div style="border: 1px solid black; padding: 2px;">T-3</div> </div> <div style="width: 45%; text-align: center;">  </div> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p style="text-align: center;"><b>Penalties</b> (Use numbers, not hashmarks)</p> <div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="width: 20%;">Procedural <input type="checkbox"/></div> <div style="width: 20%;">Non-threat <input type="checkbox"/></div> <div style="width: 20%;">FTN <input type="checkbox"/></div> <div style="width: 20%;">FTDR <input type="checkbox"/></div> </div> <div style="margin-top: 5px;"><input type="checkbox"/> Finger</div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px; display: flex; justify-content: space-between;"> <div style="width: 60%; text-align: center;"> <p><b>Place Label Here</b></p> <p>Please be sure you use the correct stage label</p> </div> <div style="width: 35%; text-align: center;"> <p><b>Initials</b></p> <p>SO _____</p> <p>Shooter _____</p> </div> </div>	<div style="border: 1px solid black; padding: 5px;">  <div style="text-align: center;"> <b>SLOSA-IDPA August 2013 Match</b>  <b>Stage 2</b>  <b>Was that a monkey on a horse?</b> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p style="text-align: center;"><b>Time</b></p> <div style="border: 1px solid black; padding: 2px; width: 100%;">String 1</div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p style="text-align: center;"><b>Target Points Down</b></p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">T-1</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">T-2</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">T-3</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">T-4</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">T-5</div> <div style="border: 1px solid black; padding: 2px;">T-6</div> </div> <div style="width: 45%; text-align: center;">  </div> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <p style="text-align: center;"><b>Penalties</b> (Use numbers, not hashmarks)</p> <div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="width: 20%;">Procedural <input type="checkbox"/></div> <div style="width: 20%;">Non-threat <input type="checkbox"/></div> <div style="width: 20%;">FTN <input type="checkbox"/></div> <div style="width: 20%;">FTDR <input type="checkbox"/></div> </div> <div style="margin-top: 5px;"><input type="checkbox"/> Finger</div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px; display: flex; justify-content: space-between;"> <div style="width: 60%; text-align: center;"> <p><b>Place Label Here</b></p> <p>Please be sure you use the correct stage label</p> </div> <div style="width: 35%; text-align: center;"> <p><b>Initials</b></p> <p>SO _____</p> <p>Shooter _____</p> </div> </div>
--	--

This sheet has custom graphic but no IDPA logo, all targets, no stage titles, and places for the shooter to write in his information and shooter number.

<b>SLOSA-IDPA August 2013 Match Stage 1</b>	<b>SLOSA-IDPA August 2013 Match Stage 2</b>																								
<p style="text-align: center;"><u>Time</u></p> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">String 1</div> <div style="border: 1px solid black; padding: 2px; margin-bottom: 2px;">String 2</div> <div style="border: 1px solid black; padding: 2px;">String 3</div>	<p style="text-align: center;"><u>Time</u></p> <div style="border: 1px solid black; padding: 2px; width: 100%;">String 1</div>																								
<p style="text-align: center;"><u>Target Points Down</u></p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="border: 1px solid black; width: 50%;">T-1</td><td style="border: 1px solid black; width: 50%;">T-7</td></tr> <tr><td style="border: 1px solid black;">T-2</td><td style="border: 1px solid black;">T-8</td></tr> <tr><td style="border: 1px solid black;">T-3</td><td style="border: 1px solid black;">T-9</td></tr> <tr><td style="border: 1px solid black;">T-4</td><td style="border: 1px solid black;">T-10</td></tr> <tr><td style="border: 1px solid black;">T-5</td><td style="border: 1px solid black;">T-11</td></tr> <tr><td style="border: 1px solid black;">T-6</td><td style="border: 1px solid black;">T-12</td></tr> </table>	T-1	T-7	T-2	T-8	T-3	T-9	T-4	T-10	T-5	T-11	T-6	T-12	<p style="text-align: center;"><u>Target Points Down</u></p> <table style="width: 100%; border-collapse: collapse;"> <tr><td style="border: 1px solid black; width: 50%;">T-1</td><td style="border: 1px solid black; width: 50%;">T-7</td></tr> <tr><td style="border: 1px solid black;">T-2</td><td style="border: 1px solid black;">T-8</td></tr> <tr><td style="border: 1px solid black;">T-3</td><td style="border: 1px solid black;">T-9</td></tr> <tr><td style="border: 1px solid black;">T-4</td><td style="border: 1px solid black;">T-10</td></tr> <tr><td style="border: 1px solid black;">T-5</td><td style="border: 1px solid black;">T-11</td></tr> <tr><td style="border: 1px solid black;">T-6</td><td style="border: 1px solid black;">T-12</td></tr> </table>	T-1	T-7	T-2	T-8	T-3	T-9	T-4	T-10	T-5	T-11	T-6	T-12
T-1	T-7																								
T-2	T-8																								
T-3	T-9																								
T-4	T-10																								
T-5	T-11																								
T-6	T-12																								
T-1	T-7																								
T-2	T-8																								
T-3	T-9																								
T-4	T-10																								
T-5	T-11																								
T-6	T-12																								
<div style="border: 1px solid black; padding: 5px; width: 100%;">Shooter Number</div>	<div style="border: 1px solid black; padding: 5px; width: 100%;">Shooter Number</div>																								
<p style="text-align: center;"><u>Penalties</u> (Use numbers, not hashmarks)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td>Procedural <input type="checkbox"/></td> <td>Non-threat <input type="checkbox"/></td> <td>FTN <input type="checkbox"/></td> <td>FTDR <input type="checkbox"/></td> </tr> <tr> <td colspan="4"><input type="checkbox"/> Finger</td> </tr> </table>	Procedural <input type="checkbox"/>	Non-threat <input type="checkbox"/>	FTN <input type="checkbox"/>	FTDR <input type="checkbox"/>	<input type="checkbox"/> Finger				<p style="text-align: center;"><u>Penalties</u> (Use numbers, not hashmarks)</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td>Procedural <input type="checkbox"/></td> <td>Non-threat <input type="checkbox"/></td> <td>FTN <input type="checkbox"/></td> <td>FTDR <input type="checkbox"/></td> </tr> <tr> <td colspan="4"><input type="checkbox"/> Finger</td> </tr> </table>	Procedural <input type="checkbox"/>	Non-threat <input type="checkbox"/>	FTN <input type="checkbox"/>	FTDR <input type="checkbox"/>	<input type="checkbox"/> Finger											
Procedural <input type="checkbox"/>	Non-threat <input type="checkbox"/>	FTN <input type="checkbox"/>	FTDR <input type="checkbox"/>																						
<input type="checkbox"/> Finger																									
Procedural <input type="checkbox"/>	Non-threat <input type="checkbox"/>	FTN <input type="checkbox"/>	FTDR <input type="checkbox"/>																						
<input type="checkbox"/> Finger																									
<p>Name: _____</p> <p>Division _____ Classif _____</p> <p>IDPA Number _____</p>	<p style="text-align: center;"><u>Initials</u></p> <p>SO _____</p> <p>Shooter _____</p>																								
<p>Name: _____</p> <p>Division _____ Classif _____</p> <p>IDPA Number _____</p>	<p style="text-align: center;"><u>Initials</u></p> <p>SO _____</p> <p>Shooter _____</p>																								

### Generic Score Sheets

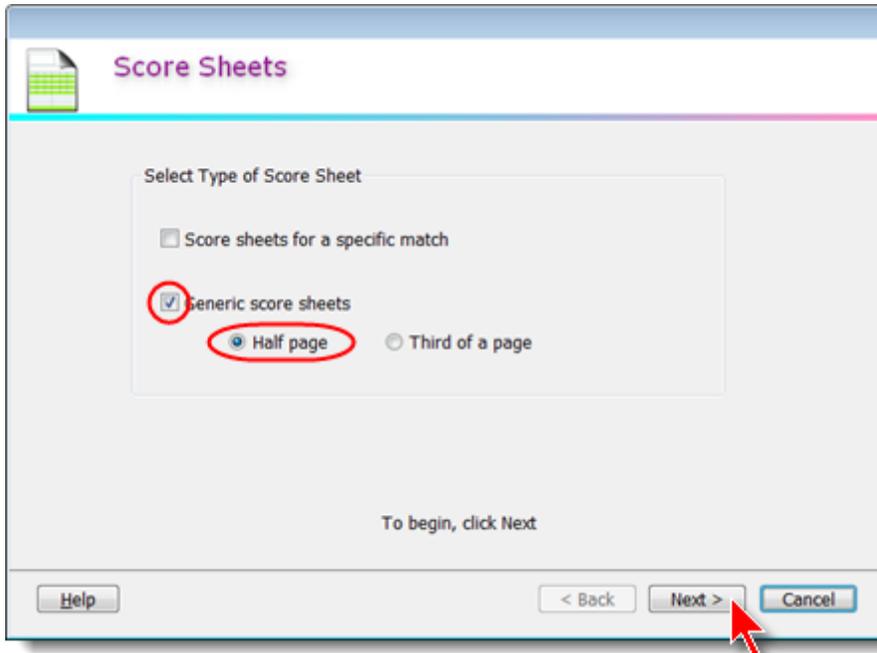
You can create generic score sheets for local club matches.

The intention is that you create masters on your printer. Then cut them apart and paste them onto a master sheet that you can have duplicated at a print shop.

The sheets can be either a half sheet wide or a third of a sheet wide (the "narrow" sheets).

## Half Page Generic Score Sheets

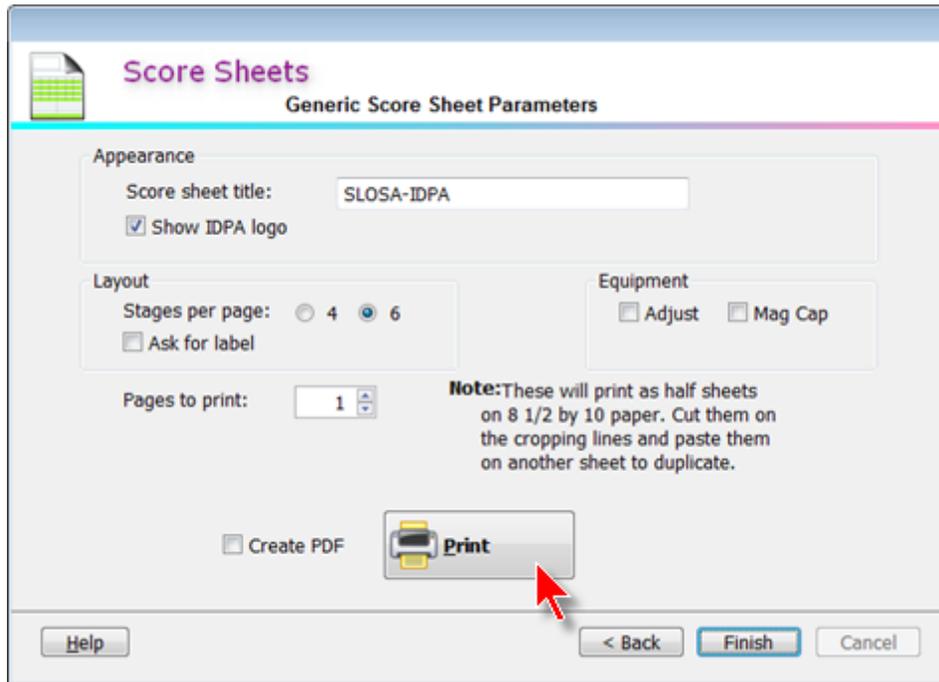
When you start the score sheet wizard, select generic sheets and then **Half page**.



Specify a title. Specify the number of pages you want to print. (NOTE: The Equipment options will only appear if you have the Event Module installed.)

Check **Ask for label** if you use pre-printed labels. Clear that box if you want shooters to write in their names, divisions, etc.

Stages per page means for each full page - after you've pasted them together. So with 6 selected, each page printed will have room for 3 stages.



The screenshot shows a software dialog box titled "Score Sheets" with a sub-header "Generic Score Sheet Parameters". The dialog is organized into several sections:

- Appearance:** Includes a text field for "Score sheet title" containing "SLOSA-IDPA" and a checked checkbox for "Show IDPA logo".
- Layout:** Features a "Stages per page" section with radio buttons for "4" and "6" (the "6" option is selected), and an unchecked checkbox for "Ask for label".
- Equipment:** Contains two unchecked checkboxes: "Adjust" and "Mag Cap".
- Pages to print:** A numeric spinner box set to "1".
- Note:** A text block stating: "Note: These will print as half sheets on 8 1/2 by 10 paper. Cut them on the cropping lines and paste them on another sheet to duplicate."
- Buttons:** A "Print" button with a printer icon, a "Create PDF" checkbox, and a "Help" button.
- Footer:** Navigation buttons for "< Back", "Finish", and "Cancel".

A red arrow points to the "Print" button.

I've specified 6 stages per page. So the wizard prints two half-page score sheets, each with room for 3 stages. Cut them on the crop marks, paste them on an 8 1/2 by 11 inch sheet of paper, and have them copied.

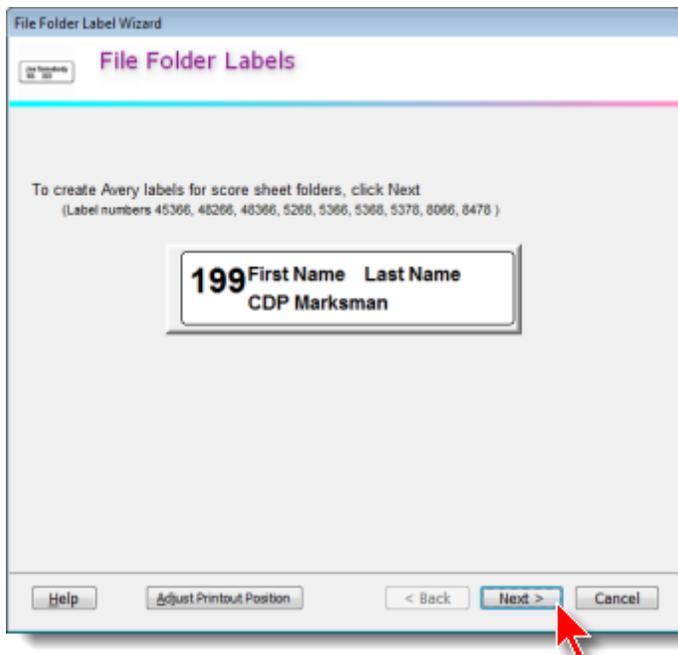
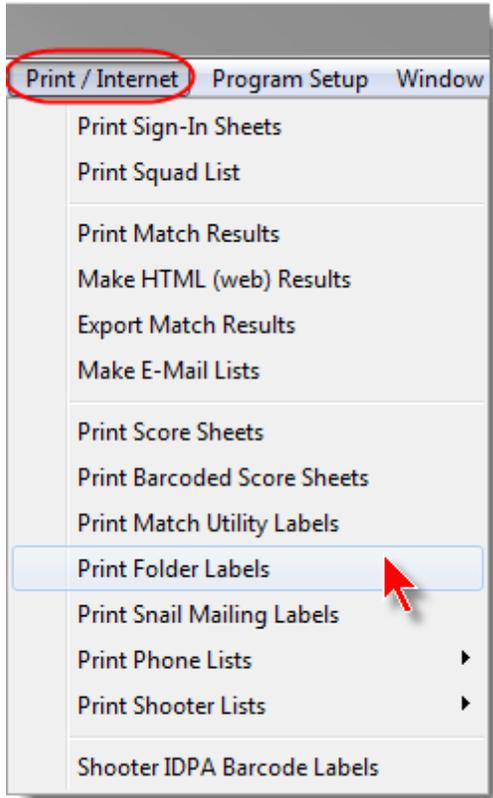
 <b>SLOSA-IDPA</b>									
Use numbers, not hash marks, for all targets and penalties.									
<b>Stage 1</b>									
String 1			String 2			String 3			
T1	T2	T3	T4	T5					
T6	T7	T8	T9	T10					
Procedural Errors		Hits on non-threats		Failures to neutralize		Failures to do right			
Initials:									
Shooter: _____ SO: _____									
<b>Stage 2</b>									
String 1			String 2			String 3			
T1	T2	T3	T4	T5					
T6	T7	T8	T9	T10					
Procedural Errors		Hits on non-threats		Failures to neutralize		Failures to do right			
Initials:									
Shooter: _____ SO: _____									
<b>Stage 3</b>									
String 1			String 2			String 3			
T1	T2	T3	T4	T5					
T6	T7	T8	T9	T10					
Procedural Errors		Hits on non-threats		Failures to neutralize		Failures to do right			
Initials:									
Shooter: _____ SO: _____									
Shooter Number		Name: _____							
		Division _____ Classif _____							
		IDPA Number _____							

### Narrow Generic Score Sheets

Creating narrow generic score sheets is shown in the Version 3 changes [\[435\]](#) section.

## File Folder Labels

You can print folder labels (Avery 5378, etc.) suitable for the folders you use to keep score sheets sorted during a large match.



## Data Files Location

In an effort to make the basic use of **ForScore** relatively simple, its default behavior is to take care of storing data automatically. It doesn't require you to load a file and then save a file.

The default location for that data varies, depending on whether you're using Windows XP or using one of the newer versions (Windows Vista and later). See the details [\[10\]](#) at the beginning of this manual.

There may be times when you want to specify a different data location.

You can configure up to five alternate locations for **ForScore** to use.

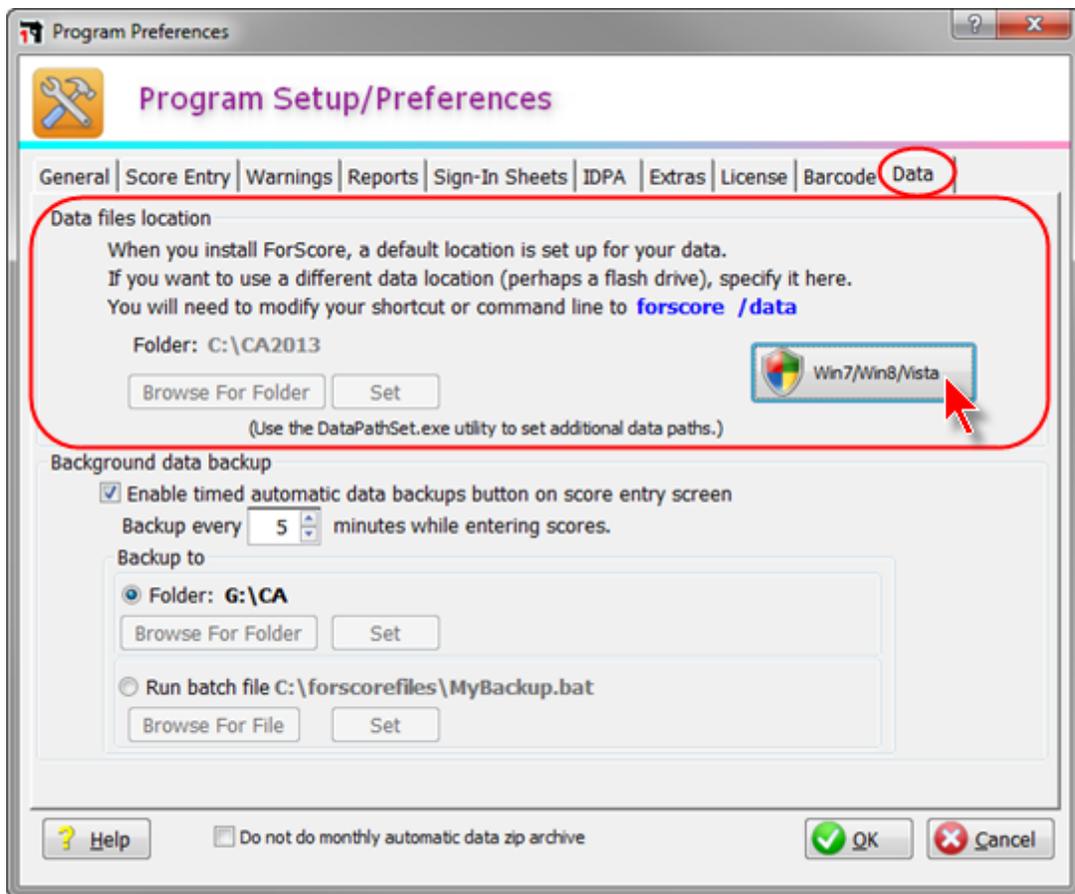
You modify the shortcut used to launch the program so as to tell it which of your data locations you want to use now.

One of the locations can be configured from within Program Preferences.

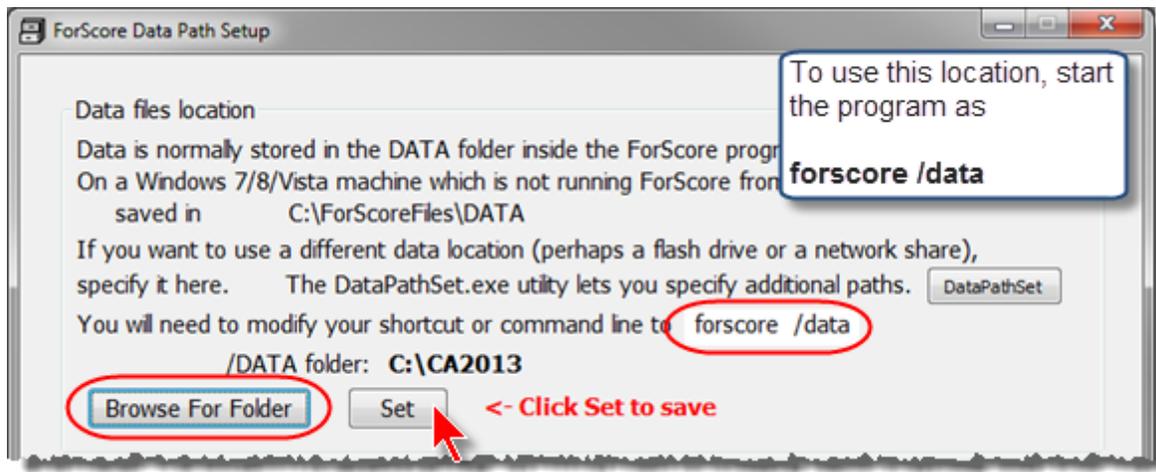
To configure the other locations, you need to use the **DataPathSet** utility that installs in the ForScore folder.

Actually, you can use DataPath set to configure any of the alternate locations.

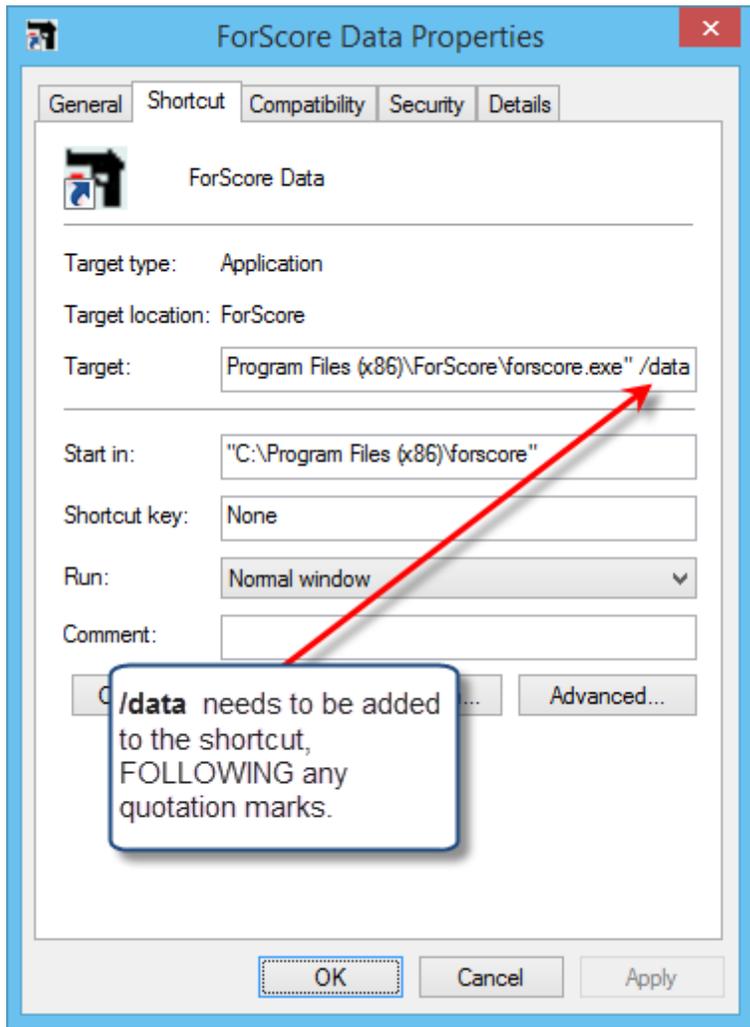
To set the single location within Program Preferences, click the **Data** tab. You'll need to click the button to launch another screen.



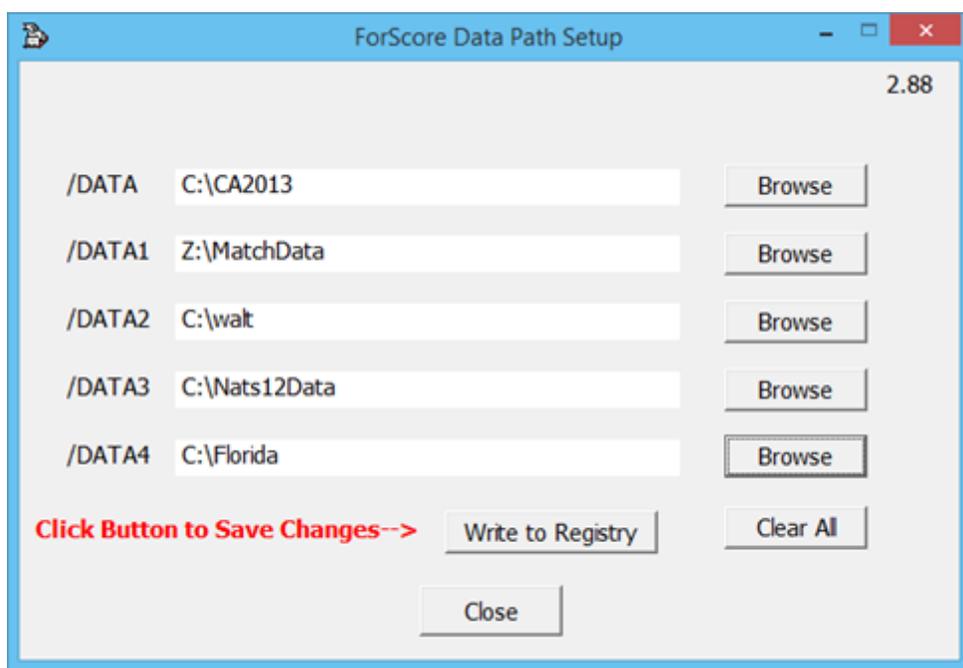
On the window that opens, browse to the folder containing the data files you want to use. Be sure to click the Set button.



To use this data, make a new shortcut that starts ForScore with /data after the command.



I have needed more data file locations on occasion. There is a utility program - **datapathset.exe** - that you can use for that. You can then use additional switches such as **ForScore /data3**



## Safeguarding Your Data

Score shacks can be environmentally challenging for computers.

Then, too, Mr. Murphy's Law that anything that can possibly go wrong will go wrong at the worst possible time is also a time-proven truth!

ForScore provides several options for protecting your data.

1. A simple snapshot<sup>450</sup> you can use before you make some major change (such as dropping a stage, renumbering a match, committing a classifier, etc.)
2. ZIPfile data archives<sup>452</sup> that you can copy onto another computer, email, etc.
3. Background data backup<sup>454</sup>. You can have your files backed up to a flash or thumb drive, zipdrive, another computer on the network, etc., whenever you're entering scores.
4. You can run ForScore from your hard drive but keep your data on a thumb drive.

## Network Data Entry

If you have multiple computers networked together for score entry, please take these two precautions.

Having multiple computers entering data into the same database is trickier than sharing music files or Word documents.

ForScore uses "flat files" for data storage, rather than requiring you to install a larger database such as SQL. Windows networking is typically optimized for sharing individual files, rather than for having multiple people working simultaneously on the same file.

Two important steps to take to safeguard your data when doing multiple-computer entry:

1. **DO NOT USE WIRELESS networking.** A momentary glitch while one computer is trying to update data on another one can be a bad thing.
2. **TURN OFF "OPPORTUNISTIC LOCKING".**

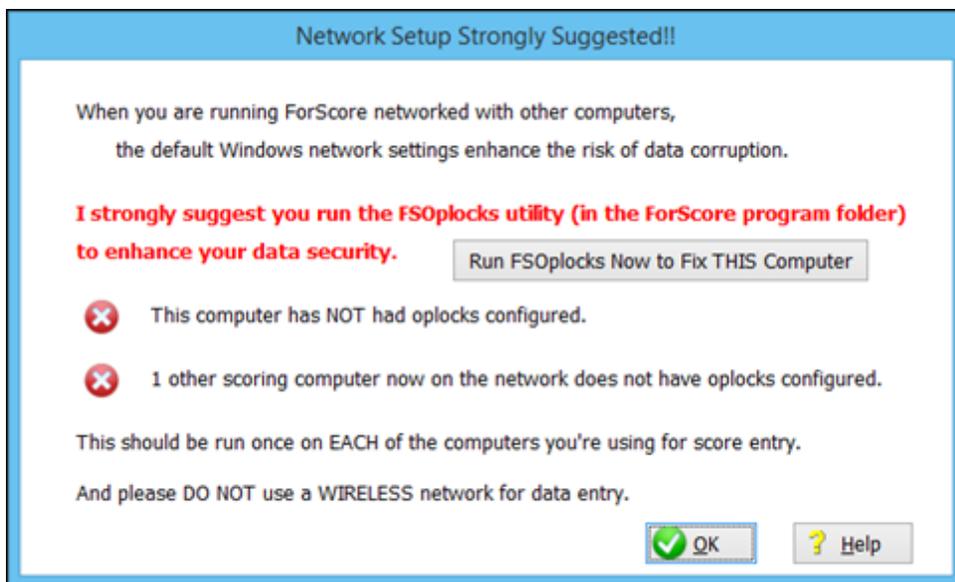
To learn more about opportunistic locking, or "oplocks", google the phrase **oplocks ISAM**

The downside to disabling oplocks is that it disables the use of "offline files" feature on Windows machines. That's not something that affects most people.

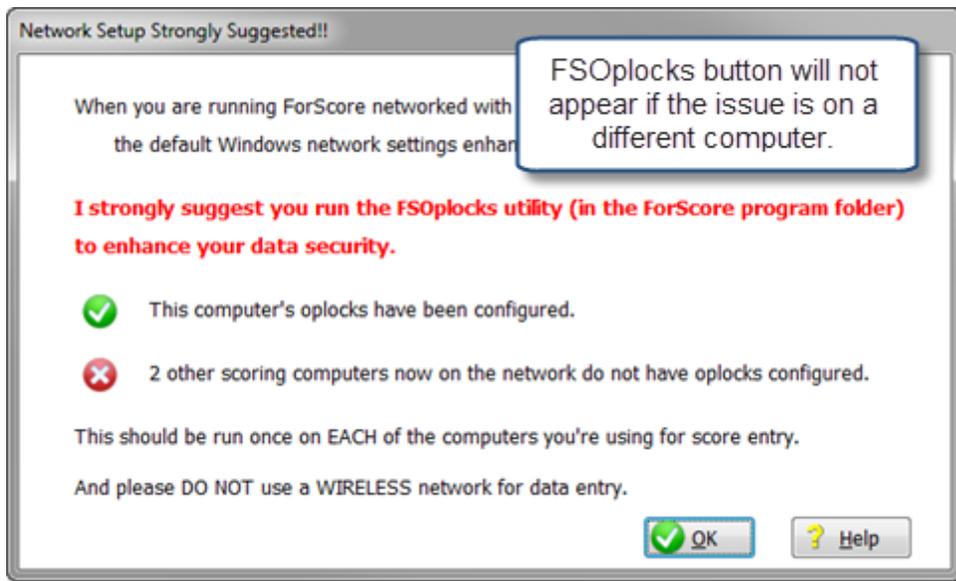
If ForScore detects network score entry in which one or more computers hasn't had oplocks configured, it will pop up a warning window.

If the machine showing the window hasn't had its oplocks configured, you can launch the wizard from that warning screen.

Otherwise, you can manually run **FSOplocks.exe** on the computer in question from the folder where ForScore is installed.



If this computer is OK but another of your networked computers is not configured, the "fix" button will not appear. You'll need to run FSOplocks on the computer that has the issue.



## Data Backup and Restore

ForScore can make a simple snapshot of its current data.

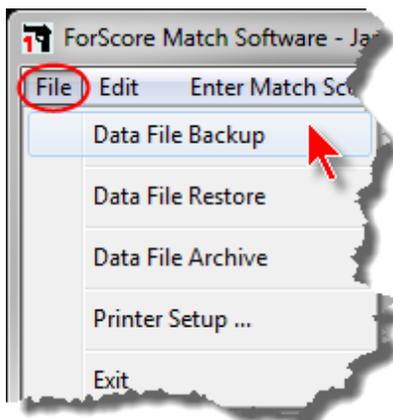
This is useful before you do something (commit a match, drop a stage from a match, etc.) in that it gives you the opportunity to restore from the snapshot if you wish.

It does **not** take the place of the regular data backups that you make for your computer.

The Data Backup Wizard is opened from the File menu. (This is a good item to add to the custom toolbar<sup>405</sup>.)

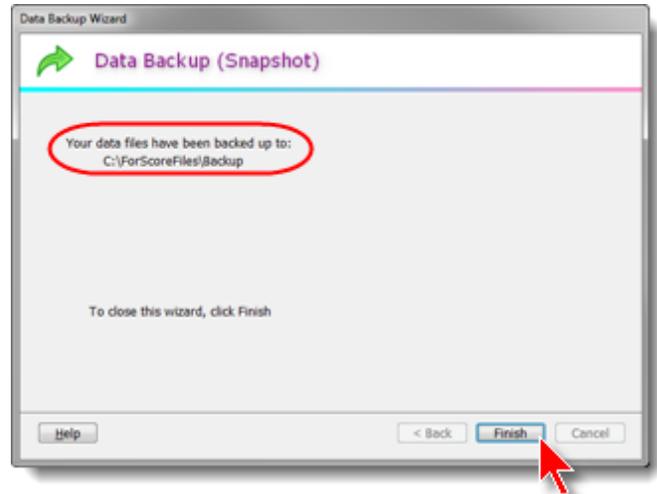
Note that Data Restore is shown on this menu also. It will only be there if you have already backed up your data at least once.

Data File Archive<sup>452</sup> is described in the next section of this manual.

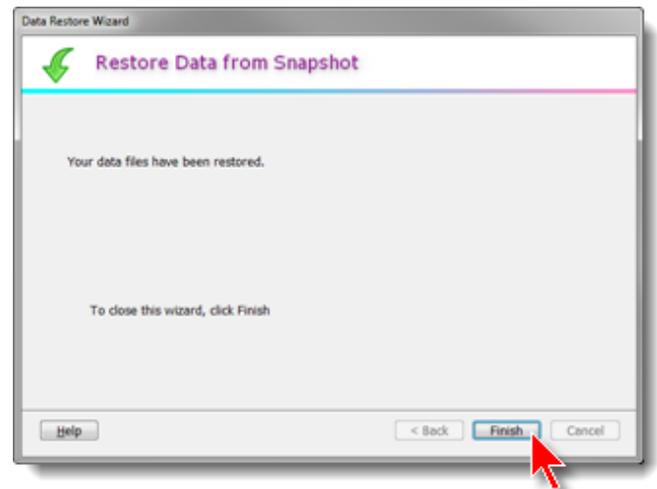
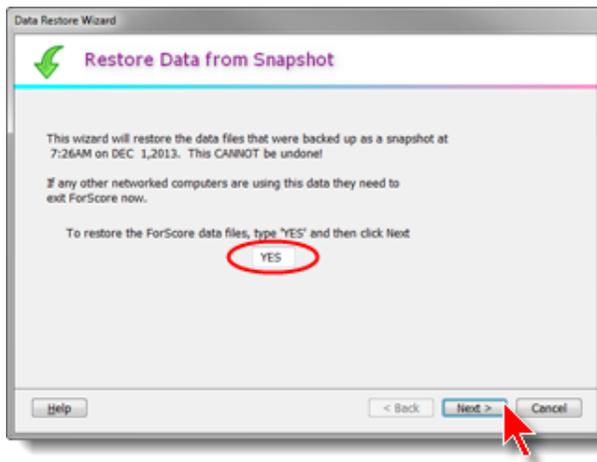


If you'll be overwriting a previous backup snapshot, the wizard will alert you:

A copy of your data files has been saved in a folder called BACKUP inside ForScore's working folder (usually that will be C:\ForScoreFiles\BACKUP



The Data Restore Wizard works similarly:



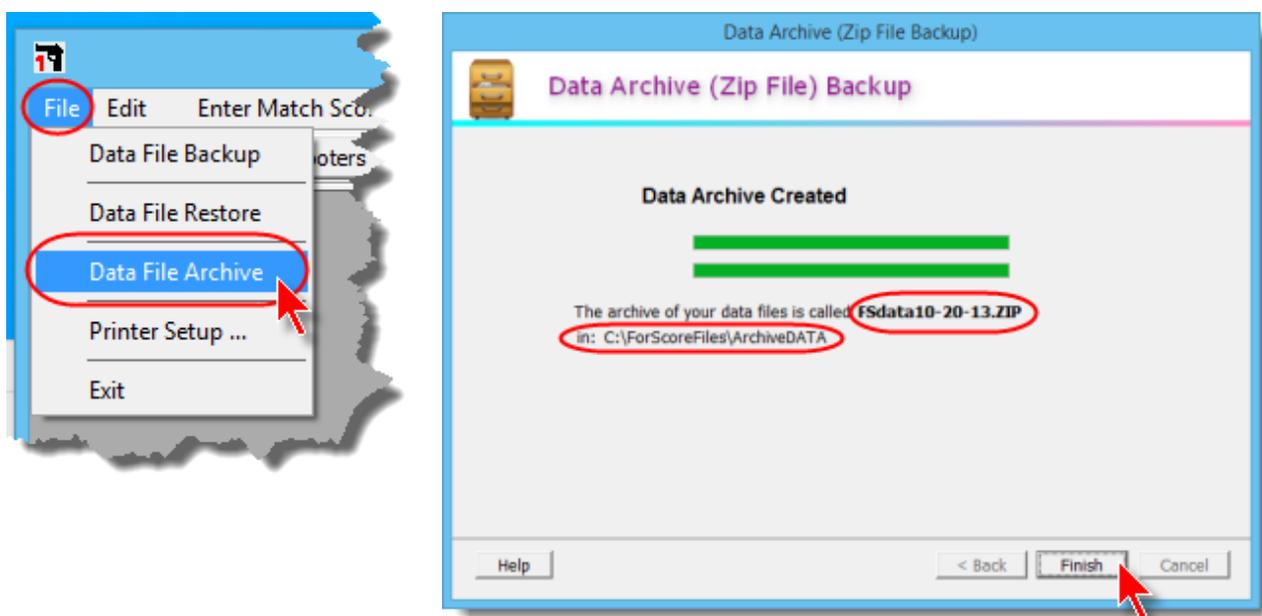
## Data Archive

The snapshot created by Data Backup is primarily intended to let you protect your data before doing something like pruning or committing a match. Each time you backup data with that method, you overwrite the previous snapshot.

The Data Archive option will create a zipfile of your current data. You can keep multiple backups on your hard drive, but should also copy them to a CD or flash drive in case your hard drive crashes. The zipfiles can also be emailed to anyone who needs a copy of your club's match and shooter data. They can be unpacked directly in Windows, or with WinZip® or any other program that can open zipfiles.

To archive your current data, click **Data File Archive** on the File menu. Then click through the wizard.

REMEMBER TO COPY THE ZIP FILE ONTO A THUMB DRIVE or some other external storage.



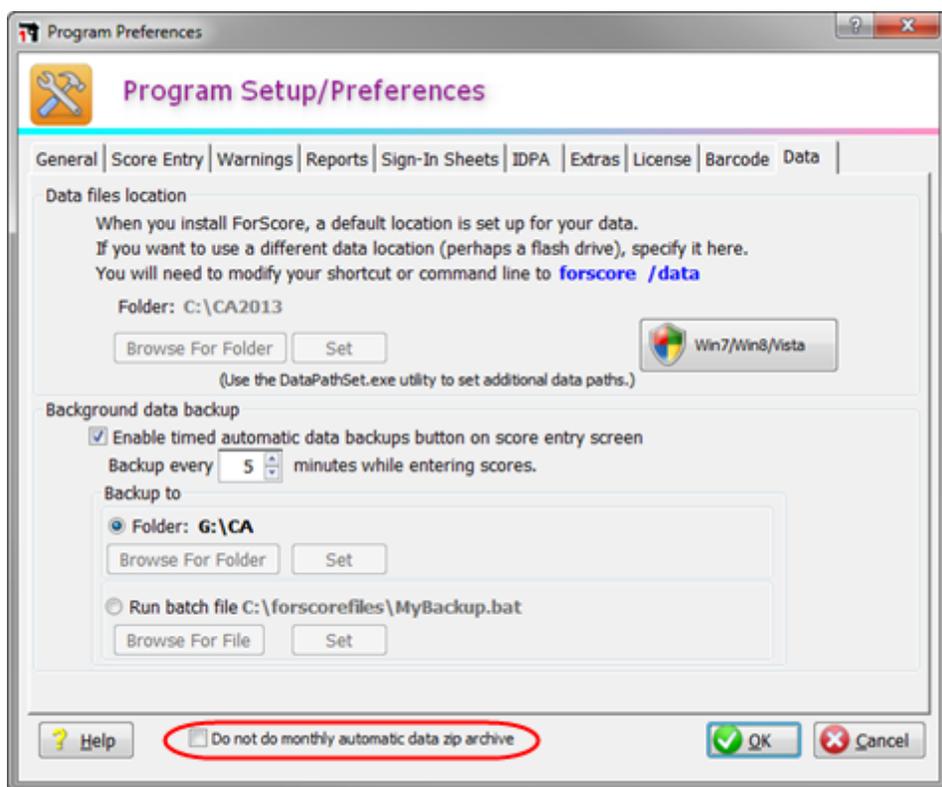
## Monthly Automatic Background Data Zipfile

Having recently experienced several sad trouble-shooting encounters with users, I've added the default that ForScore will create a zip file backup of its data once a month.

This is the same sort of file that you can create manually (which, unfortunately, most people don't) using the **Data File Archive** wizard from the main **File** menu.

These zip files are created in the same location used by that wizard. That is normally  
c:\ForScoreFiles\ArchiveDATA

If you really want to disable this, you can do so in Program Preferences.



## Background Data Backup

A major match in 2005 had a near disaster when their main laptop died. The power connector on the computer had become intermittent, and someone had to hold it "just so" so they could get their data copied from the laptop onto a thumb drive.

ForScore now supports data backup in the background while you're entering scores. You can back up your data to a thumb drive, a zip drive, or a network share.

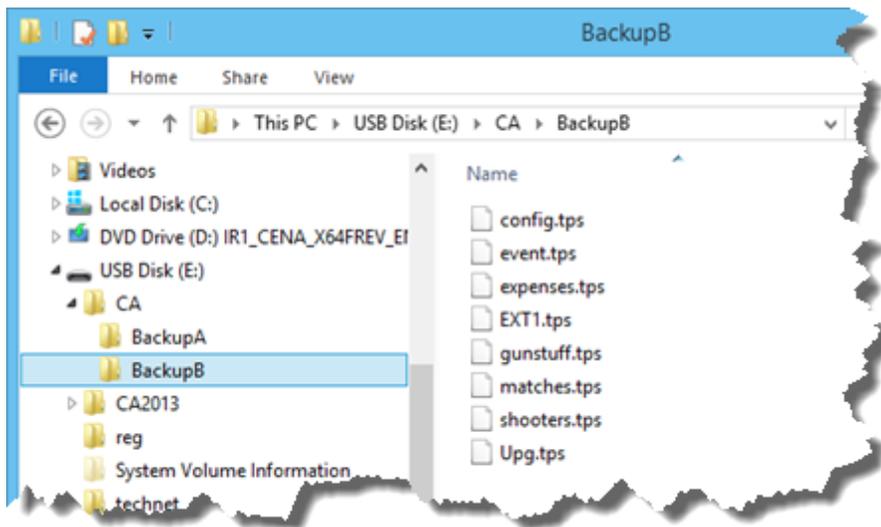
You must

1. Configure the backup type and location
2. Turn backup on while you're entering data. You can add an option to your ForScore shortcut so data backup is always turned on.

## What ForScore's Background Backup Does

**ForScore's** backup routine will create two sub folders within the backup folder you've specified: **BackupA** and **BackupB**.

While you are entering data, it will back up your data files at the interval you've specified. The backups will alternate - one time files get copied to **BackupA**, the next time to **BackupB**.



## Configuring The Type and Location

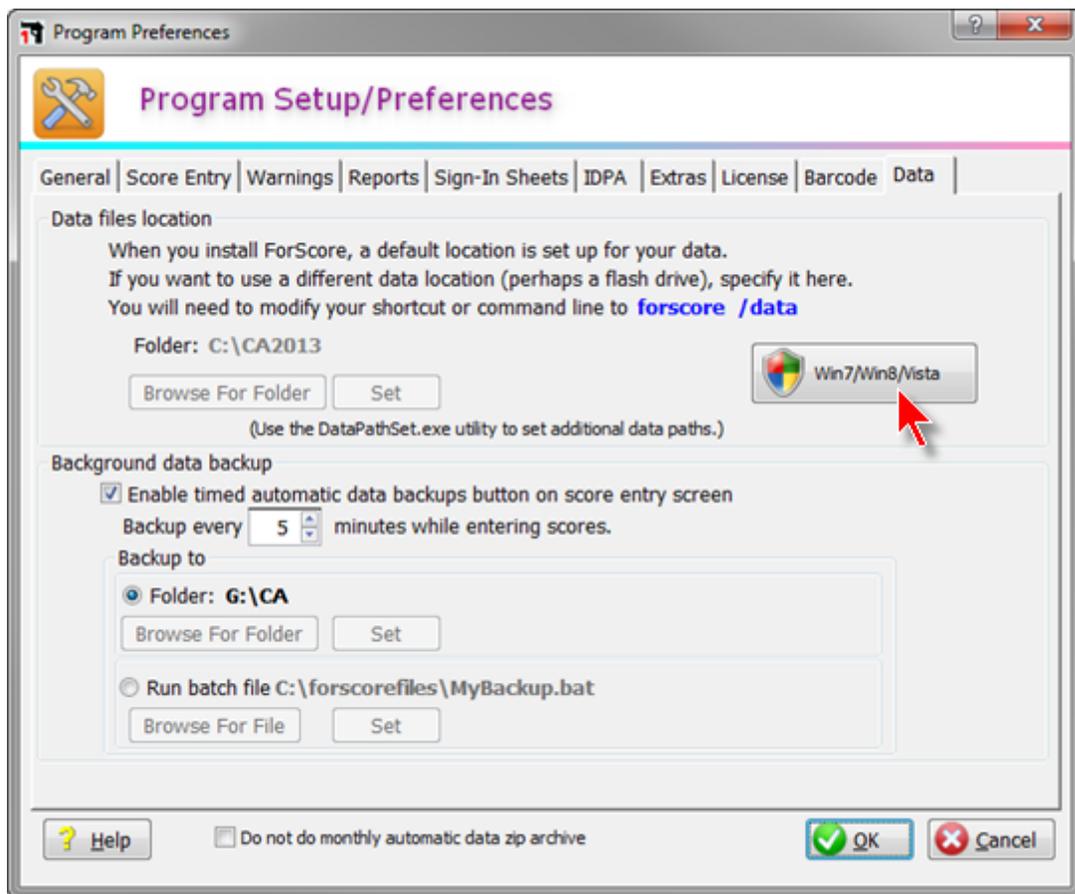
Background data backup is configured on the **Data** tab in **Program Preferences**.

For Windows versions Vista and above, you can adjust the backup timing from that tab, but to set the type and location you'll need to click the shield button.

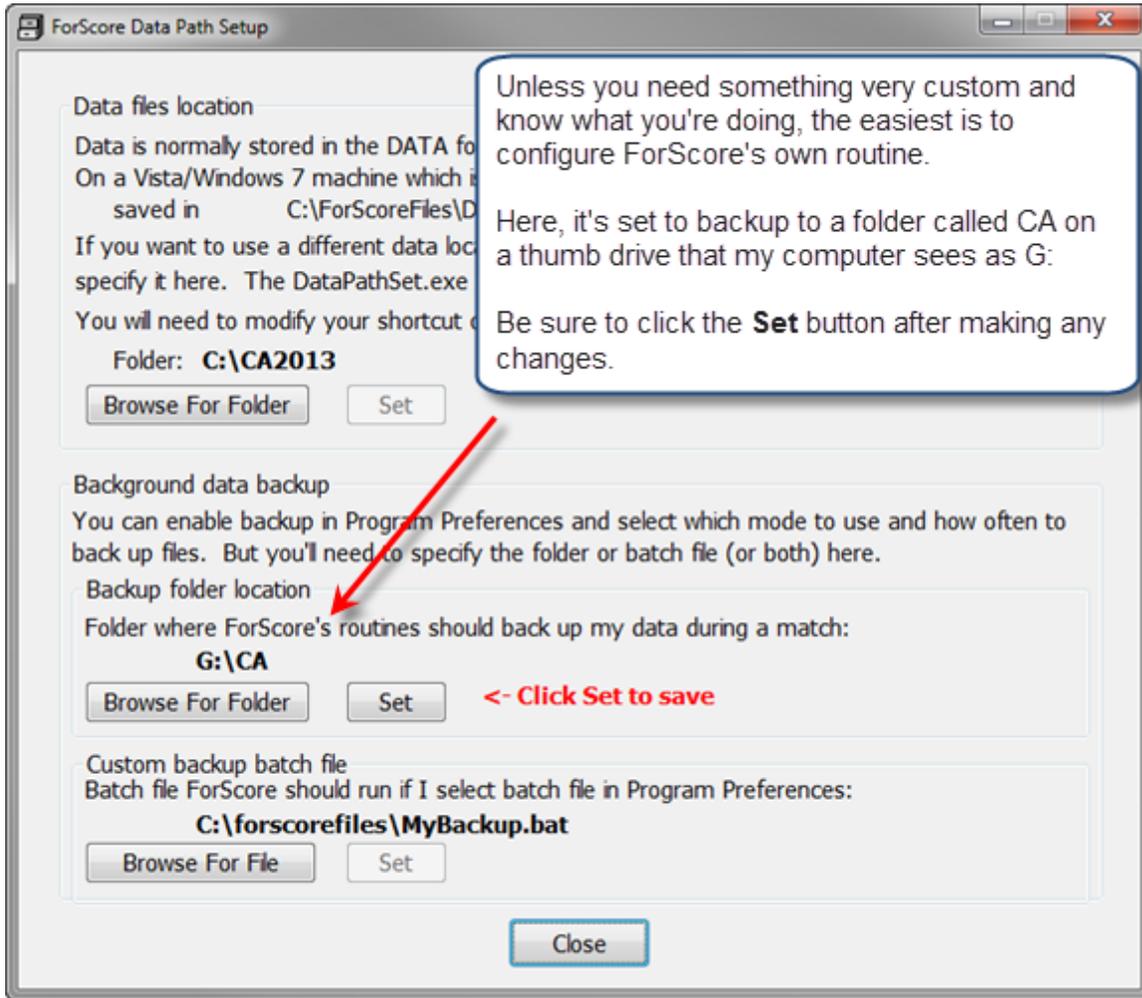
There are two backup options available -

- ForScore's backup routines
- or a batch file you've written

To enable either type, open **Program Preferences** and click the **Data** tab. Then click the shield button.

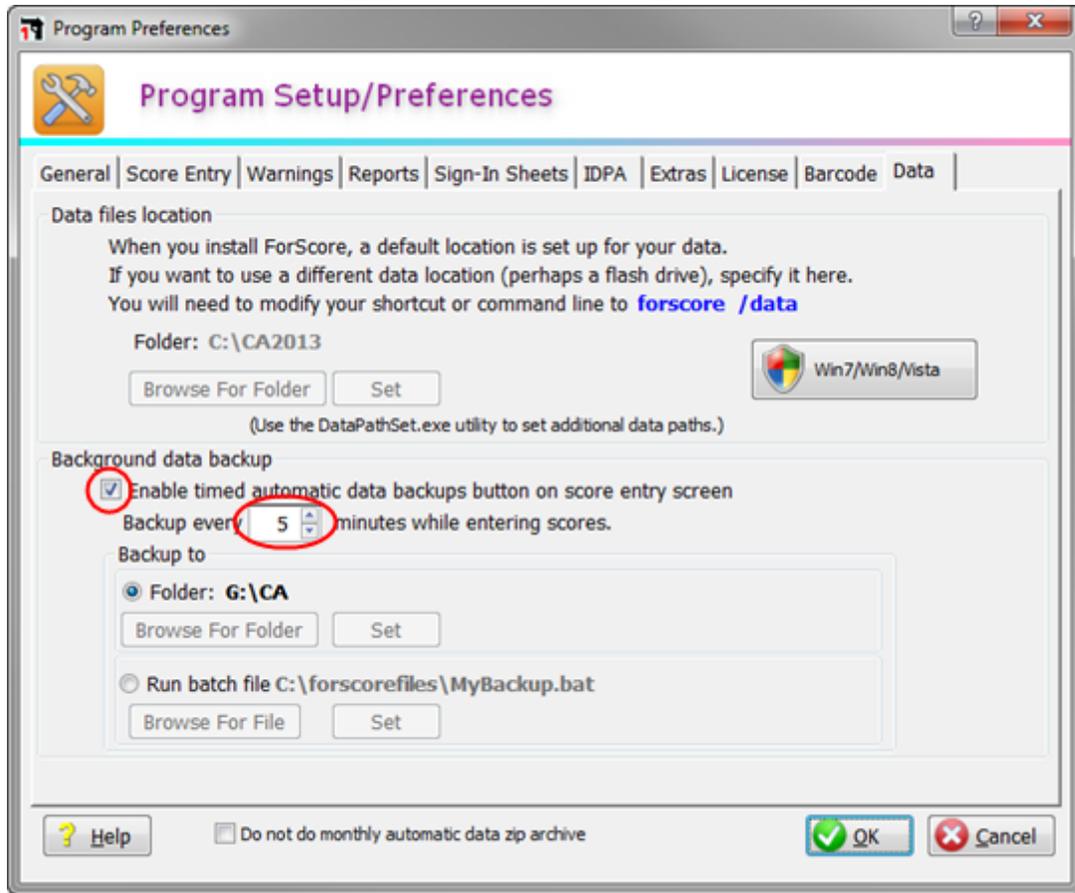


This is where you'll specify either the location for ForScore's routines to use to backup data, or your own batch file.



## Specifying Type and Timing

After you've enabled a location for **ForScore's** backup routines and/or your own batch file, you need to enable the backup and set a time frequency. The default is to do a backup every five minutes.



## Turning Backup On During Score Entry

If you've enabled a backup location or a batch file, a new button will appear on the score entry screen.

**NOTE:** *ForScore* will remember whether you've turned background backup on or off each time you reopen the score entry screen until you exit the software.

The screenshot shows the 'Select Shooter Scores to Enter / Modify' window for the 2013 Calif State IDPA Championship on October 5, 2013. The window displays a table of shooter scores with columns for Name, Number, Squad, Div, Class, Stages, Target, Penalty, Total Score, T, C, and E. The 'Turn On Auto Data Backup' button is highlighted with a red circle and a red arrow. Below the table, there are various controls including 'By Shooter Name', 'Refresh', 'Missing Scoresheets', 'Chrono/Equipment', 'Close this Window', 'Enter Scores', 'Highlight Incomplete', 'Highlight Expired', 'Prune Match', 'Select A Different Match', 'Help', 'Compare', 'Entry Mode' (Shooter/Stage), 'Update Last Shoot Date', 'Data Entry Warning Beep', 'Barcode enabled', 'Get Classifications From IDPA', 'Upload to IDPA', 'Limit by day/session', and 'Auto Backup is OFF' status.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T	C	E
Hayes, Kristine	119	5	SSP	SS	11	44	8	254.30 (44)	✓	✓	✓
Higginbotham, Chase	188	6	ESP	EX	11	49	5	207.34 (49)	✓	✓	✓
Hitch, Alexandra J.	31	4	ESP	SS	11	52	11	261.85 (52)	✓	✓	✓
Hitch, John	30	4	CDP	EX	10	37	6	DQ	✓	✓	✓
Hodges, Robert	184	3	CDP	MM	11	65	16	365.34 (65)	✓	✓	✓
Hood, Randy	75	8	CDP	SS	11	50	8	249.86 (50)	✓	✓	✓
Horton, James	74	90	CDP	MM	4	30	16	DQ	✓	✓	✓
Howard, James	131	2	CDP	MM	11	75	17	371.14 (75)	✓	✓	✓
Hunley, Kathryn	26	1	SSR	MM	11	93	26	375.02 (93)	✓	✗	✗
Hunley, Robert	25	1	SSP	MM	11	86	20	366.76 (86)	✓	✓	✓
Hurson, Bob	174	4	CDP	SS	11	68	16	299.73 (68)	✓	✓	✓
Huynh, Mike	36	5	SSP	SS	11	139	42	304.62(139)	✓	✓	✓
Ilian, Marie-Laure	7	1	ESP	MM	11	54	13	339.16 (54)	✓	✓	✓
Ilian, Tim	6	1	ESP	MM	11	48	6	322.91 (48)	✓	✓	✓
Johnson, Martin	105	91	ESP	SS	11	55	0	197.05 (55)	✓	✓	✓
Johnson, Meaghan	134	91	SSP	MM	11	137	25	482.76(137)	✓	✓	✓
Johnson, Wayne	68	91	CDP	EX	11	39	8	238.09 (39)	✓	✓	✓
Jolly, Jim	54	4	SSP	EX	11	80	5	240.58 (80)	✓	✓	✓

When you've turned on background data backup, the status will display:

The screenshot shows a software window titled "Select Shooter Scores to Enter / Modify" for the "2013 Calif State IDPA Championship" on "October 5, 2013". The window contains a table of shooter data and various control buttons.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T	C	E
Hayes, Kristine	119	5	SSP	SS	11	44	8	254.30 (44)	✓	✓	✓
Higginbotham, Chase	188	6	ESP	EX	11	49	5	207.34 (49)	✓	✓	✓
Hitch, Alexandra J.	31	4	ESP	SS	11	52	11	261.85 (52)	✓	✓	✓
Hitch, John	30	4	CDP	EX	10	37	6	DQ	✓	✓	✓
Hodges, Robert	184	3	CDP	MM	11	65	16	365.34 (65)	✓	✓	✓
Hood, Randy	75	8	CDP	SS	11	50	8	249.86 (50)	✓	✓	✓
Horton, James	74	90	CDP	MM	4	30	16	DQ	✓	✓	✓
Howard, James	131	2	CDP	MM	11	75	17	371.14 (75)	✓	✓	✓
Hunley, Kathryn	26	1	SSR	MM	11	93	26	375.02 (93)	✓	✓	✗
Hunley, Robert	25	1	SSP	MM	11	86	20	366.76 (86)	✓	✓	✓
Hurson, Bob	174	4	CDP	SS	11	68	16	299.73 (68)	✓	✓	✓
Huynh, Mike	36	5	SSP	SS	11	139	42	304.62(139)	✓	✓	✓
Ilian, Marie-Laure	7	1	ESP	MM	11	54	13	339.16 (54)	✓	✓	✓
Ilian, Tim	6	1	ESP	MM	11	48	6	322.91 (48)	✓	✓	✓
Johnson, Martin	105	91	ESP	SS	11	55	0	197.05 (55)	✓	✓	✓
Johnson, Meaghan	134	91	SSP	MM	11	137	25	482.76(137)	✓	✓	✓
Johnson, Wayne	68	91	CDP	EX	11	39	8	238.09 (39)	✓	✓	✓
Jolly, Jim	54	4	SSP	EX	11	80	5	240.58 (80)	✓	✓	✓

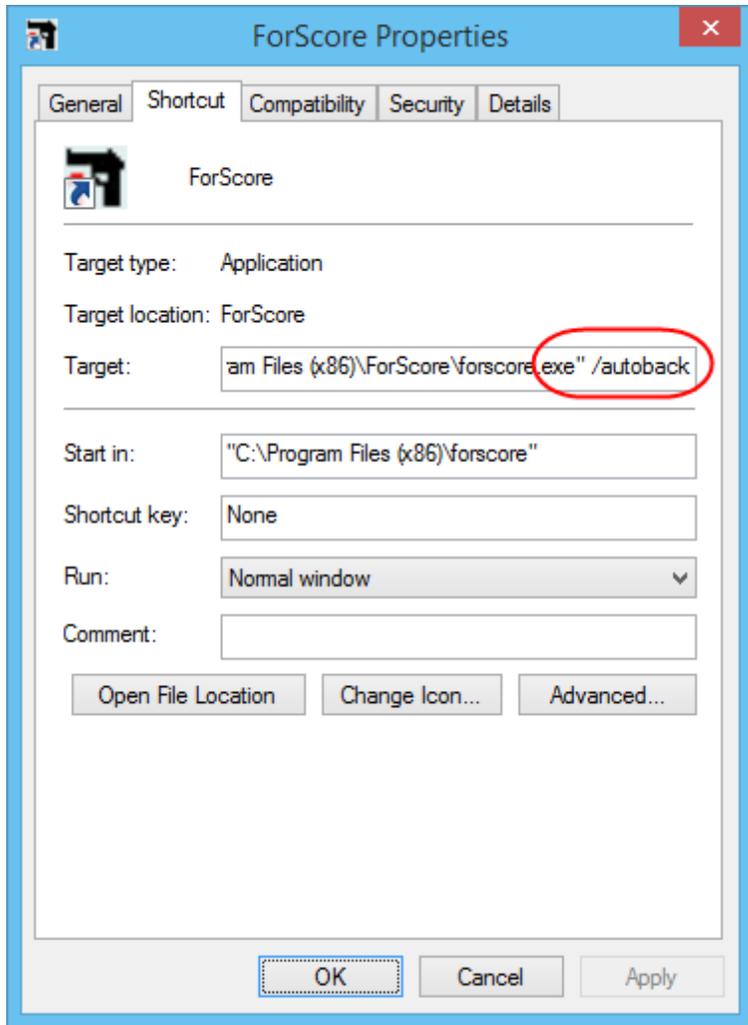
Below the table, there are navigation buttons (Back, Forward, etc.) and a "By Shooter Name:" section with buttons for "Refresh", "Missing Scoresheets", "Chrono/Equipment", "Close this Window", and "Enter Scores".

At the bottom, there are buttons for "Highlight Incomplete", "Highlight Expired", "Prune Match", "Select A Different Match", "Help", "Compare", and "Turn Off Auto Data Backup". The "Turn Off Auto Data Backup" button is circled in red, with a lightbulb icon and the text "Auto Backup is ON" below it.

Other controls include "Entry Mode:" with "Shooter" selected and "Stage" as an option, "Update Last Shoot Date" and "Data Entry Warning Beep" checked, "Barcode enabled", "Get Classifications From IDPA", "Upload to IDPA", and "Limit by day/session" unchecked.

## Turning Backup On Automatically

If you want **ForScore** so it always starts with background backup turned on, modify your shortcut to include the **/autoback** command-line switch.



## Troubleshooting Backup

For trouble-shooting or verification purposes, you can have the backup routine write to a log file.

Start **ForScore** using the **/backlog** switch.

Activity will be written to a file called **<Computername>-AutoBack.log** in the **ForScore** data files folder.

## Utility Programs

ForScore comes with several small 'utility' programs, and an administrative module.

- **Merge**<sup>[276]</sup> lets you merge the contents of two ForScore shooter databases.
- **Resetpw**<sup>[461]</sup> lets you clear **ForScore's** program passwords.
- **Makegun**<sup>[403]</sup> can be used separately, but is more often run from within ForScore.
- **FSAdmin**<sup>[462]</sup> is the administrative module that lets someone create a match and register shooters on a computer that is not licensed for **ForScore**
- **Freq**<sup>[464]</sup> gives an idea of how frequently folks shoot your matches.
- **FSImport**<sup>[277]</sup> is used to import a shooter database you may have created using the 'official' IDPA scoring software.
- DataPathSet enables you to specify additional data locations.

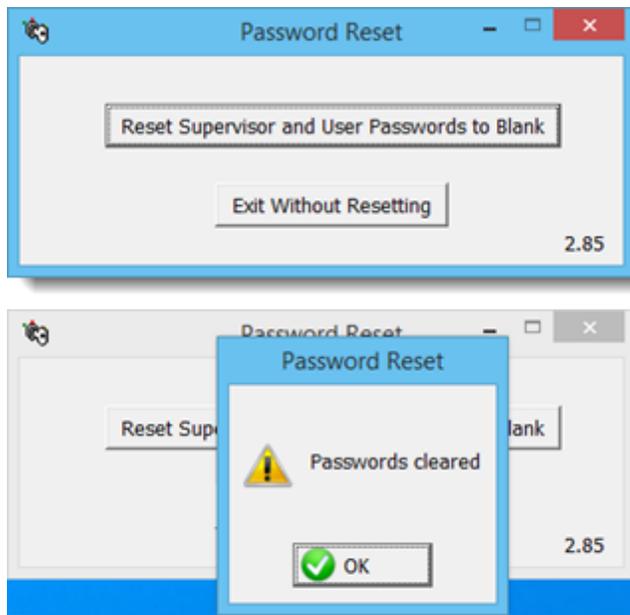
**NOTE:** All these programs require most of the DLLs and other support files that are installed when you install ForScore. So you should normally run them from the folder in which ForScore is installed.

### Resetpw - Password Reset Utility

**ForScore** provides an option to password protect the software.

As explained in the Password Protection<sup>[395]</sup> section of this manual, this is not a high-security feature, just intended to limit people's ability to mess up your match either through ignorance or a misplaced sense of humor. You might want to move resetpw.exe somewhere else (perhaps to a floppy disk) if you don't want it accessible to the curious.

If you forget your password and lock yourself out of the program, run **resetpw.exe** from within the ForScoreprogram folder (by default, C:\Program Files\ForScore)



## FSAdmin - Administrative Utility Program

If you want to be able to delegate a portion of setup for a match to someone who does not have a licensed copy of ForScore, you can install **ForScore** on his computer.

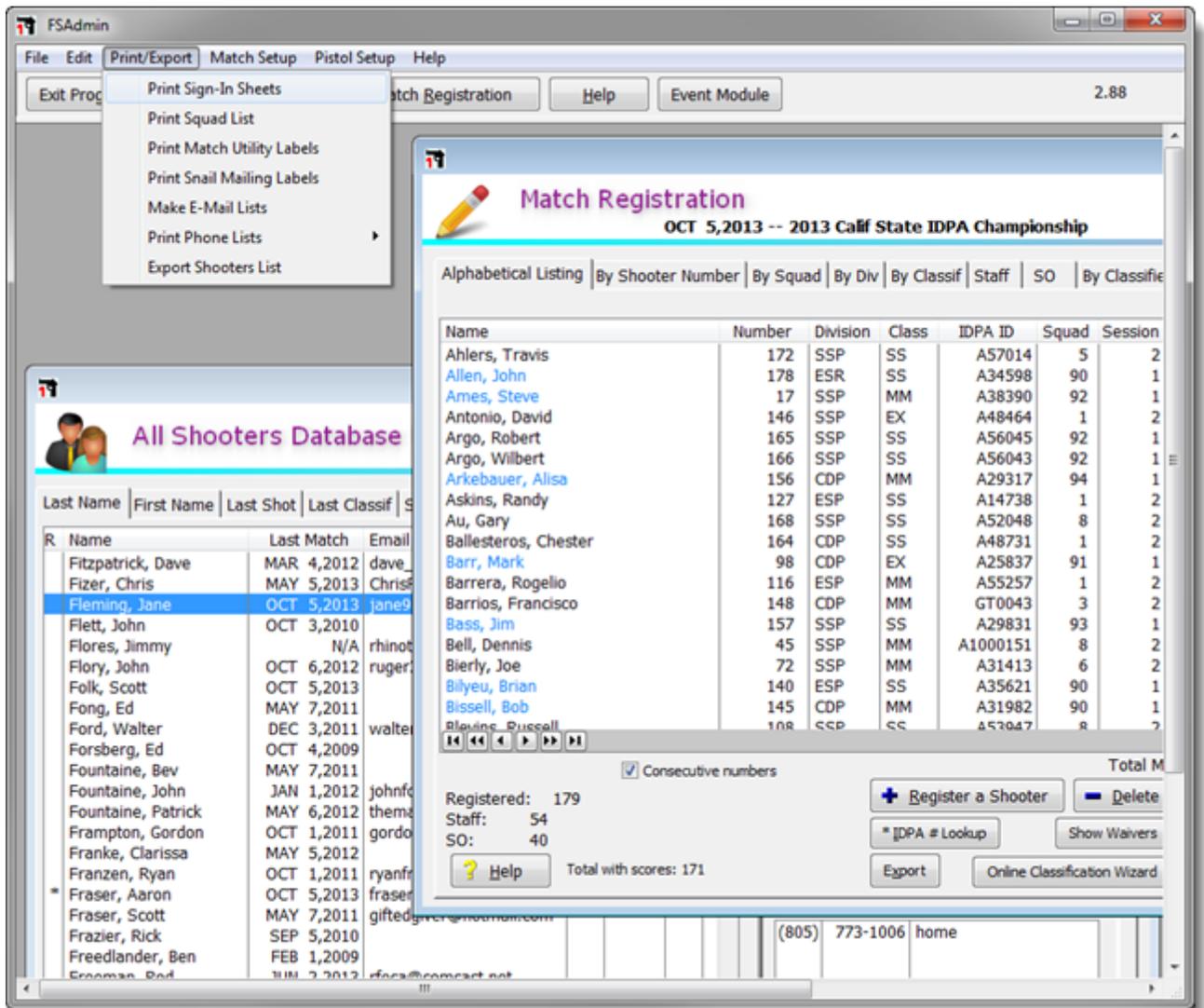
But rather than paying for a license and activating ForScore on his computer, make a shortcut instead to **fsadmin.exe**.

You can then copy the **DATA** folder from the ForScore computer to the computer running **fsadmin.exe**. Your assistant will be able to add new shooters to the shooters database and register shooter in the match.

**NOTE:**

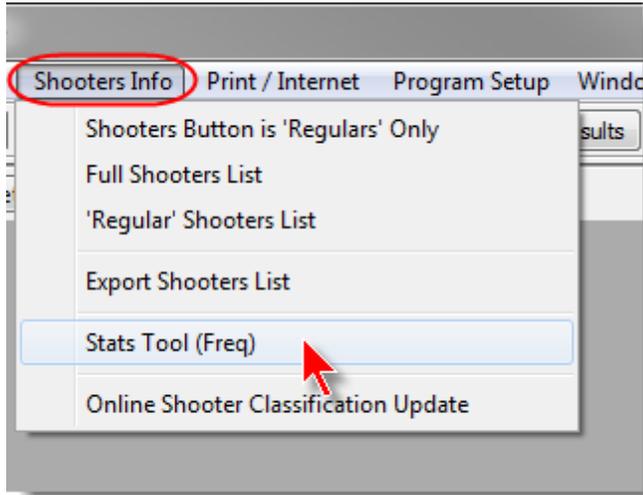
- Regardless of your **ForScore** license, **fsadmin.exe** will permit you to set up Event Module matches and to print shooter labels with barcodes.
- If you create a match greater than 16 stages, you will need a copy of **ForScore** that is licensed for the Event Module in order to score the match.
- If you print labels with barcodes, you will need a copy of **ForScore** that is licensed for the Barcode Module in order to scan the labels.
- Event Module printouts are not included in this utility program. You'll need to do those with a copy of ForScore that is licensed for the Event Module.

When you're ready to score your match, copy the contents of the **DATA** folder that your assistant has been updating to the **DATA** folder on the computer you're using to score your match.



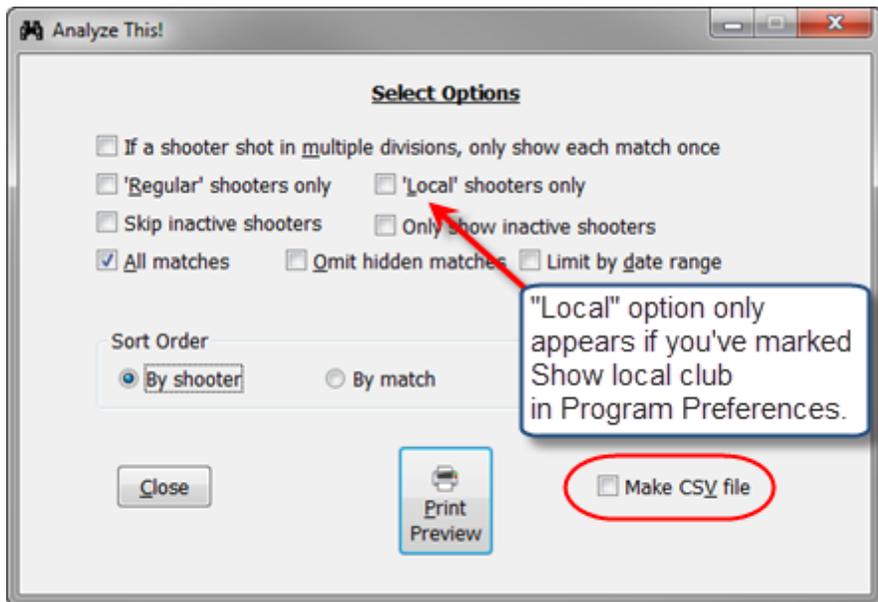
## Freq - "Analyze This"

This small analysis tool can give you an idea of which shooters participate regularly in your matches. It can now be launched from within **ForScore**. It can also be launched by creating a shortcut to freq.exe in the folder where you've installed the software. You can choose a simple printout or an export to a CSV file that you can import into Excel.



The '**Local**' shooters only option only appears if you've checked **Show local club membership info** in Program Preferences<sup>[377]</sup>.

Select the parameters you want, then click **Print Preview**.



Unlike previous versions, the printout shows the classification at which each person shot each specific match.

<u>Shooter Participation</u>			
Sorted by Shooter All matches in database			Including re-entries All shooters
Name	Reg/Local/Inactive	Shot	Match
Fleming, Jane	R	ESP/SS	MAR 7,2009 SLOSA-IDPA March 2009 Match
Fleming, Jane	R	SSP/SS	MAR 7,2009 SLOSA-IDPA March 2009 Match
Fleming, Jane	R	SSP/SS	APR 4,2009 SLOSA-IDPA Early April Match
Fleming, Jane	R	ESP/SS	APR 4,2009 SLOSA-IDPA Early April Match
Fleming, Jane	R	ESP/SS	APR 25,2009 SLOSA-IDPA Late April ("May match")
Fleming, Jane	R	SSP/SS	APR 25,2009 SLOSA-IDPA Late April ("May match")
Fleming, Jane	R	SSP/SS	JUL 4,2009 SLOSA-IDPA July Classifier
Fleming, Jane	R	ESP/SS	JUL 4,2009 SLOSA-IDPA July Classifier
Fleming, Jane	R	SSP/SS	AUG 1,2009 SLOSA-IDPA August 2009 Match

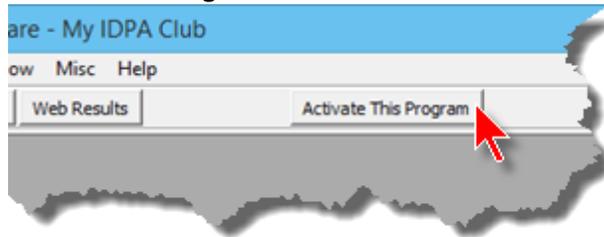
The CSV export version has much more information, including match score, number of stages in the match, etc. It also includes their highest classifications, so you can infer whether attrition is more amongst experienced shooters or beginners.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z	AA
1	Shooter Name	IDPA/IDPA Expires	R	R	Loc	Lo	Rej	Loc	Ina	Match Date	Match Desc	Stag	Classif	Divis	Classif	High Div/c	Score Displ	Score	Total Stri	Total T	Total Peni	DNF	DQ	Proc	FTN	Non	1
2	Abbas, Hussein	PENDING								APR 25,2009	SLOSA-IDPA	4	N	CDP	UN	**UNCLAS	113.64 (29)	113.64	96.14	29	17.5	0	0	1	0	0	
3	Abbott, Lou	A18953								JUL 31,2008	2008 Postal	4	N	ESP	MM	ESP / MM	111.20 (10)	111.2	103.2	10	8	0	0	1	0	0	
4	Ahrens, Pete	A187 JUL 24,2009								AUG 7,2004	2004 Califoi	9	N	CDP	MM	SSP / SS	237.49 (59)	237.49	198.99	59	38.5	0	0	3	0	0	
5	Ahrens, Pete	A187 JUL 24,2009								SEP 6,2008	SLOSA-IDPA	6	N	SSP	MM	SSP / SS	237.35 (93)	237.35	190.85	93	46.5	0	0	0	0	0	
6	Ahrens, Pete	A187 JUL 24,2009								SEP 6,2008	SLOSA-IDPA	6	N	CDP	MM	SSP / SS	249.76(107)	249.76	196.26	107	53.5	0	0	0	0	0	
7	Ahrens, Pete	A187 JUL 24,2009								SEP 6,2008	SLOSA-IDPA	3	Y	CDP	MM	SSP / SS	150.56 (64)	150.56	118.56	64	32	0	0	0	0	0	
8	Ahrens, Pete	A187 JUL 24,2009								SEP 6,2008	SLOSA-IDPA	3	Y	SSP	SS	SSP / SS	143.78 (64)	143.78	114.28	64	29.5	0	0	0	0	0	

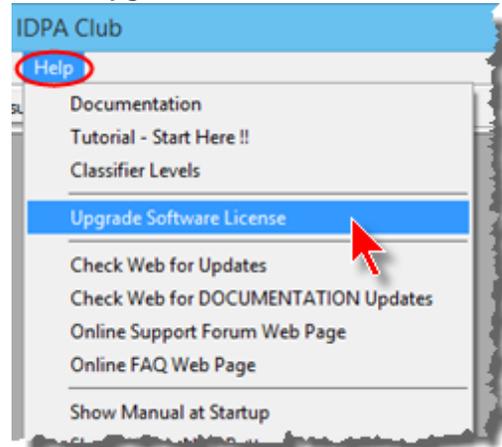
## Product Activation

This is the registration process which enables the software features you have purchased. When you purchase and activate ForScore, you need to send an email or letter to Beach Bunny Software with your purchaser information, and a serial number created by your computer.

If you are running ForScore as a demo, click the **Activate This Program** button on the toolbar.



If you have previously activated ForScore but need to install a new license, click **Help** on the main menu, then select **Upgrade Software License**.



## I NEED YOUR INFORMATION EXACTLY AS IT IS ON THIS SCREEN!

### So please use one of the options to paste the information into an email!

If your computer has a default email program configured, you can just click the first **click here** link to create and address an email with your registration information.

Otherwise, click the **Copy Info to Clipboard** button. Address an email to sales@beachbunnysoftware.com. Paste the information into your web-based email.

Or click the second **click here** link to open the ordering page on the [Beach Bunny Software website](#).

To register by snail mail, click the **Copy Info to Clipboard** button. Open your word processor. Paste the details into a letter and send it with your payment.

The screenshot shows a window titled "Product Activation" with a sub-header "Upgrade this Program". The form contains the following sections:

- Purchaser Information:** Name: Jane Fleming; Address: 123 Main St; City: Lompoke; State: CA; ZIP: 93333; Phone: 805 555-1234.
- Existing License:** Currently - Unregistered Demo; Expires - January 14, 2014; Serial Number: 694867582-MBQ 212.
- Optional Modules Presently Active:** Barcode , Compare , Event .
- Club or User license name (case-sensitive):** My IDPA Club 42.
- Activation Code:** 0. A "Paste Code" button is next to it.

At the bottom, there are four buttons: "Activate Program", "Activate Later", "Copy Info to Clipboard" (circled in red), and "Help".

On the right side, there are "Activation Instructions (or click Help)":

1. Specify the club or user name for the license exactly the way you want it registered. (Case-sensitive)
2. Send your order by e-mail or snail mail:
  - a. [Click Here](#) to open an e-mail to Beach Bunny Software. (circled in red)
  - b. [Click Here](#) to open license shopping cart on Beach Bunny Software website
  - c. Or click 'Copy Info to Clipboard'. Open your word processor and use **Edit | Paste** to paste the clipboard contents.
3. Send the e-mail and any payment due, or use credit card or PayPal on the website.
4. You will receive an Activation Code by e-mail. Paste that code into the space provided. (use Ctrl+V or click Paste Code button.) Be sure the RED number matches the checksum number in the e-mail (this helps prevent typos).
5. Click Activate Program or Upgrade.

**NOTE: Activation code will only work within ONE WEEK of the date it is issued.**

You will receive from Beach Bunny Software an **activation code**. This code will unlock the features you have purchased, and will enable your software to run on one specific computer. When you receive your activation code from Beach Bunny Software, paste it into the appropriate space on the Product Activation form. It's easiest if you highlight and copy it from the email you've received, then use Ctrl+V or click the **Paste** button.

There is a **red number** to the right of the activation code. This is to help you avoid making a typing error. As you enter the activation code, that red number will change. If you've entered the activation code correctly, the red number should match the 'checksum' number you received from Beach Bunny Software. Click the left button (**Activate Program** or **Upgrade**).

The serial number is generated by the system the first time you run the software.

The **Club or User License Name** must be identical to what you sent to Beach Bunny Software, so there's a checksum number by it as well.

ALL THREE CHECKSUMS SHOULD MATCH THOSE IN THE ACTIVATION EMAIL.

Existing License  
Currently - Unregistered Demo Expires - January 14, 2014

Be sure that all three checksums (circled) match the checksums in the email with your activation code.

212

Event

Club or User license name (case-sensitive):  
My IDPA Club 42

Activation Code: 2,567 Paste Code

123ABC-DEF456-HHH789-000ABC

Activate Program Activate Later Copy Info to Clipboard Help

The activation codes issued by Beach Bunny Software are time sensitive. Your code must be used within one week of the date I sent it to you. If you do not activate your software within that time period, you'll need to contact me to get another activation code.

For other questions, check the [Product Activation FAQ](#) 469

## FAQ - Frequently Asked Questions

The current list of Frequently Asked Questions is maintained on the Beach Bunny Software website, and will be updated as general interest questions emerge.

Click [here](#) to check the online FAQ.

### Frequently Asked Questions about Product Activation

**Q:** I downloaded the demo from your web page. How do I get the actual software?

**A:** The demo can be converted to the full version by entering an activation key<sup>466</sup>.

**Q:** "I copied the software from another computer, but it won't run as a demo on this one."

**A:** If you had not copied the LICENSE folder from the other computer, the new computer would have installed a 45 day demo. In that it recognized that the license was for a different machine, it has locked itself out of demo mode. Please contact Beach Bunny Software, explain what happened, and request an evaluation key for the new computer.

**Q:** "I had to reformat my hard drive, and now the software won't run."

**A:** Contact Beach Bunny Software and I'll issue you a new activation code.

**Q:** "My demo stopped working before the 45 days were up."

**A:** It will do that if it detects that the computer's date has gone backwards.

**Q:** "I downloaded the software again and tried it on my computer, but it says my demo has expired."

**A:** You can only install a 45 day demo once on a specific computer.

## Technical Stuff

### Firewalls

If you are using **ForScore** on a single machine, firewalls are not an issue.

If you are running on computers networked together and any of the machines has a firewall, you will need to configure the firewall to enable the client machines to communicate with the server or master computer on which the database resides.

ForScore itself does not engage in any network activity that's likely to make a firewall unhappy.

**FSCheckUpdate.exe** is invoked when you use the Help menu option to check the Beach Bunny Software website for possible updates .

### Data File Mismatch

**ForScore** uses internal reference numbers to keep track of its data. That way, if a shooter changes her name, for example, you can still access her data. Or if you change the name and/or date of a match, data for the match is still available.

That means, though, that you cannot randomly mix a shooter data file from one system with a match data file from another system. If you try to do so, the internal reference numbers will not match. An error screen will appear, and your only options are to view this help screen or to close ForScore.

For a graphic example of why this is necessary, see the help screen for the merge.exe utility .

If you find yourself in this situation, you have several alternatives:

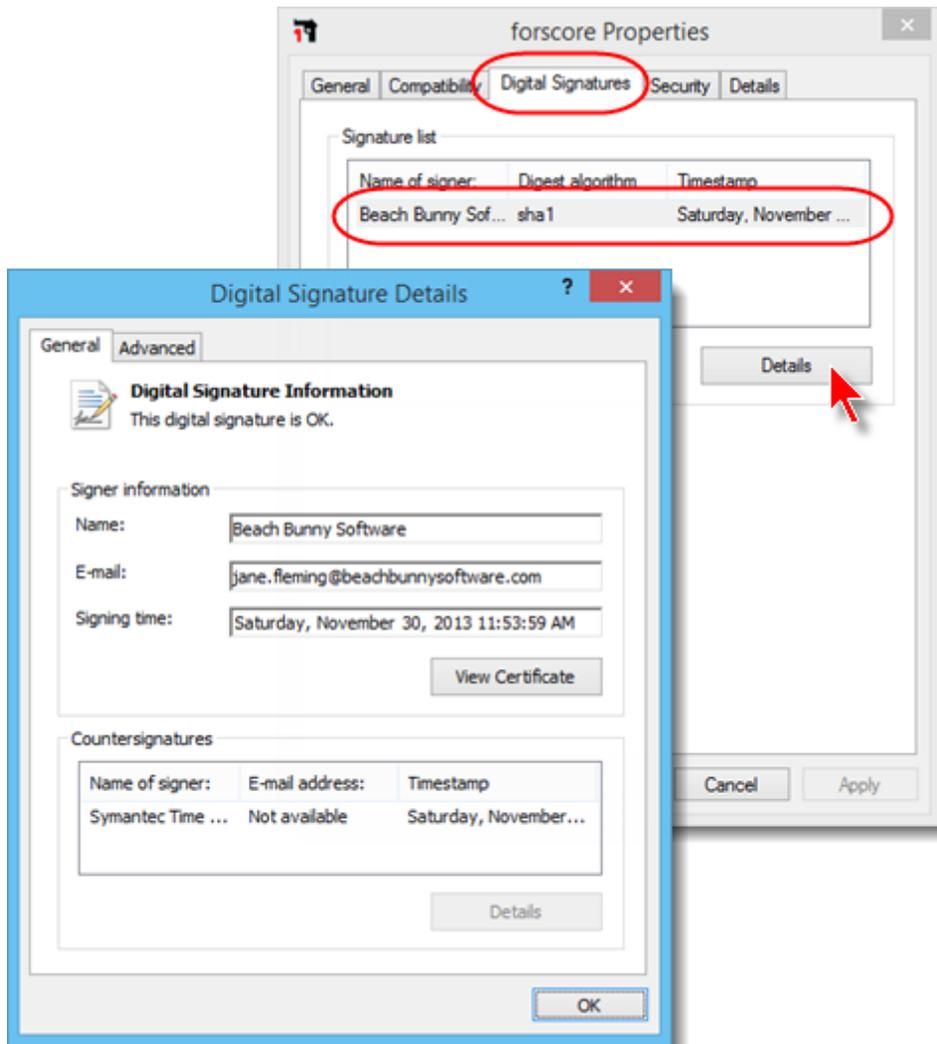
- Undo whatever you did. Use a backup copy of your data.
- If you've switched shooter database files with another system, go back to your original file. You can use the **Merge.exe** utility to add shooters from the foreign shooters database file.
- Delete (or rename) your **matches.tps** match database file. When you run **ForScore** again, it will create a new match database file that will be properly mated to your shooters database.
- Contact [Beach Bunny Software technical support](#).

### Network Performance Tweak

Network performance tweak. Clients will use 'page-loaded' rather than 'file-loaded' score and chrono lists by default. This makes them load faster, but the 'thumb' in the right scrollbar is rather useless. If you have a fast network and fast machines, try starting client computer(s) with the **/fastnet** command-line switch in your shortcut.

## Digital Signature

**ForScore** program components are digitally signed using Microsoft Authenticode technology. You can see the signing certificate in Windows Explorer properties for the file(s). Right-click an executable or DLL. Select Properties. Then go to the Digital Signatures tab.





# Chapter

Optional Modules



10

## Optional Modules

Three optional software modules are available for the Standard Edition of ForScore:

- Barcode<sup>[475]</sup>
- Compare<sup>[515]</sup>
- Event<sup>[538]</sup>

The optional hardware license dongle<sup>[639]</sup> is also covered in this section.

## Barcode Module

The Barcode Module is designed to speed match registration and data entry.

It provides for the ability to print labels with barcodes, and then to scan the labels as you're registering shooters or as you're entering data.

The concept of dealing with barcodes seemed a bit intimidating at first. But it's actually quite easy, doesn't require a lot of expensive hardware, and can be a significant aid to match data entry speed and accuracy. Even a girl can do it.... 😊

### Match Data Entry - Analogy

To get an idea of how the module functions, practice entering some scores using 'direct' data entry <sup>329</sup>.

Now, imagine that instead of keying in the shooter number and stage number for each score sheet, you're just scanning a barcode label on the score sheet. Yes, you still have to key in the stage time(s) and penalties. But when you're dealing with hundreds (or more) score sheets, it's an advantage to know you're typing data into the right stage for the right shooter each time.

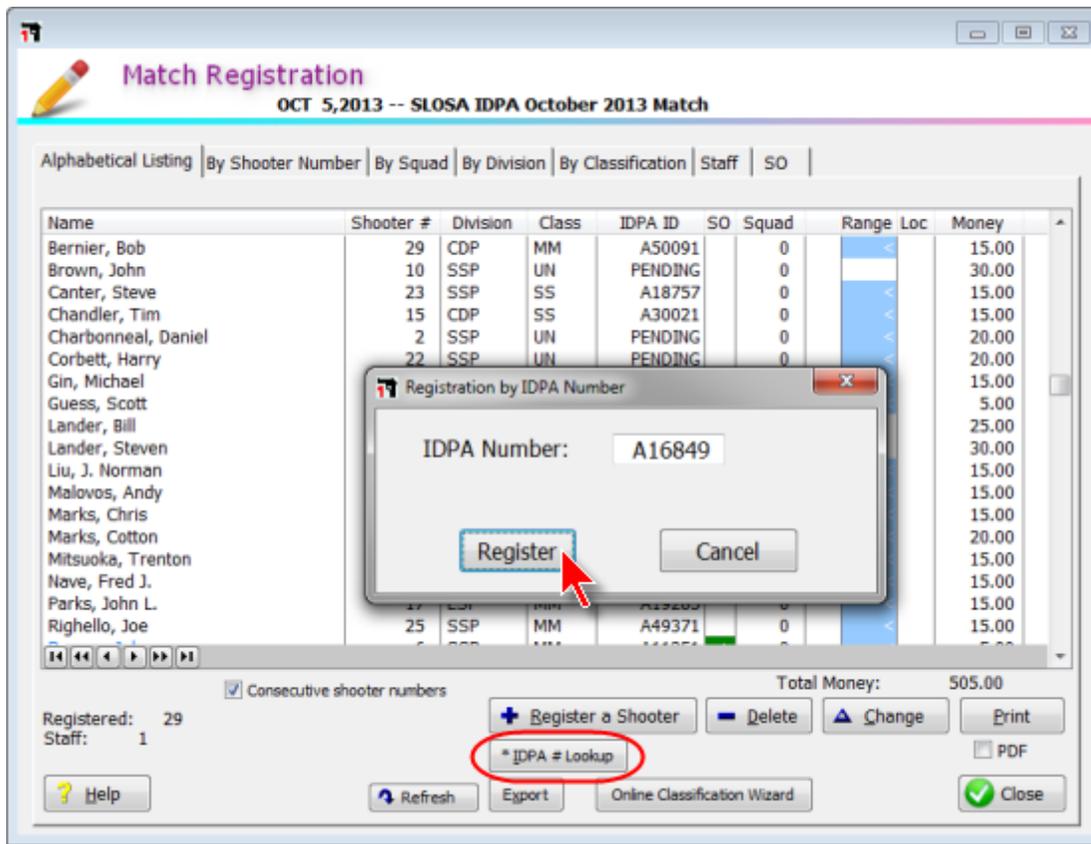
### Match Registration - Analogy

The other place barcodes can be used is to speed shooter registration at club matches (in contrast to matches that require pre-registration.)

If you can get your members to bring their membership cards with them to matches, you can print out labels for them with their IDPA numbers barcoded and stick those labels on the back of their cards. When a shooter walks up to the registration table, scan his card and you'll go right to a screen where you can select his division and (optionally) print score sheet stickers for him (if you've invested in a dedicated label printer.)

To get an idea of how this works, click the **IDPA # Lookup** button on the registration screen (or use the \* star key on the numeric keypad) and then type in a shooter's IDPA number.

If you were using a barcode scanner, you would **not** need to click the button or type in the IDPA number, just scan the label and go right to the registration screen for that shooter. It's as if the scanner presses that button for you and enters the IDPA number.



### IMPORTANT Note on Carriage Returns

Versions of ForScore prior to 3.0 had the option to work with barcode scanners that do not end each scan with a carriage return.

Because of the amount of confusion that brought about, that option has been removed.

You can no longer print barcodes "with carriage return" (the ones that showed an asterisk next to the barcode).

**You MUST configure your barcode scanner to add a carriage return after its scanned data.**

## "Split" Barcode Option

Getting shooters to put the correct label on score sheets has been a challenge. Some matches, including Nationals, had in frustration begun assessing a procedural for the wrong stage label. The 2013 rulebook specifically forbids that recourse.

This new system came out of a question Tammy asked Dru... which Dru asked me... which I'd never thought of. "Can you make the barcodes for the stage part of the score sheet? So the shooter label just has the shooter number?"

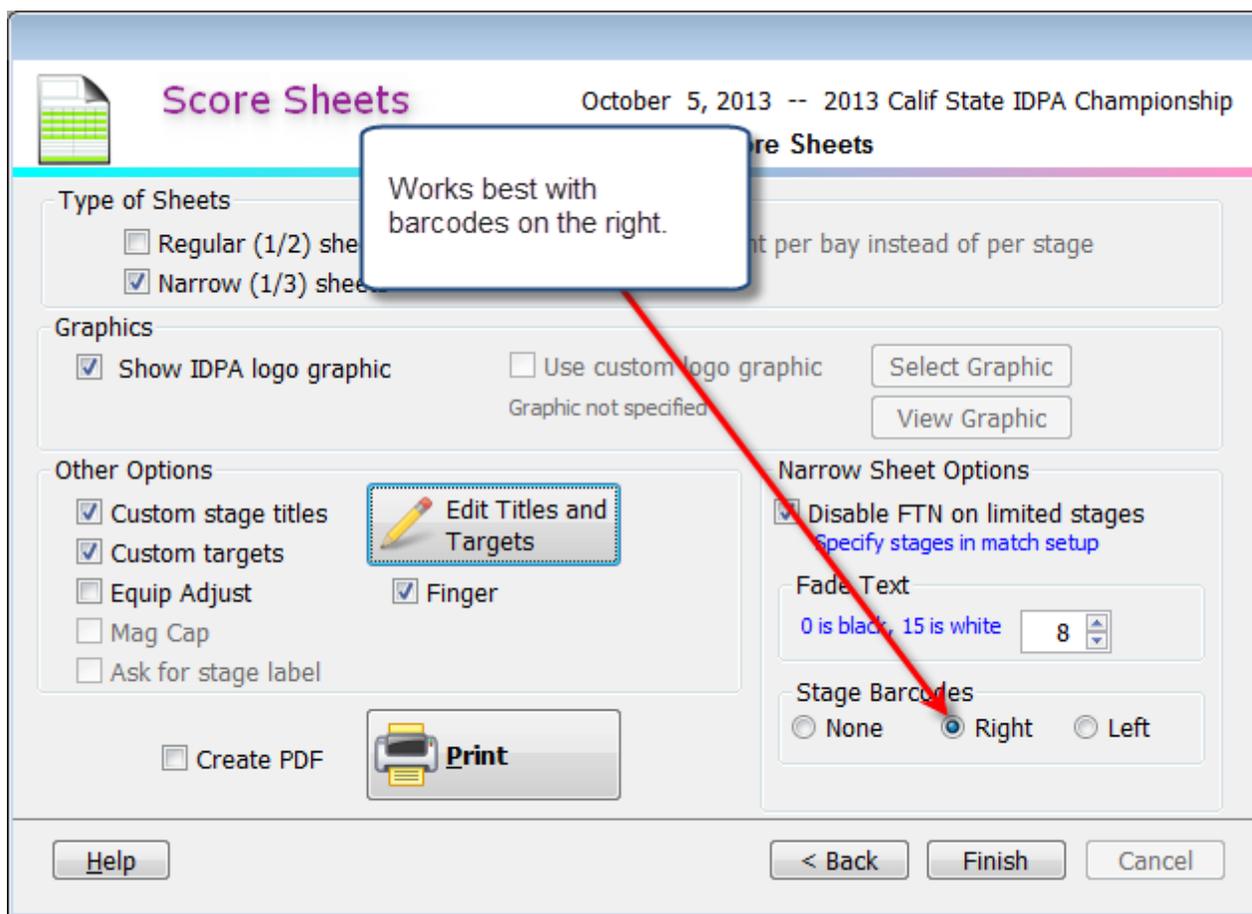
Duh!

This means that you have to scan two barcodes whilst entering scores. But within five minutes, that becomes second nature. With the barcode scanner sitting to the left of the keyboard, a left-to-right or right-to-left swipe of the score sheet winds up with both barcodes scanned. It doesn't matter which order you scan them.

**BUT THIS WILL ONLY WORK CORRECTLY WITH**

- barcodes printed WITHOUT carriage returns
- barcode scanner adding carriage returns

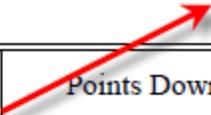
The "narrow" score sheets are designed to have the stage number barcode printed on them. They work best with the barcode printed on the right.



The score sheets will look like this:

2013 Calif State IDPA Championship	
Put Label Here or Name, Division, Classification and Shooter Number	Stage # <b>1</b>
Rest Stop Nap	
Time Per String	Points Down Per Target
String 1	
	T3
	T4

Stage number barcode



Be sure you print "split" barcode labels.

**Match Utility/ScoreSheet Labels**  
Select Sort Order and Number to Print

Joe Somebody  
05 222

**Label Printout Sort Order**

Sorted by last name  Also sort by session

Sorted by shooter number

Sorted by division

Barcode only

**Misc**

Include sub-categories (Senior, etc.)

Include IDPA number  Include expiration date

Boxed

Print blank labels to start next shooter on new page

Include barcode  'Split' stageless barcodes  Include squad #  
Without carriage return

**Quantity**

Number of labels to print for each shooter: 15

Print only one BUG label  Pad with 'stageless' barcode labels that select stage list

Help Adjust Printout Position < Back Next > Cancel

Swipe the sheet under the scanner so that you wind up scanning both barcodes.

2013 Calif State IDPA Championship		
Jane Fleming SSP Sharpshooter 		<b>147</b> Squad 94 A16849
		Stage # <b>1</b>
Rest Stop Nap		
Time Per String	Points Down Per Target	
String 1	T1	
	T2	
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; width: fit-content; margin: 0 auto;">           With shooter label pasted on.            Swipe under scanner to catch one            barcode and then the other.         </div>		
	T5	
	T6	

### Squad Number on Label

Since the "split" barcode labels don't need to take the space for the stage number, there's room for the option of printing the shooter's squad number.

The screenshot shows a software window titled "Match Utility/ScoreSheet Labels" with a subtitle "Select Sort Order and Number to Print". In the top left corner, there is a small box containing the text "Jee Somebody" and "95 222". The main content area is divided into three sections: "Label Printout Sort Order", "Misc", and "Quantity".

- Label Printout Sort Order:** Contains four radio button options: "Sorted by last name" (selected), "Sorted by shooter number", "Sorted by division", and "Barcode only". There is also an unchecked checkbox labeled "Also sort by session".
- Misc:** Contains several checkboxes: "Include sub-categories (Senior, etc.)" (unchecked), "Include IDPA number" (checked), "Include expiration date" (checked), "Boxed" (unchecked), "Print blank labels to start next shooter on new page" (unchecked), "Include barcode Without carriage return" (checked), "'Split' stageless barcodes" (checked), and "Include squad #" (checked and circled in red).
- Quantity:** Contains a text input field "Number of labels to print for each shooter:" with the value "15" and a spinner control. Below it are two unchecked checkboxes: "Print only one BUG label" and "Pad with 'stageless' barcode labels that select stage list".

## Barcode Hardware

The minimum hardware you'll require to use this module is a general-purpose printer (such as an HP Deskjet) and a barcode scanner.

Optionally, you may want a dedicated barcode printer for registration and shooter ID labels.

Several types of scanners are available. They differ in how they connect to a computer and the technology they use for scanning barcodes.

**Scanner interfaces** are generally either **keyboard wedge**, **USB**, or **serial**. ForScore only supports the USB type of scanner.

Scanners use either CCD or laser technology. CCD scanners tend to be the cheapest (I paid \$99 for mine), but are less tolerant of the distance and angle between the scanner and the barcode. I've bought used laser scanners on eBay for as little as \$50 plus tax and shipping.

Barcodes are printed with different encoding schemes. ForScore can be configured to print either **Code 39** or **Code 128** barcodes, which most scanners should read. The newer ("split") narrow score sheets are only printed with Code 128.

Some scanners are hand-held, and you need to pull the trigger each time to read the barcode.

These are MUCH less convenient than a scanner on a stand. Some handheld scanners have optional stands available which turn them into hands-free devices.

### Scanner Selection

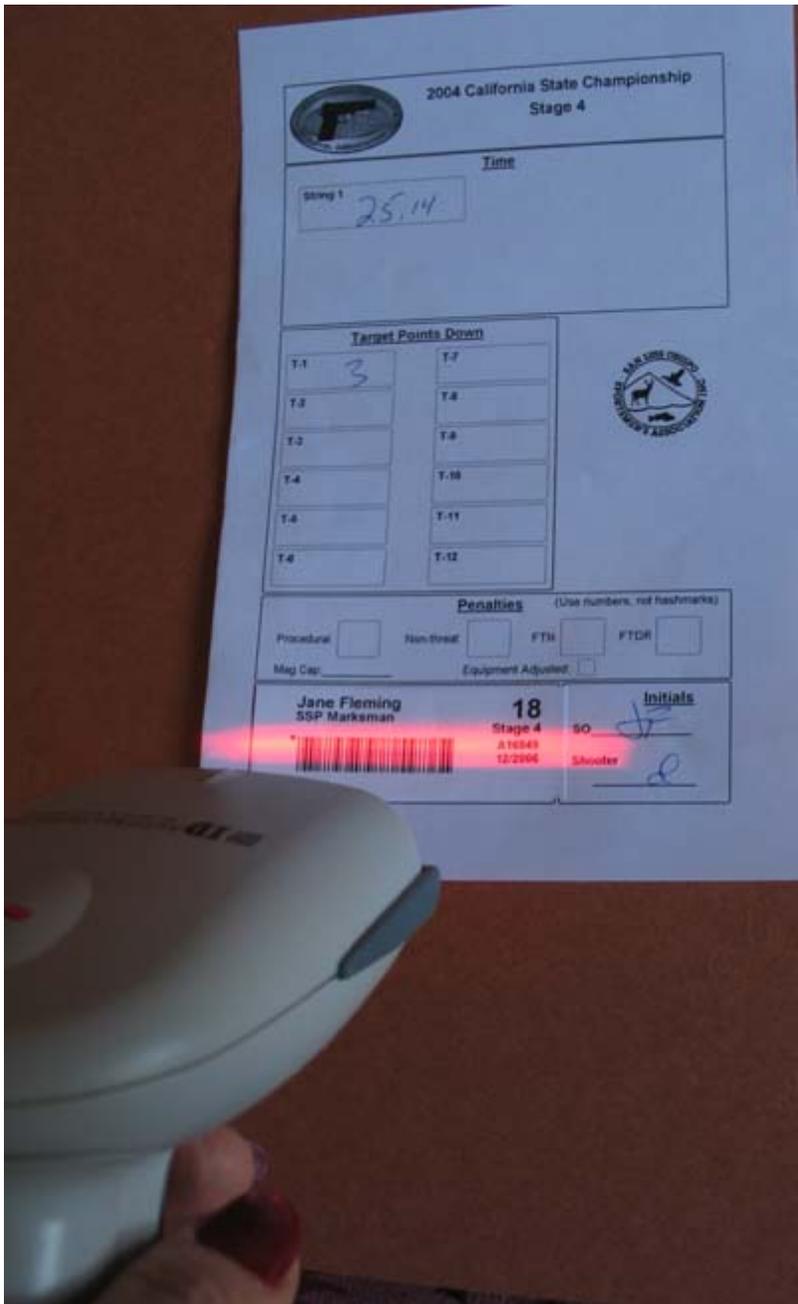
Three major factors will affect your experience reading barcodes:

- Whether the scanner is hand-held or not
- Whether the scanner is laser or not
- Whether the scanner is omni-directional

The CCD scanner illustrated in use below emits a wide, soft red light. It will typically read barcodes from about 3 to 5 inches away from its head.

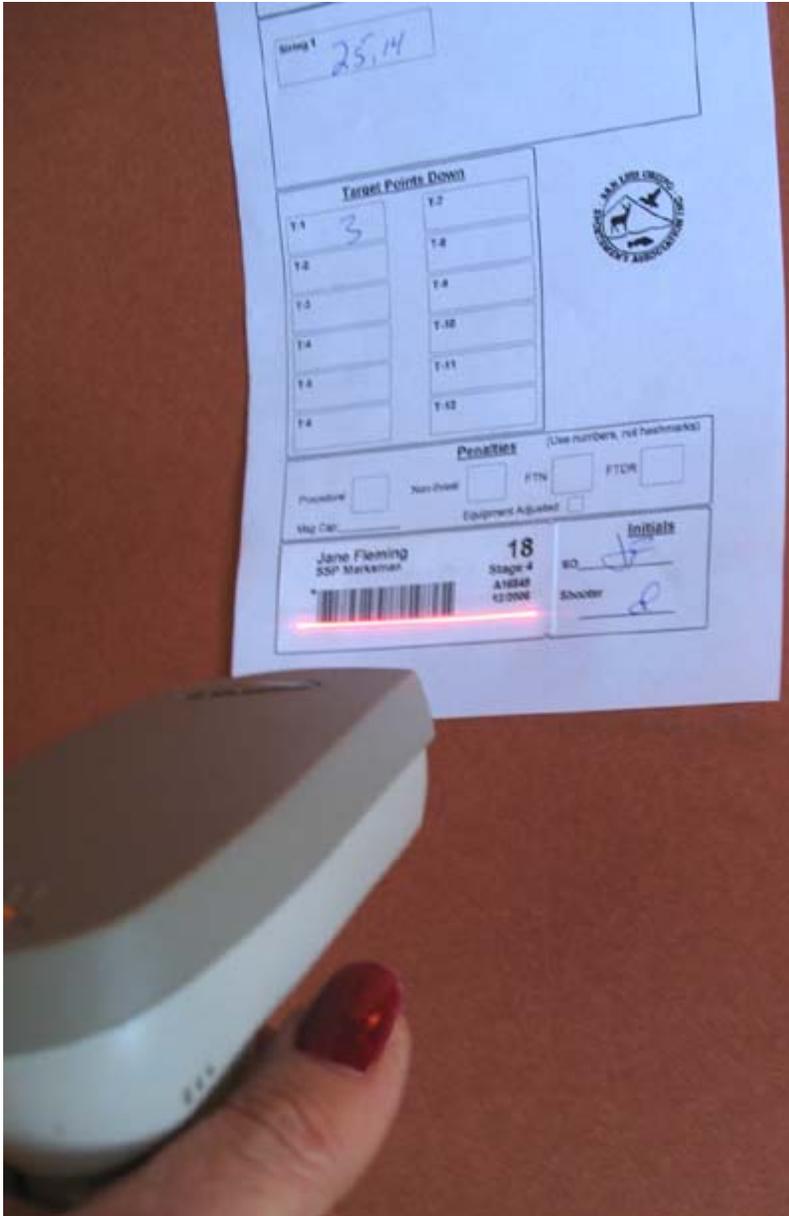
Its primary advantage is its low cost when purchased new.

In that laser scanners are so reasonably priced on eBay, **I personally would not buy another CCD scanner.**



The Symbol LS4007 shown in the photo below emits a sharp, bright laser beam. It easily scans labels from 3 to about 14 inches. However, you need to hold it in your hand and pull the trigger each time. As explained in the data entry cheat-sheet<sup>[92]</sup>, **ForScore** is designed so you can do virtually all score entry with your right hand, leaving the left hand free to manipulate score sheets and the barcode scanner. I found the LS4007 and a similar LS4004 on eBay. The LS4007 was \$76 plus tax and shipping. Make sure you buy one configured for USB.

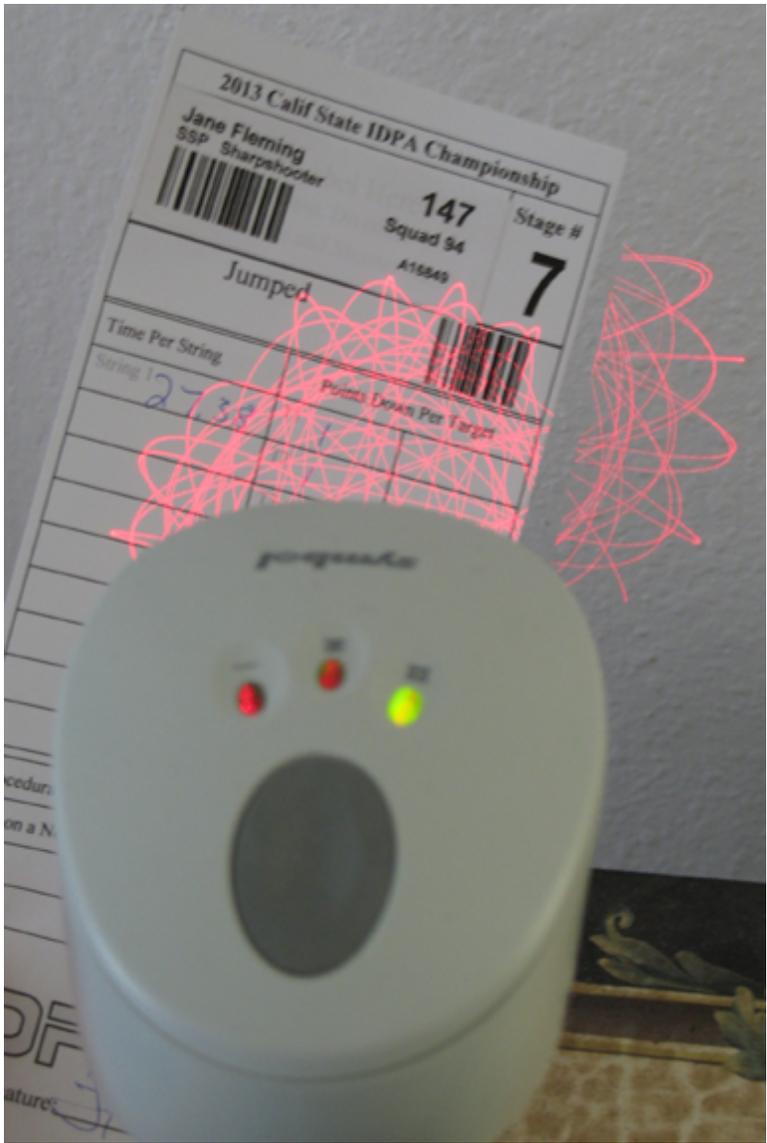
There is also a stand available to convert the LS4000 series scanners for hands-free operation. I bought one for \$61 including shipping. The stand's trick is a little magnet that presses against the front of the scanner, just beneath the lens. The magnet puts the scanner into always-on mode.



Below is a hands-free omni-directional laser scanner. These tend to be more expensive than the models previously illustrated.

The scanners illustrated above use a single back-and-forth scanning beam, which you need to orient across the barcode.

The scanner shown below uses a more complex pattern. Your barcode can be successfully scanned in many directions. This is a Symbol M2007 "Cyclone" scanner, available very reasonably on eBay.



## Scanner Testing

In that a USB scanner operates in effect like another keyboard, it's quite easy to test.

Open Notepad on your computer.

Scan labels.

See what the scanner is reading.

If the scanner doesn't read reliably, try adjusting the **Barcode line width** in Program Preferences<sup>[514]</sup>. You can also experiment with whether your scanner reads Code 39 or Code 128 more reliably. (**ForScore's** default is to use Code 39. The new "split" barcode labels and score sheets always use Code 128.)

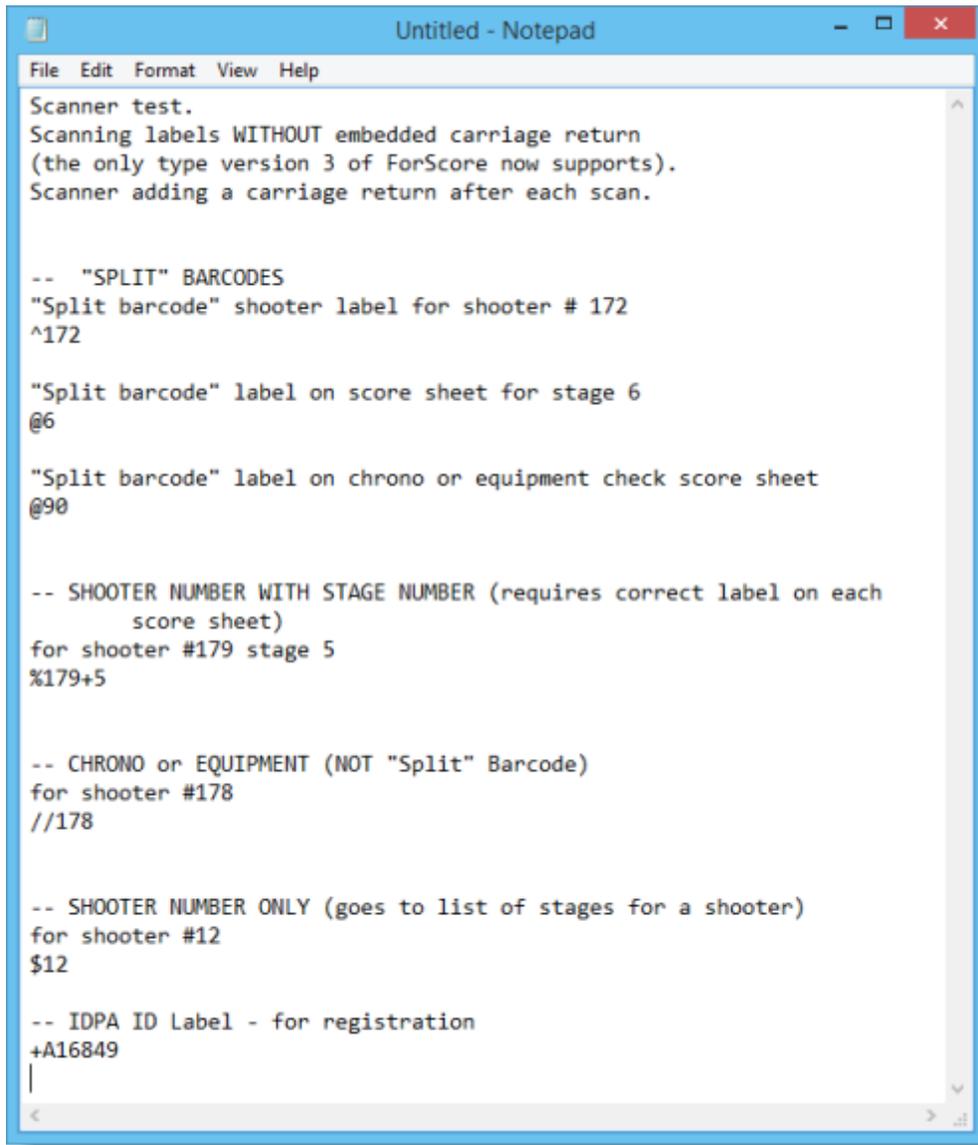
**Be sure that the scanner is putting each read onto a new line. If it is not, you'll need to configure your scanner to add carriage returns.**

It will be useful for you to be aware of the encoding scheme ForScore uses for labels. This is done so that the software can distinguish a stage data entry label, for example, from a shooter's IDPA number label.

There are five formats used:

1. Labels for "split" barcode (requires scanning one barcode on label and second barcode on score sheet)
  - Shooter labels contain only the shooter number. The format is **^ShooterNumber**
  - Score sheet barcodes contain the stage number. The format is **@StageNumber**
  - Score sheets for chrono or equipment use the stage number 90.
2. Labels with shooter number and stage number (either for pre-registered shooters, including their names and other info, or generic club match labels with just shooter number and stage number.)
  - the format is  
**%ShooterNumber+StageNumber**
3. Labels for equipment or chrono check not using "split" barcodes begin with // (two slash marks)
  - The format is **//ShooterNumber**.
4. Labels with shooter number only (for matches like Classifiers where all stages are on one sheet of paper.)
  - the format is **\$ShooterNumber**
5. Labels with a shooter's IDPA number begin with a +.
  - The format is **+A12345**.
  - **NOTE: if you see lower case letters** (i.e., **a12345**), disable Code 39 full ASCII<sup>[486]</sup>.

Using Notepad, sample scans would appear like this (minus my comments, obviously :- )



```
Scanner test.
Scanning labels WITHOUT embedded carriage return
(the only type version 3 of ForScore now supports).
Scanner adding a carriage return after each scan.

-- "SPLIT" BARCODES
"Split barcode" shooter label for shooter # 172
^172

"Split barcode" label on score sheet for stage 6
@6

"Split barcode" label on chrono or equipment check score sheet
@90

-- SHOOTER NUMBER WITH STAGE NUMBER (requires correct label on each
score sheet)
for shooter #179 stage 5
%179+5

-- CHRONO or EQUIPMENT (NOT "Split" Barcode)
for shooter #178
//178

-- SHOOTER NUMBER ONLY (goes to list of stages for a shooter)
for shooter #12
$12

-- IDPA ID Label - for registration
+A16849
|
```

### Scanner Configuration

You MUST set your scanner to add a carriage return to the data that it scans. The instruction manual that came with your scanner will have instructions. For a Symbol scanner, you want the setup shown as <DATA> <SUFFIX>

Previous versions of ForScore had a choice in printing labels. **That is no longer supported.**

With CR - this option is NO LONGER AVAILABLE. Without CR - this option IS REQUIRED



## Scanner Adjustments

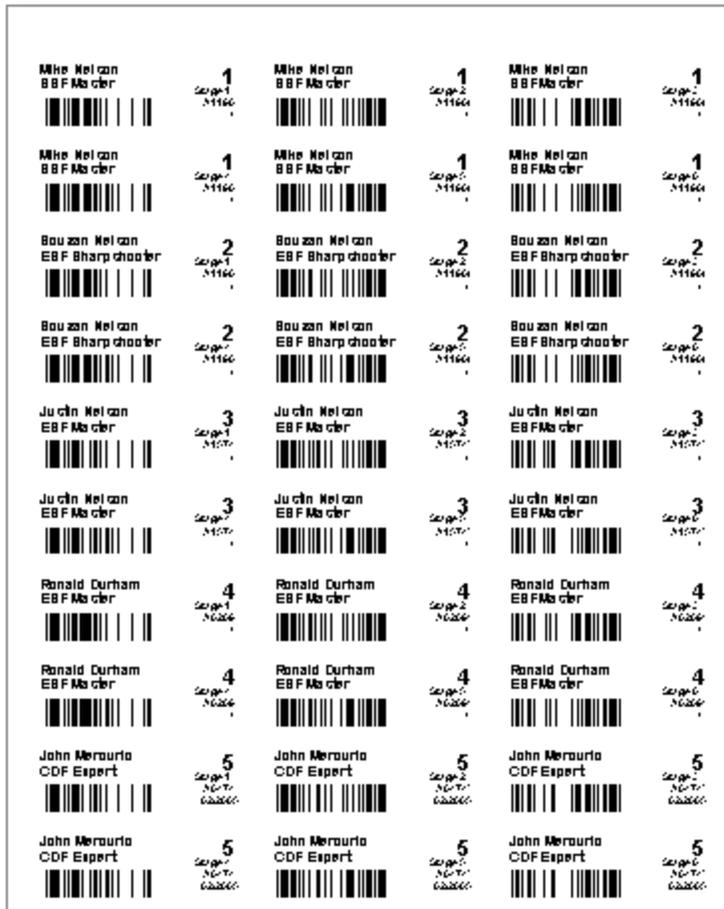
In addition to specifying that the scanner adds a carriage return<sup>487</sup> to its scans, there are a few other items you may need to configure.

- If your USB interface has multiple possible settings, set it to **HID Keyboard Emulation**.
- If you are using Code 39 labels and your scanner doesn't call up stages properly or doesn't let you use IDPA barcode labels to register shooters, be sure that **Code 39 Full ASCII** is **disabled**. A simple check for this - print an IDPA number shooter label (not a score entry label). Scan it. If the leading letter is lower case, full ASCII is enabled. Use your scanner's manual to disable it.
- If you're using a SmartCable with a LS9100 series printer, be sure to scan the **Enable LS 9100 Communication** item in the SmartCable documentation.

Most newer scanners will work right out of the box.

## Dedicated Printer

It's quite possible to use the barcode module without a dedicated printer. You can use a standard printer such as an HP Deskjet to print match labels on Avery 8160 or equivalent stock, and just have the software add barcodes to the labels:



It's also possible, though, to print labels for one shooter at a time as you register him. In that case, a dedicated label printer would be the best solution.

There is also a configuration option to specify a Dymo Labelmaker printer.

If you want to use a dedicated printer, you need to select it in Program Preferences <sup>514</sup>.

The dedicated printer will only be used

1. When printing labels for an individual shooter as you register him <sup>496</sup>.
2. To print an ID label containing a shooter's IDPA number. <sup>498</sup>

## Barcode Printing

The barcode module provides five different label printing options:

1. Adding a barcode to labels for shooters pre-registered for a match [\[490\]](#).
2. Printing barcode labels with just shooter number and stage number [\[502\]](#) (no name info), to be given to shooters signing up on match day.
3. Printing barcode labels with just shooter number [\[493\]](#), for matches such as a Classifier where all stages are on one sheet of paper.
4. Printing individual registration labels [\[496\]](#) for each shooter as you register him for a match, using a dedicated barcode label printer.
5. Printing individual labels with a shooter's IDPA number, [\[495\]](#) to expedite match registration. This, also, would normally be done with a dedicated barcode printer.

## Barcodes for Pre-Registered Shooters

ForScore now supports two strategies for match barcode labels -

With each label containing shooter number and stage number (the "old" way).

With each label containing only shooter number and the stage numbers being encoded on the score sheets ("split" barcodes).

To add barcodes to shooter labels, check the **Include Barcode** box. Indicate the number of labels you want to print for each shooter.

NOTE: Be sure to check the section on 'label padding' [\[427\]](#) and on single BUG labels [\[428\]](#).

If you are using the Event Module, check the sections on chrono and equipment labels [\[555\]](#).

## "Split" Barcodes

As of this writing, "split" barcodes have worked well at two Nationals and several sanctioned matches.

It takes the onus off of the shooter of having to be sure he gets the right stage label on the score sheet each time.

It requires scanning two labels when you enter scores, but after 5 minutes' practice that becomes a natural movement.

I highly recommend that you try this system.

Details are in the "what's new" section [\[477\]](#) of this manual.

### Old Style Barcodes

To print barcode labels containing shooter number AND stage number (the old way), just be sure the **'Split'** checkbox is not marked.

The screenshot shows a software dialog box titled "Match Utility/ScoreSheet Labels" with the subtitle "Select Sort Order and Number to Print".

- Label Printout Sort Order:** Radio buttons for "Sorted by last name" (selected), "Sorted by shooter number", "Sorted by division", and "Barcode only". A checkbox for "Also sort by session" is also present.
- Misc:** Checkboxes for "Include sub-categories (Senior, etc.)", "Include IDPA number" (checked), "Include expiration date" (checked), "Boxed", "Print blank labels to start next shooter on new page" (checked), and "Include barcode" (checked). A checkbox for "'Split' stageless barcodes" is present and unchecked. Below it, the text "Without carriage return" is displayed.
- Quantity:** A text field labeled "Number of labels to print for each shooter" contains the value "15", which is circled in red. Below it are checkboxes for "Print only one BUG label" and "Pad with 'stageless' barcode labels that select stage list" (checked).

At the bottom of the dialog are buttons for "Help", "Adjust Printout Position", "< Back", "Next >", and "Cancel".

In this example, I've printed 15 labels per shooter for an 11 stage match. The first eleven labels will have stage numbers. The next two are chrono and equipment. Because I marked the "pad with stageless" box, the remaining two labels have a 'stageless'  barcode.

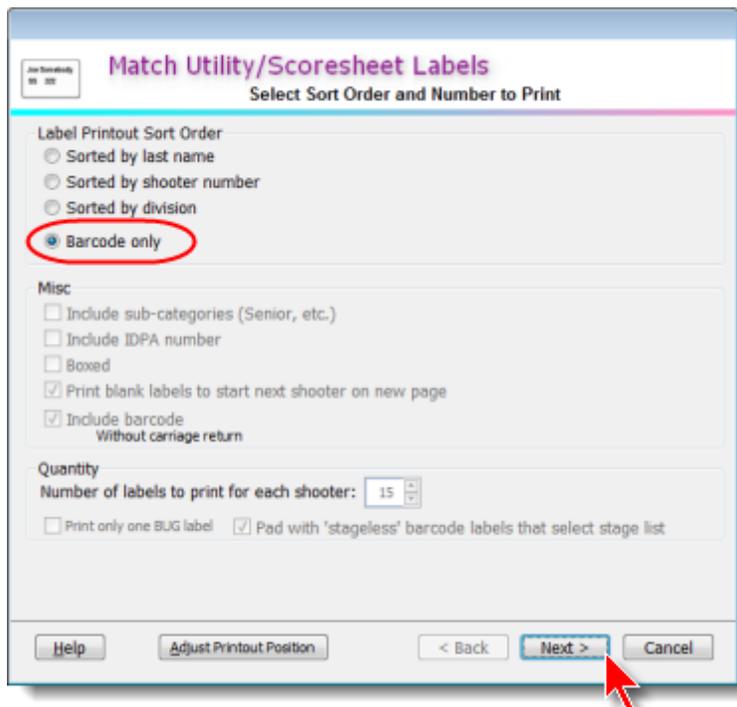
Jane Fleming SSP Sharpshooter	<b>147</b> Stage 1 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Stage 2 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Stage 3 A16849 12/2017
Jane Fleming SSP Sharpshooter	<b>147</b> Stage 4 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Stage 5 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Stage 6 A16849 12/2017
Jane Fleming SSP Sharpshooter	<b>147</b> Stage 7 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Stage 8 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Stage 9 A16849 12/2017
Jane Fleming SSP Sharpshooter	<b>147</b> Stage 10 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Stage 11 A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> Chrono A16849 12/2017
Jane Fleming SSP Sharpshooter	<b>147</b> Equipment A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> A16849 12/2017	Jane Fleming SSP Sharpshooter	<b>147</b> A16849 12/2017

### Stageless Barcode Labels

I'm not sure whether this is worth bothering with, frankly. But you might find it useful for Classifier matches, where all of a shooter's stages are on one sheet of paper.

These labels will print one per shooter, and will take you directly to that shooter's entry for all his stages ('shooter' data entry<sup>79</sup>).

Check the **Barcode only** box and click **Next**.



Be sure **Print shooter number labels without stages** is marked. Specify the range of shooter numbers for which you want to print labels.

By request of a club that needed multiple instances of these labels (they print score sheets with 4 stages and need two sheets for each shooter), the stageless labels can now print multiple labels for each shooter number.

Joe Scorsone  
10 2012

### Match Utility/Scoresheet Labels

Select Range of Shooter Numbers To Generate

Lowest shooter number:

Highest shooter number:

Quantity

Number of stages to print for each shooter:

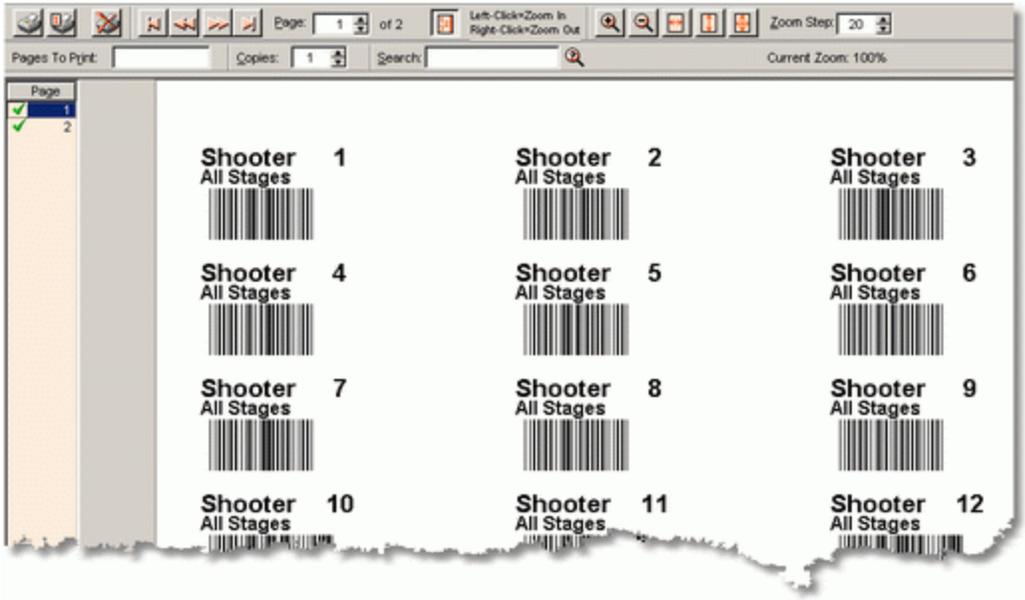
Print shooter number labels without stages

'Split' stageless barcodes

Barcodes will print without carriage return

Help < Back Next > Cancel

In this case, I find it easiest to stick the label onto the score sheet myself before issuing the score sheet to a shooter.



## Registration Screen Barcodes

Once you've registered a shooter, click Print Barcode (or hit the \* star key on the numeric keypad).

The screenshot shows the 'Adding a Shooter to this Match' window. At the top, it displays '30 - Fleming, Jane SSP/SS' and 'Match date: OCT 5, 2013'. Below this, there are 'SLOSA' and 'SLOSA-ID' indicators. A 'Select Shooter' button is present. The main area shows a list of names on the left and a selection table. The 'SSP' row is selected, and its classification 'SSP Sharpshooter' is shown in a text box. A 'Match Fee' of '14.00' is entered in a text box. At the bottom, there is a 'Pistol (optional):' field and a '\* Print Barcode' button with a red arrow pointing to it.

Adding a Shooter to this Match

30 - Fleming, Jane SSP/SS

Match date: OCT 5, 2013

Select Shooter SLOSA SLOSA-ID

Name Fleming, Jane

Bernier A16849 Regular

Brown, Shooter number: 30

Canter

Chandl

Charbo

Corbet

Gin, M

Guess

Lander

Lander

Liu, J.

Malovc

Marks,

Marks,

Mitsuo

Nave,

Parks,

Righell

CDP UN (Ctrl+C)

ESP SS (Ctrl+E)

SSP SS (Ctrl+S)

ESR UN (Ctrl+Shift+E)

SSR UN (Ctrl+Shift+S)

BUG UN

NFC UN

Specify for this match

Staff

Junior (12 thru 17)

Senior (50-64)

Distinguished Senior

Law

Lady

SSP Sharpshooter

Match Fee 14.00

Register Staff:

Pistol (optional):

? Help \* Print Barcode

The shooter's registration will be saved, and barcoded stage labels will print on the dedicated label printer you've specified.



## IDPA Number Barcodes

### Individual Labels

To print a single label with a shooter's IDPA number you'll need to have settled on and configured a dedicated label printer<sup>514</sup>.

Then it's just a matter of clicking the Print Barcode button on the shooter data screen. Any changes you've made to the shooter's info will be saved, the shooter data screen will close, and the barcode will print.

The \* (star key) on the numeric keypad will print the barcode and save and close the shooter information screen.

Record Will Be Changed (Fleming, Jane)

**Fleming, Jane**    **A16849**    **Last Match: NOV 2,2013**

**Contact F2**    **Membership F3**    **Classif F4**    **Notes F5**

**Name and Address**

First Name: Jane    Last Name: Fleming    Default City/State  
Address: 555 Peach Street    Last City/State  
Address (additional):  
City: Lompoc    State: CA    Print Label?  Y  N  
Zip/Postal Code: 93101    Country: USA

Wants SLOSA-IDPA E-mail?  Y  N

**Emergency Contact Info**

Contact name: JimBob  
Relation: hard to tell  
Phone: 805 555 9999  
Remarks: Nothing remarkable.  
Print    Update

**Phone Numbers**

Phone	Home	Work	Cell
(805)	555-1212	home	
(805)	555-1234	Occasional Busine	
(805)	555-9876	cell	

Insert    Change    Delete

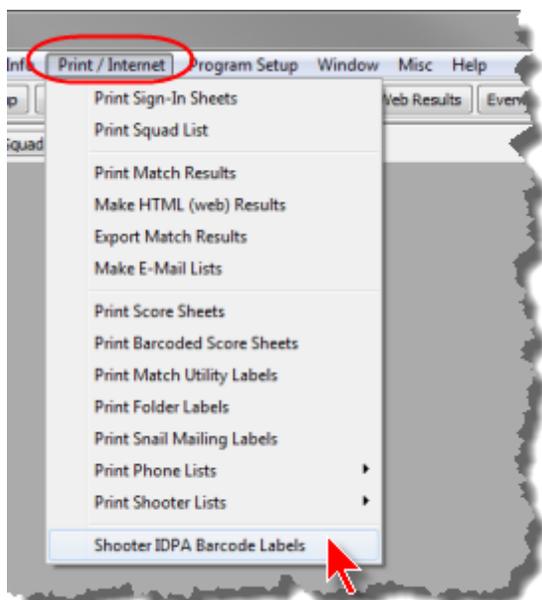
**Printer**    **Barcode \***

Help    QK    Cancel

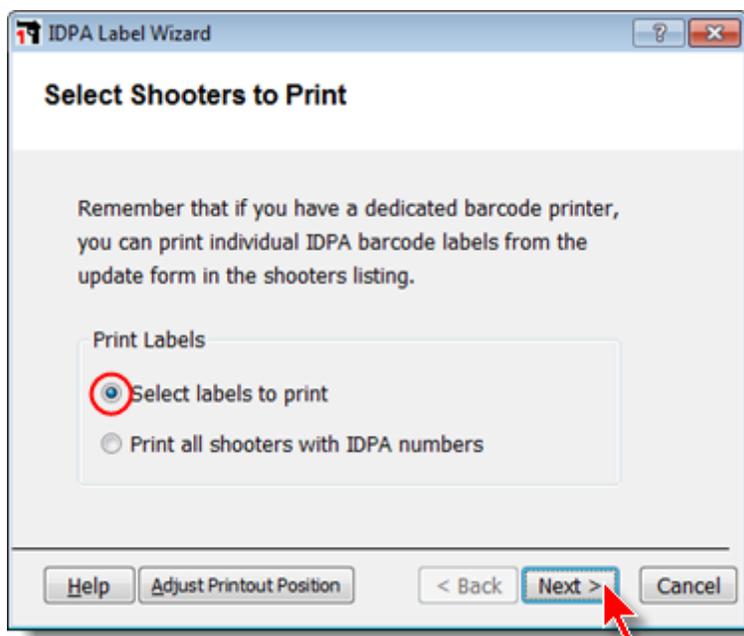
Hot key is \* (star key) on numeric keypad

## Pages of Labels

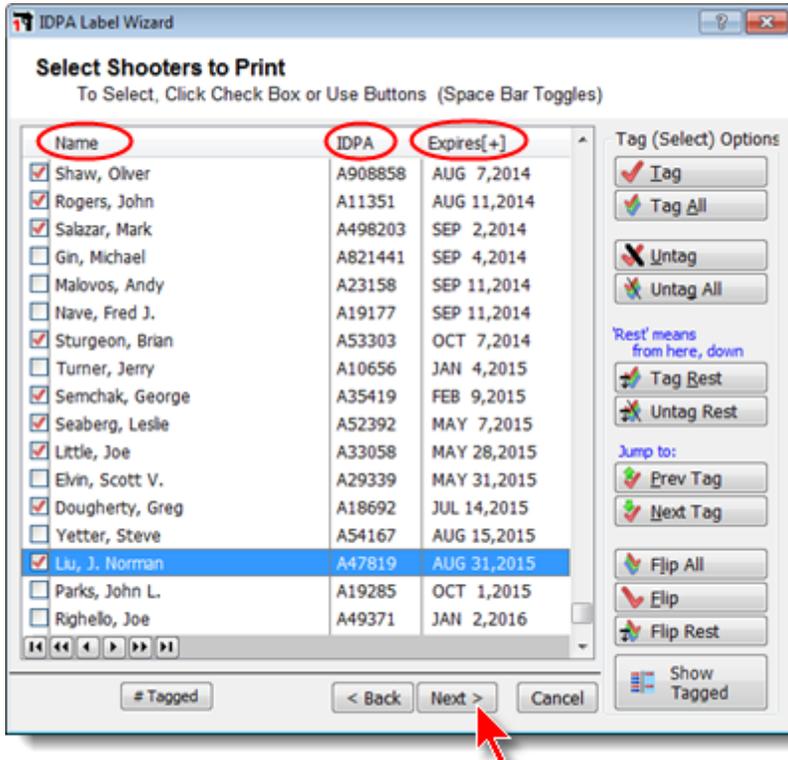
You can also print full sheets of IDPA number labels on Avery 5160 or equivalent label stock. Use the Print/Internet menu to open the wizard:



Choose whether to print labels for all shooters in the database for whom you've specified IDPA numbers, or whether to select individual shooters to print. (Either way, you can use the Print Preview screen to limit which pages you print.)

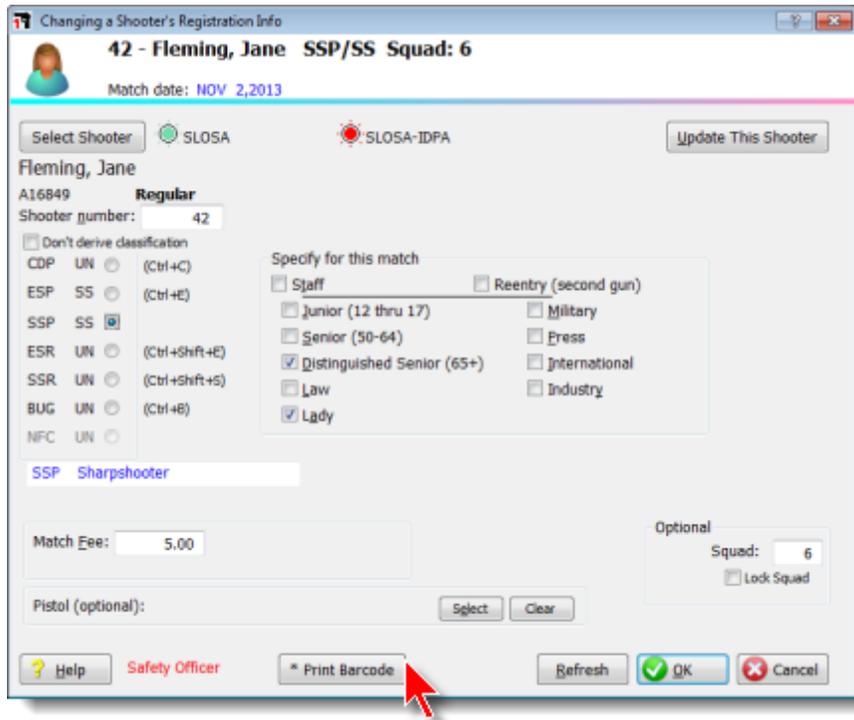


Select the shooters for whom you want to print labels. Note that you can click the column headings to change sort to ascending or descending alphabetical or ascending or descending IDPA number.

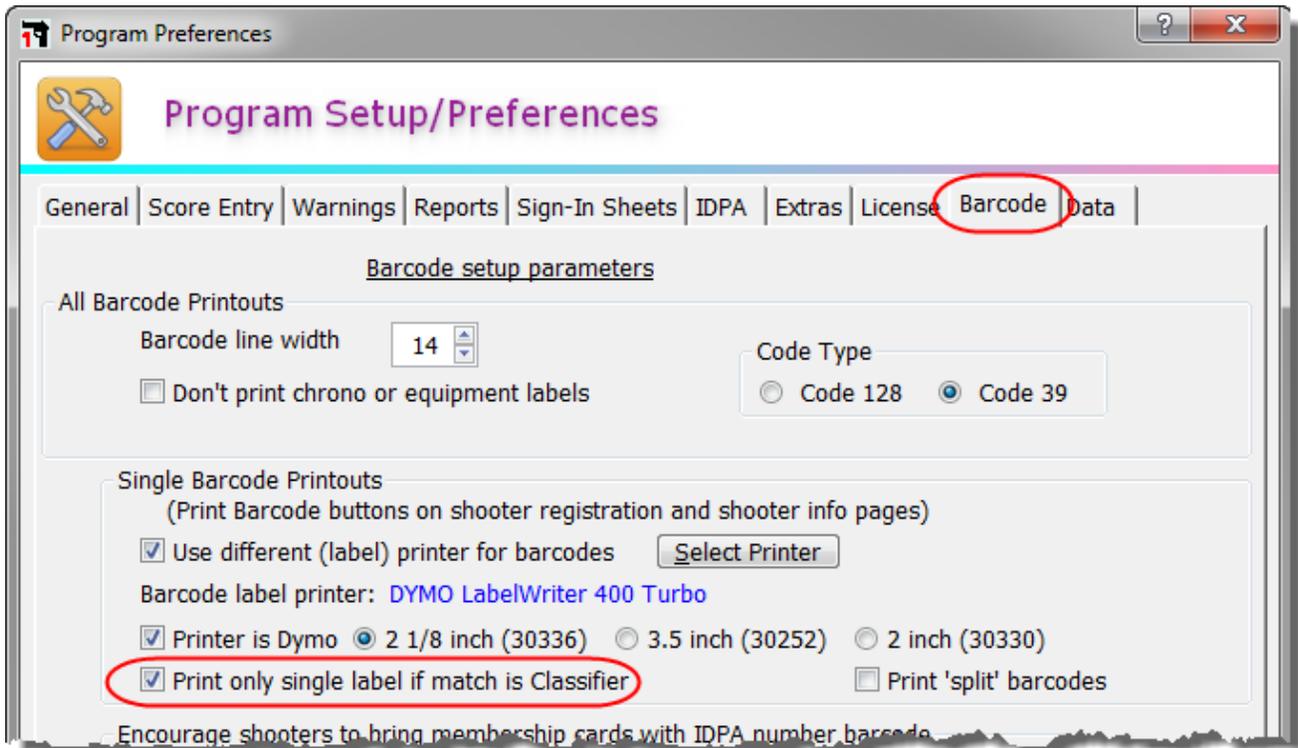


### Single Label (Classifier)

For those dedicated enough to print barcode labels when somebody walks on to a club match there's now by request an option to have just a single label printed if the match is a Classifier (and you have all three stages on a single score sheet).

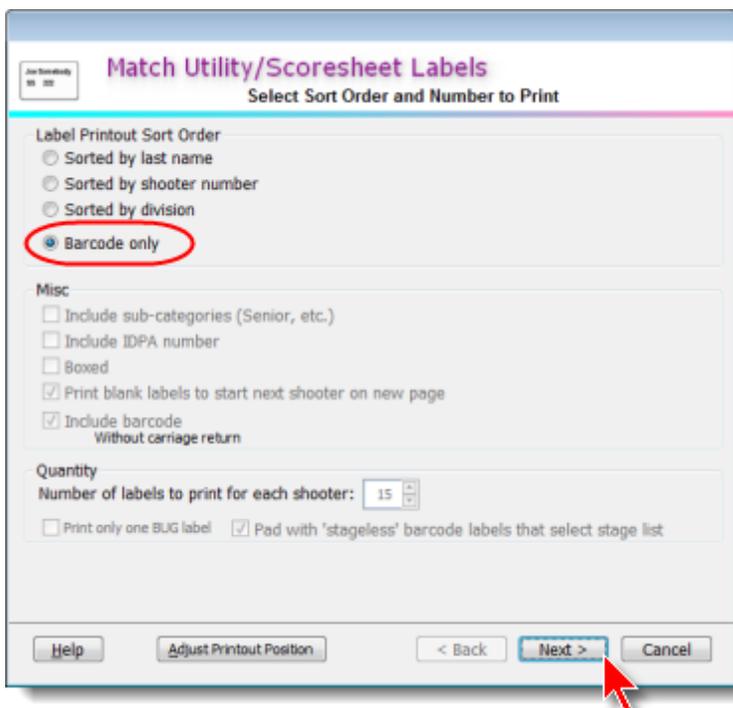


Select the option in Program Preferences.



### Barcode Labels for Club Matches

Check the Barcode only button. All other options become unavailable:



Be sure the **Print shooter number labels without stages box** is **not** checked.  
Enter the range of shooter numbers you want to create, and how many stages to print for each one.

Match Utility/ScoreSheet Labels  
Select Range of Shooter Numbers To Generate

Lowest shooter number: 1

Highest shooter number: 60

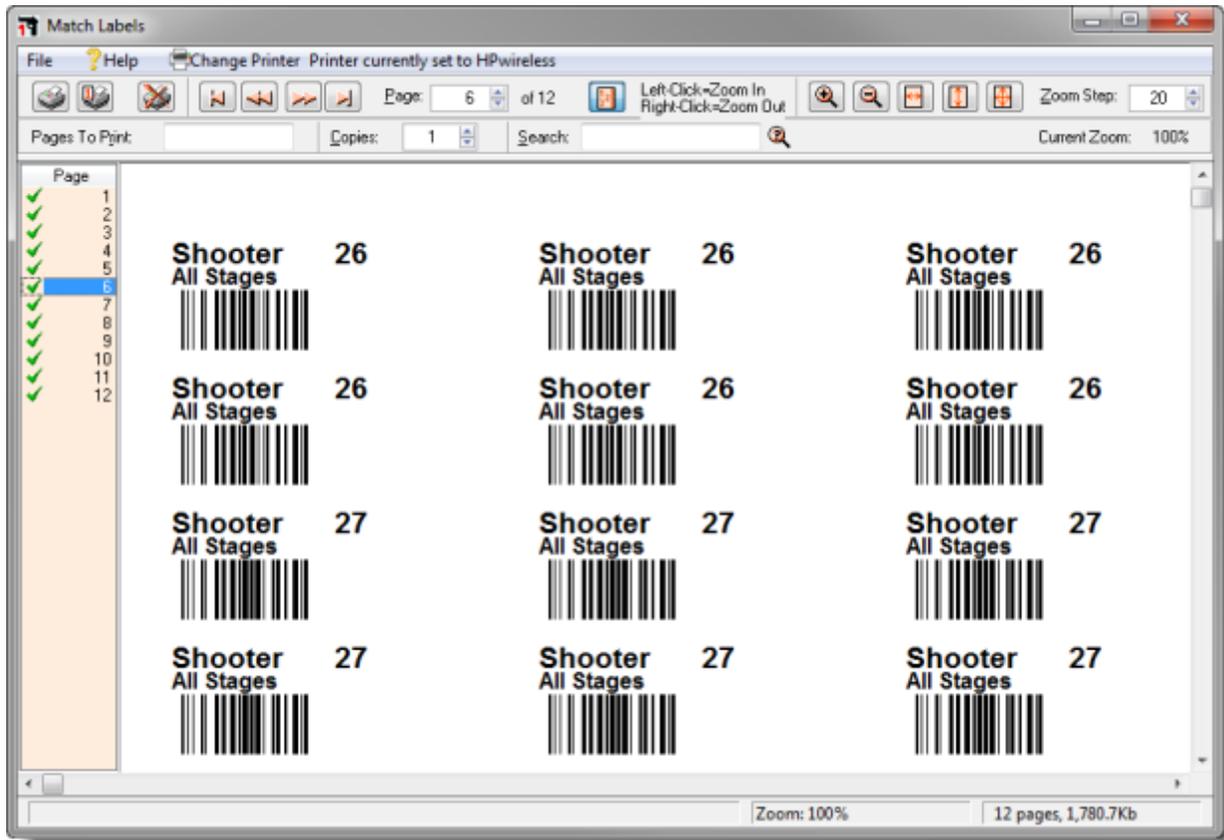
Quantity  
Number of stages to print for each shooter: 6

Print shooter number labels without stages

Barcodes will print without carriage return

Help < Back Next > Cancel

Use a paper cutter to cut the labels into strips. As you register someone as shooter number 26, hand him the appropriate strip of labels.

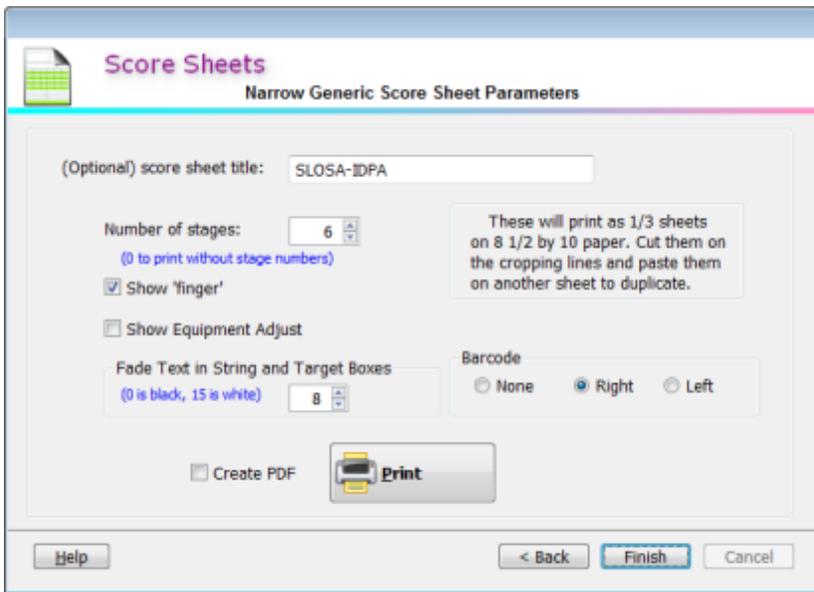
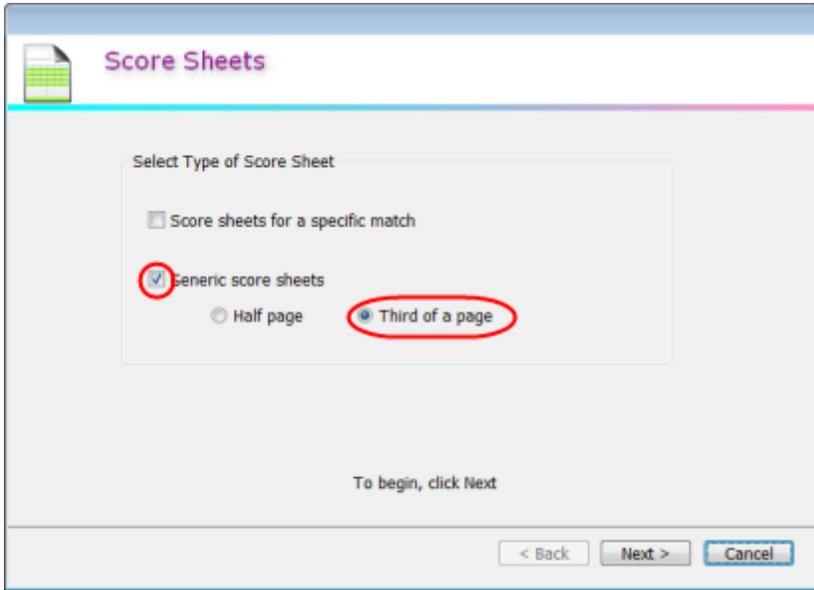


### Club Match "Split" Barcode Labels

Ernie wanted to play with "split" barcodes at club matches, so this is how to do that.

## The ScoreSheets

First, create generic "split" score sheets with barcodes but not tied to a specific match.

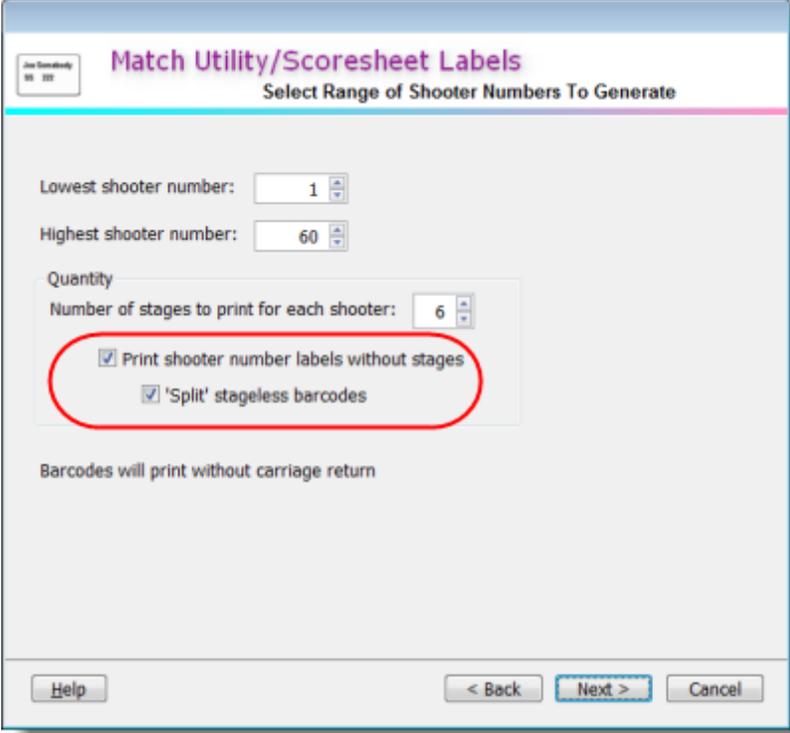


## Generic Labels

You can create generic "split" barcode labels similarly to the process of creating <sup>502</sup> the older format of generic labels.

On the Match Utility wizard, select the Barcode only option.

On the next page of the wizard, mark both the **Print shooter number labels without stages** checkbox and the **'Split' stageless barcodes** checkbox.

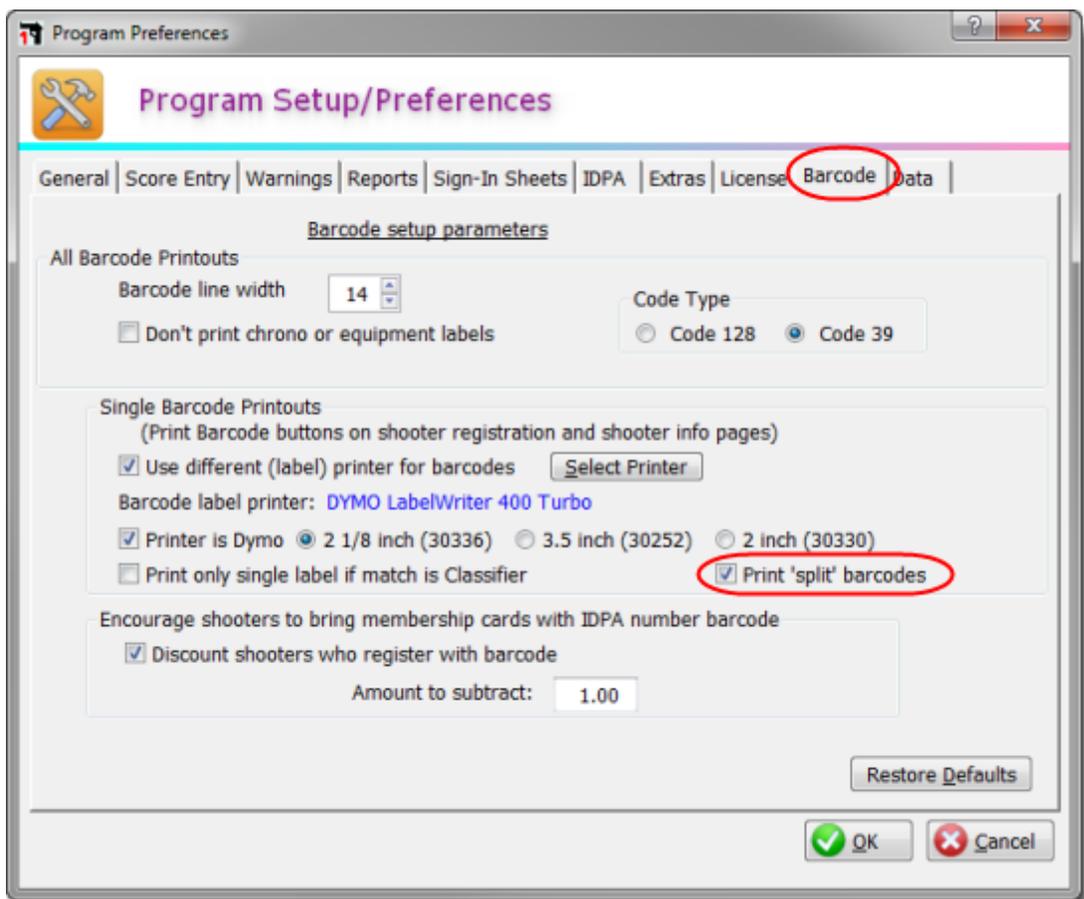


The screenshot shows a software window titled "Match Utility/Scoresheet Labels" with the subtitle "Select Range of Shooter Numbers To Generate". The window contains several input fields and checkboxes. The "Lowest shooter number" is set to 1, and the "Highest shooter number" is set to 60. Under the "Quantity" section, the "Number of stages to print for each shooter" is set to 6. Two checkboxes are checked and circled in red: "Print shooter number labels without stages" and "'Split' stageless barcodes". Below these checkboxes, it says "Barcodes will print without carriage return". At the bottom of the window, there are four buttons: "Help", "< Back", "Next >", and "Cancel".

### Dymo Labels At Registration

For the truly intrepid who keep a Dymo (or similar) label printer to use at shooter registration for club matches, you can set that printer to create "split" barcodes.

On the Barcode tab in Program Preferences, mark the checkbox shown in the picture.



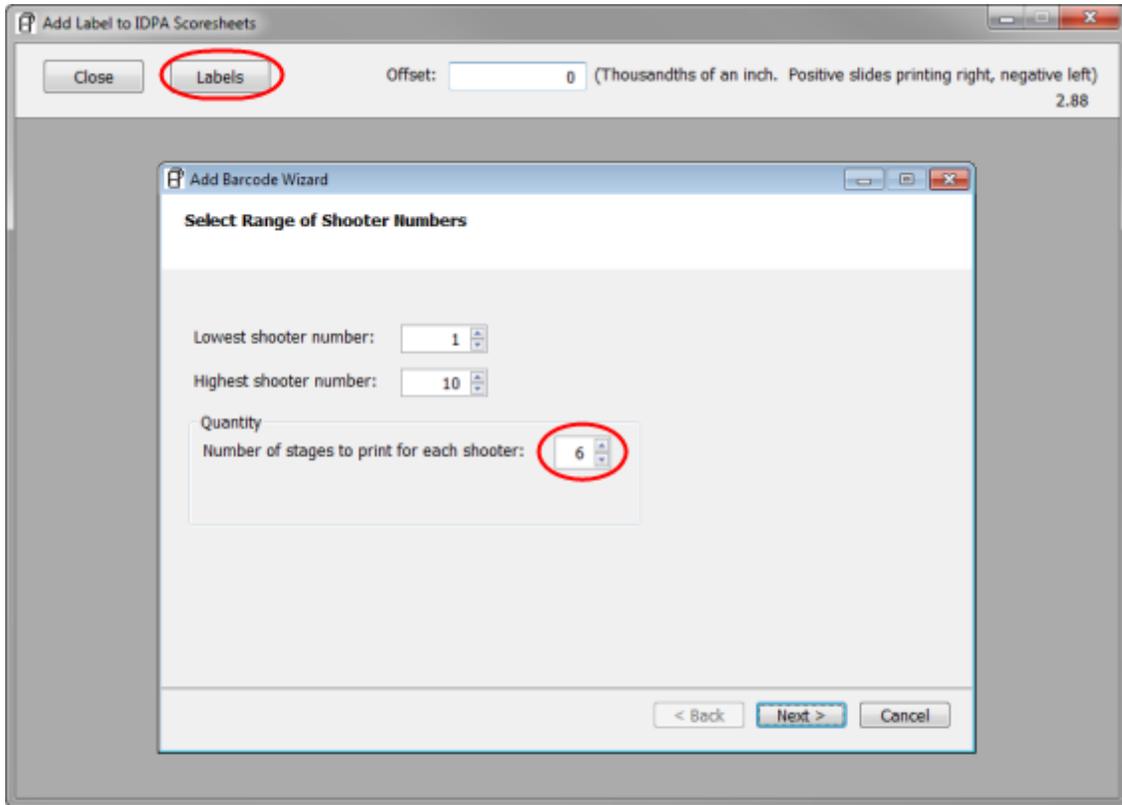
## Printing Barcodes on Score Sheets for Club Matches

This is an old feature, kept in just in case anybody actually uses it.

If you've downloaded the two-up score sheet template from the old IDPA website, you can print barcode labels for club matches on them directly.

First print (or photocopy) the number of score sheets you need.

Then load them into your printer and run **addlabel.exe** from the folder in which you've installed **ForScore**.



The reason the labels repeat the division information is in case you want to split the score sheets with a paper cutter and staple them as individual stages. This way, if you do so each sheet will still have division information.

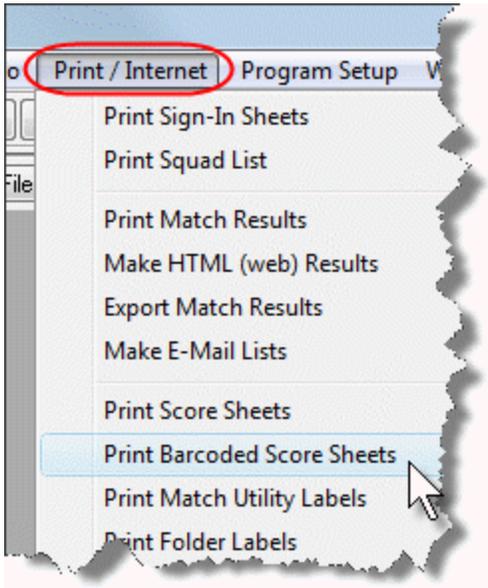
STAGE: 1			STAGE: 2		
POINTS DOWN FROM POSSIBLE SCORE ON EACH TARGET		TIME	POINTS DOWN FROM POSSIBLE SCORE ON EACH TARGET		TIME
T-1	T-10	STRING 1	T-1	T-10	STRING 1
T-2	T-11	STRING 2	T-2	T-11	STRING 2
T-3	T-12	STRING 3	T-3	T-12	STRING 3
T-4	T-13	STRING 4	T-4	T-13	STRING 4
T-5	T-14	STRING 5	T-5	T-14	STRING 5
T-6	T-15	STRING 6	T-6	T-15	STRING 6
T-7	T-16	STRING 7	T-7	T-16	STRING 7
T-8	T-17	STRING 8	T-8	T-17	STRING 8
T-9	T-18	STRING 9	T-9	T-18	STRING 9
PROCEDURAL ERRORS:	X 03.00		PROCEDURAL ERRORS:	X 03.00	
HITS ON NON-THREAT TARGETS:	X 05.00		HITS ON NON-THREAT TARGETS:	X 05.00	
FAILURE TO NEUTRALIZE:	X 05.00		FAILURE TO NEUTRALIZE:	X 05.00	
FAILURE TO DO RIGHT:	X 20.00		FAILURE TO DO RIGHT:	X 20.00	
TOTAL POINTS DOWN:	X 00.50		TOTAL POINTS DOWN:	X 00.50	
SO INITIALS:		SHOOTER INITIALS:	SO INITIALS:		SHOOTER INITIALS:
NAME:		COMPLETION NUMBER:	NAME:		COMPLETION NUMBER:
DIVISION: CDP ESP SSP SSR ESR		CLASS: MA EX SG MM NV	DIVISION: CDP ESP SSP SSR ESR		CLASS: MA EX SG MM NV

<p><b>Shooter 1 / Stage 1</b> Name: _____ Division: CDP__ESP__SSP__ESR__SSR__BUG__</p>	<p><b>Shooter 1 / Stage 2</b> Name: _____ Division: CDP__ESP__SSP__ESR__SSR__BUG__</p>
--	--

### Club Match Barcoded Score Sheets

I agree that it will cost a lot of ink, but I was requested to create an option to print score sheets with barcode labels pre-printed.

Obviously, you need to print these directly. Because each label is different, you can't have a single master sheet duplicated cheaply at a print shop.



## Barcode Shooter Registration

If your shooters will carry a membership card or something else to which you can affix barcode labels containing their IDPA numbers, you can use that to speed registration. (You can offer a discount<sup>[514]</sup> to encourage them to bring their cards.)

Assuming the barcode module is enabled, just scan the shooter's card. (Do **NOT** click the IDPA # Lookup button.)

You should be able to accept the default shooter number. If you've specified default shooter fees, the appropriate match fee should automatically appear, minus any barcode discount amount you may have configured.

Just ask the shooter what division he's shooting, then click the **Print Barcode** button (or hit the keypad \* star key) to close this window and begin processing the next registration. If you're not using a dedicated printer, you can hand him a strip of pre-printed club match labels<sup>[502]</sup> and click **OK**.

Adding a Shooter to this Match

30 - Fleming, Jane SSP/SS

Match date: OCT 5, 2013

Select Shooter  SLOSA  SLOSA-IDP

Name Fleming, Jane

A16849 Regular

Shooter number: 30

Don't derive classification

CDP UI  (Ctrl+C)

ESP SS  (Ctrl+E)

SSP SS  (Ctrl+S)

ESR UI  (Ctrl+Shift+E)

SSR UI  (Ctrl+Shift+S)

BUG UI

NFC UI

Specify for this match

Staff

Junior (12 thru 17)

Senior (50-64)

Distinguished Senior

Law

Lady

SSP Sharpshooter

Match Fee 14.00

Pistol (optional):

? Help \* Print Barcode

## Barcode Score Entry

If you are using a hand held barcode scanner or wand, I'd hold that in the left hand; if your scanner is on a stand, put the scanner on the left of the keyboard and use your left hand to slide the score sheet barcodes under it.

**Do all numeric entry with your right hand.**

Refer back to the 'data entry cheat sheet' <sup>921</sup> for my suggestions on data entry.

It doesn't matter whether the data entry screen is set to display shooters by name or shooter number or division or squad.

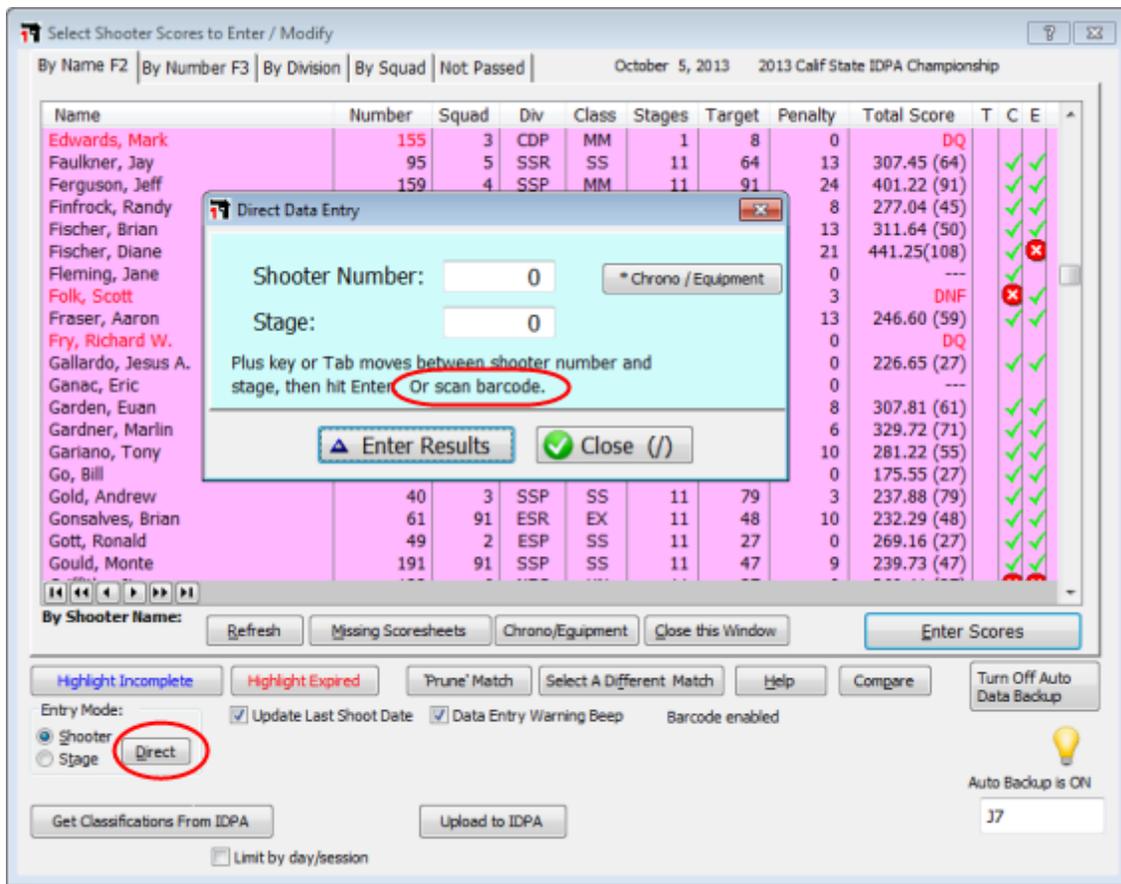
It also doesn't matter whether you've selected **Shooter** or **Stage** entry mode.

The screenshot shows the 'Select Shooter Scores to Enter / Modify' window for the 2013 Calif State IDPA Championship on October 5, 2013. The window displays a table of shooter scores and various control buttons.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T	C	E
Edwards, Mark	155	3	CDP	MM	1	8	0	DQ			
Faulkner, Jay	95	5	SSR	SS	11	64	13	307.45 (64)	✓	✓	
Ferguson, Jeff	159	4	SSP	MM	11	91	24	401.22 (91)	✓	✓	
Finfrock, Randy	162	2	SSP	SS	11	45	8	277.04 (45)	✓	✓	
Fischer, Brian	114	94	SSP	MM	11	50	13	311.64 (50)	✓	✓	
Fischer, Diane	113	94	NFC	UN	11	108	21	441.25(108)	✓	✗	
Fleming, Jane	147	94	SSP	SS	0	0	0	---			
Folk, Scott	193	6	NFC	UN	7	10	3	DNF	✗		
Fraser, Aaron	12	6	SSP	SS	11	59	13	246.60 (59)	✓	✓	
Fry, Richard W.	38	4	ESP	SS	0	0	0	DQ			
Gallardo, Jesus A.	27	2	SSP	SS	11	27	0	226.65 (27)	✓	✓	
Genac, Eric	70	6	ESP	EX	0	0	0	---			
Garden, Euan	46	5	SSR	MM	11	61	8	307.81 (61)	✓	✓	
Gardner, Marlin	160	4	SSP	MM	11	71	6	329.72 (71)	✓	✓	
Gariano, Tony	88	90	ESP	MM	11	55	10	281.22 (55)	✓	✓	
Go, Bill	23	6	SSP	MA	11	27	0	175.55 (27)	✓	✓	
Gold, Andrew	40	3	SSP	SS	11	79	3	237.88 (79)	✓	✓	
Gonsalves, Brian	61	91	ESR	EX	11	48	10	232.29 (48)	✓	✓	
Gott, Ronald	49	2	ESP	SS	11	27	0	269.16 (27)	✓	✓	
Gould, Monte	191	91	SSP	SS	11	47	9	239.73 (47)	✓	✓	

Below the table, the 'Barcode enabled' checkbox is checked and circled in red. Other controls include 'Enter Scores', 'Refresh', 'Missing Scoresheets', 'Chrono/Equipment', 'Close this Window', 'Highlight Incomplete', 'Highlight Expired', 'Prune Match', 'Select A Different Match', 'Help', 'Compare', 'Turn Off Auto Data Backup', 'Entry Mode' (Shooter selected), 'Update Last Shoot Date', 'Data Entry Warning Beep', 'Auto Backup is ON', 'Get Classifications From IDPA', 'Upload to IDPA', and 'Limit by day/session'.

You can also scan barcodes when you've selected **Direct** entry mode. This is more efficient, because the list of shooters' scores does not need to refresh itself after each stage you enter.



## Barcode Configuration

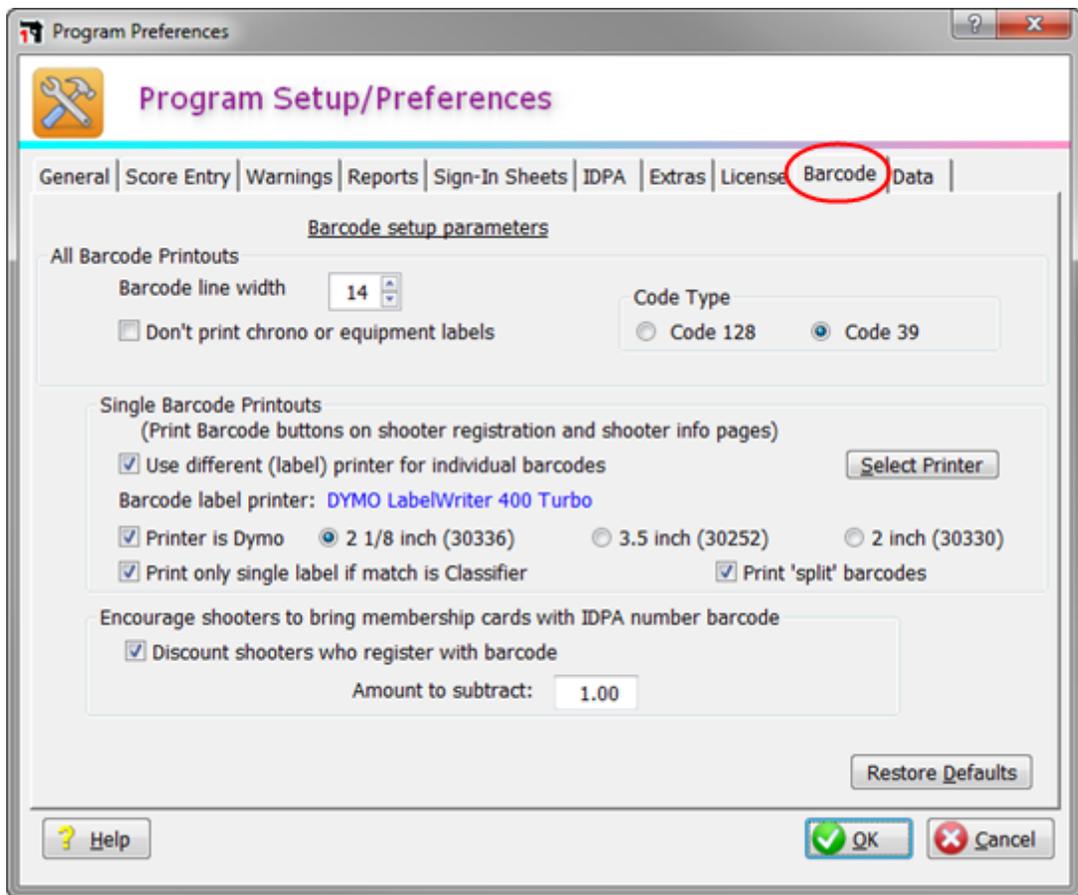
If you enable your barcode module, a **Barcode** tab becomes available in **Program Preferences**. I recommend you leave the default line width (14) and code type (Code 39) to start.

If you want to print score sheet labels for individual shooters as you register them, you'll want to specify a dedicated label printer<sup>489</sup>. That printer will also be used to print IDPA number labels for shooter's ID cards. The **Select Printer** button will open a standard Windows printer selection screen.

If you are using a Dymo Labelmaker printer, you can specify your choice of three label formats. I think the 30336 "Multipurpose Labels" 1" by 2 1/8" are the best Dymo choice, although you may need to order them online.

If you want to use barcodes to register shooters but your guys never bother to bring their cards, you can offer an incentive. Shooters whose cards you scan can pay a lesser registration fee.

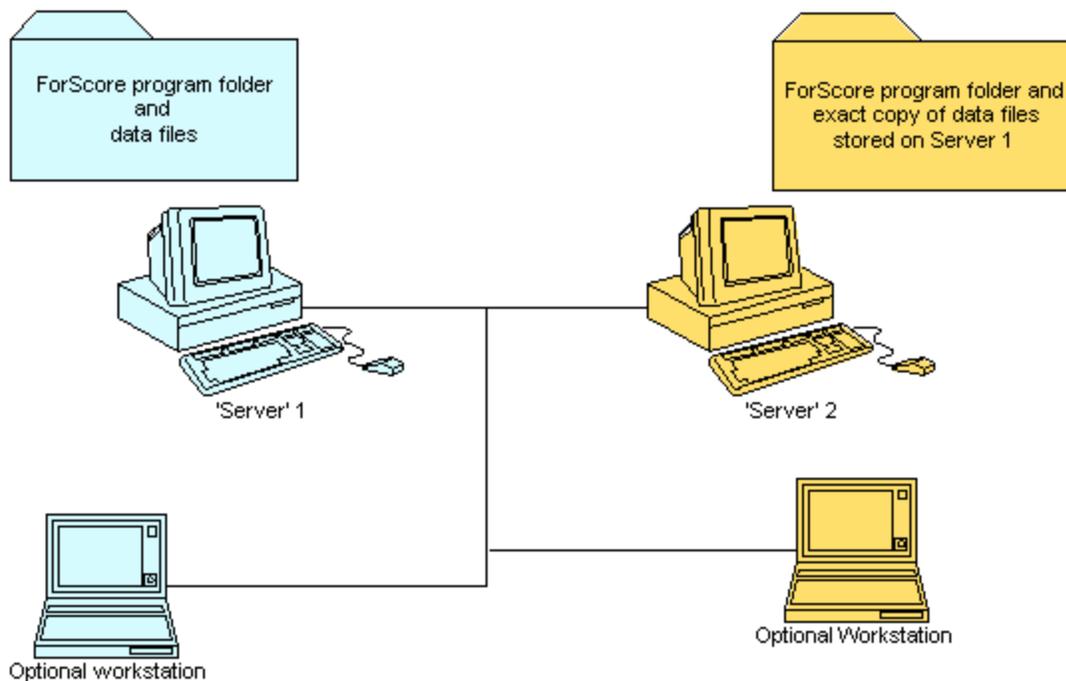
**Don't print chrono or equipment labels** will only appear if you have licensed the optional Event Module<sup>555</sup>.



## Compare Module

The **Compare** module is an optional component of ForScore. It is intended for use at large matches which have a strong stats staff.

Its function is similar to double entry bookkeeping for an accountant. The basic principle is that two people (or sets of people) will enter the same score sheet data on two or more computers that are networked together. Then, after data entry is complete, the Compare Module can be used to compare the entries made by the two staffs. At first blush, it sounds like a lot of extra work – you have two people enter each score sheet on different machines. The advantage is that they can enter data very fast, confident that both entry people (or entry teams) won't make the same mistake on any particular shooter's stage entry. (Unless, of course, you have an S.O. with horrible writing and both teams read his ones as sevens!!!)

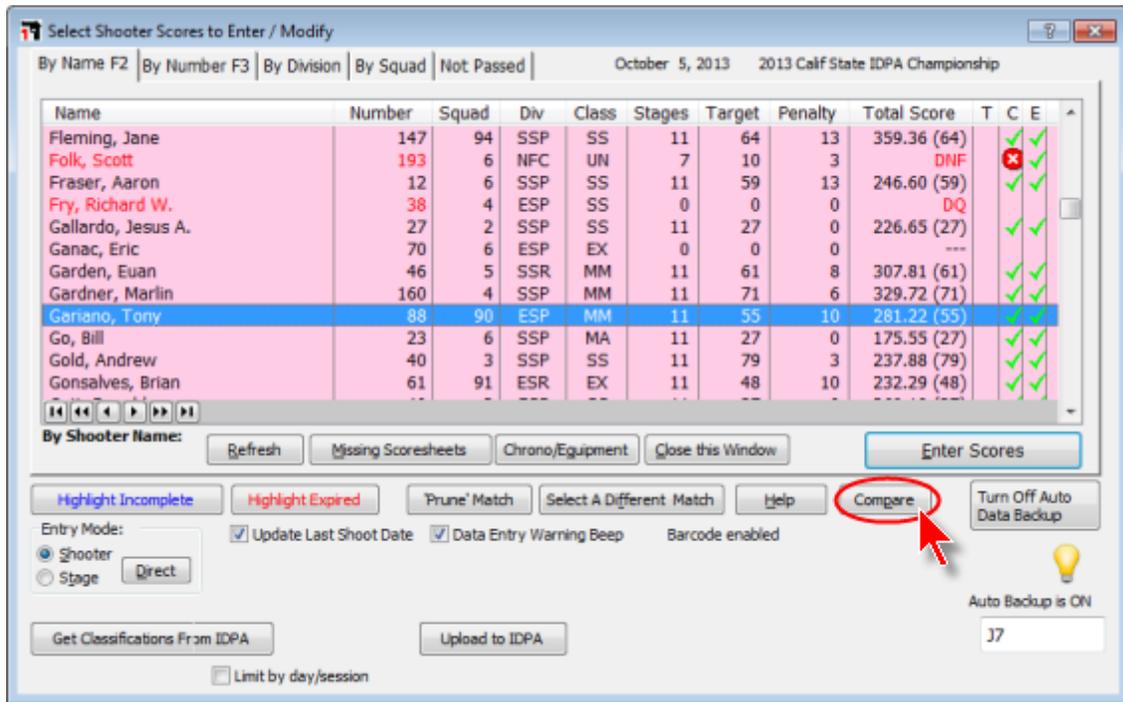


**NOTE:** The unregistered demo version of ForScore will only compare matches with up to 50 shooters.

If it is enabled on your system, a button labeled **Compare** will appear on the match score data entry screen. This procedure cannot be selected by the keyboard **Tab** key. The **Compare** button must be clicked with the mouse.

If you do not want the **Compare** button to appear all the time, you can disable it in Program Preferences<sup>394</sup>.

With the Compare module is included the Program Setup **Alternate Entry Background**<sup>532</sup> menu option (used to set this "side's" color to red.)



## Compare Cheat Sheet

While I strongly encourage that you read this entire section about the features of the Compare Module, there's also a "Compare Cheat Sheet" PDF file in the folder in which you've installed **ForScore**.

## Permissions - CRITICAL!

Windows Vista and later (Windows 7, Windows 8, Windows 8.1, Windows 10) have made security much tighter than was the case in XP and previous.

You need to be sure you have appropriate permissions set in order to be able to use Compare.

This will probably involve user accounts, passwords, "share" and "security" permissions, network access type ("home network", "work network", "public network"), and firewall settings.

If you don't understand these items, please find somebody who can help you with the network setup.

## CRITICAL TEST

From one computer, use Windows Notepad to open, modify, and save a text file in the ForScore data share on the other computer.

If you cannot save the text file successfully, ForScore's Compare process won't be able to work either.

## Compare Module - Setting Up the Match

You are going to want to have two people (or two groups of people) entering the same score sheet data into **two identical match databases**.

So what you'll want to do is:

1. Plan your computer setup. Refer to the separate **Network\_Setup.pdf** document for some configuration suggestions. Designate one computer as the **primary** entry machine, and another as the **secondary**. Load and activate ForScore on both machines. These will be the two machines containing your match data, and I'll refer to them here as your **servers**, even though they could be running on a regular laptop.
2. If you are going to have multiple people entering data into each database, set up additional computers. Make sure the computers sharing the **primary** data entry can all connect to the **primary server**. Ditto the **secondary** machines to the **secondary server**. I'll refer to these additional machines as **workstations**.
3. On each of the **workstations**, map a drive to the shared folder on the appropriate **server**. Make a shortcut on each **workstation** to run ForScore from that share. Specify in the shortcut that ForScore will "start in" that shared folder, so it is using the data files on the **server**.
4. Create the match on one computer.
5. Register shooters. Specify guns and Event Module stuff if applicable.
6. Copy the **C:\Program Files\ForScore\DATA** folder and all of its contents (except possibly **config.tps**) into the **DATA** folder on **both servers**. Both will now have the identical matches set up. Of course, if you're creating the match and registering shooters on one of the computers you're going to be using as a server during your match, then you need only copy the **DATA** folder to the other server.
7. Use the **Alternate Entry Background Color**<sup>532</sup> if you wish so that you can tell at a glance which machine(s) are **secondary**. The alternate entry background color information is stored in the **config.tps** data file, as is the custom screen background text if you're using it, so you will not want to copy that file when you're copying your match setup data.
8. Both teams enter all scores on each system.
9. After the match (or at intervals during the match), use the **Compare** button on one server to browse to the **DATA** folder on the other server. The Compare module need only be activated on one of the servers. I'll henceforth refer to the machine from which you're initiating the comparison as the **local** computer and the computer with which you're making the comparison as the **remote** computer. You will get a listing of any stage entries that are not the same on both systems.

**Read the "Compare Cheat Sheet" PDF in the ForScore Folder!**

## Compare Module - Selecting the Target Data

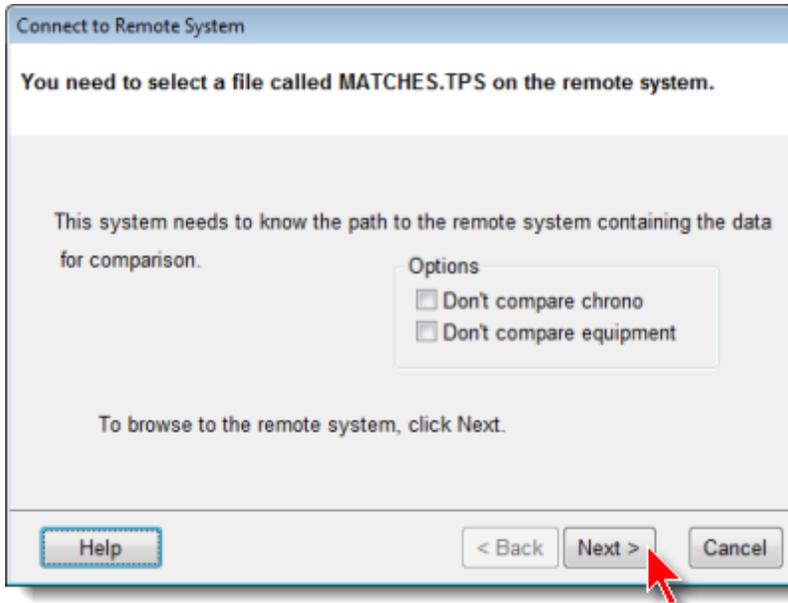
So your network is configured, and you've clicked the **Compare** button.

You are going to need to select the **MATCHES.TPS** file on the 'Remote' machine.

After you click **Next** a Windows browse screen will open.

I'll go into more detail describing the Windows 2000 screen, but Windows 98 operates similarly.

**NOTE:** You only need to do this the **first time** you make a comparison. Subsequent comparisons will automatically check with the machine you've selected until you close and restart ForScore, unless you specify otherwise.



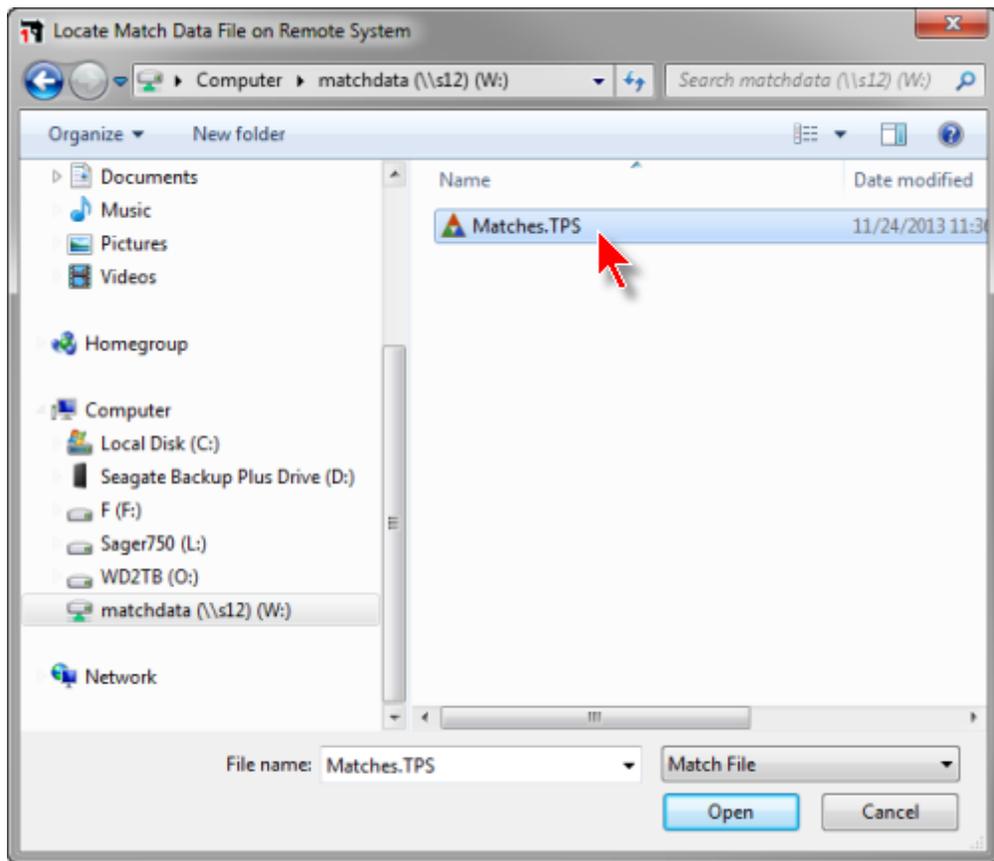
## With a Mapped Drive

You have several options with this screen.

If you have mapped a network drive, select it and then select **MATCHES.TPS**.

In this screen shot, I have mapped as **W:** on my Local machine the **MatchData** share I've created on the remote machine (which is called S12).

I'll select the drive/share in the left column, then select Matches.tps in the contents of the drive/share.

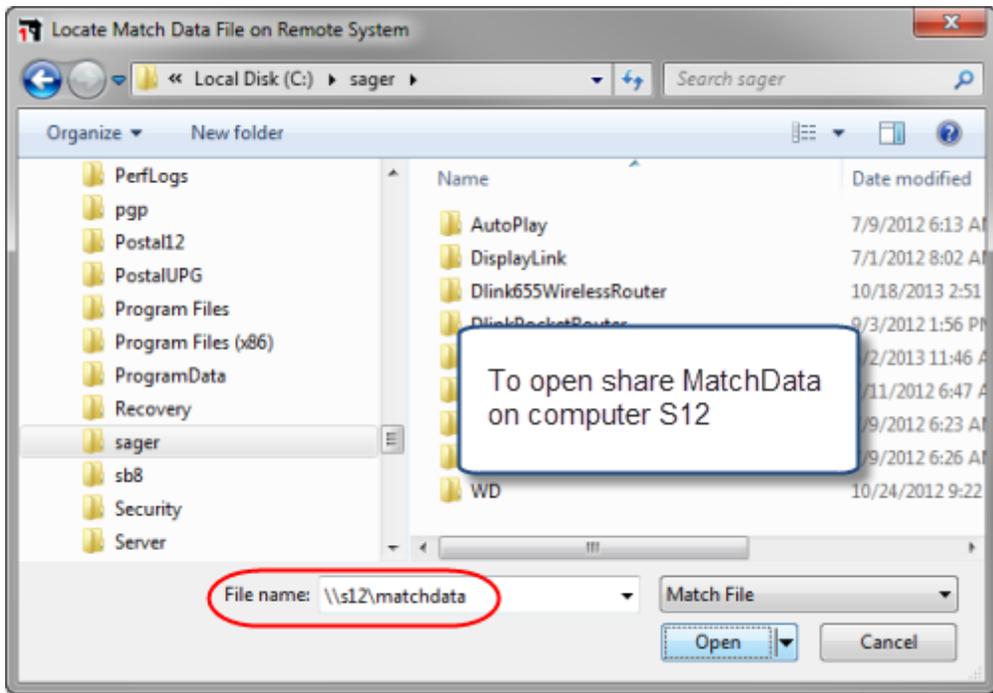


## UNC Shortcut

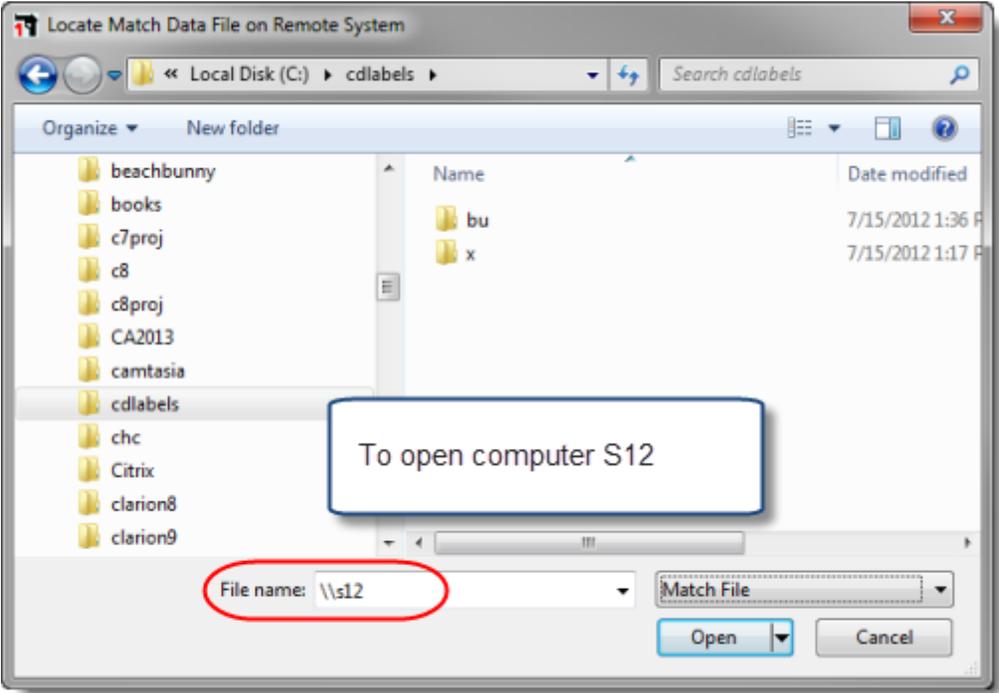
If you know the remote computer's name and can type reasonably accurately, there's a way to save a few steps selecting the remote data file.

UNC stands for Universal Naming Convention. It expresses the path to data on a remote computer by using a double **backslash** (OPPOSITE of the forward slash you're used to on the Internet) followed by the computer name, then a single backslash followed by the share name.

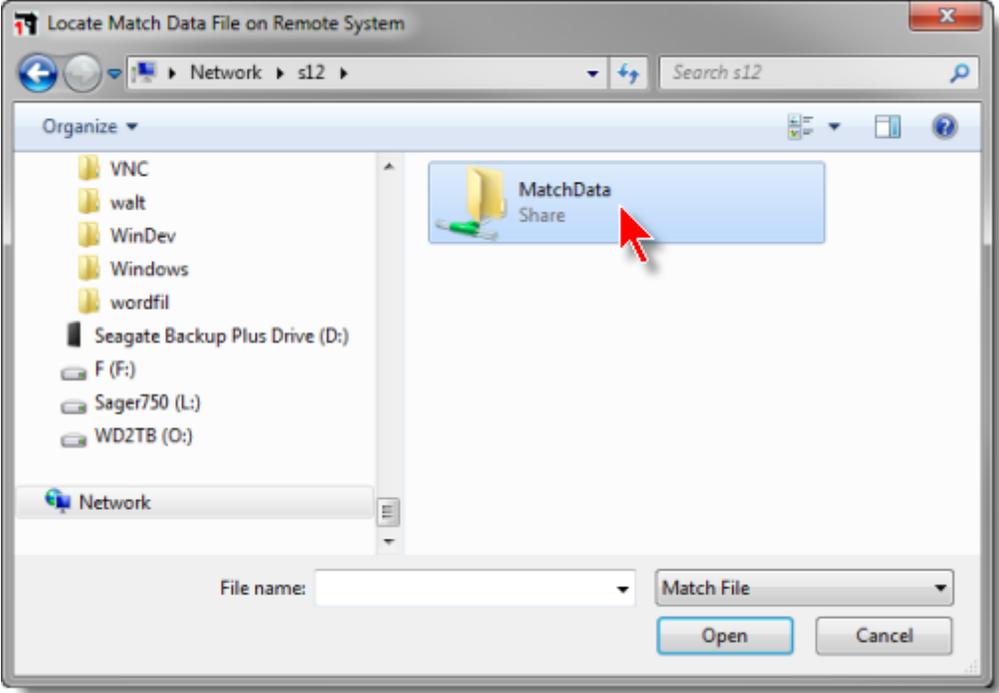
So I could type the entire UNC path (which, in my example, is `\\s12\MatchData` ) like so:



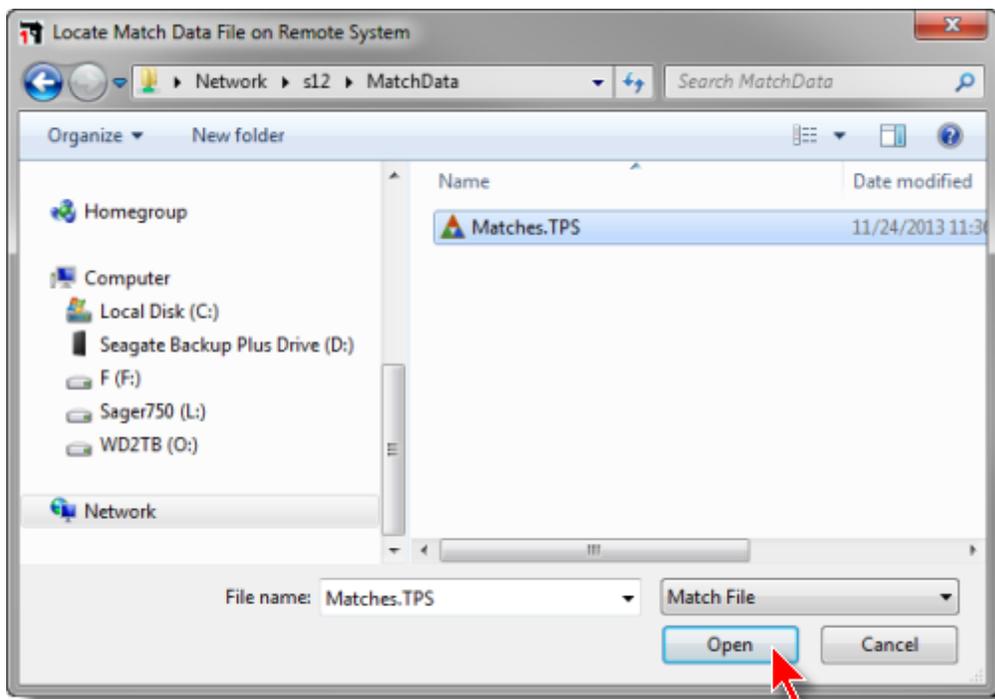
If I'm sure of the computer name but not the share name, I can just enter the computer name:



And then select the share:

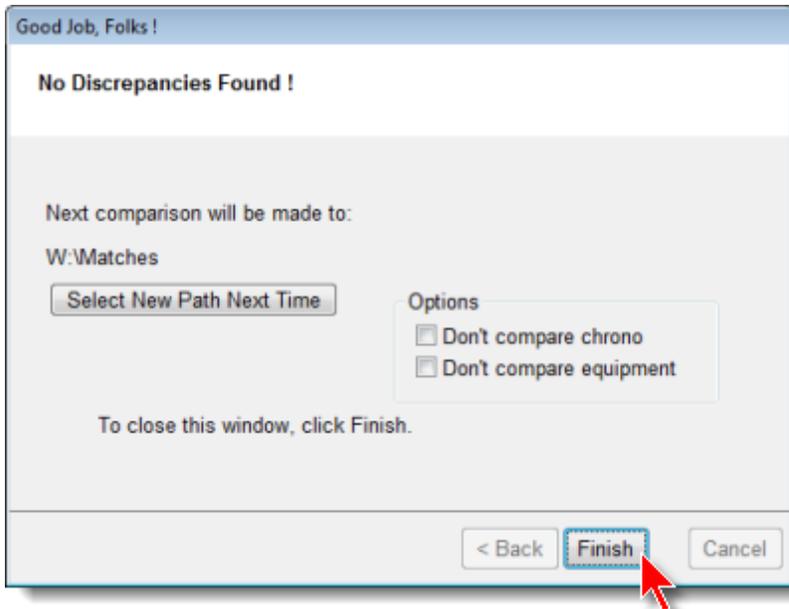


And then the file - **MATCHES.TPS**.



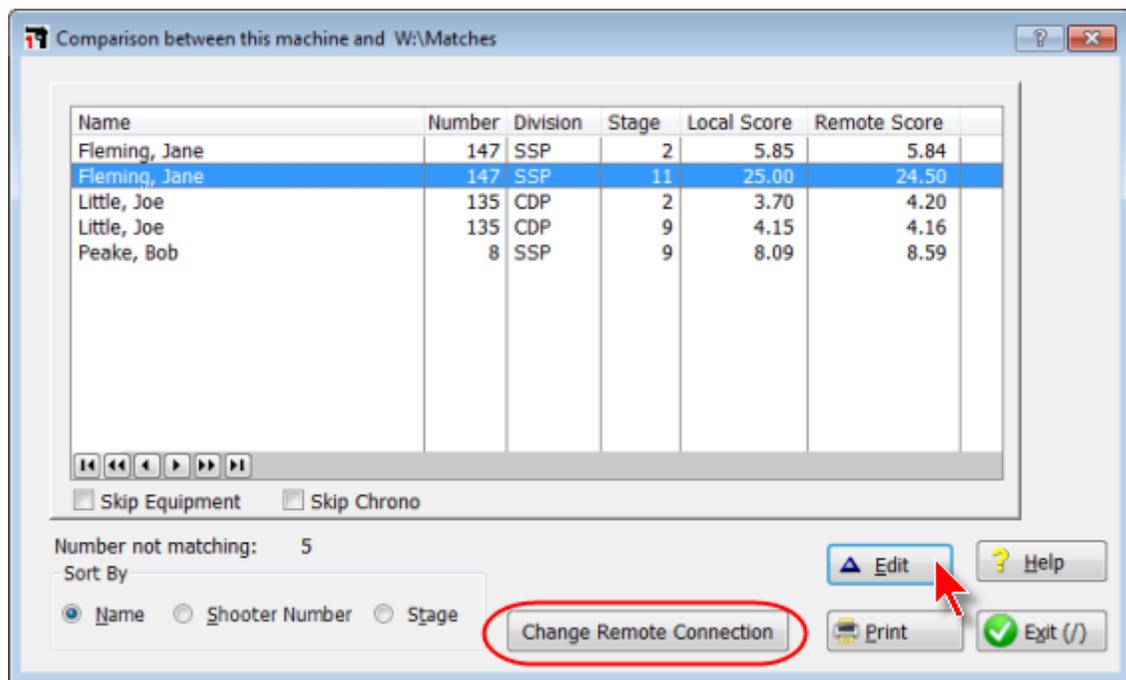
## Compare Module - Comparison Screen

Once you've selected the Remote machine's data, a comparison screen will appear. If there are no discrepancies between the Local and Remote data, you'll see this simple screen:



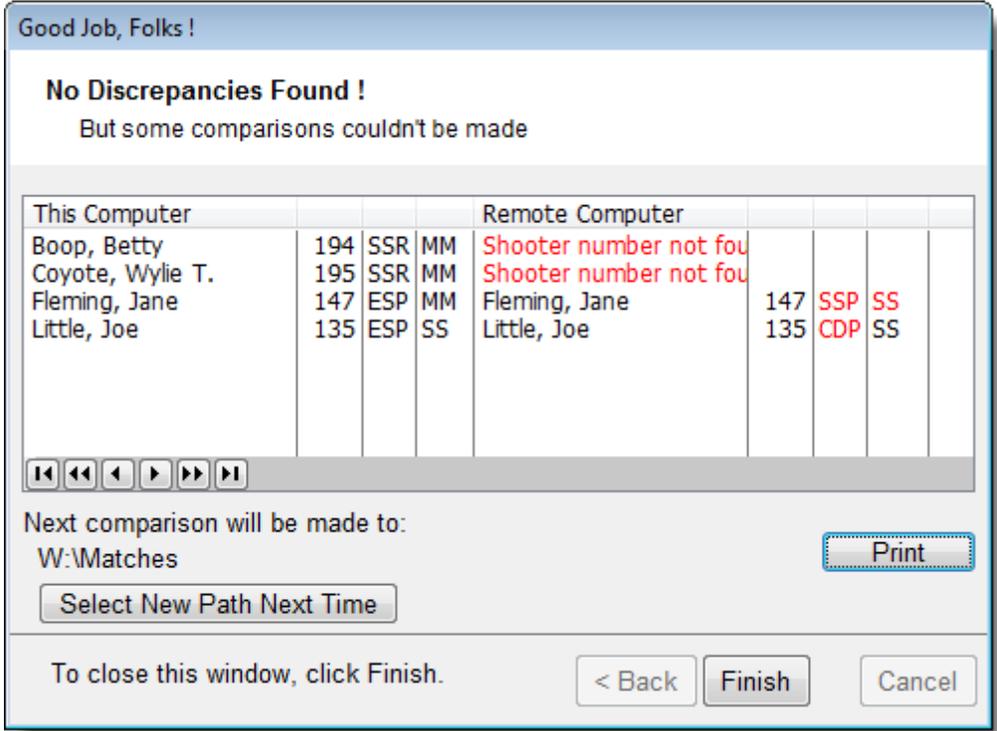
The next time you run **Compare**, you won't need to go through the process of browsing to the remote computer. The **Select New Path Next Time** button will clear the pointer to the remote data, and you'll be able to browse again if you wish.

If there are discrepancies, you'll get a listing of the stages in question. You can sort them by name, shooter number, or stage. Click Edit<sup>527</sup> to fix the discrepancy. The **Change Remote Connection** button closes this screen and lets you go through the process of selecting the Remote machine again.

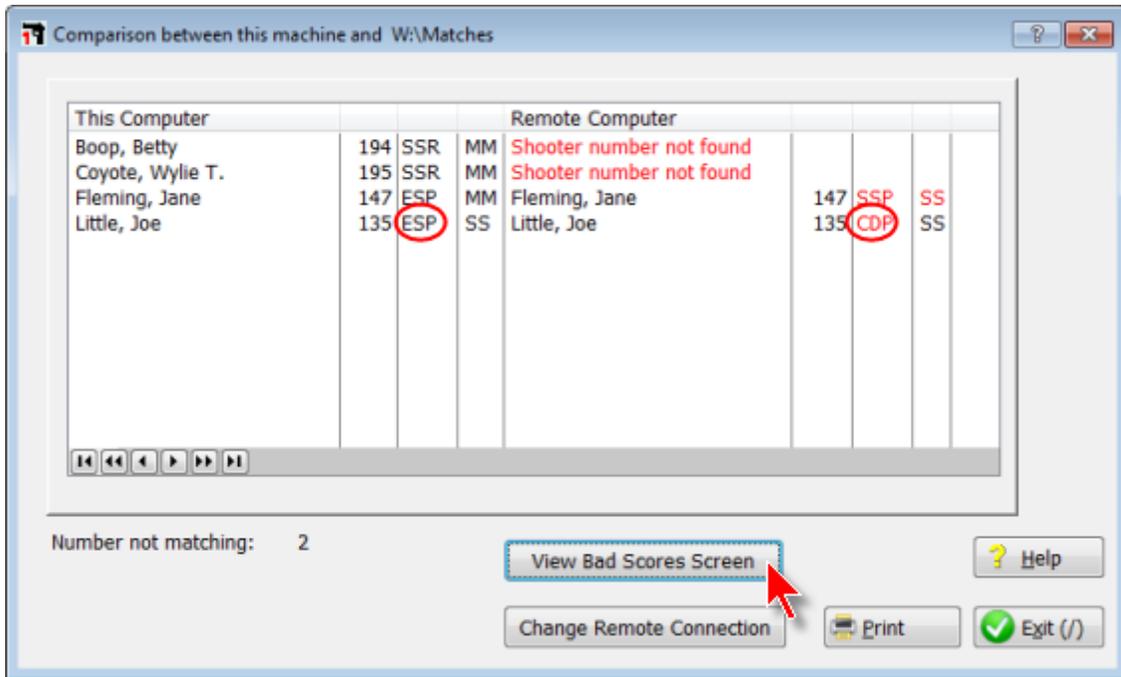
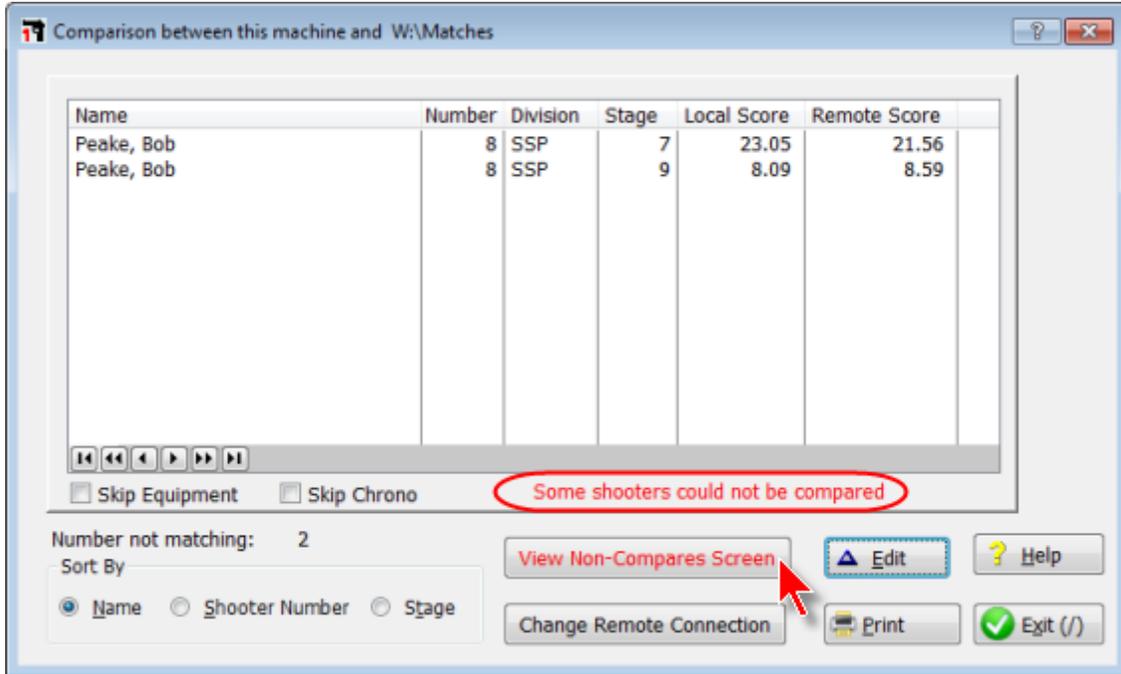


If you've registered or changed any shooters after the start of the match, you may get a screen showing those whose registrations are not identical and could not be compared. In this case, all the other shooters compared without errors.

The registrations that don't agree because of **name, shooter number, or division errors** you'll need to correct manually on the appropriate machine. The walk-on shooters who've been entered on the remote computer you'll be able to import automatically.

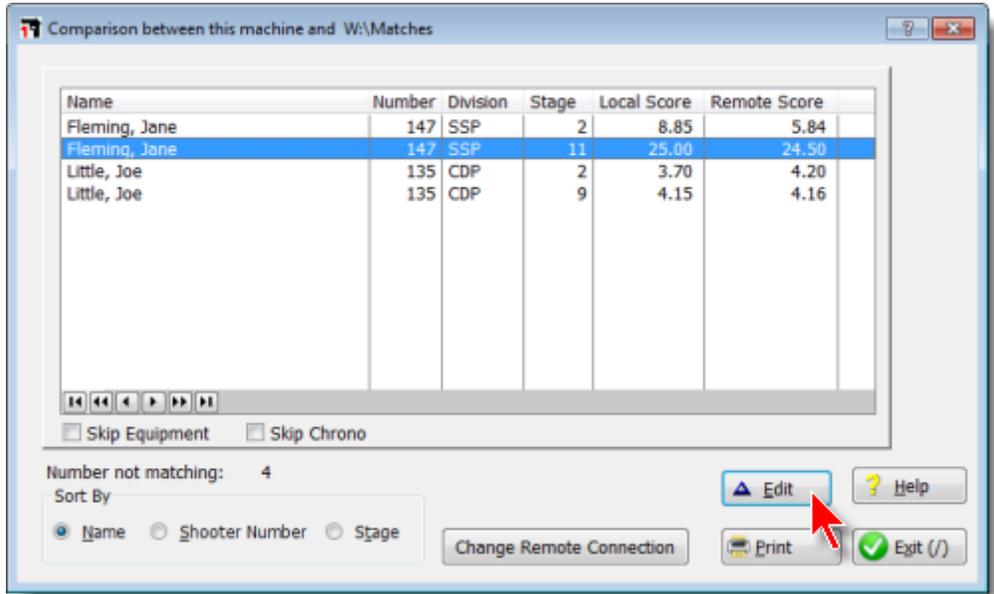


In this example, we have a combination - some shooters whose scores don't agree, and some whose registrations don't match. The two buttons switch back and forth between these screens. This match was actually well set up - you can see three shooters were added to the remote computer. We can use Compare's Import function<sup>530</sup> to import them.



### Compare Module - Editing Scores

At last you're in command!  
Sitting at your computer keyboard you can modify all the data for the match.  
Click the Edit button or double-click the error you need to fix.



You'll get a screen showing exactly where the two computer systems don't match. If you mark the box at the bottom, the window will automatically close when you've made everything match.

### Compare Stage Details

Fleming, Jane **Stage 11**  
Shooter number 147

String Times		
	Local	Remote
1	22.00	21.00

Penalties		
	Local	Remote
Target:	6	5
FTN:	1	0
Non-threats:	0	0
Procedurals:	0	1
FTDR:	0	0
Finger:	0	0

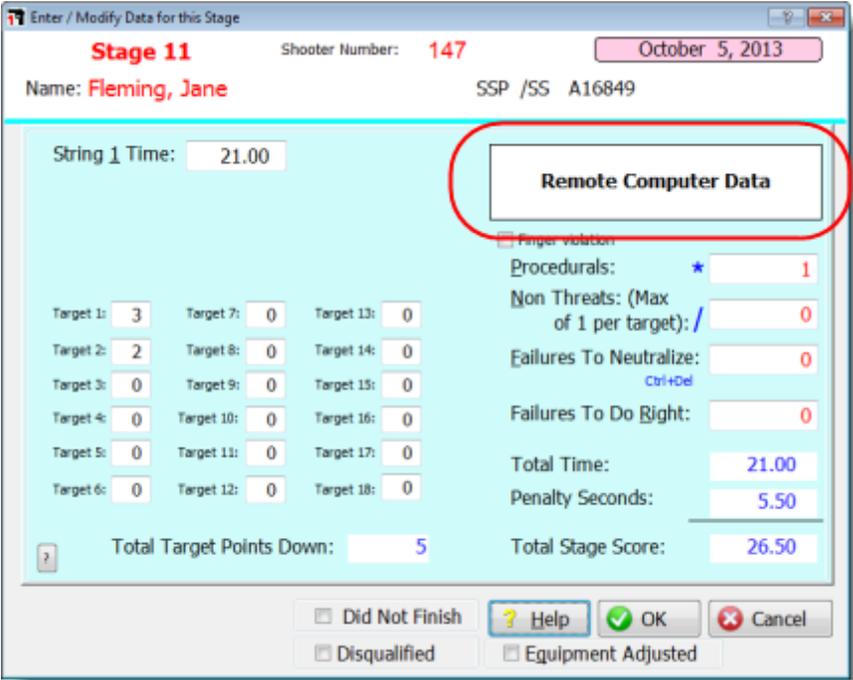
Hotkeys for buttons:  
(keypad) star to edit local  
(keypad) minus to edit remote

Equipment		
	Local	Remote
Adj:	0	0
MagCap:	0	0

Edit Local \*Edit Remote -

Close (/) Automatically close this window when no more errors

Click the **Edit Local** button to change the data on this computer or the **Edit Remote** button to change the data on the other computer. (Or use the **star** and **minus** hot keys on the numeric keypad.)

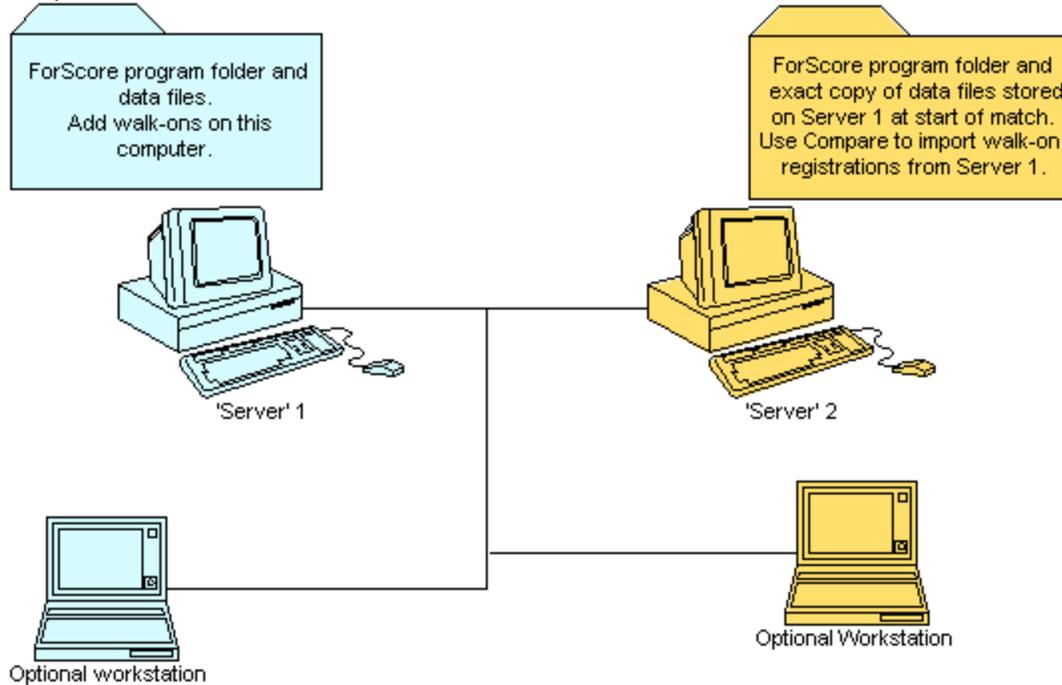


## Compare Module - Importing Walk-Ons

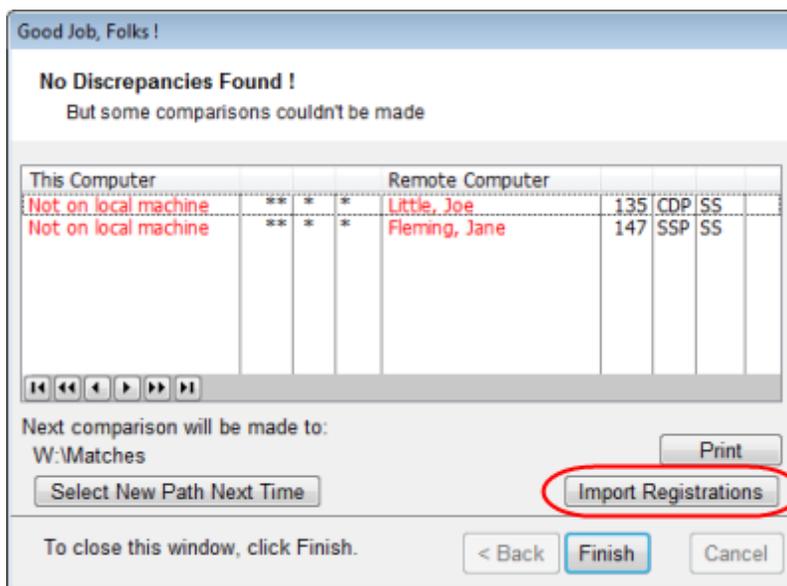
As mentioned in the section on setting up Compare, <sup>517</sup> the two computers would ideally have exactly the same match registration data.

So what do you do if your match permits walk-ons?

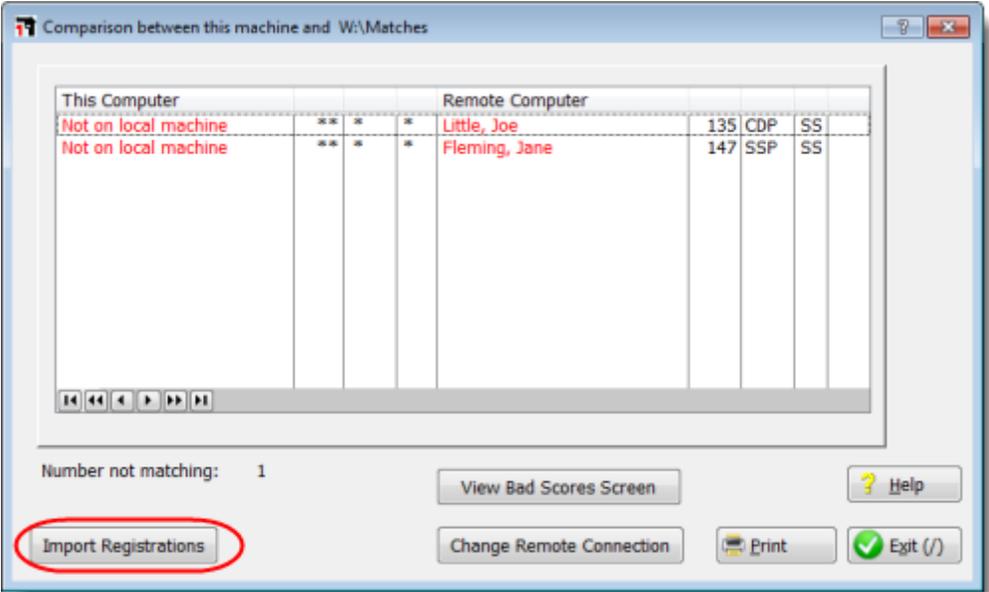
Choose one machine on which to register them, then use Compare to import the new shooters into the other computer.



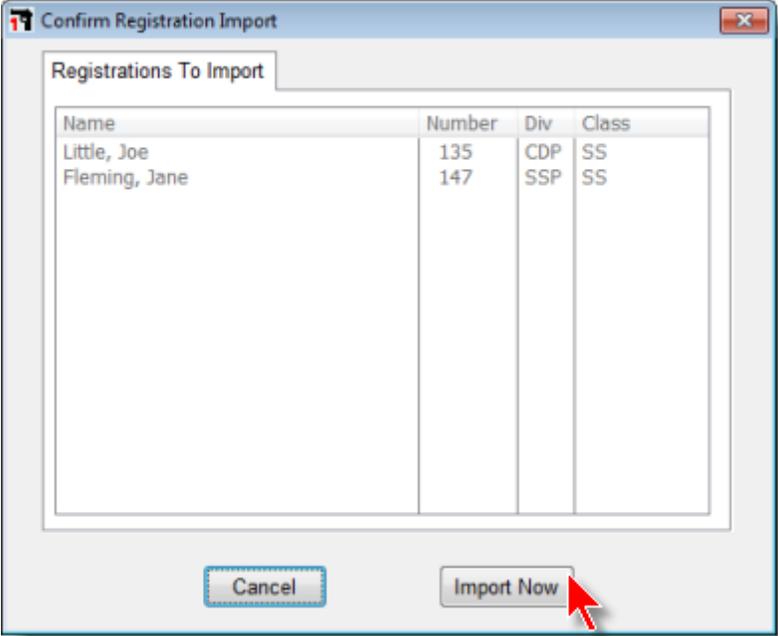
In this example, you're entering walk-ons on Server 1. When you run Compare from Server2, it will show you the shooters that are not in its registration.



If there were score entry discrepancies in addition to walk-ons, you'll see this screen after you click the **View Non-Compares Screen** button:



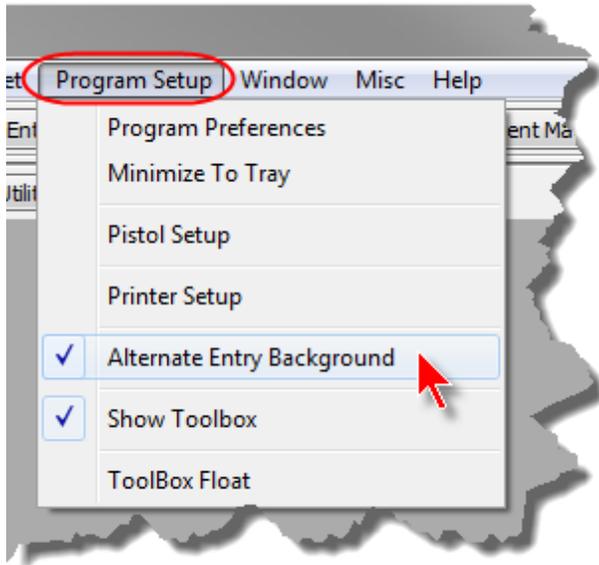
Confirm that you want to import these shooters. (As always, it would be a good idea to back up your data first!) **NOTE:** This will NOT import event materials information for these shooters.



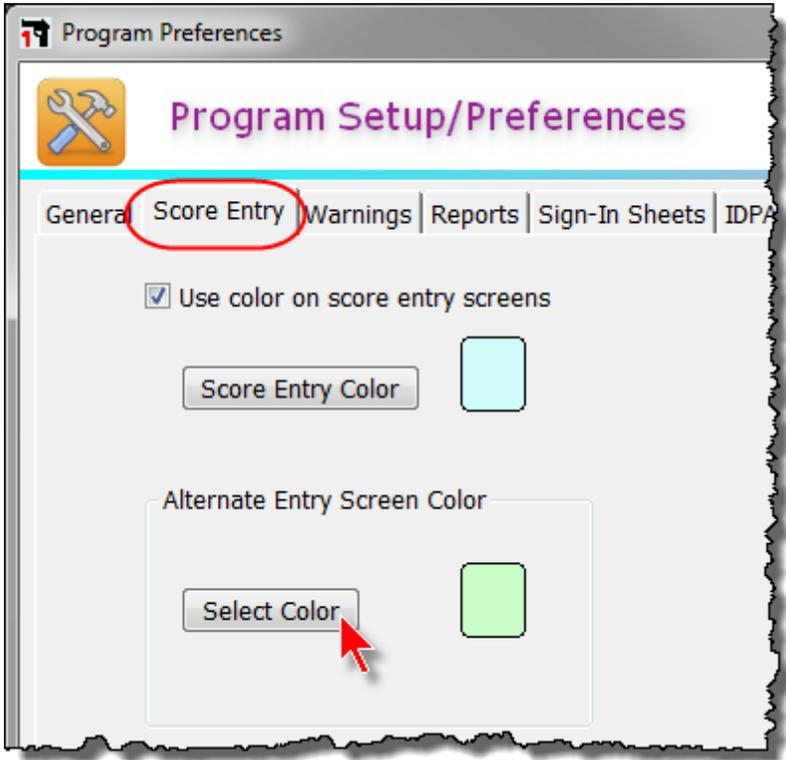
## Alternate Entry Background

When you have two people (or groups of people) entering the same data, you may find it useful to be able to distinguish at a glance which is the "A Team" and which is the "B Team". ForScore provides the ability to set data entry screen background colors differently for each team. The specific color is stored in the **config.tps** file, and will thus be common to all computers sharing one **DATA** folder.

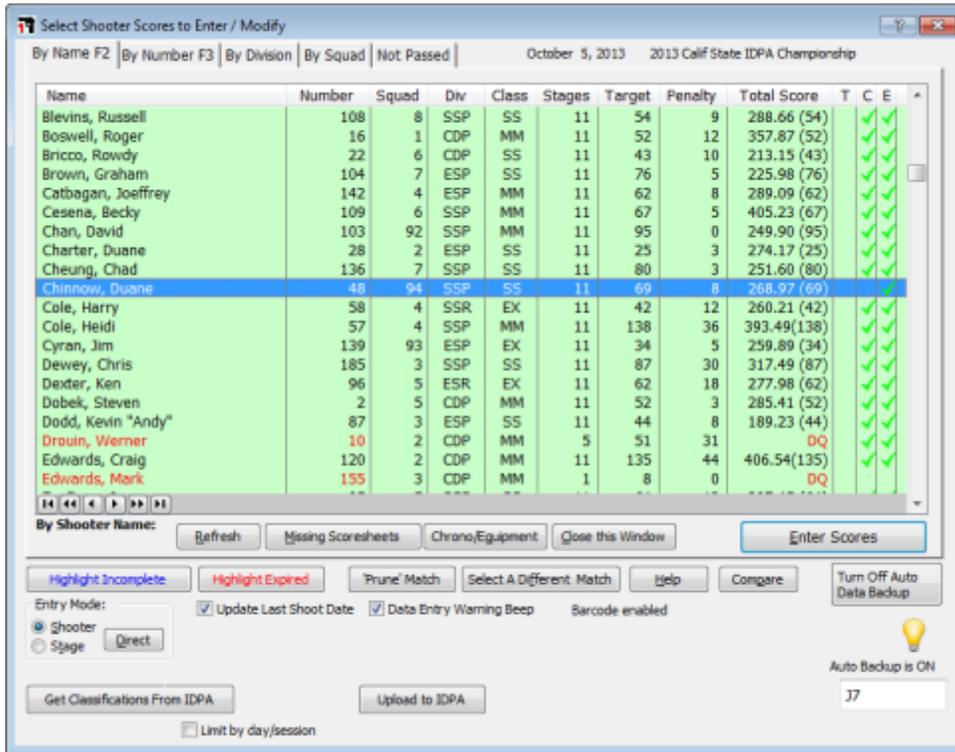
To enable the alternate color for a machine (or group of computers sharing one **DATA** folder), click the menu item on the **Program Setup** menu:



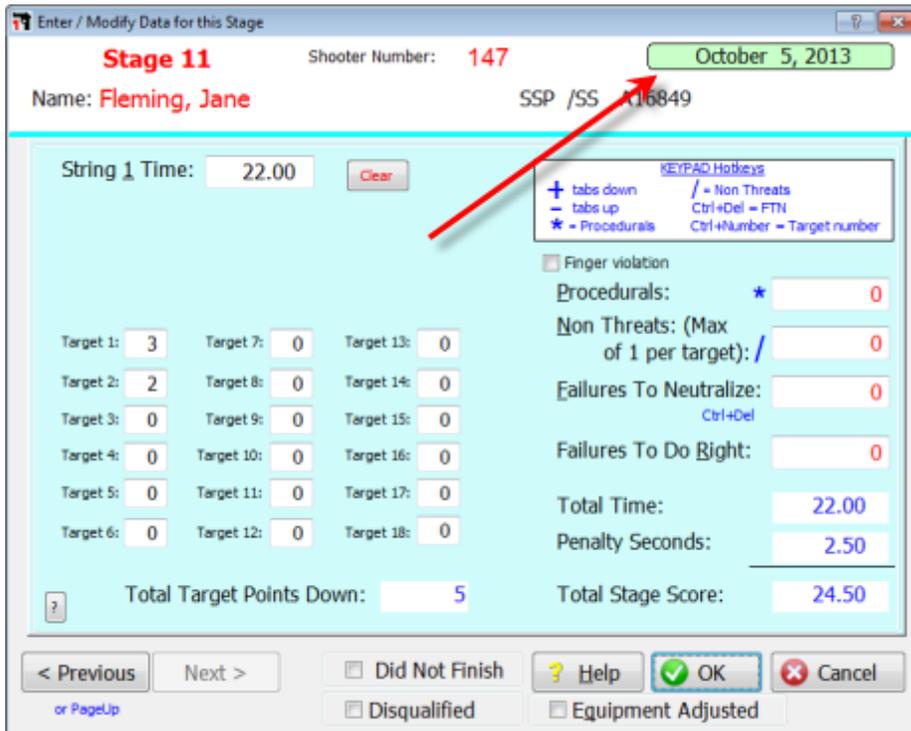
To determine what alternate color will be used, use the **Select Color** button on the **Extras** tab of **Program Preferences**.



The alternate color will be used as a background for shooter and stage selection screens:



On stage data entry screens, it will be used as a background for the match date:



## Local/Remote Button Color

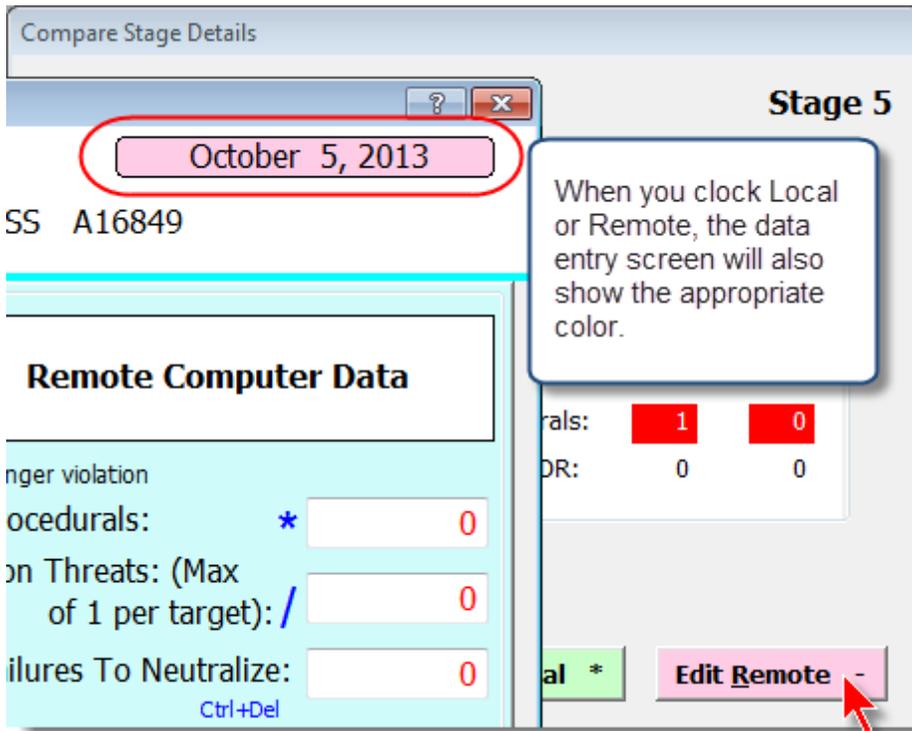
The buttons on the Compare Stage Details screen also display the assigned colors.

The screenshot shows the 'Compare Stage Details' window for 'Stage 5' for shooter 'Fleming, Jane' (Shooter number 147). The window contains several data tables and control elements:

- String Times:** A table with columns 'Local' and 'Remote'. Row 1 shows 11.99 for both.
- Penalties:** A table with columns 'Local' and 'Remote'. Rows include Target (6, 6), FTN (0, 0), Non-threats (0, 0), Procedurals (1, 0), and FTDR (0, 0). The '1' and '0' in the Procedurals row are highlighted in red.
- Equipment:** A table with columns 'Local' and 'Remote'. Rows include Adj (0, 0) and MagCap (0, 0).
- Buttons:** 'Edit Local \*' (green) and 'Edit Remote -' (pink) buttons are circled in red. A 'Close (/)' button with a green checkmark is at the bottom left.
- Checkbox:** 'Automatically close this window when no more errors' is checked.

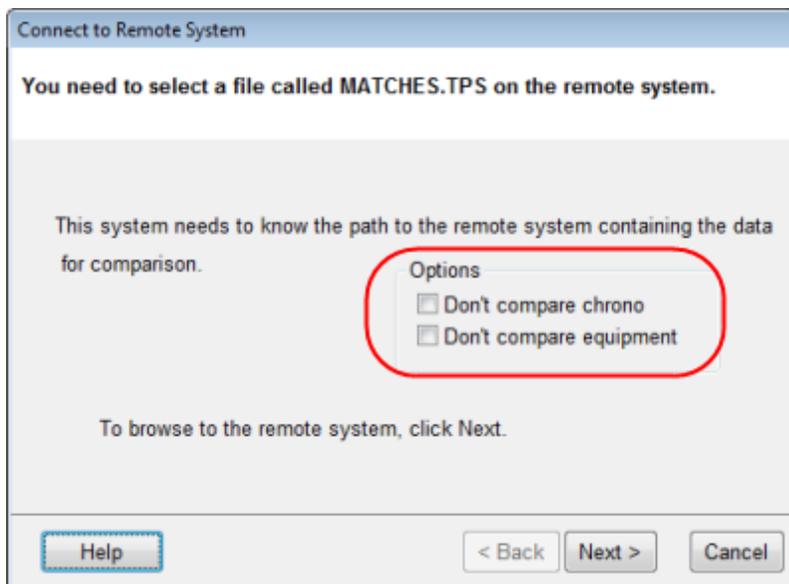
A text box on the left side of the window states: 'Local and Remote buttons show score-entry color.'

As do the data entry windows opened from that screen.

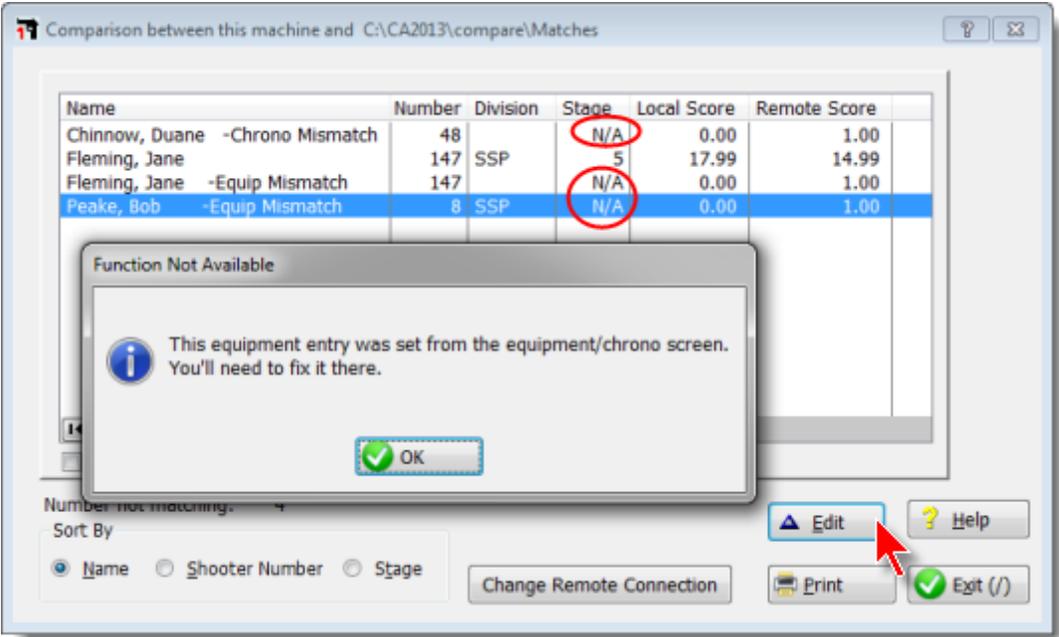


### Chrono and/or Equipment

If you have installed the Event Module, Compare also offers the ability to be sure equipment and/or chrono information matches on both input systems. Or you can select to ignore one or both.



Bear in mind that while you can use the Compare screen to edit scores that don't match on both the local and the remote input system, you cannot use this screen to edit items where the stage is marked **N/A**. For those, you'll need to use the chrono entry screen on the appropriate computer.



## Event Module

The event module grew out of a need to cope with the many items that may be involved with putting on a major match. In that the computer already "knows about" all the shooters, it seemed more efficient to use this database rather than doing something on the side in Excel®.

It has also become a repository for various features useful for larger and/or sanctioned matches, such as specifying Division Champions, tracking Classifier dates for shooters registered for a match, a wizard to calculate which shooters move up in classification based on their scores, etc.

This part of the documentation will be divided into three sections:

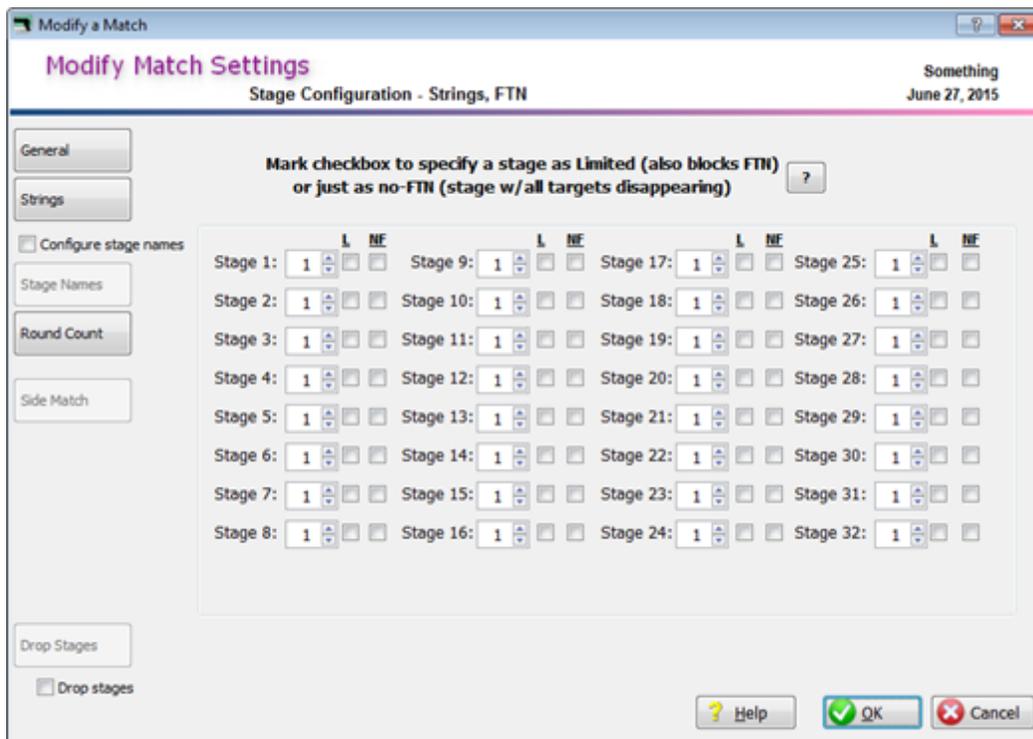
1. **General features**<sup>538</sup>, which are available whether or not you are using Sanctioned and/or Event Materials features.
2. **Sanctioned Match features**<sup>545</sup>, which may or may not use the Event Materials screen
3. **Event Materials features**<sup>596</sup>.

### General Features

- Matches can be created to support up to 32 stages<sup>538</sup>.
- When the Event Module is licensed on your computer, the option to add Division Champions<sup>539</sup> to your match is available for every match you create and score, regardless of whether they are flagged as Sanctioned and/or Event.

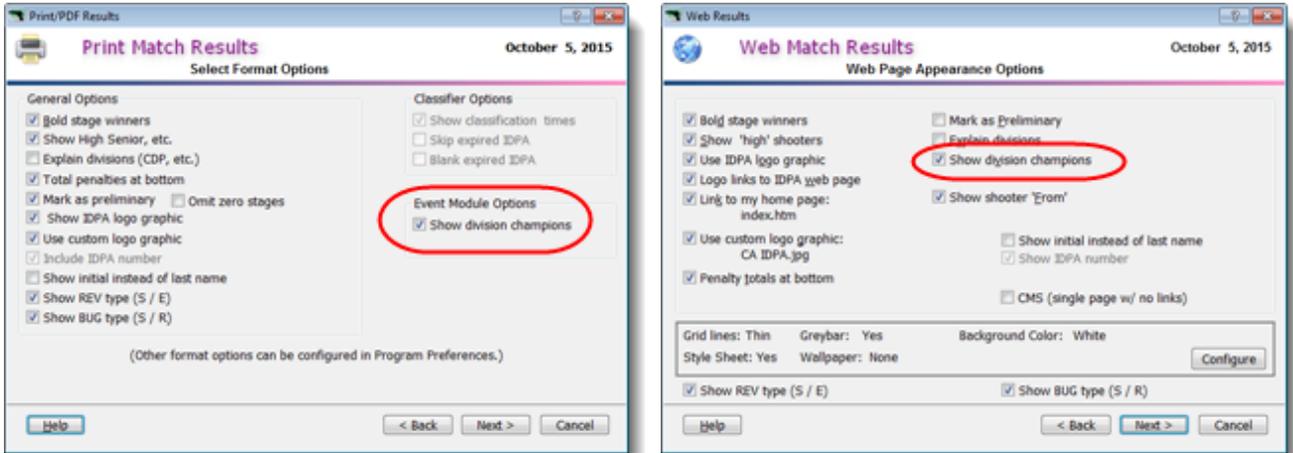
### Matches Up To 32 Stages

Users licensed for the Event Module can create and score matches up to 32 stages. You do not need to designate a match as using the Event Module or as a 'sanctioned' match.



### Division Champions

The Event Module adds some ability to recognize Division Champions in your matches. When the Event Module is installed, extra check boxes become available on the print/PDF and web results wizards:



The match does not need to be defined as a sanctioned match, and does not need to specify that it uses the Event Module.

As of the 2015 rulebook, Division Champions are numbered separately. This was selectable in prior versions. So if the CDP division champion is shooting Expert, for example, he will be shown as 'DC', the second place CDP Expert will be numbered 2, third place numbered 3, and so on.

Show division champions will put them in a box at the top of web or print/PDF results:



[Home](#)

## 2004 California State Championship

August 7, 2004  
Full Results - All Participants

Specific Results: [Most Accurate](#) [Senior](#) [Distinguished Senior](#)  
[Lady](#) [Law Enforcement](#) [Miscellaneous](#) [Overall](#)  
[Stage Details](#)

[Printable Results \(PDF\)](#) [Printable Stage Details \(PDF\)](#) [Printable Awards](#)

**CDP Champion:** Darrell Godwin Expert 161.46 (20)  
**ESP Champion:** Taran Butler Master 125.84 (11)  
**SSP Champion:** Matt Outman Master 140.41 (16)  
**REV Champion:** Randy Lee Master 224.71 (17)

**Most Accurate:** Dennis Powell CDP - Marksman 245.92 (7)  
**High Senior:** Rich Brito CDP - Master 169.07 (38)  
**High Distinguished Senior:** Wayne K. Johnson CDP - Expert 180.01 (20)  
**High Lady:** Souzan Nelson ESP - Sharpshooter 223.23 (43)  
**High Law Enforcement:** Justin Nelson ESP - Master 140.77 (16)

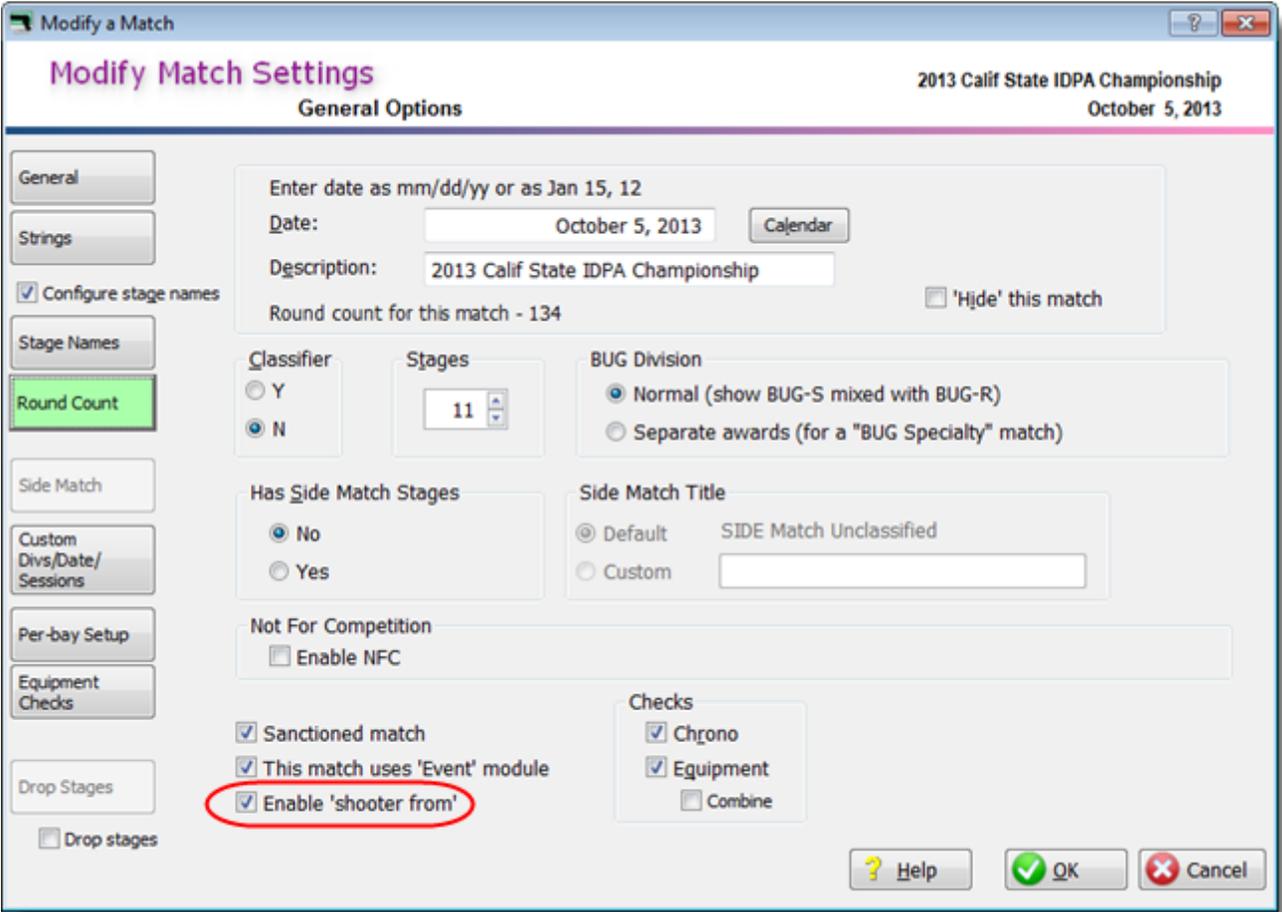
Numbers in (parenthesis) are target points down  
 Bold scores are stage winners  
 DC is Division Champion

Place	Name	IDPA ID	Match Score	Penalties				Hole In One		ATM	Dr. Off	Trick	B
				FD	NT	PE	FN	Stage 1	Stage 2				
<b>CDP Master</b>													
1	Rich Brito	A01250	<b>169.07</b>	38	0	0	0	25.43(5)	22.67(3)	18.25(2)	16.55(2)	15	
2	Paul Klosterman	A19751	<b>199.22</b>	42	1	2	1	27.63(9)	34.68(12)	24.63(9)	20.68(7)	18	
<b>CDP Expert</b>													
DC	Darrell Godwin	A11493	<b>161.46</b>	20	0	0	0	24.47(1)	22.23(3)	18.34(1)	17.02(2)	15	
2	Peter Quan	A16976	<b>173.40</b>	40	0	0	1	23.59(3)	27.94(7)	18.44(3)	18.57(1)	15	
3	Peter Diaz	A20727	<b>178.55</b>	36	1	2	0	22.53(2)	21.70(4)	31.36(10)	20.73(3)	15	
4	John Mercurio	A04747	<b>179.72</b>	22	0	1	0	25.03(5)	26.69(8)	26.69(8)	21.49(7)	15	

### Shooter "From"

This started as a requested item for the 2007 IDPA "postal" match, but I'll leave it in as it may be interesting for large matches as well.

You need to turn it on for each match where you wish to use it.



Then there is a new entry field when you register shooters.

It will default to the shooter's state (as it exists in the shooters database), but you can type something else (such as a club name) if you prefer.

The screenshot shows a software window titled "Changing a Shooter's Registration Info" for shooter "147 - Fleming, Jane" in "SSP/SS Squad: 94". The match date is "OCT 5, 2013" and the session is "Friday Staff Shoot".

At the top, there are buttons for "Select Shooter", "SVSC" (selected), "SDPS", and "Update This Shooter".

The shooter's name "Fleming, Jane" and ID "A16849" are displayed. The "Shooter number" is "147". A "Registration Notes" button is present.

On the left, a list of disciplines is shown with radio buttons and keyboard shortcuts:

- CDP UN (Ctrl+C)
- ESP SS (Ctrl+E)
- SSP SS (selected) (Ctrl+S)
- CCP MM (Ctrl+P)
- REV-S UN (Ctrl+R) REV-E (Ctrl+Shift+R)
- BUG-S MM (Ctrl+B) BUG-R (Ctrl+Shift+B)
- NFC UN
- SIDE UN

The "Specify for this match" section has several checkboxes:

- Staff
- SO (Ctrl+O)
- Reentry (second gun)
- Junior (12 thru 17)
- Senior (50-64)
- Distinguished Senior (65+)
- Law
- Lady
- Military
- Press
- International
- Industry

The "SSP Sharpshooter" discipline is selected in a dropdown menu.

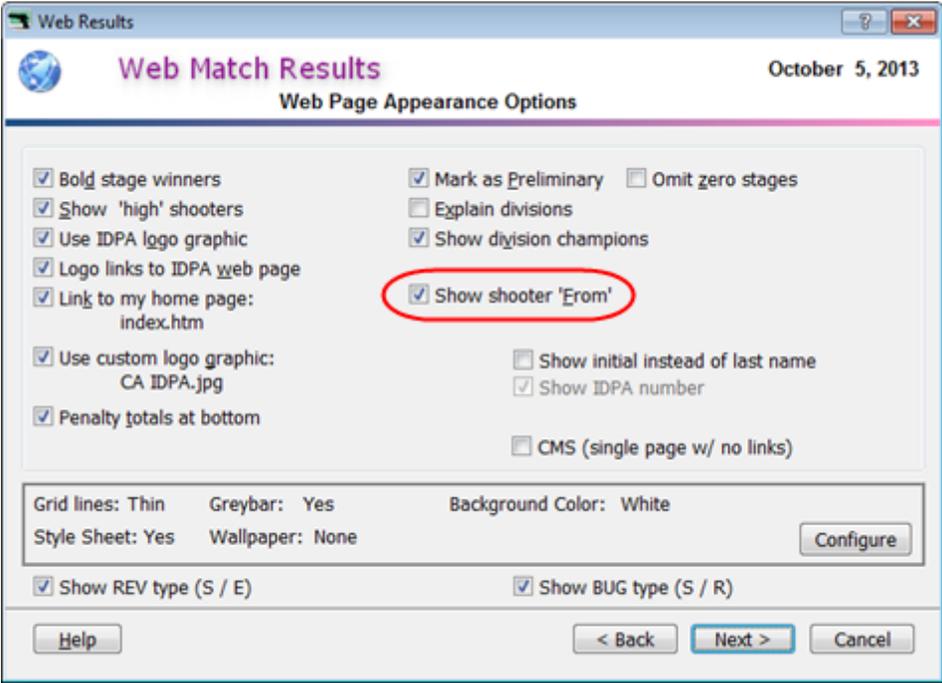
The "Match Fee" is "\$0.00 - payment: Match fees entered in Event Materials module." A "Shooter 'from' info:" field is circled in red and contains "SLO IDPA".

The "Pistol (optional):" is "Glock 34 9mm".

Optional fields include "Squad (Alt+Q): 94" (with a "Lock Squad" checkbox) and "Session/day z: 1".

At the bottom, there are buttons for "Help", "Print Barcode", "Refresh", "OK", and "Cancel".

Only web results (NOT print/PDF) will show this information. Mark the box in the Web Page Wizard.



Et voilà

Place	Name	IDPA ID	From	Match Score	Penalties			
					PD	NT	PE	EN
<b>High Distinguished Senior: Wayne Johnson C</b> <b>Most Accurate: Chester Ballesteros CDP - Sha</b>								
Numbers in (parenthesis) are target points down <b>Bold</b> scores are stage winners DC is Division Champion								
<b>CDP Master</b>								
DC	John Mercurio	A04747	SDPS	<b>175.70</b>	27	0	0	0
<b>CDP Expert</b>								
1	Sean Young	A44876	SDPS	<b>201.68</b>	42	0	0	1
2	Steve Porter	A05201	Coarsegold	<b>206.06</b>	38	0	3	0
3	Mark Barr	A25837	SDPS	<b>227.93</b>	37	1	0	0
4	Joe Truesdale	A33320	SDPS	<b>229.94</b>	28	0	0	0
5	Wayne Johnson	A06183	SDPS	<b>228.00</b>	20	0	0	0
	John Hitch	A28278	NV					
<b>CDP Sharpshooter</b>								
1	Rowdy Bricco	A54426	San Diego	2				
2	Jerry Meyer	A46581	Chino	2				
3	Bong Munoz	A51162	Richmond R&G	2				
4	Randy Hood	A22162	Nevada City					

## Sanctioned Match Features

The screenshot shows the 'Modify a Match' window with the 'General Options' tab selected. The 'Sanctioned match' checkbox is checked. The 'Checks' section is expanded, showing 'Chrono', 'Equipment', and 'Combine' checkboxes. A callout box states: 'Sanctioned match checkbox enables additional options.'

Designating a match as 'sanctioned' in match setup enables several additional features. Of course, it does not need to have an actual IDPA sanction for you to check this box.

Note that the **This match uses 'Event' module** box does **NOT** need to be checked for these features to be available.

- Chrono and/or Equipment checks<sup>[548]</sup>
- Custom categories<sup>[583]</sup>
- Custom date<sup>[586]</sup>
- Extended registration screen<sup>[588]</sup> to track classification dates.
- Explicit designation of safety officers<sup>[593]</sup>

## Non-Shooting Staff

This has been requested so that event materials orders (T-shirts, meals, etc.) and match name tags can be created for people who are helping with the match but are not registered as shooters.

Registrations for non-shooting staff only appear on the **Staff** tab on the wide registration screen that's used when you've designated a match as "sanctioned".

**Match Registration**  
OCT 5, 2013 -- 2013 Calif State IDPA Championship

Alphabetical Listing | By Shooter Number | By Squad | By Div | By Class | **Staff** | SO | By Classifier Date | By Session | From

Name	Number	Division	Class	IDPA ID	Squad	Session	Money	Most Recent	This Division	SO	N
Allen, John	178	ESR	SS	A34598	90	1	25.00	APR 17, 2013	OCT 28, 2012	✓	N
Ames, Steve	17	SSP	MM	A38390	92	1	25.00	JAN 13, 2013	JAN 13, 2013	✓	N
Arkebauer, Alisa	156	CDP	MM	A29317	94	1	49.00	SEP 2, 2013	SEP 2, 2013	✓	N
Barr, Mark	98	CDP	EX	A25837	91	1	33.00	MAY 19, 2013	MAY 12, 2013	✓	N
Bass, Jim	157	SSP	SS	A29831	93	1	33.00	JUN 4, 2013	JUN 4, 2013	✓	N
Bilyeu, Brian	140	ESP	SS	A35621	90	1	49.00	JUL 20, 2013	APR 17, 2013	✓	N
Biscell, Bob	145	CDP	MM	A31982	90	1	53.00	AUG 3, 2013	AUG 3, 2013	✓	N
Boop, Betty	#####				0	0	0.00	N/A	N/A		
Chen, David	103	SSP	MM	A38127	92	1	25.00	SEP 25, 2013	SEP 25, 2013	✓	N
Chinnow, Duane	48	SSP	SS	A08968	94	1	8.00	OCT 2, 2013	OCT 2, 2013		N
Cyran, Jim	139	ESP	EX	A10636	93	1	33.00	AUG 3, 2013	AUG 3, 2013	✓	N
Fischer, Brian	114	SSP	MM	A54652	94	1	25.00	JAN 13, 2013	JAN 13, 2013		N
Fischer, Diane	113	SSP	NV	A54654	94	1	25.00	AUG 31, 2013	AUG 31, 2013		N
Fleming, Jane	147	ESP	SS	A16849	90	1	33.00	JAN 6, 2013	JUL 3, 2010	✓	N
Gariano, Tony	88	ESP	MM	A35209	90	1	49.00	JAN 13, 2013	JAN 13, 2013	✓	N
Gonsalves, Brian	61	ESR	EX	A15890	91	1	33.00	MAY 19, 2013	MAY 19, 2013	✓	N
Hamby, Ty	65	ESP	EX	A36150	91	1	33.00	AUG 11, 2013	AUG 11, 2013	✓	N
Hamby, Wendy	64	ESP	MM	A39190	91	1	33.00	JUN 9, 2013	JUN 9, 2013	✓	N
Harrell, Paul	63	ESP	EX	A38841	6	2	41.00	JAN 13, 2013	JAN 13, 2013	✓	N

Total Money: 1,964.00

Consecutive numbers

NSS: 3  
 Staff: 57  
 SO: 41

PDF

The following graphic shows the screen for inserting a non-shooting staff member.

Unlike match participants, whom you look up from the shooters list, non-shooting staff information is typed in directly.

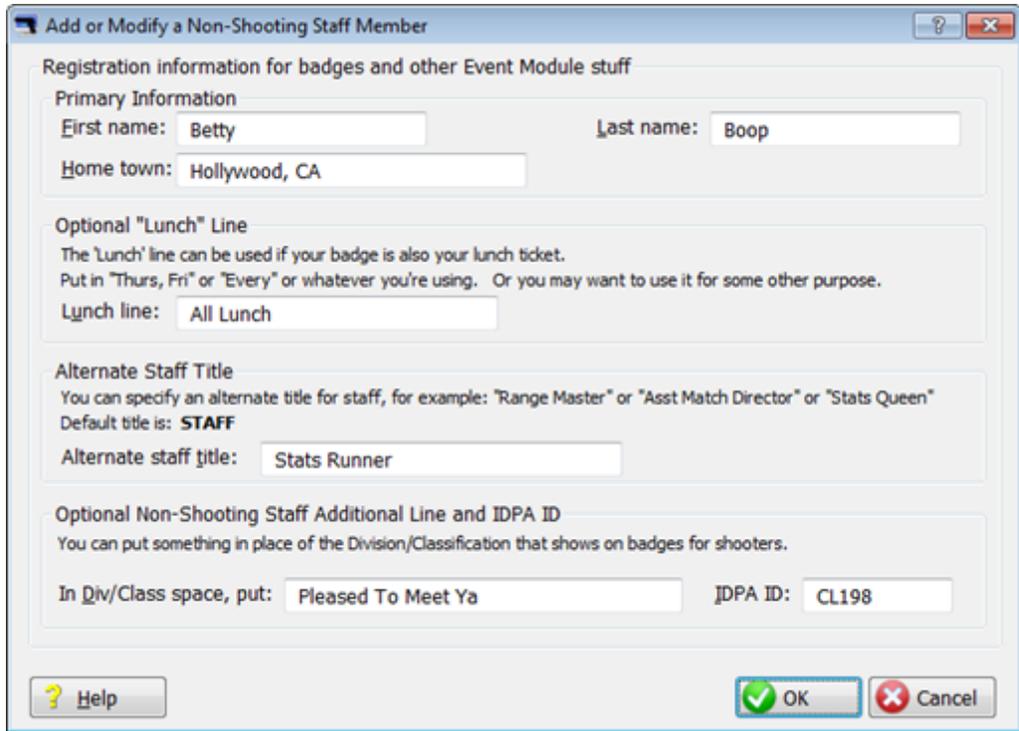
The IDPA ID is optional, and will appear on name tags if you're including the ID for regular shooters.

The **Home town** will appear on name tags.

If you leave the **Alternate staff title** blank, the word **Staff** will appear on name tags.

Where shooters' name tags will display their division/classification, you can optionally put some other brief information for this staff member.

The **lunch line** is explained in the section on name tags .



The screenshot shows a dialog box titled "Add or Modify a Non-Shooting Staff Member". It contains several sections for entering staff information:

- Registration information for badges and other Event Module stuff**
  - Primary Information**
    - First name: Betty
    - Last name: Boop
    - Home town: Hollywood, CA
  - Optional "Lunch" Line**
    - The 'Lunch' line can be used if your badge is also your lunch ticket. Put in "Thurs, Fri" or "Every" or whatever you're using. Or you may want to use it for some other purpose.
    - Lunch line: All Lunch
  - Alternate Staff Title**
    - You can specify an alternate title for staff, for example: "Range Master" or "Asst Match Director" or "Stats Queen"
    - Default title is: **STAFF**
    - Alternate staff title: Stats Runner
  - Optional Non-Shooting Staff Additional Line and IDPA ID**
    - You can put something in place of the Division/Classification that shows on badges for shooters.
    - In Div/Class space, put: Pleased To Meet Ya
    - IDPA ID: CL198
- Buttons: Help, OK, Cancel

## Chrono and Equipment Checks

To track chrono and/or equipment checks, you'll need to designate a match as 'Sanctioned' (Note that while the Event Module is required for this, you do not need to declare that the match uses the event module for fees, badges, etc.)

You can check **Chrono**, **Equipment**, or both.

The screenshot shows the 'Modify a Match' dialog box with the 'General Options' tab selected. The 'Sanctioned match' checkbox is checked and circled in red. The 'Checks' section has 'Chrono' and 'Equipment' checkboxes checked and circled in red. Other options include 'Not For Competition' (checked), 'Has BUG Stages' (No), and 'Match round count partially set'.

There are three methods to input chrono and/or equipment information:

- Through the separate shooter listing
- From the **Direct** entry screen
- By scanning a barcode label (if you have installed the optional barcode module)

There is also the possibility of setting automatic equipment thresholds<sup>[557]</sup>.

If you've enabled Chrono and/or Equipment in match setup, there will be a new button on the match results entry screen (**Chrono/Equipment** in this example, as I've selected to track both.)

Note also the **C** and **E** columns. A green check means pass, a red X means fail, and blank means not yet done.

Select Shooter Scores to Enter / Modify

By Name F2 | By Number F3 | By Division | By Squad | Not Passed | October 5, 2013 2013 Calif State IDPA Championship

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	C	E
Fischer, Brian	114	94	SSP	MM	11	50	13	311.64 (50)	✓	✓
Fischer, Diane	113	94	NFC	UN	11	108	21	441.25(108)	✓	✗
Fleming, Jane	147	94	SSP	SS	11	64	13	359.36 (64)		
<b>Folk, Scott</b>	<b>193</b>	<b>6</b>	<b>SSP</b>	<b>MA</b>	<b>7</b>	<b>10</b>	<b>3</b>	<b>DNF</b>		
Fraser, Aaron	12	6	SSP	SS	11	59	13	246.60 (59)	✓	✓
Fry, Richard W.	38	4	ESP	SS	0	0	0	DQ		
Gallardo, Jesus A.	27	2	SSP	SS	11	27	0	226.65 (27)	✓	✓
Ganac, Eric	70	6	ESP	EX	0	0	0	---		
Garden, Euan	46	5	SSR	MM	11	61	8	307.81 (61)	✓	✓
Gardner, Marlin	160	4	SSP	MM	11	71	6	329.72 (71)	✓	✓
Gariano, Tony	88	90	ESP	MM	11	55	10	281.22 (55)	✓	✓
Go, Bill	23	6	SSP	MA	11	27	0	175.55 (27)	✓	✓
Gold, Andrew	40	3	SSP	SS	11	79	3	237.88 (79)	✓	✓
Gonsalves, Brian	61	91	ESR	EX	11	48	10	232.29 (48)	✓	✓
Gott, Ronald	49	2	ESP	SS	11	27	0	269.18 (27)	✓	✓
Gould, Monte	191	91	SSP	SS	11	47	9	239.73 (47)	✓	✓
Griffiths, Jim	133	6	NFC	UN	11	37	8	260.41 (37)	✗	✗

By Shooter Name: Refresh Missing Scoresheets Chrono/Equipment Close this Window Enter Scores

Highlight Incomplete Highlight Expired Prune Match Select A Different Match Help Compare Turn Off Auto Data Backup

Entry Mode:  Shooter  Stage Direct

Update Last Shoot Date  Data Entry Warning Beep Barcode enabled

Get Classifications From IDPA Upload to IDPA Limit by day/session

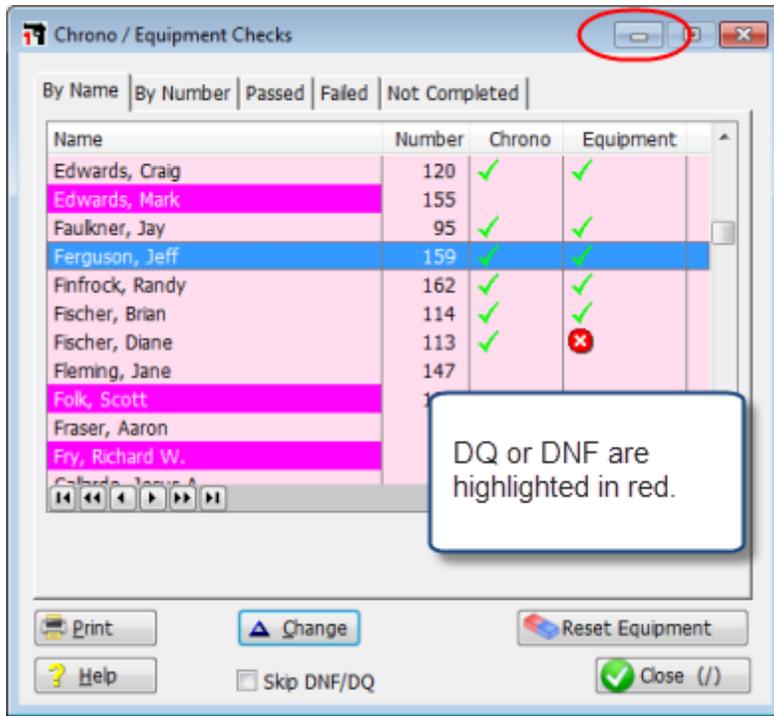
Auto Backup is ON J7

That button opens a separate list for the match.

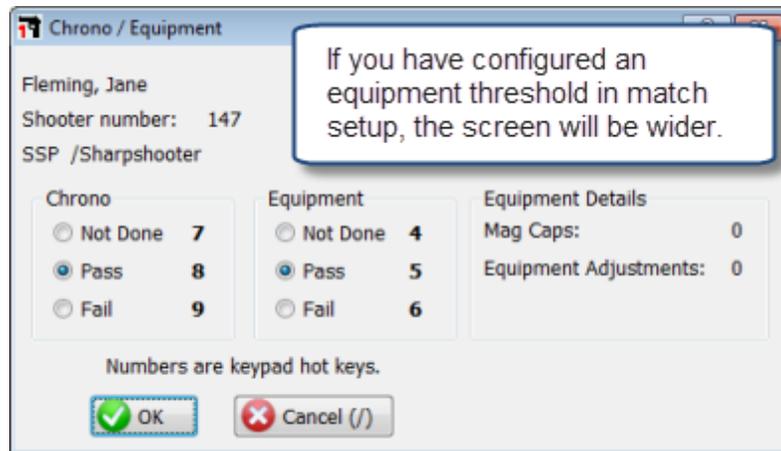
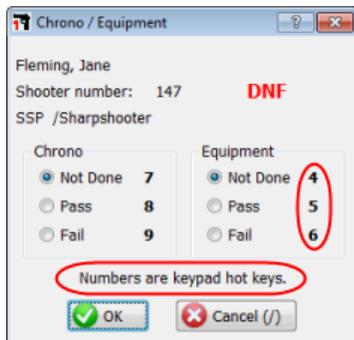
Note that this screen has a Windows minimize button. (Many of the other major screens may as well, if you've elected on the **Extras** tab in **Program Preferences** to show the minimize button rather than the Help question mark.)

This means that you can keep the Chrono/Equipment window open regardless of whether you're entering scores, and can minimize it to the bottom of the ForScore screen if you wish.

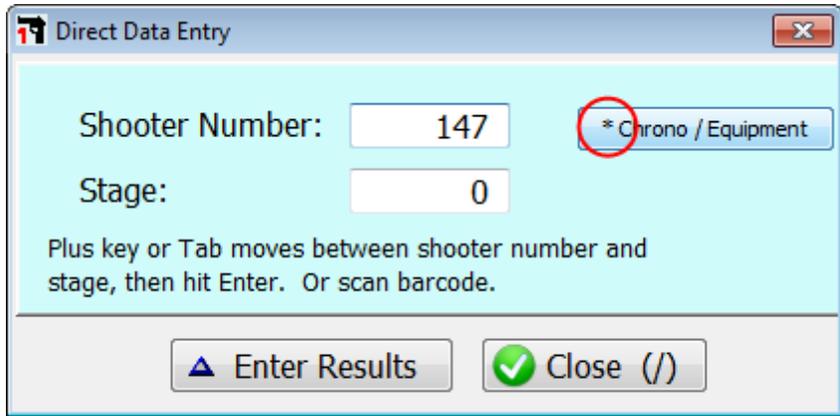
**Warning:** this also means that changes you make in this screen **will not automatically update** the check marks on the score entry screen. To update those, click the **Refresh** button.



Double-click a shooter (or click **Change**) to bring up the edit screen. Note the numeric keypad hotkeys to set status or to cancel (keypad minus key). Hit **Enter** to press the **OK** button.



If you are using the **Direct** method of score entry, the screen will have a button for chrono and/or equipment. Instead of keying in a shooter number and stage, key in the shooter number and then hit the **star** key on the numeric keypad.



## Chrono / Equipment Score Sheets

If you've enabled Chrono and/or Equipment checks for a sanctioned match, the Score Sheet Wizard<sup>437</sup> will print sheets for one or both.

If you've also purchased the barcode module, it will print barcode labels for chrono and/or equipment as well.

Depending on the score sheet format you select, you may choose a combined sheet to cover both chrono and equipment checks.

The per-bay score sheets will print both individual sheets and one combined sheet. Just send the one(s) you want to the printer.

This option is not available for the narrow (1/3 sheet) score sheets, shown here.

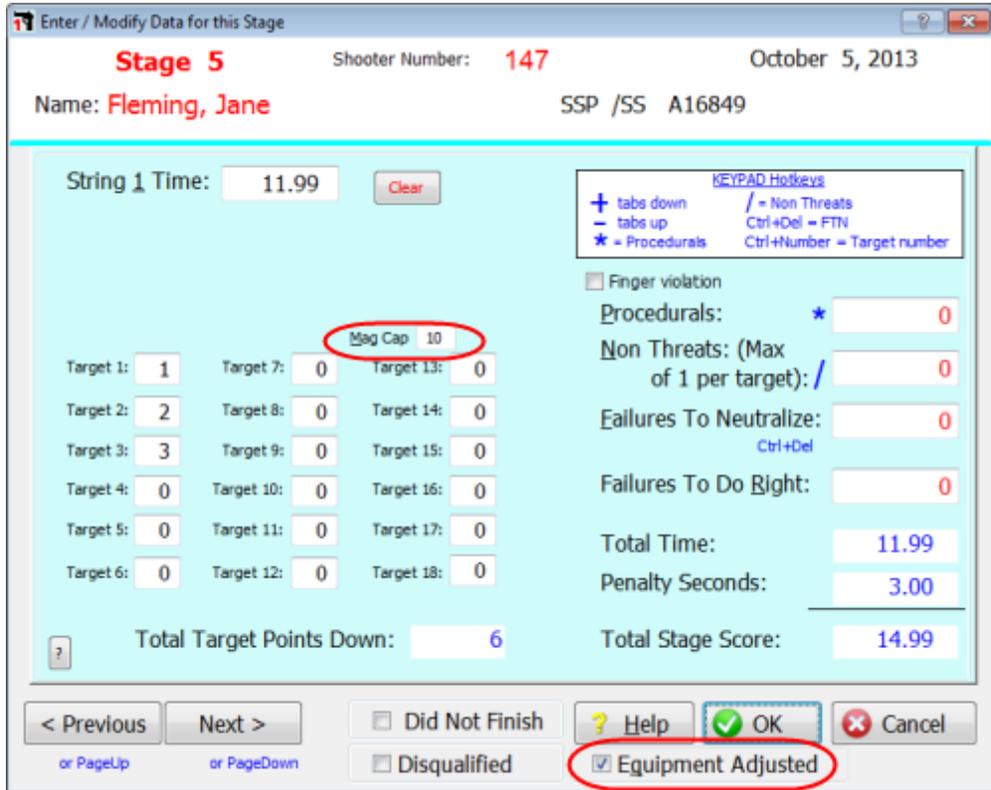
2013 Calif State IDPA Championship		2013 Calif State IDPA Championship	
Put Label Here or Name, Division, Classification and Shooter Number		Put Label Here or Name, Division, Classification and Shooter Number	
Chrono Check		Equipment Check	
<p align="center"><b><u>Chronograph Check</u></b></p> Caliber _____ Measured bullet weight _____ gr Required velocity _____ FPS Velocities: _____ PF: _____ <p align="center"><b><u>Second Test</u></b></p> Velocities: _____ PF: _____ <b>Chrono</b> PASS _____ FAIL _____ Comments: _____  <b>Minimum Power Factor:</b> CDP, ESR = 165,000 ESP, SSP = 125,000    SSR = 105,000		<p align="center"><b><u>Equipment Check</u></b></p> Box check    PASS _____ FAIL _____ N/A _____ Safeties check PASS _____ FAIL _____ Gun weight _____ oz Other equipment    PASS _____ FAIL _____  <b>Equipment</b> PASS _____ FAIL _____ Comments: _____  <b>Maximum gun weight:</b> CDP = 43oz, ESP = 43oz, SSP = 43oz (w/unloaded mag) ESR = 50oz, SSR = 43oz	
 Shooter Signature: _____ SO Signature: _____		 Shooter Signature: _____ SO Signature: _____	

### Mag Cap Warning

Most of the matches I score, I hit the numeric keypad **plus** key to go from string time to the first target points down entry.

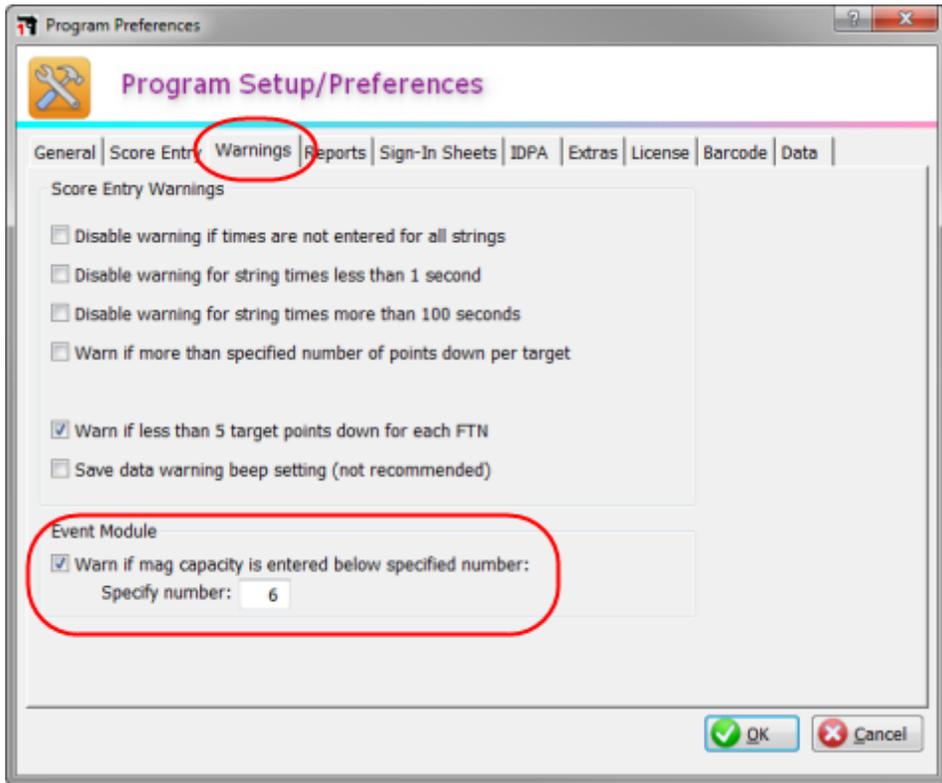
At Nationals, however, we've entered magazine capacity, and that entry is positioned between the string time and the target points. (For more information on mag cap checking and equipment adjustment checking, see the section on equipment thresholds<sup>557</sup>).

As of the World match in 2011, they used "squad moms" to watch over equipment and no longer entered mag cap on the score screens. But that functionality is still there.



But not all score sheets wind up having the mag capacity written in, so sometimes that field needs to be skipped over. If I space out on the ten key, it's easy to put points down into the mag capacity entry by mistake.

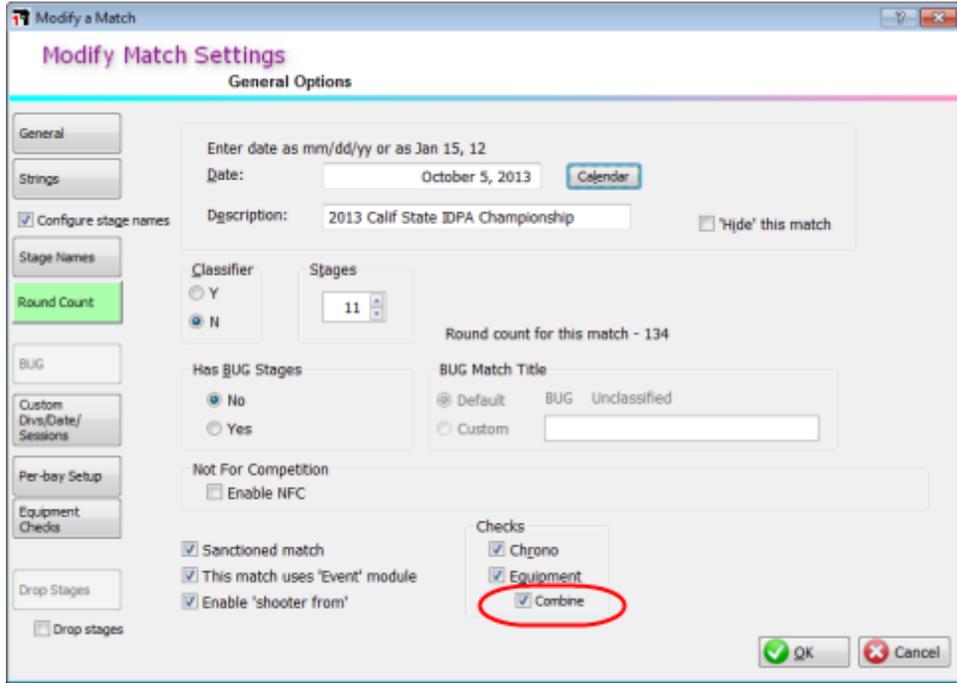
So there's an additional optional warning that will object if you enter a low number in the mag capacity field. It defaults to 6. So yes, you can still enter "8" as the mag cap instead of as target points down, but you're likely to have fewer Compare errors related to mag cap.



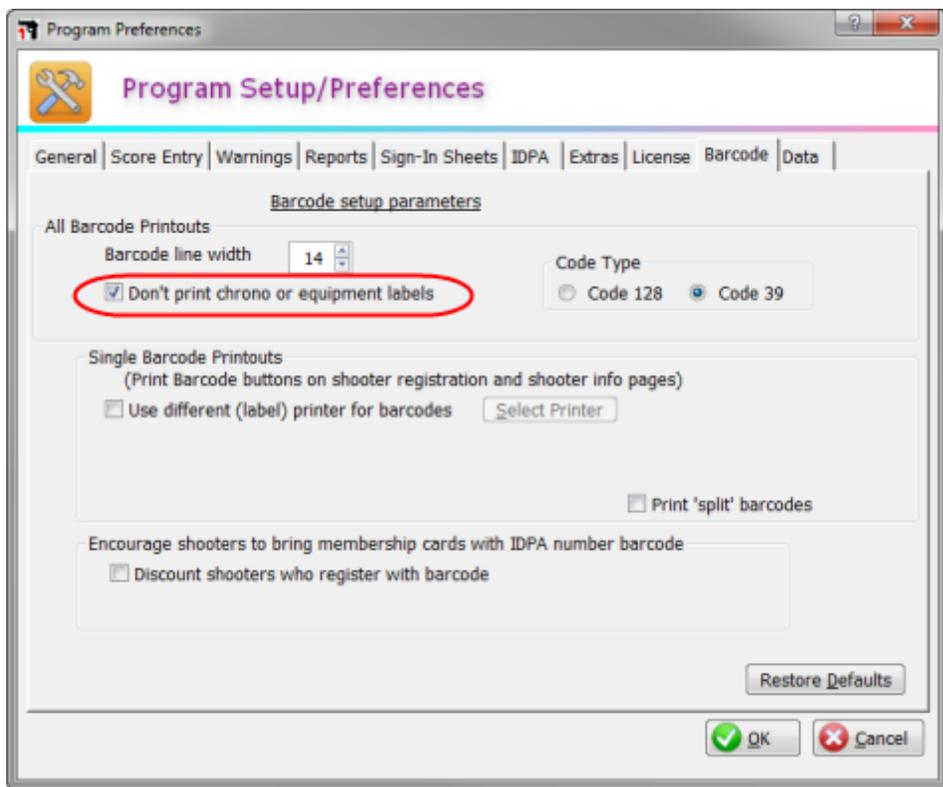
### Combining or Suppressing

NOTE: Combining Chrono/Equipment is not relevant if you use the narrow score sheet format<sup>433</sup>.

If you check both Chrono and Equipment and also check the **Combine** box, **ForScore** will print a single label for chrono and equipment and a single score sheet for both chrono and equipment.



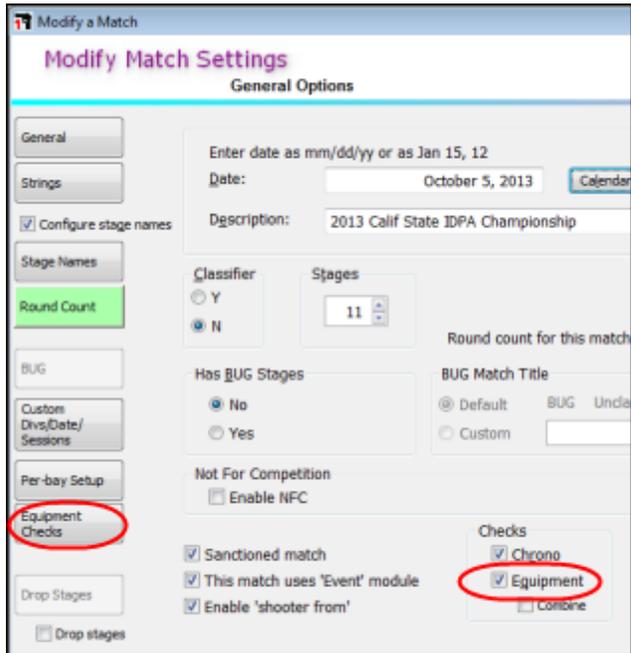
If you do not want to print these labels, you can suppress them in **Program Preferences**.



### Equipment Thresholds

If you decide to track equipment adjustments and / or magazine capacities, you can specify a number that will trigger an equipment violation.

When you check the **Equipment** box on a match you've designated as 'sanctioned', an **Equip** tab will appear on the match setup screen.



If you set either or both adjustments or capacities to a number other than zero, that's the number at which an equipment violation will be flagged.

On the screen below, if somebody needs his equipment adjusted once during the match, he fails. If someone uses more than one magazine capacity during the match, he fails.

The screenshot shows a web application window titled "Modify a Match". The main heading is "Modify Match Settings" with a sub-heading "Equipment Check Options". On the left is a sidebar with several menu items: "General", "Strings", "Configure stage names" (checked), "Stage Names", "Round Count" (highlighted in green), "BUG", "Custom Divs/Date/Sessions", "Per-bay Setup", and "Equipment Checks". The main content area is titled "Equipment Options" and contains the following text:

What do these numbers mean?  
If either (or both) is set to zero, it (they) will not affect your match.  
If you specify a number, that's the threshold that will flag someone as having failed equipment compliance.

Number of equipment adjustments that constitute a failure:

Number of magazine capacities that constitute a failure:

(Note: any stage for which you don't enter a mag capacity (leave it at 0) will not be counted for this.)

If you set a threshold for either or both, one or two additional entry areas will become available on the score input screens.

For magazine capacity, the system will only keep track of non-zero entries. This means you only need to enter a number there if your S.O.s notice something out of line.

The screenshot shows a software window titled "Enter / Modify Data for this Stage" for "Stage 5". The shooter is identified as "Fleming, Jane" with shooter number "147" and date "October 5, 2013". The stage identifier is "SSP /SS A16849".

Key data points from the interface:

- String 1 Time: 11.99
- Mag Cap: 10 (circled in red)
- Target scores: Target 1: 1, Target 2: 2, Target 3: 3, Target 4: 0, Target 5: 0, Target 6: 0, Target 7: 0, Target 8: 0, Target 9: 0, Target 10: 0, Target 11: 0, Target 12: 0, Target 13: 0, Target 14: 0, Target 15: 0, Target 16: 0, Target 17: 0, Target 18: 0
- Total Target Points Down: 6
- Total Time: 11.99
- Penalty Seconds: 3.00
- Total Stage Score: 14.99

Penalty options on the right side:

- Finger violation
- Procedurals: \* 0
- Non Threats: (Max of 1 per target): / 0
- Failures To Neutralize: 0
- Failures To Do Right: 0

At the bottom, the "OK" button and the "Equipment Adjusted" checkbox are circled in red. Other buttons include "Previous", "Next", "Did Not Finish", "Disqualified", "Help", and "Cancel".

The shooter's summary screen show which stages have had equipment notations. In this case, I've been noted with two different magazine capacities (which is beyond what we've permitted). I've had equipment adjusted once, which is beyond the limits set.

Update Stage Results

Fleming, Jane Division: SSP 2013 Calif State IDPA Championship  
 Shooter Number: 147  Tilt Class: Sharpshooter A16849

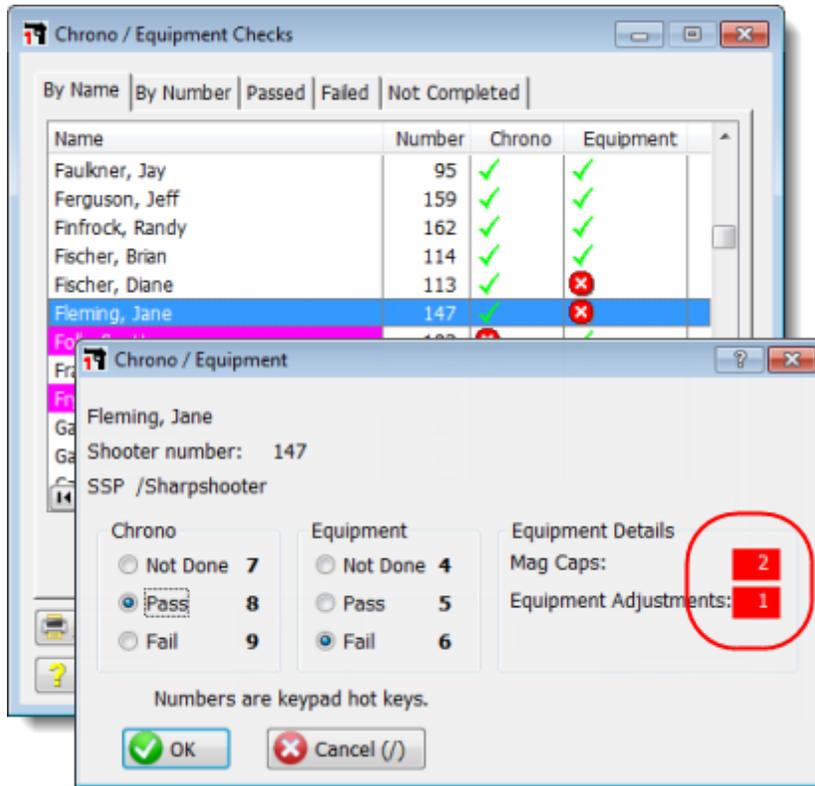
Stage	Net Time	Target Points	Procedural	Non-Threat	FTN	Penalty Secs	Stage Score	Eq	Mag
1	36.98	7	0	0	0	3.50	42.48		
2	5.84	0	0	0	0	0.00	5.84		10
3	43.89	17	0	0	1	13.50	57.39		
4	63.83	6	0	0	0	3.00	66.83		
5	11.99	6	0	0	0	3.00	14.99	X	10
6	29.10	1	0	0	0	0.50	29.60		
7	27.38	2	1	0	0	4.00	31.38		
8	44.80	6	0	1	0	8.00	52.80		
9	5.75	0	0	0	0	0.00	5.75		
10	20.80	14	0	0	0	7.00	27.80		15
11	22.00	5	0	0	0	2.50	24.50		

314.36 64 1 1 1 45.00 359.36

Save Totals and Close this Window  Close Window  Print  Help

Looking at the Chrono / Equipment screen, we see that it shows the magazine capacities have exceeded what we're permitting.

While I can override the equipment failure here and set it to Pass or to Not Done, I can't clear the mag caps or equipment adjustments from this screen. To do that, I'd need to go back to the screens where they were input (as shown above).



## Bays

You have the option to group stages into bays for purposes of score sheets and match labels.

Conditions for generating "bay" score sheets with **ForScore**.

1. No more than 3 stages in any bay.
  2. Stage numbers within a bay must be consecutive - 9 through 11, for example.
  3. If a bay has 3 stages, each stage can have no more than 3 strings and 10 targets.
  4. If a bay has 1 or 2 stages, each stage can have no more than 6 strings and 15 targets.
- If you are creating your own score sheets, these limitations do not apply.

## Assigning Stages to Bays

Open the **Modify a Match** screen and be sure the **Sanctioned Match** checkbox is marked.

Click the Per-bay Setup button.

On the **Bays** screen, mark the box to use bays. Then specify which stages are in which bays.

In this example, stages 1 and 2 are in bay 1

Stages 2 through 5 are in bay 2.

Stage 6 has bay 3 all to itself.

Etc.

The screenshot shows the 'Modify a Match' screen with the 'Bay Setup Options' section expanded. The 'Per-bay Setup' button is highlighted with a red arrow. The 'Bay Assignments' section shows the following stage-to-bay assignments:

Stage	Bay
Stage 1:	1
Stage 2:	1
Stage 3:	2
Stage 4:	2
Stage 5:	2
Stage 6:	3
Stage 7:	4
Stage 8:	4
Stage 9:	5
Stage 10:	5
Stage 11:	5

## Bay Barcode Labels

If you print barcode labels, they will show the bay number and the stages contained within that bay.



## Printing Score Sheets for Bays

To print score sheets by bay rather than by stage, check the box on the wizard's screen:

Score Sheets October 5, 2013 -- 2013 Calif State IDPA Championship  
Specify Options and Print Score Sheets

Type of Sheets

- Regular (1/2) sheets
- Print per bay instead of per stage
- Narrow (1/3) sheets
- No bay numbers

Graphics

- Show IDPA logo graphic
- Use custom logo graphic
- Graphic not specified
- Select Graphic
- View Graphic

Other Options

- Custom stage titles
- Custom targets
- Equip Adjust
- Mag Cap
- Ask for stage label
- Edit Titles and Targets
- Finger
- Labels include stage number

Narrow Sheet Options

- Disable FTN on limited stages
- Specify stages in match setup
- Fade Text: 0 is black, 15 is white (8)
- Stage Barcodes:  None  Right  Left

Create PDF Print

Help < Back Finish Cancel

These sheets print one to a page, to avoid going outside the safe area of some printers.  
Cut them along the crop marks, then have them duplicated (either 2 bays on a landscape sheet of letter-sized paper or individually on 8.5 by 5.5 NCR sheets).

		<b>2013 Calif State IDPA Championsh Bay 1</b>			
		<small>Use numbers, not hash marks, for all targets and penalties.</small>			
<b>Stage 1 - Rest Stop Nap</b>					
String 1					
T1	T2	T3	T4	T5	
T6	T7	T8	T9		
Procedural Errors	Hits on non-threats	Failures to neutralize	Failures to do right		
Initials:					
Shooter: _____		SO: _____			
<b>Stage 2 - Prison Break</b>					
String 1					
T1	T2	T3	T4	T5	
T6					
Procedural Errors	Hits on non-threats	Failures to neutralize	Failures to do right		
Initials:					
Shooter: _____		SO: _____			
Date _____	<b>Place Label Here</b> Please be sure you use the correct bay label.				
Time _____					

## Entering Scores by Bay

To enter scores

1. With the Barcode Module, scan the label for the bay
2. Without the Barcode Module, use the **Direct** score entry mode. Type in the shooter's number and the *first stage number* of the bay. Then hit **Enter**.

Direct Data Entry

Shooter Number: 147 \* Chrono / Equipment

Stage: 3

Plus key or Tab moves between shooter number and stage, then hit Enter. Or scan barcode.

Enter Results Close (/)

You will go to that shooter's score entry screen for the bay's first stage (in this case, stage 3). Enter scores for this stage (remember, you can do almost all score entry with your right hand). When this stage is entered, hit the keyboard **PageDown** key to go to the next stage in the bay. When you've finished entering scores for the last stage in this bay, hit **Enter**. Then either scan another barcode label or type in another shooter number and stage number.

Enter / Modify Data for this Stage

**Stage 5 - Bay 2** Shooter Number: 147 October 5, 2013

Name: Fleming, Jane ESP /SS A16849

String 1 Time: 11.99 Clear

(You can enter all target misses in the Target 1 box if you prefer.)

Target 1: 1	Target 7: 0	Target 13: 0
Target 2: 2	Target 8: 0	Target 14: 0
Target 3: 3	Target 9: 0	Target 15: 0
Target 4: 0	Target 10: 0	Target 16: 0
Target 5: 0	Target 11: 0	Target 17: 0
Target 6: 0	Target 12: 0	Target 18: 0

Total Target Points Down: 6

KEYPAD Hotkeys

- + tabs down / = Non Threats
- tabs up Ctrl+Del = FTN
- \* = Procedurals Ctrl+Number = Target number

Finger violation

Procedurals: \* 0

Non Threats: (Max of 1 per target): / 0

Failures To Neutralize: 0

Failures To Do Right: 0

Total Time: 11.99

Penalty Seconds: 3.00

Total Stage Score: 14.99

< Previous Next >

or PageUp or PageDown

Did Not Finish  Disqualified  Equipment Adjusted

? Help OK Cancel

## Registration Status Web Page

If you want to post a web page during the registration period prior to a sanctioned match and show who's signed up and in which squads and sessions they're shooting, you can generate it from the sanctioned match (wide) registration screen.

Start the wizard from the alphabetical list on the registration screen:

**Match Registration**  
OCT 5, 2013 -- 2013 Calif State IDPA Championship

Alphabetical Listing | By Shooter Number | By Squad | By Div | By Classif | Staff | SO | By Classifier Date | By Session | From

Name	Number	Division	Class	IDPA ID	Squad	Session	Money	Most Recent	This Division	SO	N
Ahlers, Travis	172	SSP	SS	A57014	5	2	115.00	MAY 4, 2013	MAY 4, 2013		N
Melton, Bill	43	ESP	MM	A38889	5	2	99.00	MAY 4, 2013	MAY 4, 2013		
Munoz, Sebastian	79	SSP	MM	A991202	7	2	91.00	MAY 4, 2013	MAY 4, 2013		
Quant, Roberto	53	SSP	SS	A49553	7	2	91.00	MAY 4, 2013	MAY 4, 2013		
Stewart, Tom	9	SSP	MM	A43891	8	2	83.00	MAY 4, 2013	MAY 4, 2013		
Edwards, Craig	120	CDP	MM	A50511	2	2	131.00	APR 28, 2013	APR 28, 2013		
Edwards, Mark	155	CDP	MM	A53536	3	2	75.00	APR 28, 2013	FEB 17, 2013		N
Porter, Steve	163	CDP	EX	A05201	2	2	99.00	APR 28, 2013	APR 28, 2013		N
Allen, John	178	ESR	SS	A34598	90	1	25.00	APR 17, 2013	OCT 28, 2012	✓	N
Madison, Gary	170	CDP	SS	A49217	90	1	65.00	APR 17, 2013	JAN 19, 2013	✓	N
Meaker, Michael	83	CDP	MM	A35467	3	2	83.00	APR 14, 2013	APR 14, 2013		N
Bierly, Joe	72	SSP	MM	A31413	6	2	75.00	APR 13, 2013	APR 13, 2013		N
Valentine, Scott	150	SSP	SS	A56999	7	2	83.00	APR 11, 2013	APR 11, 2013		N
Cesena, Becky	109	SSP	MM	A55749	6	2	99.00	APR 6, 2013	APR 6, 2013		N
Kryvko, Inna	35	ESP	SS	A42248	7	2	83.00	APR 6, 2013	OCT 28, 2012		N
Swinehart, Chris	179	ESP	MM	A55335	8	2	75.00	APR 6, 2013	APR 6, 2013		N
Younger, Ian	60	SSR	SS	A47638	1	2	0.00	APR 6, 2013	JAN 13, 2013		N
Rea, Steve	161	SSP	SS	A48498	2	2	99.00	MAR 17, 2013	MAR 17, 2013		N
Munoy, Bill	56	SSP	MA	A36400	5	2	107.00	MAR 16, 2013	SEP 19, 2011		N

Consecutive numbers  Total Money: 13,076.00

Staff: 54 SO: 41

Buttons: Register a Shooter, Delete, Change, **Make Registration Status Web Page**, Export, Online Classification Wizard, Update Classification Dates, PDF, Print, Close, Help

### Who's Registered - Basic Options

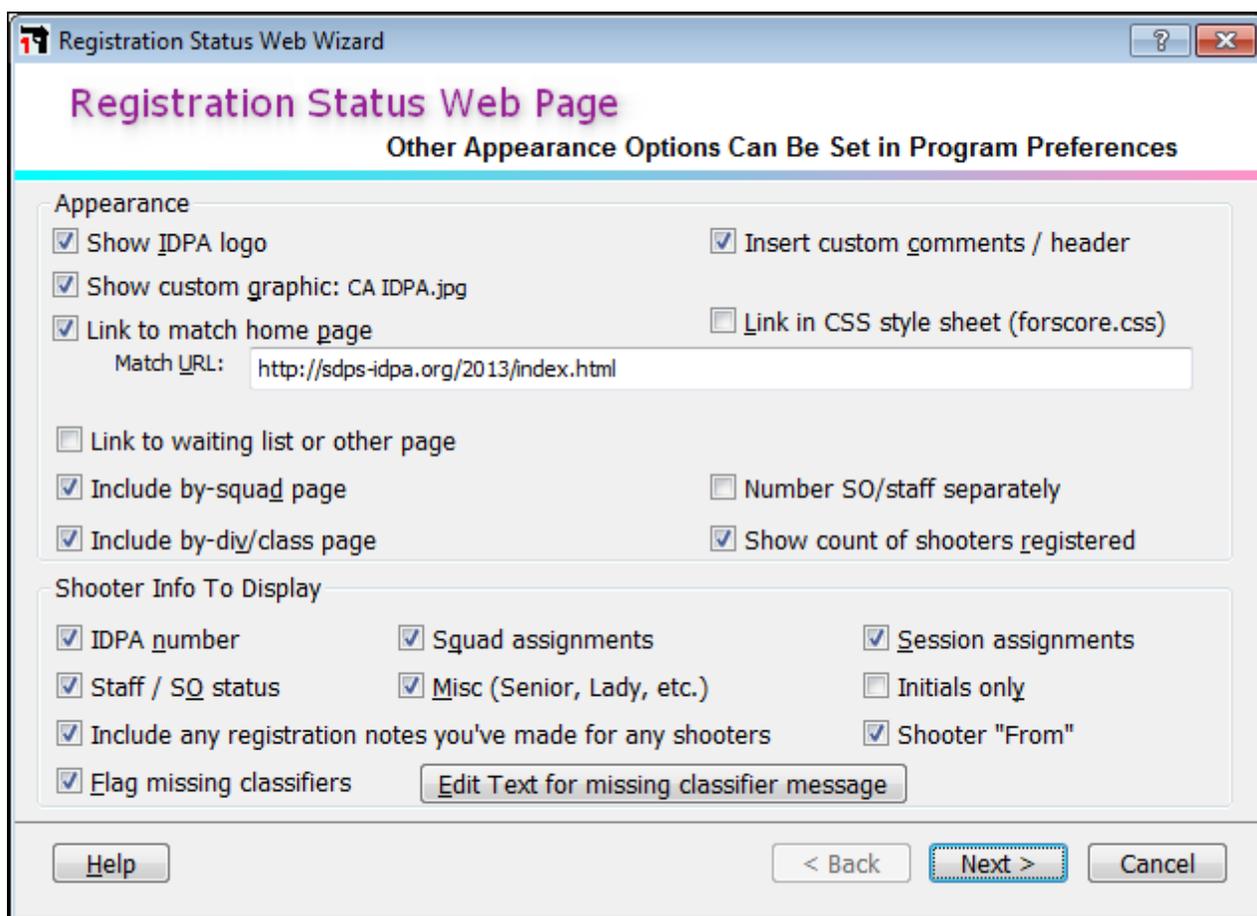
There are a number of selectable options.

You can do a single alphabetical page, or add a by-squad and/or by-div/class page.

Names will normally appear as they do for your match results (first-name-first or last-name-first, depending on your selection in **Program Preferences**.) For those who somehow think showing full names on this page invades peoples' privacy, you can opt to use last initials only.

The **Link to match home page** URL may be to a specific page for this match, rather than your club home page that you link to for match results.

"Shooter From" will display that information as you've entered it on the shooters' registrations.



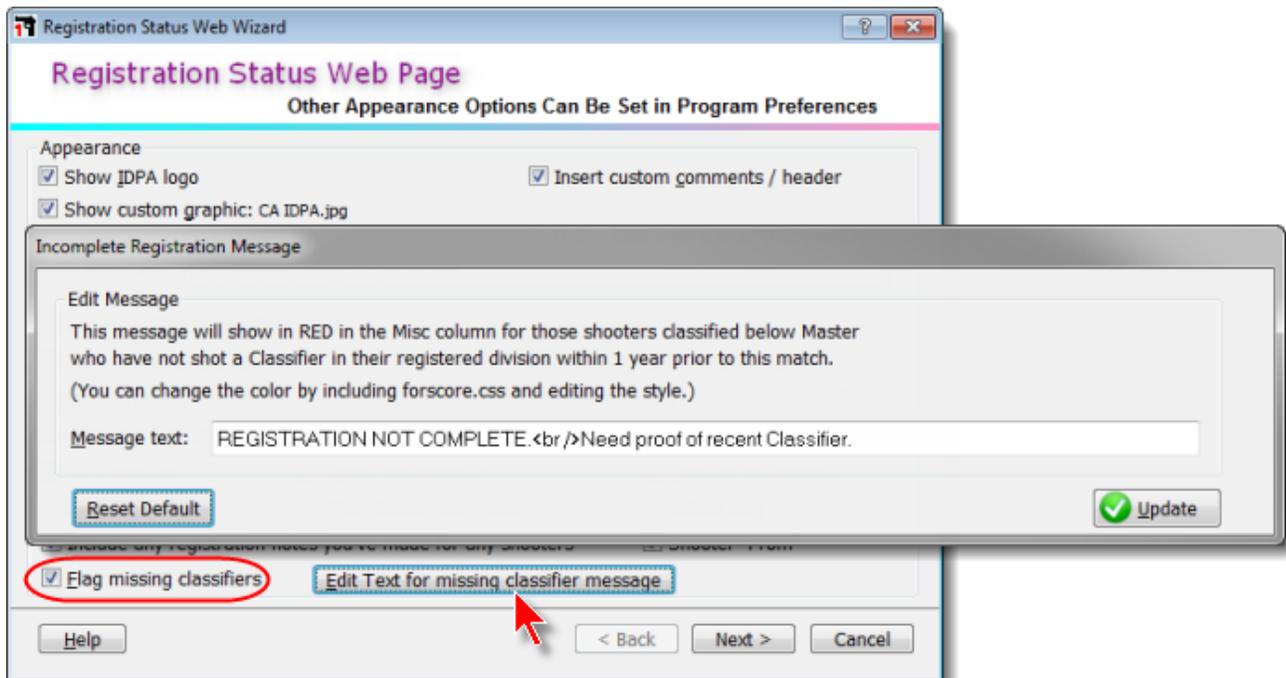
## Who's Registered - Missing Classifiers

When you make the "Who's Registered So Far" web page from the sanctioned match registration screen, you have the option to include a warning message for anybody for whom you don't have a sufficiently recent Classifier recorded. This only affects shooters registered lower than Master class (or DM). It looks for a Classifier in the shooter's registered division within one year prior to the match date.

The message defaults to: "REGISTRATION NOT COMPLETE. Need proof of recent Classifier."

You can modify the text as you wish. Note that you are writing HTML (web) code. In the default, the `<br />` tag is included to put the "Need proof of recent Classifier" onto a new line.

This will display in **RED** in the "Misc" column on the web pages.



This is the result on the web page.

			4	Saturday CA State Match
SO			90	Friday Staff Shoot
	Senior Military		6	Saturday CA State Match
			3	Saturday CA State Match
SO			91	Friday Staff Shoot
			2	Saturday CA State Match
	Law Military	REGISTRATION NOT COMPLETE. Need proof of recent Classifier.	91	Friday Staff Shoot
			6	Saturday CA State Match
	Senior		4	Saturday CA State Match
SO			91	Friday Staff Shoot
SO	Lady		91	Friday Staff Shoot
	Senior Military		8	Saturday CA State Match

## Altering appearance using a style sheet.

As with most of ForScore's web output, you can customize a lot by including your own style sheet (as marked in the window above).

Here, I've used Notepad to create a simple style sheet called forscore.css. I've put it in the server folder containing the web pages.

The style sheet has only one line of text:

```
.redblock{color:blue;text-align:left;font-style:italic;font-weight:bold;}
```

This is the result:

Example of changing stuff using by creating a forscore.css file.

SO		90	Friday Staff Shoot
	Senior Military		te Match
			te Match
SO			ot
		2	Saturday CA State Match
	Law Military <b><i>REGISTRATION NOT COMPLETE.</i></b> <i>Need proof of recent Classifier.</i>	91	Friday Staff Shoot
		6	Saturday CA State Match
	Senior	4	Saturday CA State Match
SO		91	Friday Staff Shoot

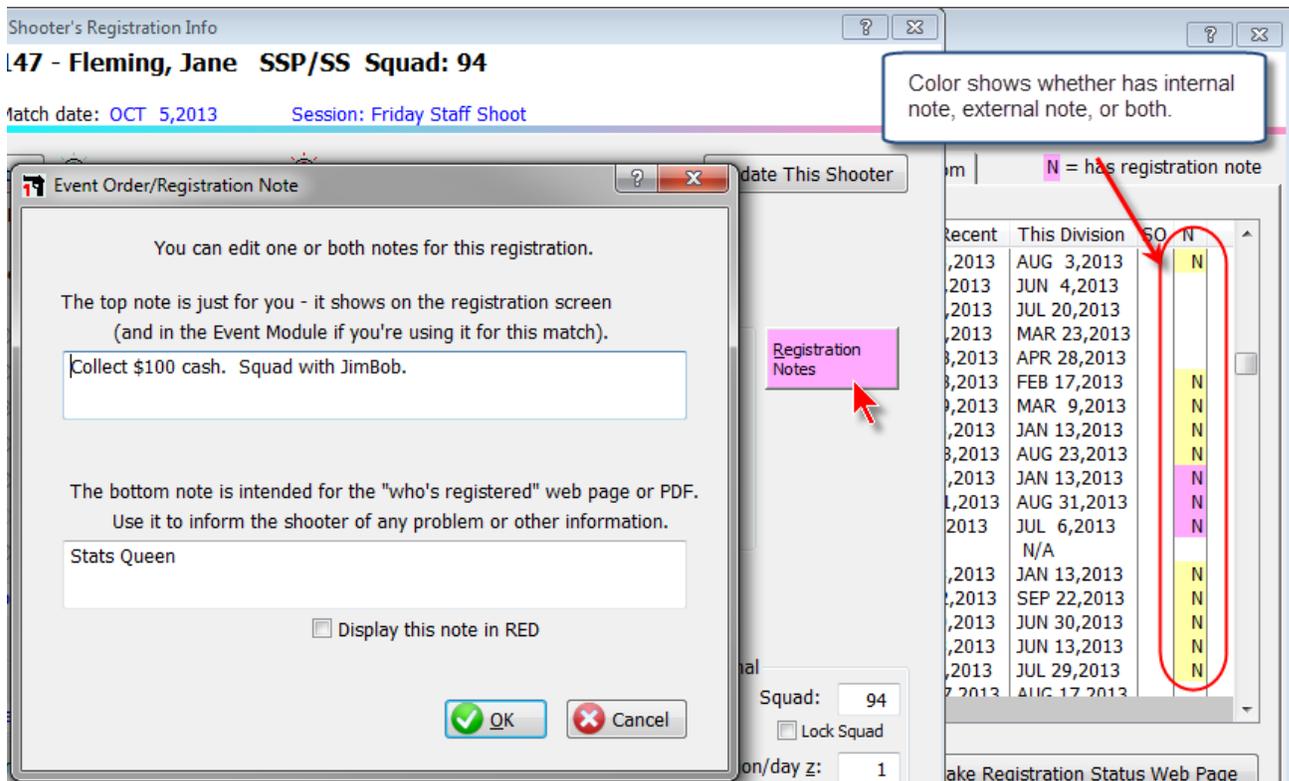
### Who's Registered - Individual Notes

There are now two separate notes you can configure when registering somebody for a sanctioned match.

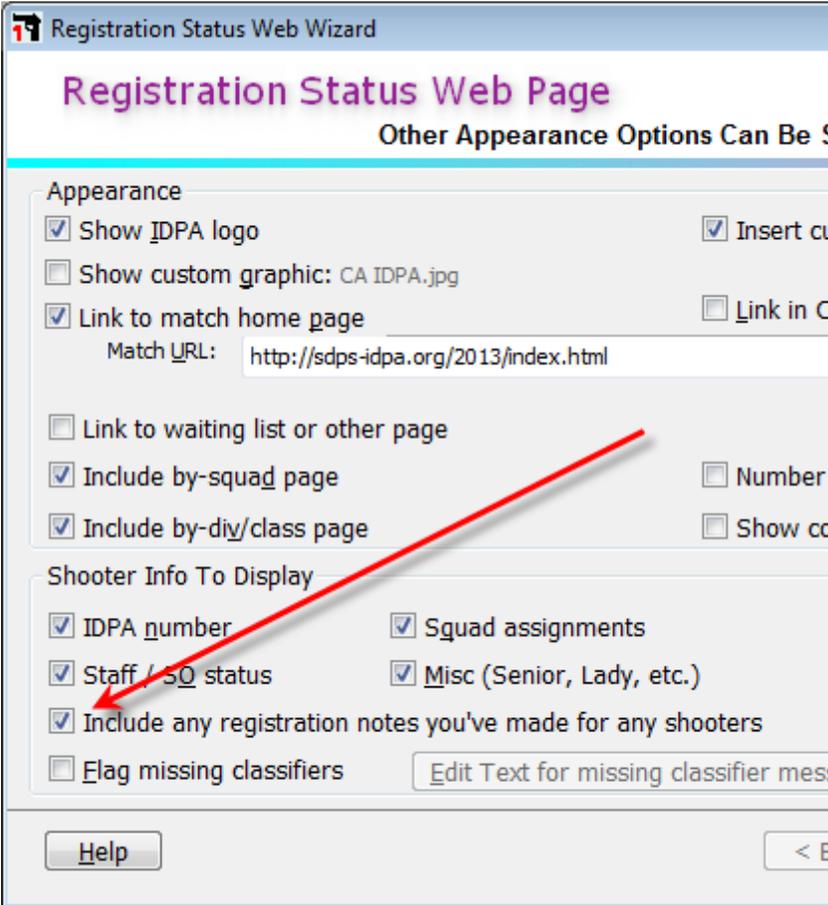
The note that you specify in the Event Module is internal - your own notes about payments, special requests, or whatever.

The second note is what you can optionally display on the "who's registered" web page.

You can configure both notes from within the Event Module screen or the registration screen.



Be sure to mark the option to show these notes on the web page.



**Registration Status Web Wizard**

## Registration Status Web Page

Other Appearance Options Can Be S

**Appearance**

- Show IDPA logo
- Show custom graphic: CA IDPA.jpg
- Link to match home page  
Match URL:
- Link to waiting list or other page
- Include by-squad page
- Include by-diy/class page
- Insert cu
- Link in C
- Number
- Show co

**Shooter Info To Display**

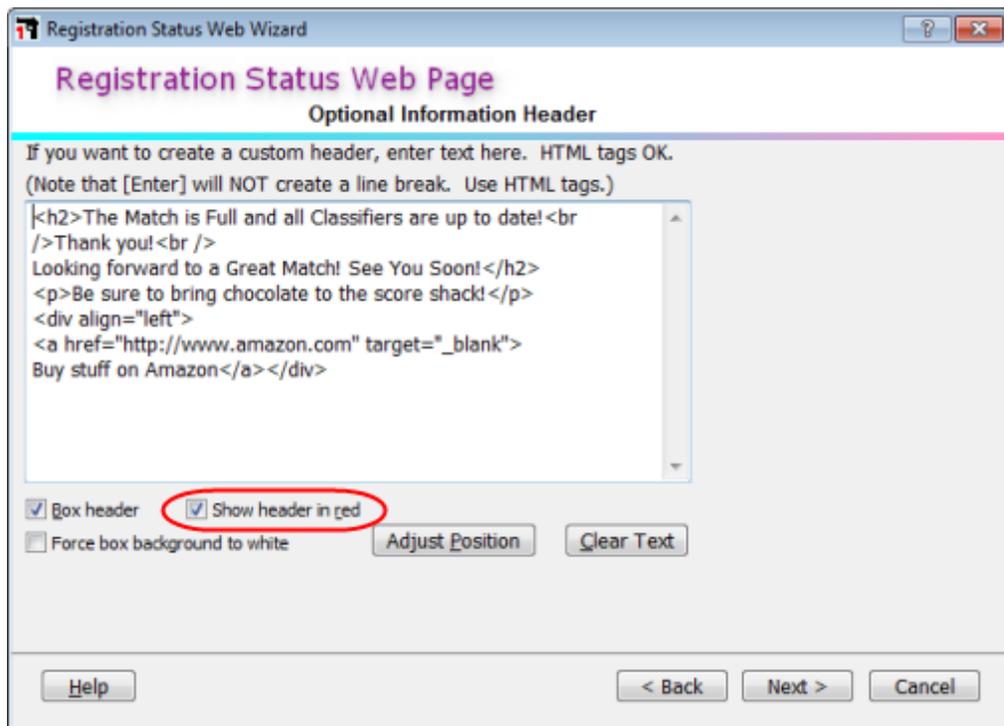
- IDPA number
- Squad assignments
- Staff / SQ status
- Misc (Senior, Lady, etc.)
- Include any registration notes you've made for any shooters
- Flag missing classifiers

## Who's Registered - Header Text

Custom comments/header works similarly to the custom header option for web results <sup>356</sup>.

You can also set the custom header to default to red text if you wish.

You are typing HTML (web code) into this box. To do paragraphs, etc., you will need to use appropriate HTML tags ( `<br />`, `<p>`, etc.).



The screenshot shows a dialog box titled "Registration Status Web Wizard" with a sub-header "Registration Status Web Page" and "Optional Information Header". The main text area contains the following HTML code:

```
<h2>The Match is Full and all Classifiers are up to date!<br />
/>Thank you!<br />
Looking forward to a Great Match! See You Soon!</h2>
<p>Be sure to bring chocolate to the score shack!</p>
<div align="left">
<a href="http://www.amazon.com" target="_blank">
Buy stuff on Amazon</a></div>
```

Below the text area are several checkboxes and buttons:

- Box header
- Show header in red (circled in red)
- Force box background to white
- Adjust Position
- Clear Text

At the bottom of the dialog are buttons for Help, < Back, Next >, and Cancel.

Generated page, showing links to the match's home page, to the by-squad and by-division pages, and showing the custom header..



**2013 Calif State IDPA  
Championship  
October 5, 2013  
Match Registration Status  
Alphabetical Listing**



[Match Information](#)  
[Registration By Squad](#)   [Registration By Division](#)   Last updated: November 23, 2013

**The Match is Full and all Classifiers are up to date!  
Thank you!  
Looking forward to a Great Match! See You Soon!**

Be sure to bring chocolate to the score shack!

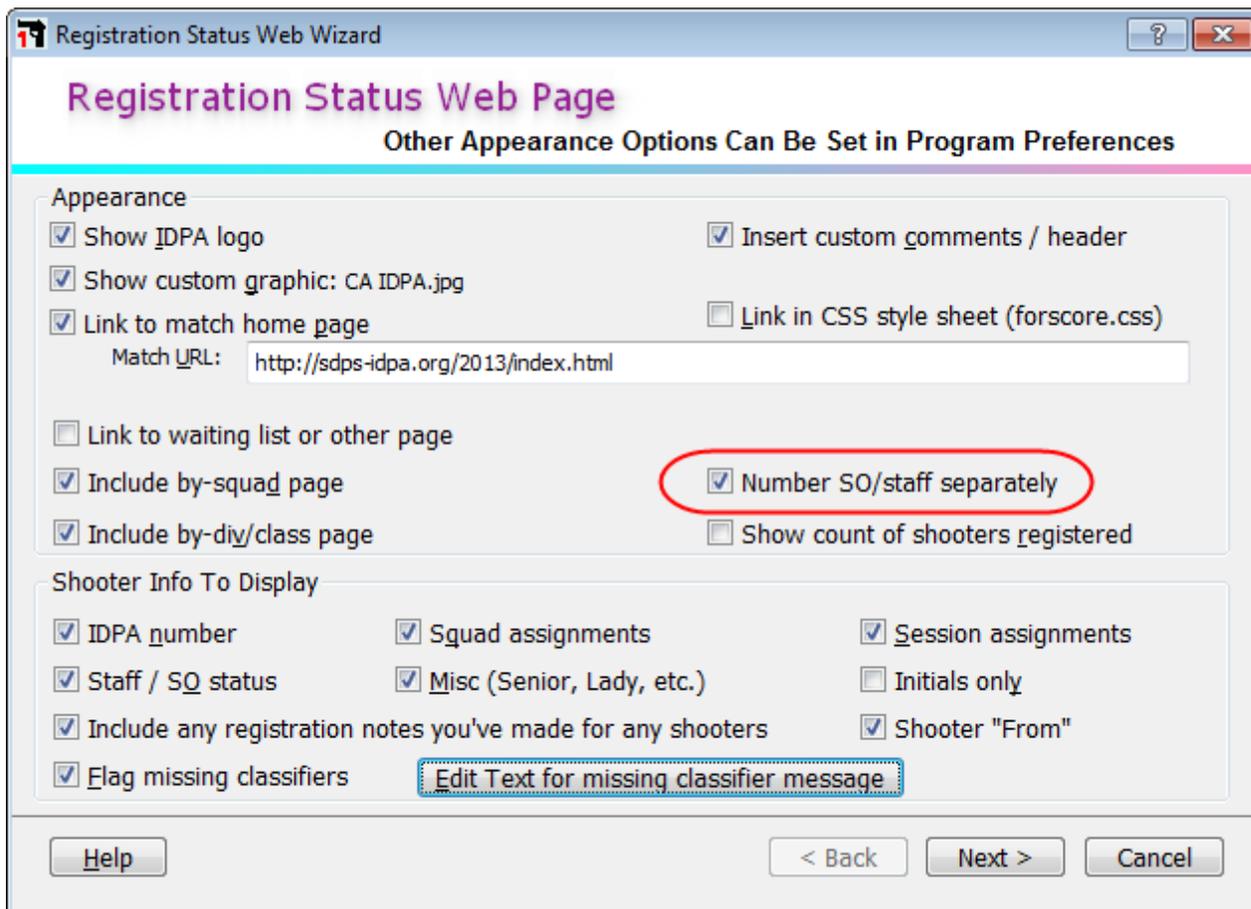
[Buy stuff on Amazon](#)

Shots Registered: 178

### Who's Registered - Number Staff Separately

This was requested for a match that had closed its registration. They had said they would cut off at a specific number of shooters, and had started a waiting list.

They wanted people to see how many non-staff were presently registered.

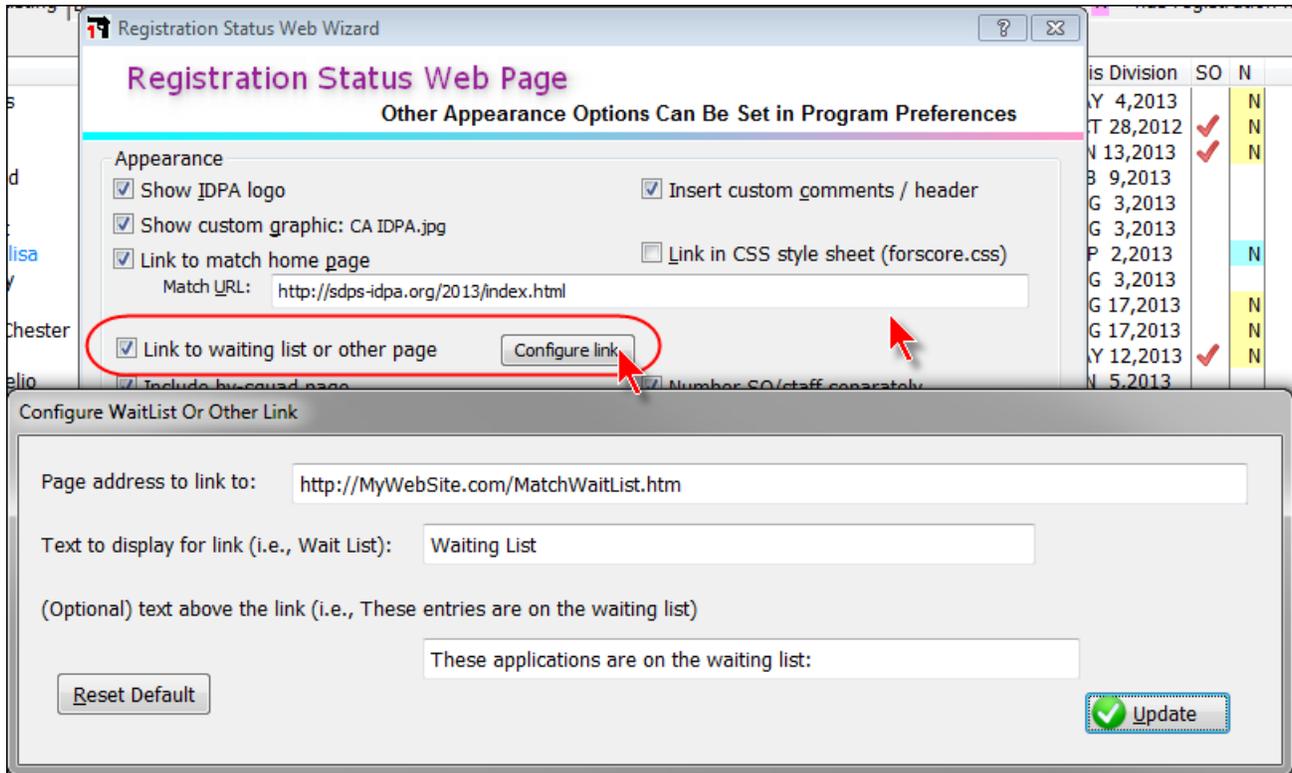


## Link To Page (i.e., Waitlist)

If you're maintaining a waiting list (or have another subsidiary page to which you wish to link), you can configure the link.

You can specify text to display above the link, the text of the link itself, and the address of the page.

For the 2013 CA match, a separate "dummy" match was created as a waiting list. It was called "Waiting List." People on the waiting list for the real match were entered into that match. The dummy match's "who's registered" page was created as the waiting list page. Then it was linked to from the "real" match's status page.



### Sessions (Shooting Days or Time Periods)

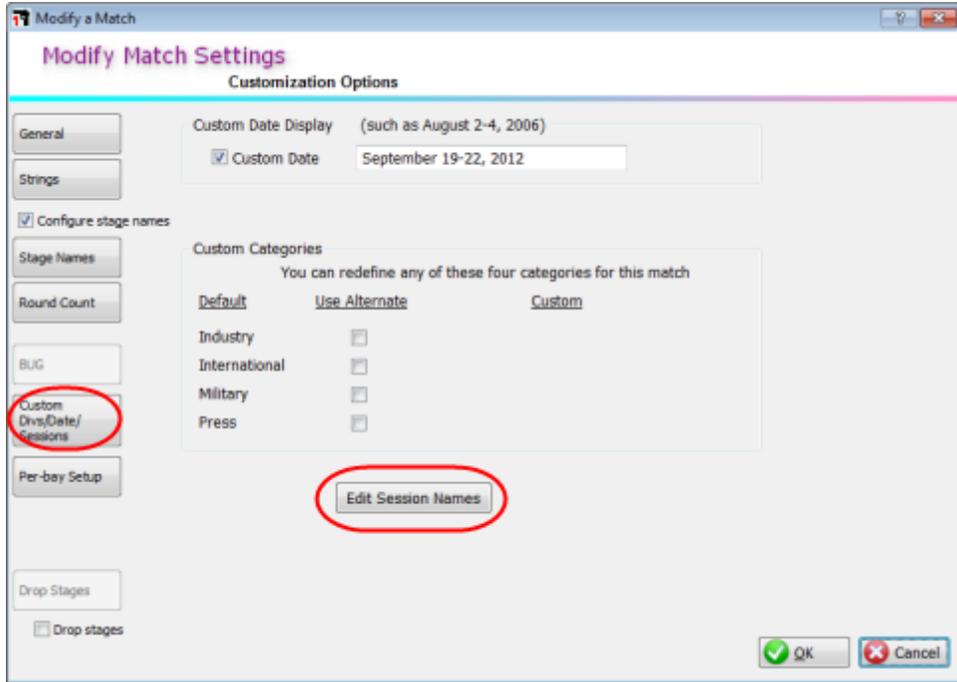
You can specify two or more 'sessions' for a sanctioned match, and can divide shooters amongst them.

**NOTE:** The squadding wizard will *not* work with a match divided into sessions.

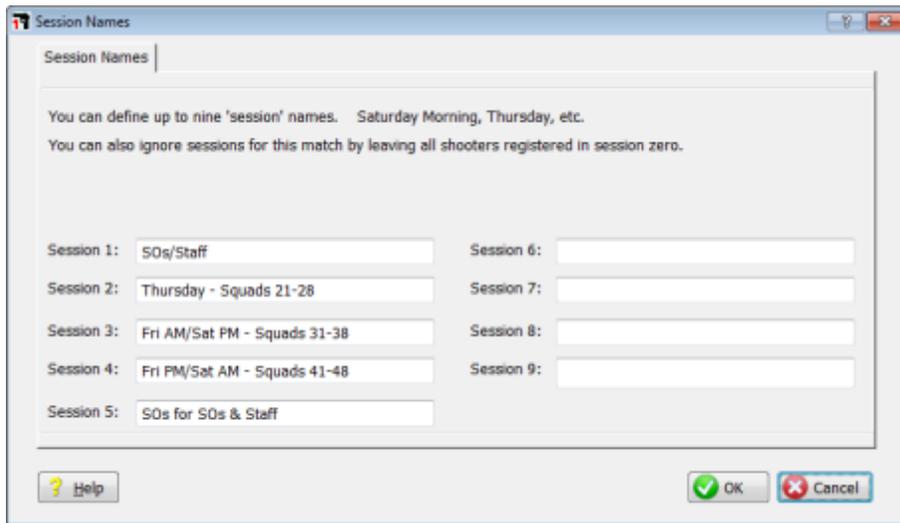
I've chosen this term because a session might be a day, a part of a day, or multiple days.

To configure a match this way, first designate it as a 'sanctioned match' in match setup.

You can optionally give a meaningful name to any of the sessions you plan to use. To do so, select the **Custom** tab in match setup.



Then click the **Edit Session Names** button.



Whether or not you've specified session names, if you've designated a match as 'sanctioned' there is a place on the shooter registration screen to enter a session number.

**NOTE:** If you're doing a sanctioned match and not using sessions, just leave that number set to zero.

The hot key to jump to the session entry is Alt+Z.

Beneath the match date, the session name appears. That name will update when you Tab off of the session entry field or click any other item on this screen.

The screenshot shows a software window titled "Changing a Shooter's Registration Info" for shooter Jane Fleming (ID 147) in Squad 94. The match date is OCT 5, 2013, and the session is "Friday Staff Shoot". The shooter's category is SSP (Sharpshooter). The "Specify for this match" section includes checkboxes for Staff, SO (checked), Reentry, Junior, Senior, Distinguished Senior (checked), Law, and Lady. The "Optional" section shows Squad 94 and Session/day Z: 1. The match fee is \$33.00, and the shooter's info is SLO IDPA. The window includes buttons for Help, Print Barcode, Refresh, OK, and Cancel.

Changing a Shooter's Registration Info

**147 - Fleming, Jane SSP/SS Squad: 94**

Match date: OCT 5, 2013    Session: Friday Staff Shoot

Select Shooter: SVSC    SDPS    Update This Shooter

Fleming, Jane  
A16849  
Shooter number: 147

CDP UN (Ctrl+C)  
ESP SS (Ctrl+E)  
SSP SS (Ctrl+S)  
ESR UN (Ctrl+Shift+E)  
SSR UN (Ctrl+Shift+S)  
BUG UN  
NFC UN

Specify for this match

Staff     SO (Ctrl+O)     Reentry (second gun)  
 Junior (12 thru 17)     Military  
 Senior (50-64)     Press  
 Distinguished Senior (65+)     International  
 Law     Industry  
 Lady

Registration Notes

SSP Sharpshooter

Match Fee \$33.00 - payment:  
Match fees entered in Event Materials module.

Shooter 'from' info:  
SLO IDPA

Optional  
Squad: 94  
 Lock Squad  
Session/day Z: 1

Pistol (optional): Glock 34 9mm    Select    Clear

? Help    \* Print Barcode    Refresh    OK    Cancel

The sanctioned match (wide) registration screen has a new tab to sort and print by session. Only the session number appears on the browse list, but the names you've given the sessions will appear on printouts.

**Match Registration**  
**OCT 5, 2013 -- 2013 Calif State IDPA Championship**

Alphabetical Listing | By Shooter Number | By Squad | By Div | By Classif | Staff | SO | By Classifier Date | **By Session** | From |

Unclassified  Sort by name instead of by squad

Name	Number	Division	Class	IDPA ID	Squad	Session	Money	Most Recent	This Division	SO	N
Thompson, Allen	110	CDP	MM	A32182	91	1	49.00	JAN 13, 2013	JAN 13, 2013	✓	
Thompson, Scott	173	ESP	SS	A38335	91	1	33.00	SEP 15, 2013	SEP 15, 2013	✓	N
Trimble, Jeff	143	SSP	SS	A34303	90	1	25.00	AUG 31, 2013	AUG 31, 2013	✓	
Tucker, Cindy	14	ESP	SS	A26450	93	1	33.00	DEC 30, 2012	DEC 30, 2012		
Weber, Glenn	171	SSP	MM	A53282	93	1	53.00	JUL 13, 2013	JUL 13, 2013	✓	N
Young, Sean	76	CDP	EX	A44876	94	1	49.00	JUN 4, 2013	JUN 4, 2013	✓	N
Yu, Scott	144	SSP	EX	A10637	93	1	33.00	JAN 13, 2013	JAN 13, 2013		N
Ahlers, Travis	172	SSP	SS	A57014	5	2	115.00	MAY 4, 2013	MAY 4, 2013		N
Antonio, David	146	SSP	EX	A48464	1	2	99.00	FEB 9, 2013	FEB 9, 2013		
Askins, Randy	127	ESP	SS	A14738	1	2	83.00	AUG 3, 2013	AUG 3, 2013		
Au, Gary	168	SSP	SS	A52048	8	2	75.00	AUG 17, 2013	AUG 17, 2013		N
Ballesteros, Chester	164	CDP	SS	A48731	1	2	95.00	AUG 17, 2013	AUG 17, 2013		N
Barrera, Rogelio	116	ESP	MM	A55257	1	2	107.00	JAN 5, 2013	JAN 5, 2013		
Barrios, Francisco	148	CDP	MM	GT0043	3	2	262.00	AUG 28, 2013	APR 17, 2013		N
Bell, Dennis	45	SSP	MM	A1000151	8	2	99.00	JUN 19, 2013	JUN 19, 2013		N
Bierly, Joe	72	SSP	MM	A31413	6	2	75.00	APR 13, 2013	APR 13, 2013		N
Blevins, Russell	108	SSP	SS	A53947	8	2	107.00	AUG 31, 2013	AUG 31, 2013		
Boswell, Roger	16	CDP	MM	A49278	1	2	99.00	MAY 19, 2013	MAY 19, 2013		N
Brisco, Beverly	77	CDP	SS	A54476	6	2	91.00	JUN 13, 2013	MAY 1, 2013		N

Consecutive numbers  Total Money: 13,043.00

Staff: 54 SO: 40

Buttons: Register a Shooter, Delete, Change, Refresh, PDF, Print, Help, Highlight Expired IDPA, Export, Online Classification Wizard, Totals (Squad & Session), Close

Once you've registered shooters in sessions, you can opt whether you want to limit your score entry screen accordingly.

**NOTE:** Even if you do limit this screen, you can still scan a barcode or use the Direct entry screen to modify scores for anyone in the match.

When you enter a number in the sessions box, you'll need to hit **Tab** or click some other control on the screen to force it to re-sort.

The Compare and Missing Scoresheets wizards will also limit themselves to the session you've selected.

The screenshot shows the 'Select Shooter Scores to Enter / Modify' window for the 2012 IDPA National Championship on September 19, 2012. The window is sorted by Name (F2). A list of shooters is displayed with columns for Name, Number, Squad, Div, Class, Stages, Target, Penalty, Total Score, and T. A dialog box is overlaid on the list with the following instructions:

1. Mark the checkbox.
2. Type a session number into the box.
3. Click somewhere else on the screen to apply the filter.

At the bottom of the window, the 'Limit by day/session' checkbox is checked and circled in red. The 'Specify session:' field contains the number '4', also circled in red. The session description is 'Fri PM/Sat AM - Squads 41-48'. Other controls include 'Refresh', 'Missing Scoresheets', 'Close this Window', 'Enter Scores', 'Highlight Incomplete', 'Highlight Expired', 'Prune Match', 'Select A Different Match', 'Help', 'Compare', 'Entry Mode' (Shooter selected), 'Update Last Shoot Date', 'Data Entry Warning Beep', 'Barcode enabled', 'Get Classifications From IDPA', and 'Upload to IDPA'.

Name	Number	Squad	Div	Class	Stages	Target	Penalty	Total Score	T
Alexander, Michael	337	46	CDP	MA	16	98	19	331.15 (98)	
Allen, Morgan									
Bautista, Lee									
Berroteran, Jose A.									
Blackwell, David									
Brazle, Rickey									
Buckland, Craig									
Byerly, Gary									
Byerly, Karyn									
Carrell, Gordon									
Chavarriaga, Ricky									
Crabbe, Jim	321	45	CDP	MM	16	229	29	552.27(229)	

## Squad and Session Totals

When you're setting up squads and/or sessions for a sanctioned match, you can open a window that keeps a running total of each.

The **Totals** button on either the **Squad** or **Sessions** tab will open the screen.

Match Registration  
NOV 2, 2013 -- ZombieRama

Alphabetical Listing | By Shooter Number | **By Squad** | By Div | By Classif | Staff | SO | By Classifier Date | **By Session** | From |

Within each squad, sorted by classification

Name	Number	Division	Class	IDFA ID	Squad	Session	Money	Most Recent	This Division	SO	N
Ahrens, Pete	103	CDP	MM	A18794	0	0	0.00	N/A	N/A		
Allen, Susan	129	SSP	MM	A16658	0	0	0.00	N/A	N/A		
Averyt, Arlan	44	CDP	MM	A07860	0	0	0.00	N/A	N/A		
Bakkum, Larry	163	CDP	MM	A16286	0	0	0.00	N/A	N/A		
Bates, John C.	75	SSP	MM	A17716	0	0	0.00	N/A	N/A		
Bates, Randy	139	CDP	MM	A17192	0	0	0.00	N/A	N/A		
Bianchi, Jim	89	CDP	MM	A20294	0	0	0.00	N/A	N/A		
Bowman, Joel	156	ESP	MM	A20332	0	0	0.00	N/A	N/A		
Bradshaw, Charles	36	SSR	MM	A10627	0	0	0.00	N/A	N/A		
Buchanan, Kevin	155	SSP	MM	A19143	0	0	0.00	N/A	N/A		
Burger, Vincent	69	SSP	MM	A19815	0	0	0.00	N/A	N/A		
Cameron, Scott	174	ESP	MM	A20326	0	0	0.00	N/A	N/A		
Clinnick, Mannie	95	SSP	MM	A06878	0	0	0.00	N/A	N/A		
DeFonte, John	114	SSR	MM	A18728	0	0	0.00	N/A	N/A		
Derichsweiler, James	70	SSP	MM	A06074	0	0	0.00	N/A	N/A		
Dougherty, Greg	64	SSP	MM	A18692	0	0	0.00	N/A	N/A		
Dumler, Bill	86	ESP	MM	A06510	0	0	0.00	N/A	N/A		
Duncan, Van	8	CDP	MM	A12768	0	0	0.00	N/A	N/A		
Eaton, Jane	18	SSP	MM	A16849	0	0	0.00	Jul 6, 2013	Jul 6, 2013		

Registered: 178  
Staff: 45  
SO: 0

Total Money: 0.00

Consecutive numbers

Buttons: Register a Shooter, Delete, Change, Make Registration Status Web Page, IDFA # Lookup, Show Waivers, Refresh, Show locked squads, PDF, Print, Export, Online Classification Wizard, Auto Squad, **Totals (Squad & Session)**, Close

Note that the totals screen does not update automatically. Click **Refresh** to update the totals.  
Note also that this window is on a separate thread (process), so you can minimize it while you're working on the registration screen.

Squad & Session Totals 2012 IDPA National Championship

Squads		Sessions		
Squad Number	Members	Number	Name	Members
0	2	1	SOs/Staff/Special Shooters	57
21	11	2	Thursday - Squads 21-28	91
22	11	3	Fri AM/Sat PM - Squads 31-38	97
23	12	4	Fri PM/Sat AM - Squads 41-48	94
24	12	5	SOs for SOs & Staff	5
25	12			
26	12			
27	11			
28	10			
31	12			
32	13			
33	12			
34	12			
35	12			
36	12			
37	12			
38	12			
41	12			
42	12			
43	12			

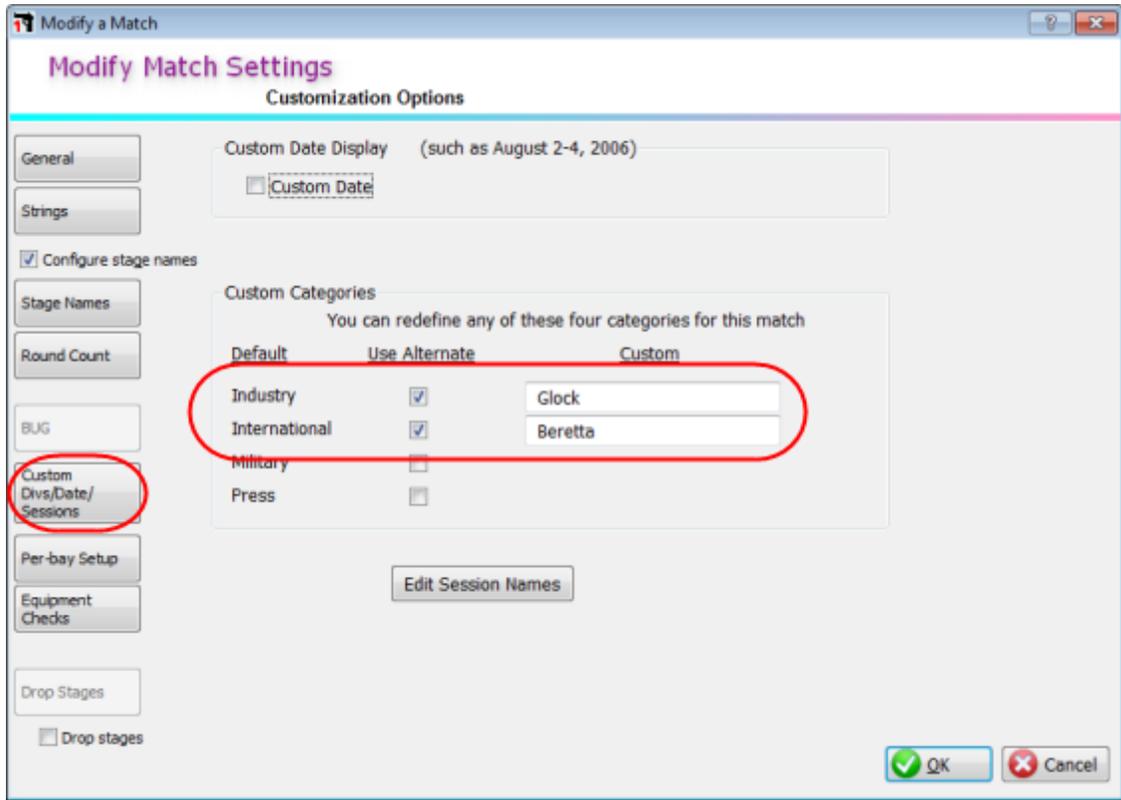
Squads in match: 27  
Sort By:  Squad number  Squad size

Sessions in match: 5  
Sort By:  Number  Session size

Refresh Print Close

### Custom Categories

If you have marked the Sanctioned Match <sup>545</sup> box, you can redefine up to four of the match's categories:



Text on the registration screen for this match will change appropriately:

**Changing a Shooter's Registration Info**

**18 - Fleming, Jane SSP/MM**

Match date: AUG 7, 2004

Select Shooter SLOSA

Fleming, Jane

A16849 **Regular**

Shooter number:

CDP UN  (Ctrl+C)

ESP SS  (Ctrl+E)

SSP MM  (Ctrl+S)

ESR UN  (Ctrl+Shift+E)

SSR UN  (Ctrl+Shift+S)

BUG UN

NFC UN

Specify for this match:

Staff  SO (Ctrl+O)  Reentry (second gun)

Junior (12 thru 17)  Military

Senior (50-64)  Press

Distinguished Senior (65+)  Beretta

Law  Glock

Lady

SSP Marksman

Print and web wizards also reflect the changes:

**Print/PDF Results**

**Print Match Results** August 7

Select Report to Print

Match Results

Full Match  Seniors  Beretta

Stages  Distinguished Srs.  Glock

Most Accurate  Juniors  Press

Law Enforcement  Military  Unofficial overall results

Ladies  Military Veteran  Team

Partial Results Misc. Printouts Full Results Format

As do the results:



[Home](#)

## 2004 California State Championship

August 7, 2004

### Full Results - All Participants

Specific Results: [Seniors](#) [Ladies](#) [Law Enforcement](#)  
[Beretta](#) [Glock](#) [Miscellaneous](#)

[Printable Results \(PDF\)](#) [Printable Stage Details \(PDF\)](#) [Printable Awards](#)

**CDP Champion:** Darrell Godwin Expert 161.46 (20)  
**ESP Champion:** Taran Butler Master 125.84 (11)  
**SSP Champion:** Matt Outman Master 140.41 (16)  
**SSR Champion:** Randy Lee Master 224.71 (17)

---

**High Senior:** Rich Brito CDP - Master 169.07 (38)  
**High Lady:** Souzan Nelson ESP - Sharpshooter 223.23 (43)  
**High Law Enforcement:** Justin Nelson ESP - Master 140.77 (16)  
**High Glock:** Jane Fleming SSP - Marksman 307.86 (41)  
**High Beretta:** Thomas A. Gray CDP - Marksman 246.55 (48)

## Custom Date

The Event Module enables you to specify a custom date for your match results. To do so, first mark the **Sanctioned match** box. Then click the **Custom** button.

The screenshot shows the 'Modify a Match' dialog box with the 'General Options' tab selected. The 'Sanctioned match' checkbox is checked and circled in red. A red arrow points to the 'Custom Divs/Date/Sessions' button in the left sidebar. The 'Date' field is set to 'September 17, 2013'. The 'Description' field contains '2013 IDPA US National Championship'. The 'Classifier' is set to 'N'. The 'Stages' field is set to '17'. The 'Has BUG Stages' option is set to 'No'. The 'BUG Match Title' is set to 'Default BUG Unclassified'. The 'Not For Competition' section has 'Enable NFC' unchecked. The 'Checks' section has 'Chrono' and 'Equipment' unchecked. The 'Drop Stages' section has 'Drop stages' unchecked. The 'OK' and 'Cancel' buttons are at the bottom right.

Modify a Match

### Modify Match Settings

General Options

General

Strings

Configure stage names

Stage Names

Round Count

BUG

Custom Divs/Date/Sessions

Per-bay Setup

Drop Stages

Drop stages

Enter date as mm/dd/yy or as Jan 15, 12

Date:

Description:   'Hide' this match

Classifier

Y

N

Stages

(Optional) match round count not set.

Has BUG Stages

No

Yes

BUG Match Title

Default  BUG  Unclassified

Custom

Not For Competition

Enable NFC

Checks

Chrono

Equipment

Sanctioned match

This match uses 'Event' module

Enable 'shooter from'

Check the box and type in your date header.

NOTE: This also enables you to *remove the date entirely* from match results if you wish. Check the box but leave the entry field blank if you wish to do so.

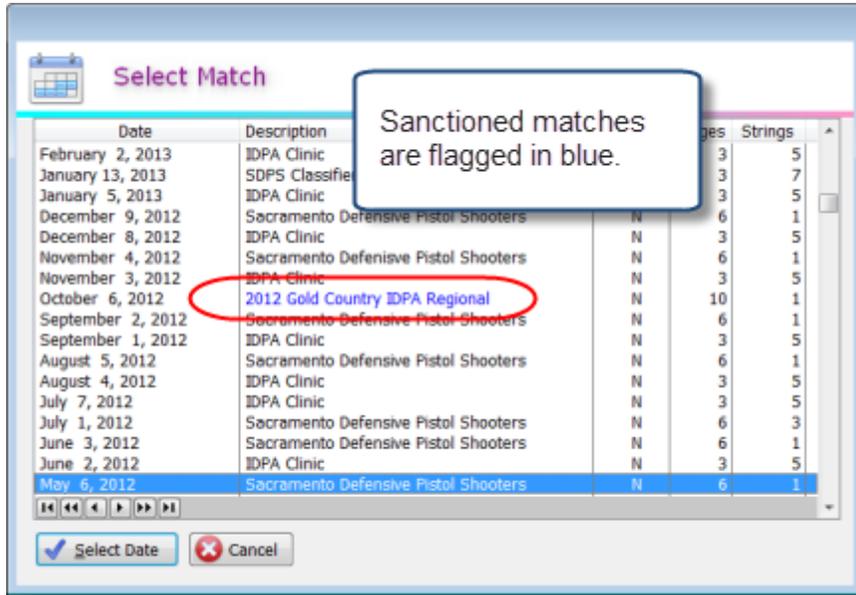
The screenshot shows a window titled "Modify a Match" with a sub-header "Modify Match Settings" and "Customization Options". On the left is a sidebar with buttons for "General", "Strings", "Stage Names", "Round Count", "BUG", "Custom Divs/Date/Sessions", "Per-bay Setup", and "Drop Stages". The "General" section is active, showing a "Custom Date Display" field with a dropdown menu set to "(such as August 2-4, 2006)". Below this, the "Custom Date" checkbox is checked and circled in red, with the date "September 17 - 21, 2013" entered in the adjacent text field, also circled in red. The "Custom Categories" section has a header "You can redefine any of these four categories for this match" and a table with columns "Default", "Use Alternate", and "Custom". The categories listed are Industry, International, Military, and Press, each with an unchecked checkbox. An "Edit Session Names" button is located below the table. At the bottom right are "OK" and "Cancel" buttons.

Print and web match results will use that date.

The screenshot shows a webpage for a match titled "Some Big Deal Match" held from "July 6 to 8, 2006". The page features the logo of the "INTERNATIONAL DEFENSIVE PISTOL ASSOCIATION" on the left and the "SAN LUIS OBISPO SPORTS" logo on the right. The main heading is "Some Big Deal Match" followed by "July 6 to 8, 2006" and "Full Results - All Participants". Below this, there are links for "Specific Results" categorized by "Seniors", "Ladies", "Law Enforcement", "Distinguished Senior", "Most Accurate", and "Miscellaneous". There are also links for "Printable Results (PDF)" and "Printable Stage Details (PDF)". A "Home" link is located on the left side of the page.

## Extended (Wide) Registration Screen and Classifier Dates

To use the extended (wide) registration screen, you must first specify that a match is sanctioned<sup>545</sup>. When you select a match for which to register shooters, matches you've defined as sanctioned will appear in blue:



This screen displays the last date a shooter classified, and the last date he classified in the division in which he's registered.

There are several other items specific to sanctioned matches.

The **Highlight Expired IDPA** button will flag people whose IDPA memberships expire prior to this match. Because you don't want unclassified shooters in a sanctioned match, they will be highlighted in salmon.

### Match Registration

OCT 5, 2013 -- 2013 Calif State IDPA Championship

Alphabetical Listing | By Shooter Number | By Squad | By Div | By Classif | Staff | SO | By Classifier Date | By Ses

= Unclassified

Name	Number	Division	Class	IDPA ID	Squad	Session	Money	Most Recent	This Division	SO	N
Sandler, Gilbert	13	SSP	MM	A51123	3	2	95.00	JAN 13, 2013	JAN 13, 2013		N
Servando, Jeff	125	CDP	MM	A28298	92	1	33.00	JAN 13, 2013	JAN 13, 2013	✓	
Tang, Clement	106	ESP	MM	A45131	90	1	49.00	JAN 13, 2013	JAN 13, 2013		N
Thompson, Allen						1	49.00	JAN 13, 2013	JAN 13, 2013	✓	
Topacio, Willie						2	75.00	JAN 13, 2013	JAN 13, 2013		
Yu, Scott						1	33.00	JAN 13, 2013	JAN 13, 2013		N
Brown, Graham						2	91.00	JAN 12, 2013	JAN 12, 2013		N
Fleming, Jane						1	0.00	JAN 6, 2010	JUL 3, 2010		N
Barrera, Rogelio						2	107.00	JAN 5, 2013	JAN 5, 2013		
Gott, Ronald						2	107.00	JAN 5, 2013	JAN 5, 2013		
Jolly, Jim						2	107.00	JAN 5, 2013	JAN 5, 2013		
Tucker, Cindy						1	33.00	DEC 30, 2012	DEC 30, 2012		
Go, Bill						2	0.00	DEC 1, 2012	DEC 1, 2012		N
Lowe, Allen						2	83.00	OCT 28, 2012	MAY 7, 2005		N
McGee, Bobby	190	ESP	MA	A21527	3	2	0.00	APR 14, 2012	SEP 30, 2005		N
Folk, Scott	193	SSP	MA	A30403	6	2	0.00	N/A	N/A		
Gould, Monte	191	SSP	SS	A26618	91	1	0.00	N/A	N/A		
Zavada, Derek	101	SSP	MA	A42652	1	2	83.00	N/A	N/A		N

Outdated classifiers (relative to the date of the match) are shown in red.

Master and DM shooters don't need to classify each year. So for them, classifiers more than a year old are NOT shown in red.

Consecutive numbers
 Total Money: 13,043.00

+ Register a Shooter
- Delete
▲ Change
Make Registration Status Web Page

\* IDPA # Lookup
↻ Refresh
PDF
Print

? Help
Highlight Expired IDPA
Export
Online Classification Wizard
Update Classification Dates
✔ Close

Remember that match registration is a 'snapshot'<sup>50</sup>. It will not automatically update when a shooter's information changes.

If someone shoots a Classifier with your club, his classification dates in the shooter database will be updated when you commit<sup>33</sup> that Classifier.

For someone who does not shoot with your club, click the **Unlock** button and then type in the new date.

Or update your classifications from the IDPA website.

Either way, you'll need to refresh the shooter's registration<sup>72</sup> for this match.

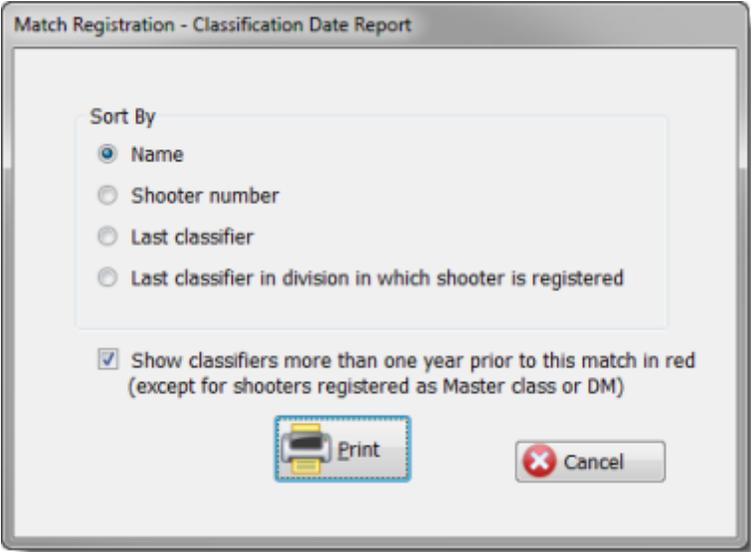
The screenshot shows a software window titled "Record Will Be Changed (Fleming, Jane)". At the top, it displays the shooter's name "Fleming, Jane" and ID "A16849", along with the "Last Match: OCT 5, 2013". On the left side, there are navigation buttons for "Contact F2", "Membership F3", "Classif F4", and "Notes F5". Below these are checkboxes for "Regular", "Inactive", "Staff", and "Safety Officer". The main area contains five classification sections: CDP, SSP, SSB, ESP, and ESR. Each section has radio buttons for "DM", "Master", "Expert", "Sharpshooter", "Marksman", "Novice", and "Unclassified", along with a "Classifier:" field and an "Equity" checkbox. The "Unclassified" option is selected in all sections. At the bottom right, the "Unlock Dates and Equity" button is circled in red. Other buttons include "History", "Help", "OK", and "Cancel".

There is also an option to update dates for the entire registration for this match. Click the **Update Classification Dates** button. You might find this useful if you've started registering shooters in, say, March, hold a Classifier match in July, and hold your sanctioned match in August.

The screenshot shows a dialog box titled "Update Classification Dates". The text inside reads: "2013 Calif State IDPA Championship" followed by the question "Are you sure you want to update this match's 'snapshot' with the current classification dates in the shooter database?". Below the question are two radio buttons: "No" and "Yes", with "Yes" selected. At the bottom, there are two buttons: "Do It" (with a green checkmark icon) and "Cancel" (with a red X icon). The "Do It" button is highlighted with a dashed border.

This procedure will scan through your shooters database and update Classifier dates for all shooters in this match.

If you have the extended registration screen sorted by Classifier date and click the **Print** button, you'll have several choices for sorting your registration printout:



## Total "With Scores"

This was added as a minor convenience, based on a need to tell the range how many people had actually shown up and shot a sanctioned match.

It automatically calculates on the registration screen how many people were not no-shows.

Name	Number	Divis
Ahlers, Travis	172	SSP
Allen, John	178	ESR
Ames, Steve	17	SSP
Antonio, David	146	SSP
Argo, Robert	165	SSP
Argo, Wilbert	166	SSP
Arkebauer, Alisa	156	CDP
Askins, Randy	127	ESP
Au, Gary	168	SSP
Ballesteros, Chester	164	CDP
Barr, Mark	98	CDP
Barrera, Rogelio	113	ESP
Barrios, Francisco	148	CDP
Bass, Jim	157	SSP
Bell, Dennis	45	SSP
Bierly, Joe	72	SSP
Bilyeu, Brian	140	ESP
Bissell, Bob	145	CDP
Blevins, Russell	108	SSP

Registered: 179  
Staff: 54  
SO: 40

Consecutive numbers

Help Total with scores: 171

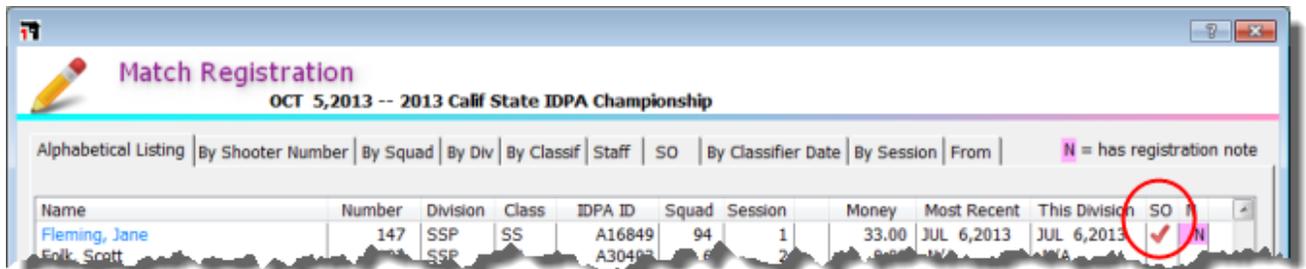
### Staff versus Safety Officers

The basic **ForScore** lets you keep track in the shooters database of people who are qualified as safety officers. But match registration only has a check box to designate someone as **Staff** for a specific match. With the Event Module, you can specifically designate who is regular staff and who is a safety officer for a specific match.

You will need to check the **Sanctioned match** check box in match setup<sup>545</sup> to enable the additional registration features.



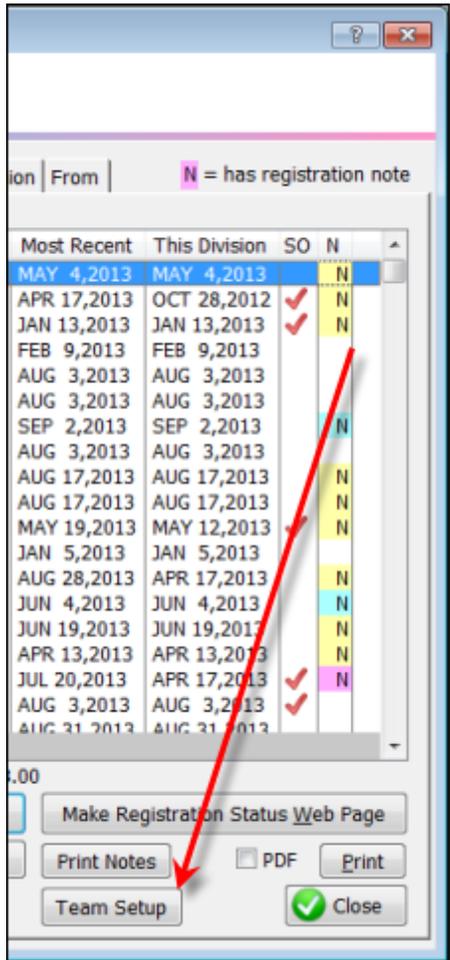
A check mark will flag safety officers on the registration screen.



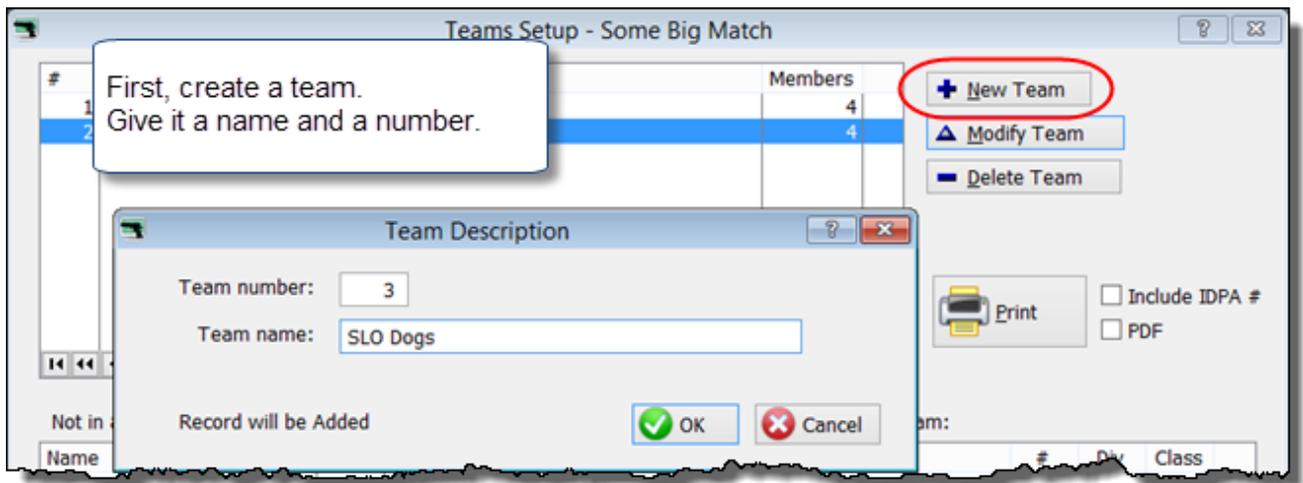
## Team Results

This is probably totally useless. At the 2011 "World" match, they put together teams and scored them as a side highlight.

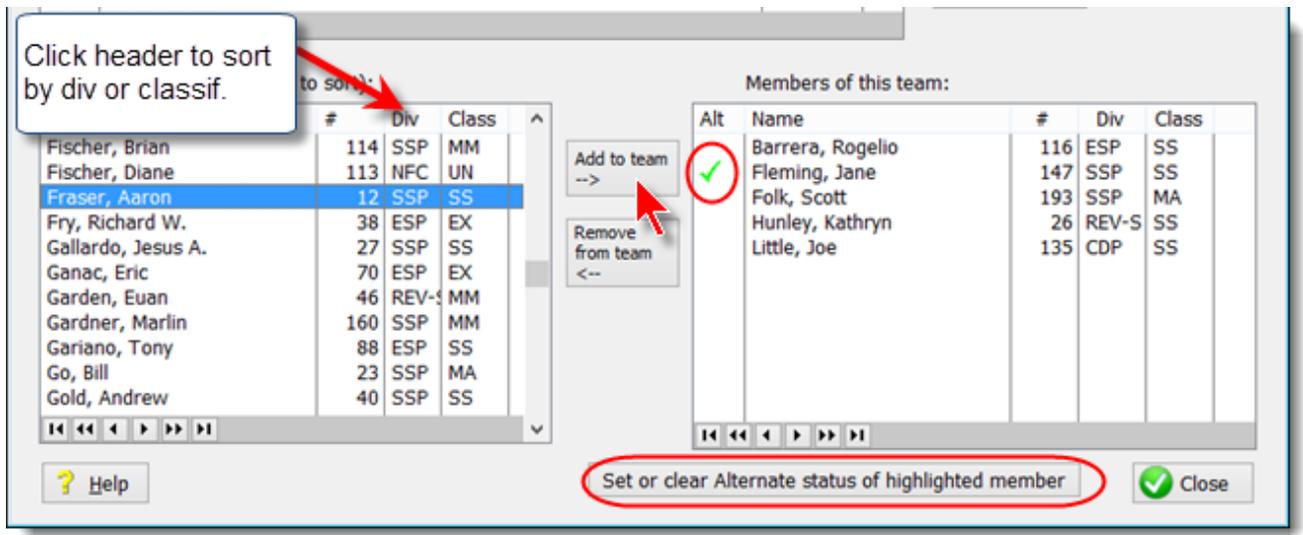
So the next year, I added that as an option on the sanctioned match registration screen.



First, you need to define one or more teams, specifying a team name and team number.

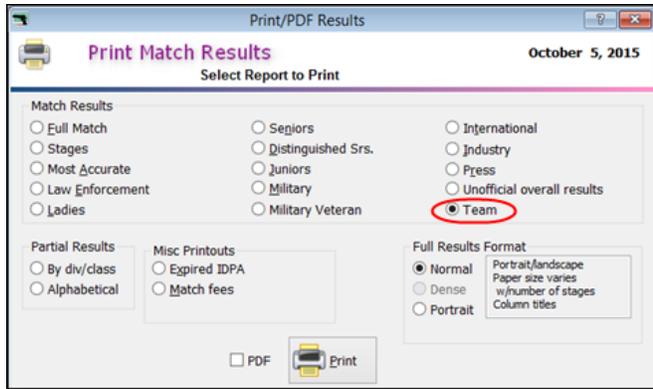


Then add shooters to a team. Specify one or more as alternates if you wish.



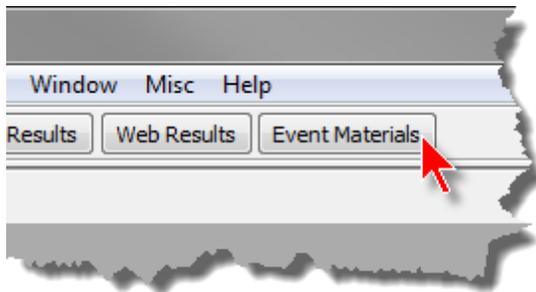
Team results are available as a PDF (either from the Print wizard or the Web wizard.)

If one or more of the "regulars" DQs or does not finish, it will insert alternates as available.



## Event Materials Features

To open the module, click **Event Materials** on the main toolbar. If the Event Materials button is not visible, click **Enable Event button** in Program Preferences<sup>394</sup>.



## Event Module Overview

The screen presented by the Event Module button is used to define items for shooters **after** you have registered them for your match. Match fees that appear on the shooter registration screens will be the totals arrived at in the Event Module.

What you need to do:

1. Modify the match<sup>[237]</sup> so that it uses the Event Module.
2. Check **Enable Event button** in Program Preferences<sup>[394]</sup>.
3. Enter and register shooters for your match as you would for any match.
4. Define the categories<sup>[600]</sup> into which you will group your event items. This really doesn't do anything at the moment, but I wrote it so you need to use it..LOL.... You may find the categories I've used in the sample **event.tps** file are all you need. Categories are **shared** among all matches that use the Event Module.
5. Define the event items<sup>[599]</sup> ('products') you want to have available for your shooters. To get you started, a sample **event.tps** file is supplied. Items can include registration fees, T-shirts, meals, and anything else you offer your shooters. Event items are **shared** among all matches that use the Event Module.
6. Optionally, define<sup>[601]</sup> up to three 'defaults'. These can be a big time saver when you start adding items to shooters' registrations. Defaults are not shared, and are specific to each match.
7. Assign<sup>[603]</sup> appropriate match items to each registered shooter.

Event Items for Registered Shooters

Event

Use Payment button at bottom to put a check number or "cash" or other short info into the Payment column.

By Name | By Number | Staff

Name	Shooter Number	Division	Classification	Payment	Money
Dymond, Nelson	82	SSR	Sharpshooter		90.00
Farrell, Lisa		SR	Sharpshooter	#1312	90.00
Fleming, Jane		SP	Marksman Staff	DUE !!	50.00
Flores, Andy		SP	Sharpshooter	#1018	90.00
Frazier, Andrew		SP	Expert	#500	90.00
Funk, Bruce		SP	Sharpshooter	#4973	90.00
Gaca, Lee R.	53	SSR	Marksman Staff	#6920	65.00
Gavin, Bruce	133	CDP	Expert	#1800	90.00
Godwin, Darrell	72	CDP	Expert Staff	#501	50.00

Select shooter whose "stuff" you want to modify.

Refresh

Event order for: Fleming, Jane Match total: 14,600.00

Event Setup

Printouts

Awards Wizard

Nametag Badges

Thank You

Update Categories

Update Products

Match Defaults

Refresh Prices

Who Has What

Help

Description	Quantity	Price	Total
Registration - staff	1	0.00	50.00
Included Sunday BBQ	1	0.00	0.00
Included Saturday lunch - Cheese	1	0.00	0.00
Included T-shirt - Medium	1	0.00	0.00
Included Staff sweatshirt	1	0.00	0.00
Included Fri staff lunch - Cheese	1	0.00	0.00

Needs to pay by July 15 !!! 50.00

Add / Revise Note

Print This Shooter

Insert

Change

Delete

Payment

Defaults-

XL Regular

Extra

Staff

Use Note button to modify optional note.

Define the (up to three) defaults. In this example they are XL Regular, Extra, and Staff.

To start items for a shooter, you can select one of these three **Defaults** buttons. Use the Match Defaults button on the left of the screen to define.

### Define Event Items

This is the list of items you can assign and track for shooters registered for your match. The list of items (or 'products') is shared among all your matches that may use the Event Module. Tax Rate is only informational at this point, and is not used by the software. 'Our Cost' is optional, and will only total in the summary report. Notice that I've created some negatively-priced items (-\$100, for example), so I can keep track of cash actually received. The sample **event.tps** file included with ForScore can give you some idea of how to get started.

Description	Category	Price	Our Cost	Tax Rate
Included T-shirt - Medium	Included clothing	0.00	0.00	0.00
Included T-shirt - XL	Included clothing	0.00	0.00	0.00
Included T-shirt - XXL	Included clothing	0.00	0.00	0.00
Included T-shirt LS XXL	Included clothing	0.00	0.00	0.00
Included T-shirt-XXXL	Included clothing	0.00	0.00	0.00
Registration - N/C	Registration	0.00	0.00	0.00
Registration - regular	Registration	90.00	0.00	0.00
Registration - staff	Registration	50.00	0.00	0.00
Registration Owed \$100	Owed Money	-100.00	0.00	0.00
Registration Owed \$110	Owed Money	-110.00	0.00	0.00
Registration Owed \$50	Owed Money	-50.00	0.00	0.00
Registration Owed \$60	Owed Money	-60.00	0.00	0.00
Registration owed \$90	Owed Money	-90.00	0.00	0.00

Use the drop down list to select a category for the item. If there's not an appropriate category available, close this window and click the **Update Categories** button on the main Event Module window.

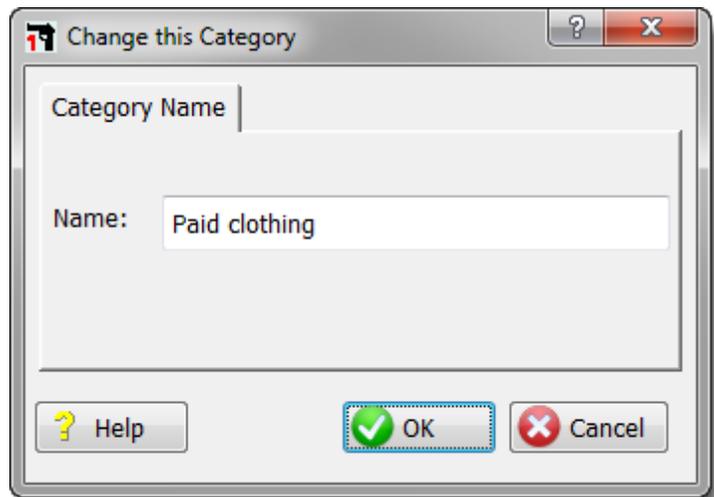
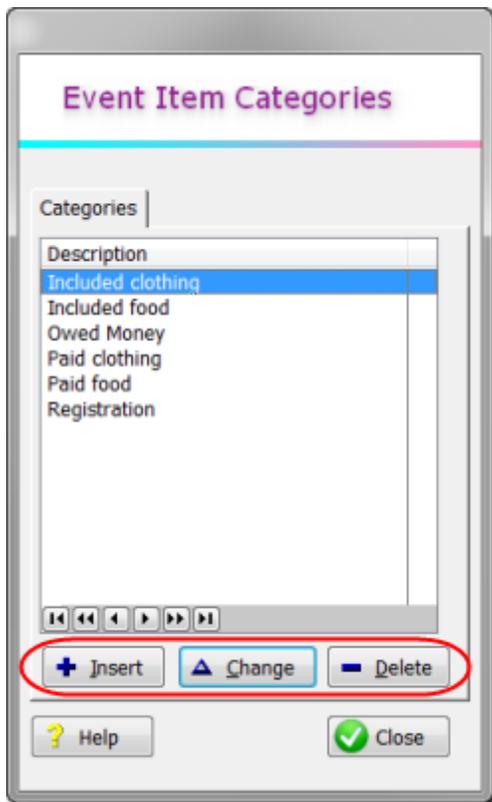
**Our Cost** and **Tax Rate** are optional.

Description: Extra T-shirt - XL  
Category: Paid clothing  
Price: [empty]  
Our Cost: [empty]  
Tax Rate: [empty]

Category dropdown options: Description, Included clothing, Included food, Owed Money, Paid clothing, Paid food, Registration

Description: Extra T-shirt - XL  
Category: Paid clothing  
Price: 15.00  
Our Cost: 0.00  
Tax Rate: 0.00 (percent)

If you need to add or change categories, click the **Update Categories** button on the main Event Module screen, and then make any additions or changes.



### Define Defaults

**Defaults** can make your life easier.

Consider the 2004 California State Championship. We limited it to 175 shooters. Still, that's 175 people for whom we'd have to enter much of the same information.

We offered three lunch choices. By far the largest number of shooters specified turkey/cheese.

We offered several T-shirt sizes. By far the largest number specified XL.

Staff shot the match the day before regular shooters. Staff also had staff sweat shirts.

Can you see where this is going?

I created one default consisting of match registration, turkey/cheese sandwich, Sunday barbeque, XL T-shirt.

Another default for staff containing the same items, plus sweat shirt and Friday lunch. And with a separate staff registration fee.

And a third default, which I called 'Extra'. This was for the guys who brought partners and wanted an extra Saturday lunch and an extra Sunday barbeque ticket.

So for each shooter, I could just choose the best default as a starting point and then customize as needed (perhaps change the turkey lunch to a meat/cheese lunch, or switch to a different T-shirt size).

Defaults are specific to each match that uses the Event Module. The match starts with three blank defaults. You can specify what they will consist of, name them, and enable or disable them.

2004 California State Championship

Select Default / Preset

	Enabled	Button Name	Description
1	Y	XL Regular	XL Regular with turkey
2	Y	Extra	XL turkey with extra lunch and BBQ
3	Y	Staff	Staff

Buttons: Change, Enable, Disable

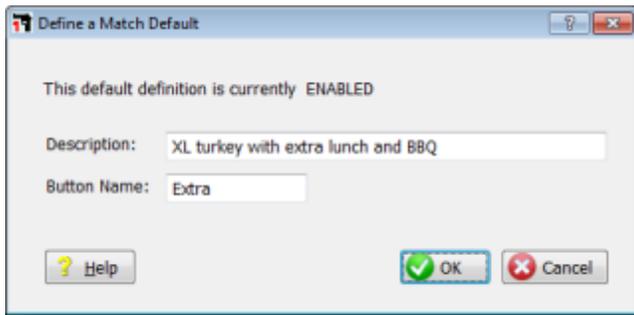
Default Items for Extra

Quantity	Description	Price Each
1	Extra Saturday lunch - Turkey/Cheese	5.00
1	Extra Sunday BBQ ticket	5.00
1	Included Saturday lunch - Turkey/Cheese	0.00
1	Included T-shirt - XL	0.00
1	Registration - regular	90.00

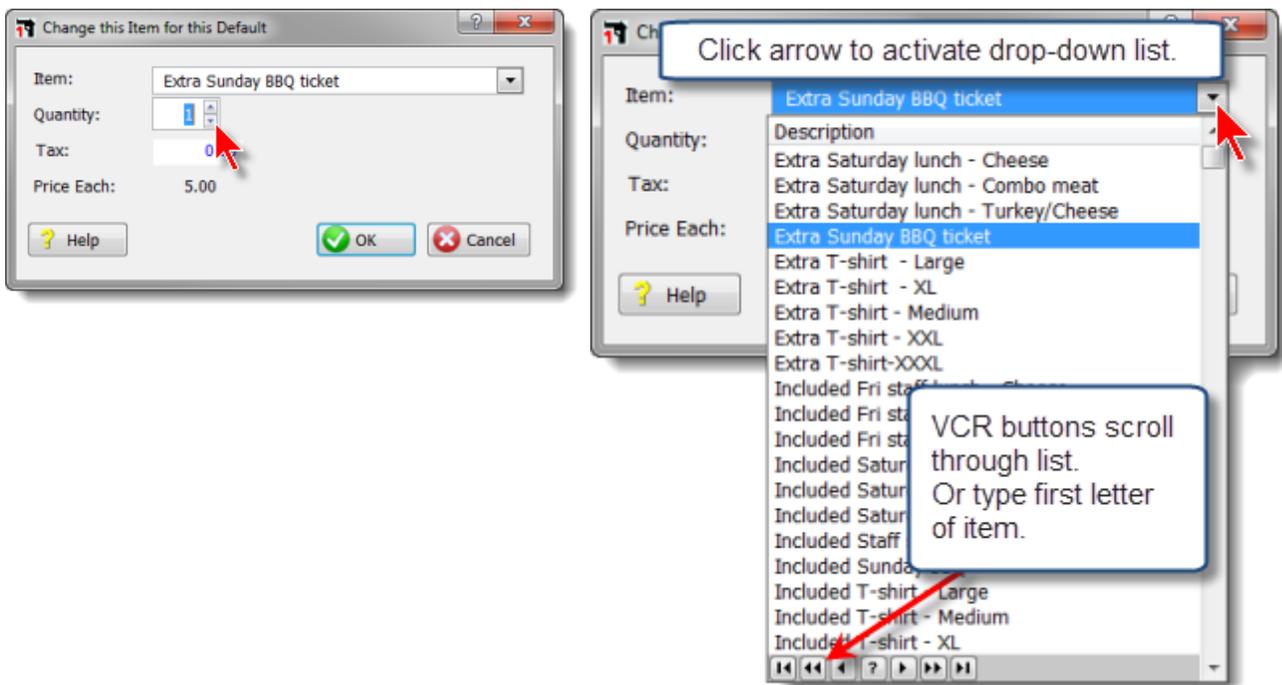
Buttons: Help, Insert, Change, Delete, Close

Annotations:  
- Red arrow from 'Use these buttons to name defaults, and to enable or disable them.' points to the 'Change', 'Enable', and 'Disable' buttons.  
- Red arrow from 'Use these buttons to add, change, or delete the items that are included in this default.' points to the 'Change' button in the bottom right.

The upper **Change** button lets you set a name for this default, and the text for its button.

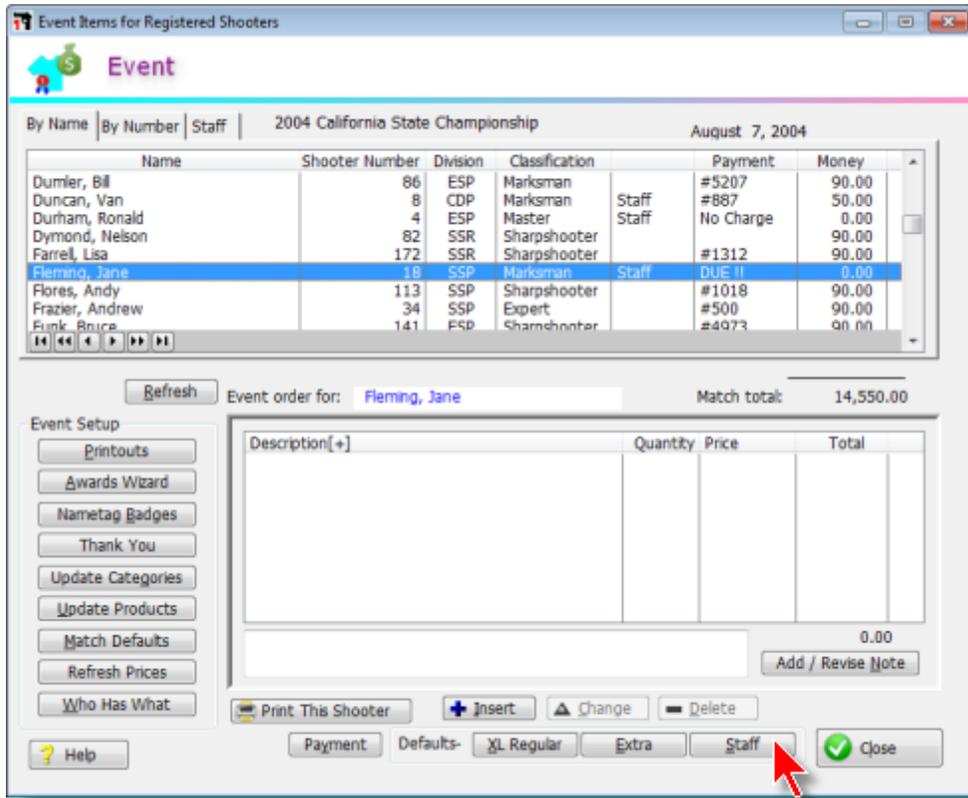


The lower **Insert**, **Change**, and **Delete** buttons and the **Quantity** spin box let you configure items that make up this default.



### Specify Info for a Shooter

We'll use a default to start Jane's event materials. I'll click the default button I've labeled **Staff**.



The items I've specified for the **staff** default get added to Jane's registration. Now I need to change her shirt to a medium. I can double-click the item, or click **Change**.

The screenshot shows the 'Event Items for Registered Shooters' window. At the top, it displays 'Event' and '2004 California State Championship' for 'August 7, 2004'. Below this is a table of registered shooters with columns for Name, Shooter Number, Division, Classification, Payment, and Money.

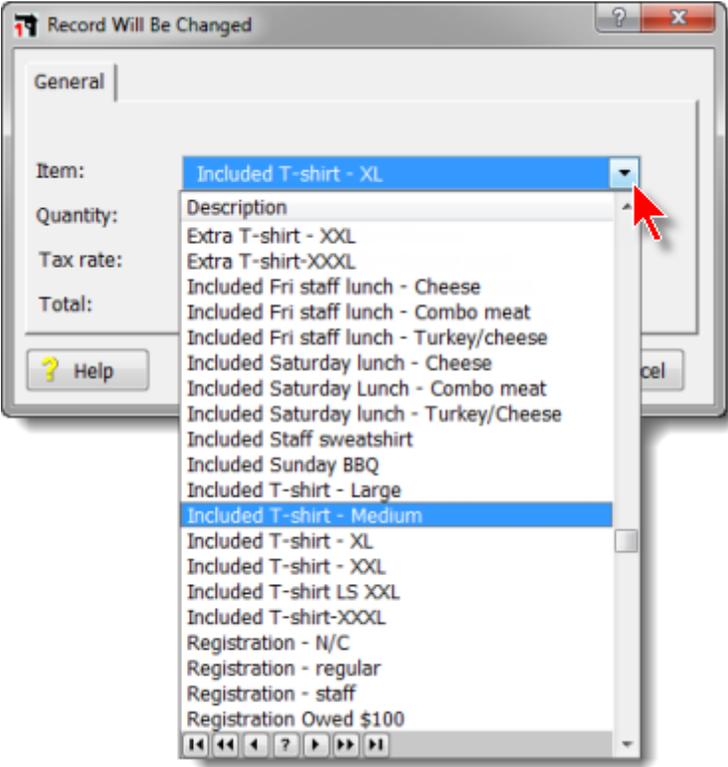
Name	Shooter Number	Division	Classification	Payment	Money
Dumler, Bill	86	ESP	Marksman	#5207	90.00
Duncan, Van	8	CDP	Marksman	Staff #887	50.00
Durham, Ronald	4	ESP	Master	Staff No Charge	0.00
Dymond, Nelson	82	SSR	Sharpshooter		90.00
Farrell, Lisa	172	SSR	Sharpshooter	#1312	90.00
Fleming, Jane	18	SSP	Marksman	Staff DUE II	50.00
Flores, Andy	113	SSP	Sharpshooter	#1018	90.00
Frazier, Andrew	34	SSP	Expert	#500	90.00
Funk, Bruce	141	ESP	Sharpshooter	#4973	90.00

Below the shooter list, the 'Event order for: Fleming, Jane' is shown with a 'Match total' of 14,600.00. The 'Event Setup' panel on the left contains buttons for Printouts, Awards Wizard, Nametag Badges, Thank You, Update Categories, Update Products, Match Defaults, Refresh Prices, and Who Has What. The main table shows the event order items:

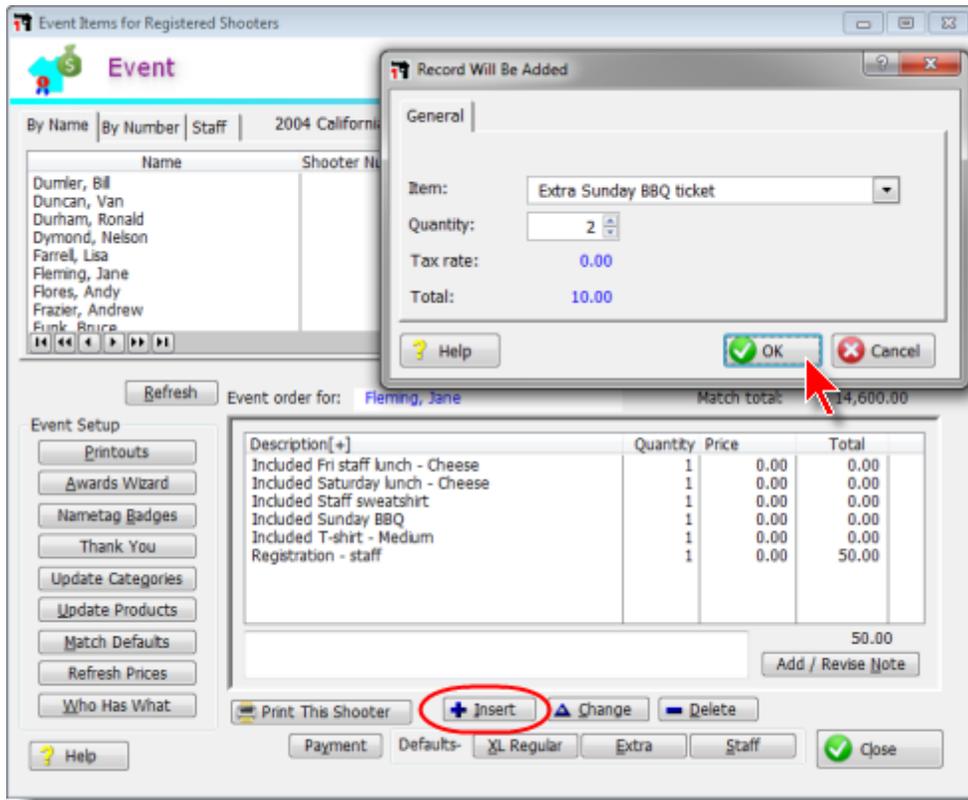
Description[+]	Quantity	Price	Total
Included Fri staff lunch - Turkey/cheese	1	0.00	0.00
Included Saturday lunch - Turkey/Cheese	1	0.00	0.00
Included Staff sweatshirt	1	0.00	0.00
Included Sunday BBQ	1	0.00	0.00
Included T-shirt XL	1	0.00	0.00
Registration - staff	1	0.00	50.00

At the bottom of the window, there are buttons for 'Print This Shooter', 'Insert', 'Change', and 'Delete'. The 'Change' button is circled in red, and a red arrow points to it. Other buttons include 'Payment', 'Defaults', 'XL Regular', 'Ext', 'Staff', and 'Close'.

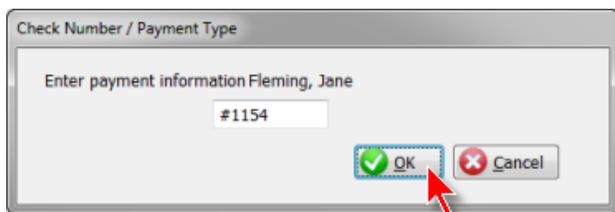
And use the drop-down list to change the item.



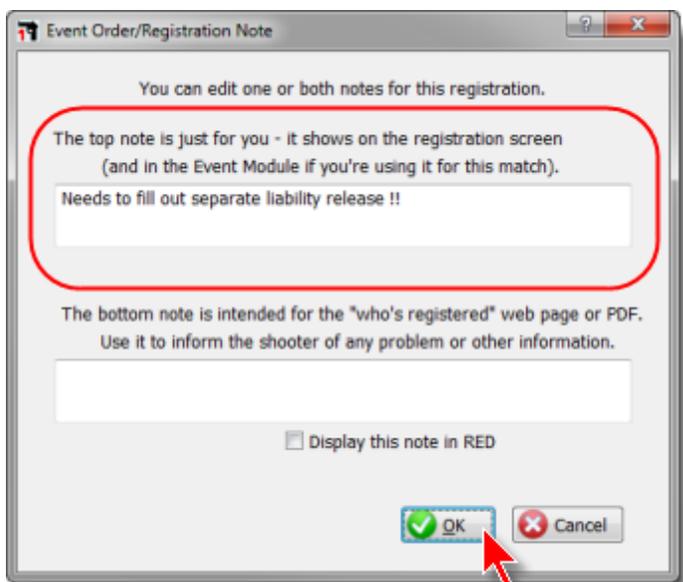
I've also changed her two sandwich choices.  
Now I'll click **Insert**, and add two additional barbecue tickets:



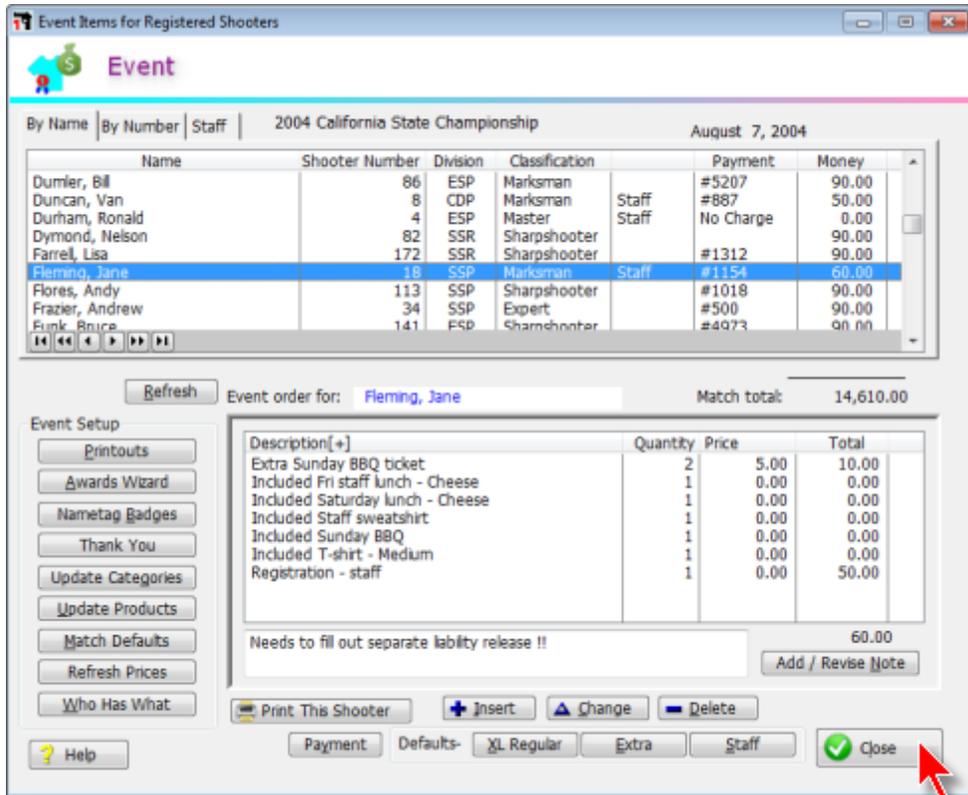
I'll click the **Payment** button and enter a check number:



I'll click **Add / Revise Note**, and add a note to this registration.  
 The information in the top entry area stays in the registration and event screens.  
 Any information in the bottom entry area may be displayed on the "who's registered" web pages.



This shooter's event items are done:



If I look at her registration record, the money information appears in read-only form. If it needs to be changed, I'll have to do so in the Event Module.

The color on the **Registration Notes** button indicates that information has been entered.

Yellow means only an internal note. Turquoise means only external (for the "who's registered" web page.) Purple means both internal and external.

Changing a Shooter's Registration Info

18 - Fleming, Jane SSP/MM

Match date: AUG 7,2004

Select Shooter SLOSA Update This Shooter

Fleming, Jane

A16849 Regular

Shooter number: 18

CDP UN (Ctrl+C)  
ESP SS (Ctrl+E)  
SSP MM (selected)  
ESR UN (Ctrl+Shift+E)  
SSR UN (Ctrl+Shift+S)  
BUG UN  
NFC UN

Specify for this match

Staff  SO (Ctrl+O)  Reentry (second gun)  
 Junior (12 thru 17)  Military  
 Senior (50-64)  Press  
 Distinguished Senior (65+)  International  
 Law  Industry  
 Lady

Registration Notes

SSP Marksman

Match Fee \$60.00 - payment: #1154  
Match fees entered in Event Materials module.

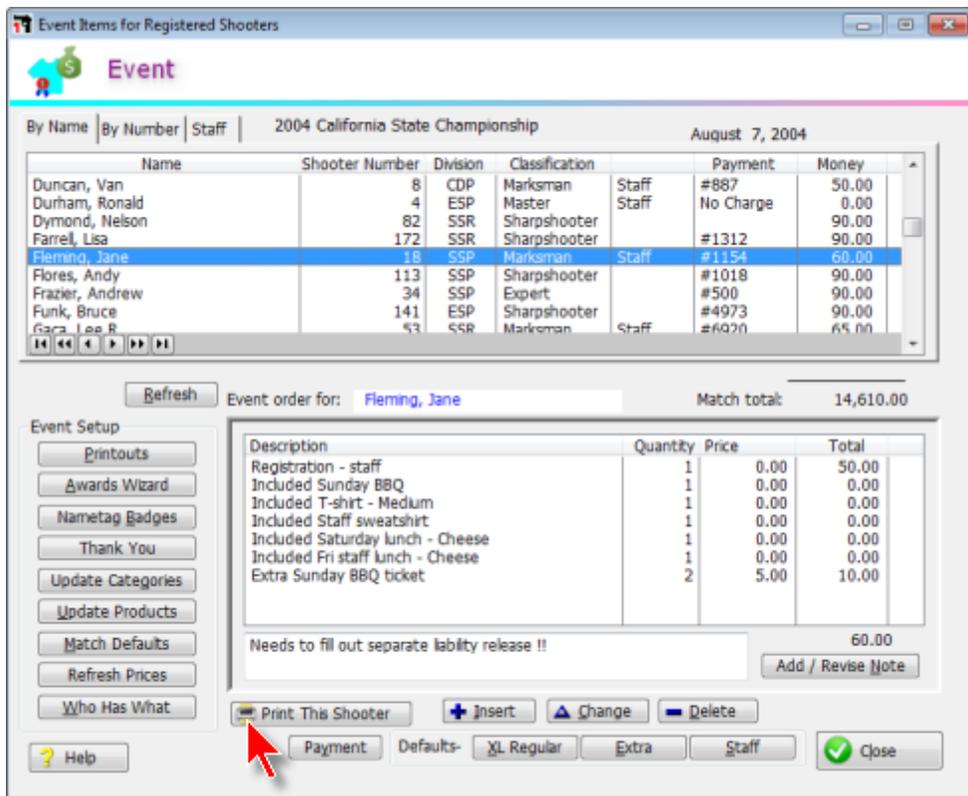
Optional  
Squad: 0  
 Lock Squad  
Session/day z: 0

Pistol (optional): SIG P226 .357SIG Select Clear

Help Safety Officer \* Print Barcode Refresh OK Cancel

### Shooter Materials Printouts - Individual

Several print options are available. You can print individual pages, each having only the items for one shooter. Click the **Print This Shooter** button.



A single shooter's items prints.

Probably, though, you'll find it easier to print the full list and slice them apart for each shooter.

Printer currently set to HPwireless

Page: 1 of 1

Left-Click=Zoom In  
Right-Click=Zoom Out

Copies: 1

Search:

Zoom Step: 20

Current Zoom: 100

2004 California State Championship

August 7, 2004

Event materials for: **Fleming, Jane**

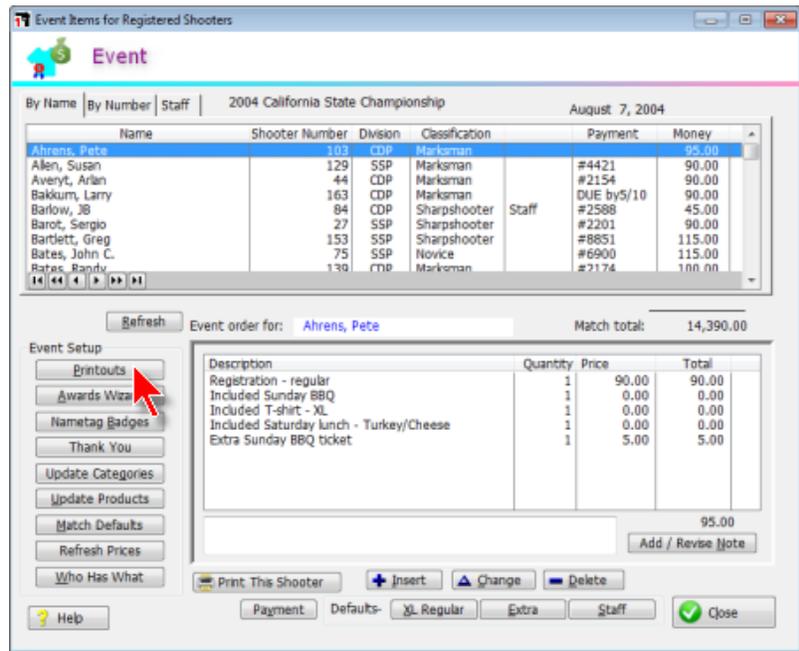
Shooter Number: **18**

Quantity	Description	Price Each	Total
2	Extra Sunday BBQ ticket	5.00	10.00
1	Included Fri staff lunch - Cheese	0.00	0.00
1	Included Saturday lunch - Cheese	0.00	0.00
1	Included Staff sweatshirt	0.00	0.00
1	Included Sunday BBQ	0.00	0.00
1	Included T-shirt - Medium	0.00	0.00
1	Registration - staff	50.00	50.00
Payment: #1154			60.00

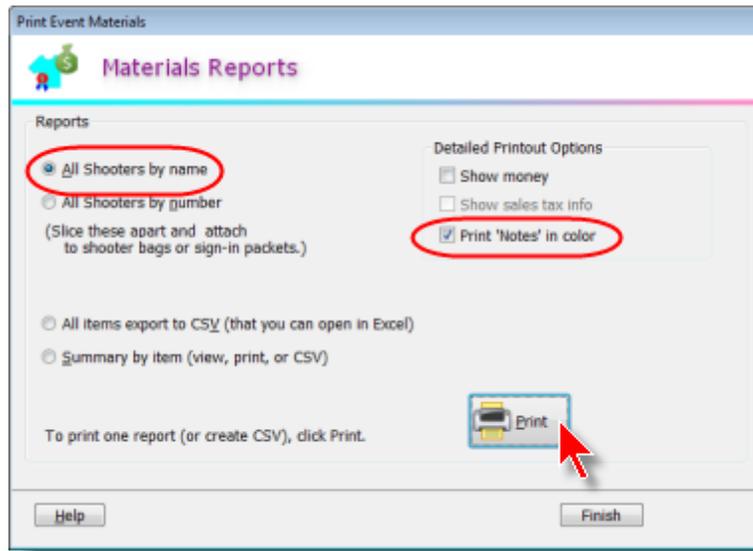
Note: Needs to fill out separate liability release !!

### Printouts

Other printouts are available when you click the **Printouts** button



This will print an alphabetical listing, with 'notes' flagged in color.

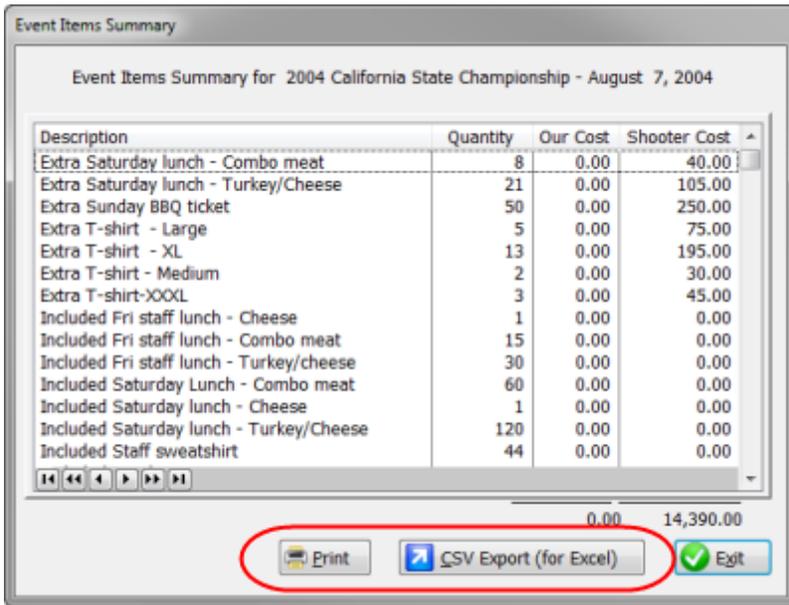
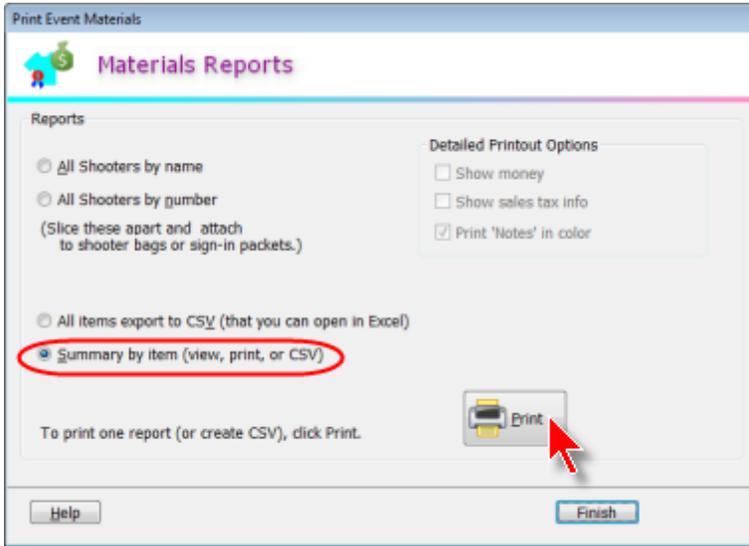


The format of this printout is intended so that you can slice it apart, and staple strips to shooter bags or packets to indicate their contents.

2004 California State Championship		August 7, 2004
Event materials for: <b>Fleming, Jane</b>		Shooter Number: <b>18</b>
<u>Quantity</u>	<u>Description</u>	
2	Extra Sunday BBQ ticket	
1	Included Fri staff lunch - Cheese	
1	Included Saturday lunch - Cheese	
1	Included Staff sweatshirt	
1	Included Sunday BBQ	
1	Included T-shirt - Medium	
1	Registration - staff	
<b>Note: Needs to fill out separate liability release !!</b>		
Event materials for: <b>Flores, Andy</b>		Shooter Number: <b>113</b>
<u>Quantity</u>	<u>Description</u>	
1	Included Saturday Lunch - Combo meat	
1	Included Sunday BBQ	
1	Included T-shirt - Large	
1	Registration - regular	
You can slice apart and use while filling shooter packets or bags.		
Event materials for: <b>Frazier, Andrew</b>		Shooter Number: <b>34</b>

### Printouts - Summary

The software can also give you a total of each item that you've assigned. But no, it's not smart enough to add together the "free medium T-shirts" and the "extra medium T-shirts" and give you a total. You'll have to do that yourself.



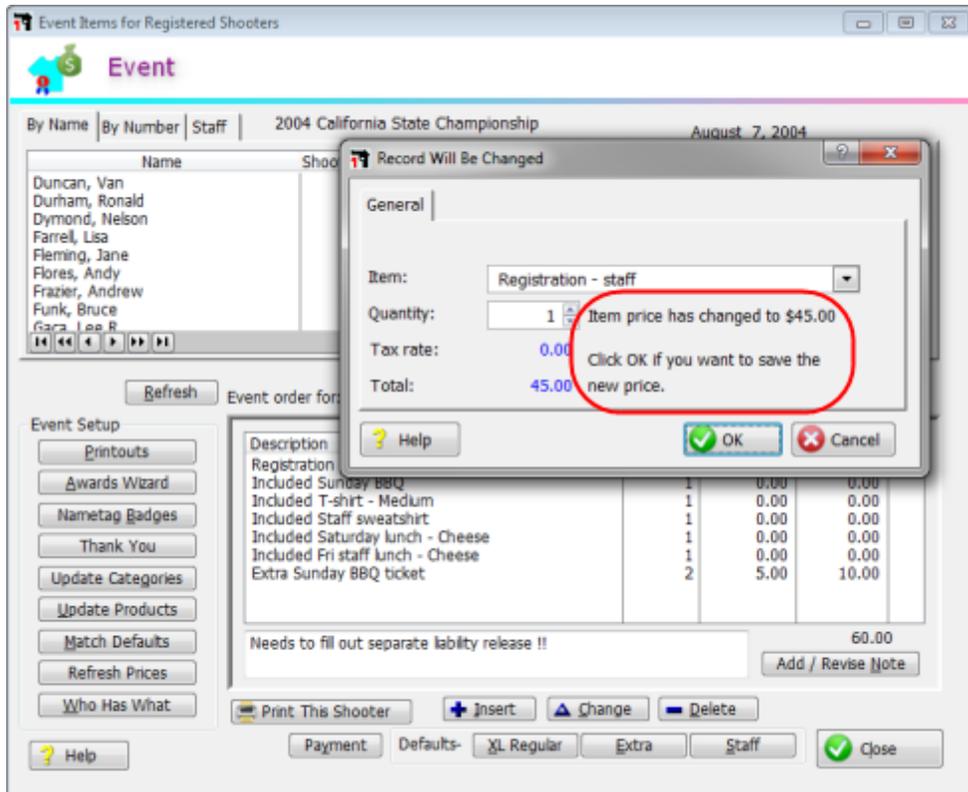
## Refreshing Event Item Prices

The event module has one listing of 'products'<sup>599</sup> that's used for any matches you configure.

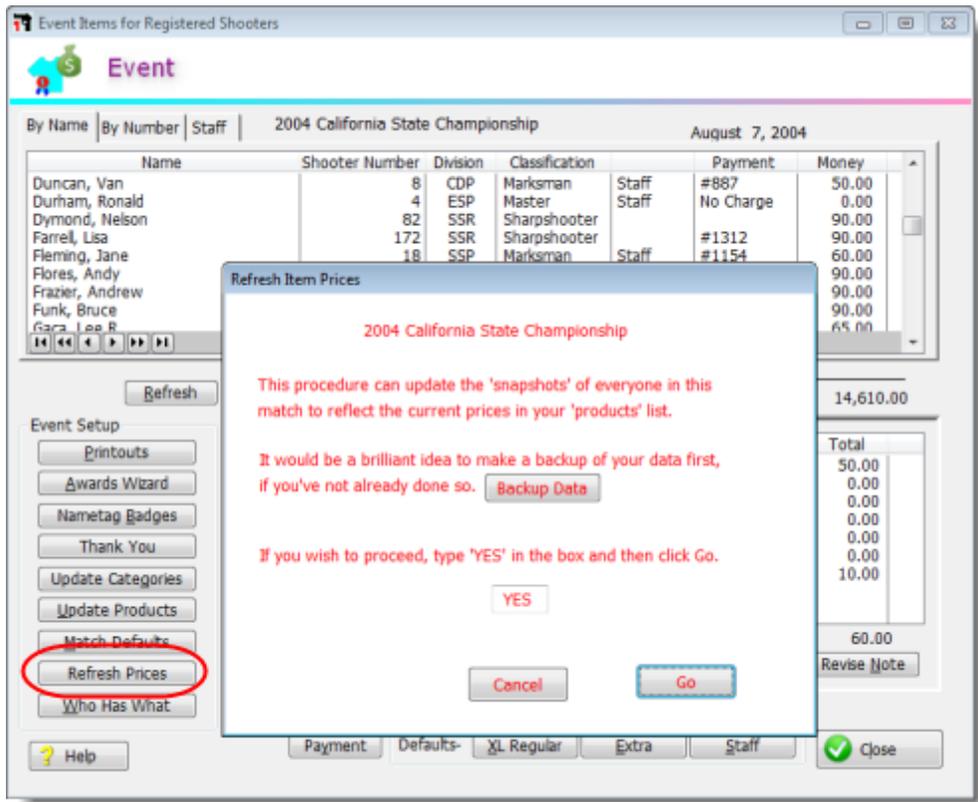
It makes a 'snapshot' of that product and its price at the time you specify it for a shooter.

If you decide to change product prices and have already specified event items for some shooters, you'll need to refresh that price information (similarly to how the match registration makes a snapshot of a shooter's name, classification, etc.)

If you only have a to make changes for a few shooters, you can update them individually. Click an shooter's item and click **Change**.

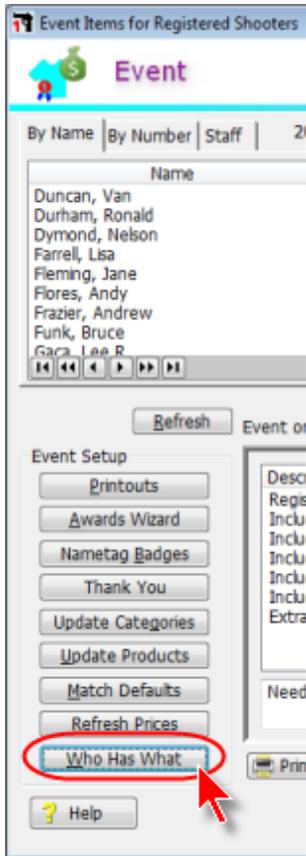


If you need to change an item or items for a number of shooters, click **Refresh Prices** and follow the wizard.



## Who Has What?

This helps you track who has ordered a specific item.



The screenshot shows the 'Who Has What' application window. At the top, there is a 'Select item:' dropdown menu with 'Extra Sunday BBQ ticket' selected. To its right are 'Print This Item' and 'Refresh Window' buttons. Below the dropdown, there are two tables: 'Has this item: Extra Sunday BBQ ticket' and 'Does not have this item:'. The 'Has this item' table lists names and quantities, with asterisks in the 'Staff' column for some entries. The 'Does not have this item' table lists names. A 'Print' dialog box is open in the foreground, titled 'Print', with the subtitle 'Print details for Extra Sunday BBQ ticket'. It contains a section 'What do you want to print?' with three radio button options: 'Who HAS this' (selected), 'Who DOES NOT have this', and 'Both'. 'Print' and 'Cancel' buttons are at the bottom of the dialog. A red arrow points from the 'Print This Item' button to the 'Print' dialog. A blue callout box with a white background and a blue border points to the 'Select item:' dropdown menu, containing the text 'Use drop-down list to select item to view.'

Select item: Extra Sunday BBQ ticket

Print This Item Refresh Window

Has this item: Extra Sunday BBQ ticket

Name	Quantity	Staff	SO	NSS
Blanchi, Jim	1			
Bowman, Joel	2			
Bradshaw, Charles	1			
Burger, Vincent	1			
Curran, Thomas	1			
Danielson, Matt	2	*		
Diaz, Peter	1			
Fleming, Jane	2	*		
Hall, Dale	1			
Harrell, Tommy	2			
Heyder, Bill	2			
Hodges, Robert	2			
Holt, Bradley	1	*		
Houser, Kelly	1			
Hyatt, Don	1			
Johnson, Wayne K	1			

Does not have this item:

Name	Staff	SO	NSS
Allen, Susan			
Averyt, Arlan			
Bakkum, Larry			

Registrations: 39 Items: 50

Print

Print details for Extra Sunday BBQ ticket

What do you want to print?

- Who HAS this
- Who DOES NOT have this
- Both

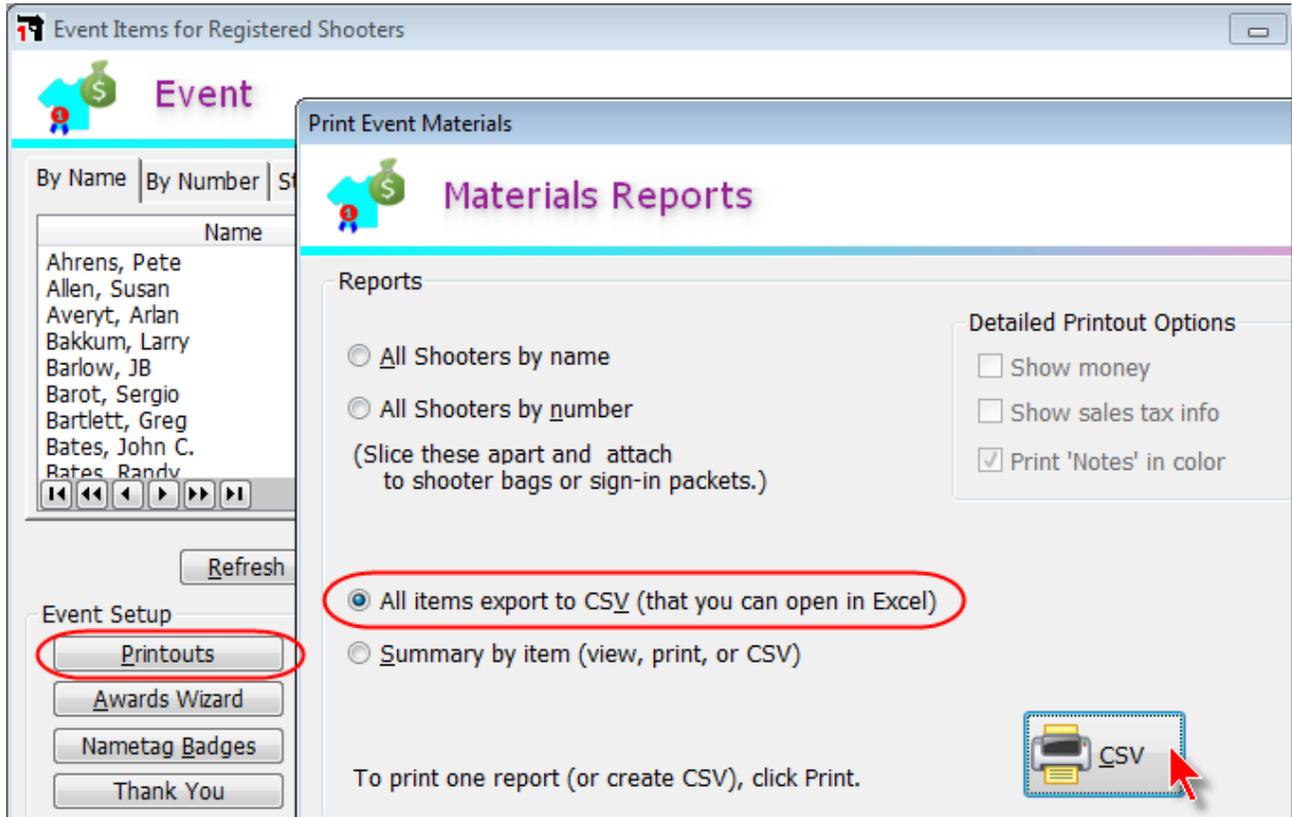
Print Cancel

Use drop-down list to select item to view.

## Ordered Items CSV Export

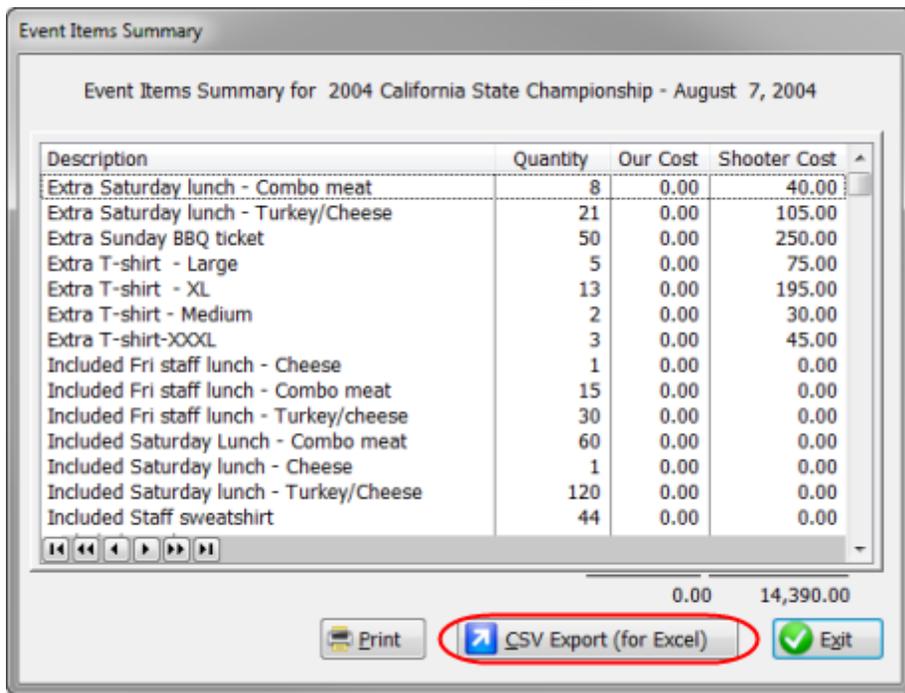
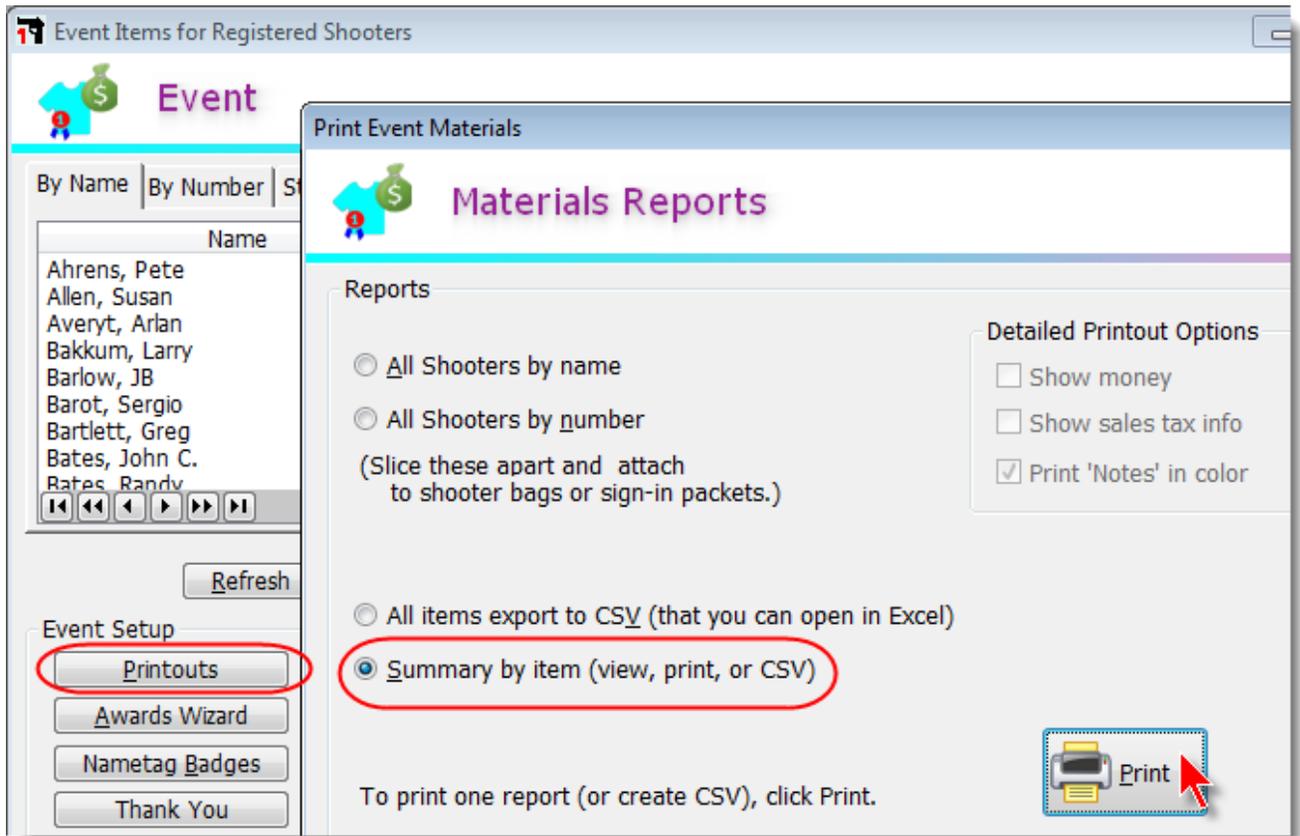
For those who want to track shooter orders (registration fees, T-shirts, meals, etc.) with the Event Module but want to be able to manipulate the data in their own spreadsheets or Access databases, a CSV export is available in the Event Module.

The option shown will create a CSV file containing all detailed information.



The screenshot displays the 'Event Items for Registered Shooters' window. On the left, the 'Event Setup' section contains a 'Printouts' button circled in red. The main area shows the 'Print Event Materials' dialog box. Under 'Materials Reports', the 'All items export to CSV (that you can open in Excel)' radio button is selected and circled in red. To the right, the 'Detailed Printout Options' section includes checkboxes for 'Show money', 'Show sales tax info', and 'Print 'Notes' in color'. At the bottom right of the dialog, a 'CSV' button with a printer icon is highlighted by a red arrow. Below the radio buttons, the text reads: 'To print one report (or create CSV), click Print.'

The summary (totals by-item) screen can also create a CSV file.



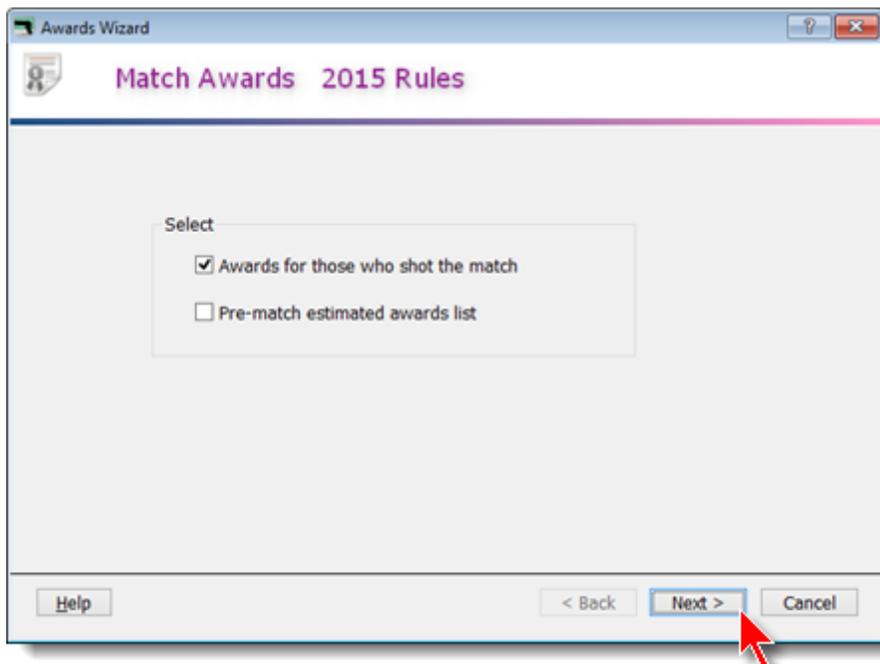
## Awards Wizard

The Awards Wizard lets you put together a checklist to use at the awards ceremony, particularly for a sanctioned match. It can also generate mailing labels<sup>[625]</sup> for awards winners. The main awards list can also be linked to your match results as a PDF file.

**NOTE:** This wizard will warn you if there is a tie between two shooters, but it will not deal with it automatically. That's up to you (see the section on 'tilt'<sup>[340]</sup>)

Additionally, before your match you can calculate an estimate of how many awards you need to purchase.

When you open the Awards Wizard, first specify whether you're doing pre-match or post-match awards.



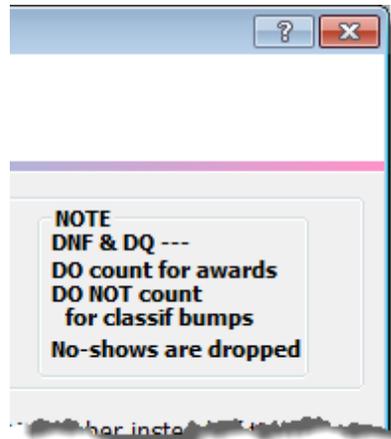
## DNF, DQ, and No-Shows

The 2013 rulebook formalized the logic that was used at Nationals since at least 2009. This is unchanged for the 2015 rulebook.

Trophies are calculated "**including DQs and DNFs, but not including no-shows**" (section 1.2.3 of Match Administration).

Match classification bumps ("promotions") are described in 9.4.1: "**This method of Classification promotion calculation does not include DQ's, DNF's or match no-shows.**"

A summary of that logic is displayed on the Awards Wizard screen.



## Awards Wizard - Quantity

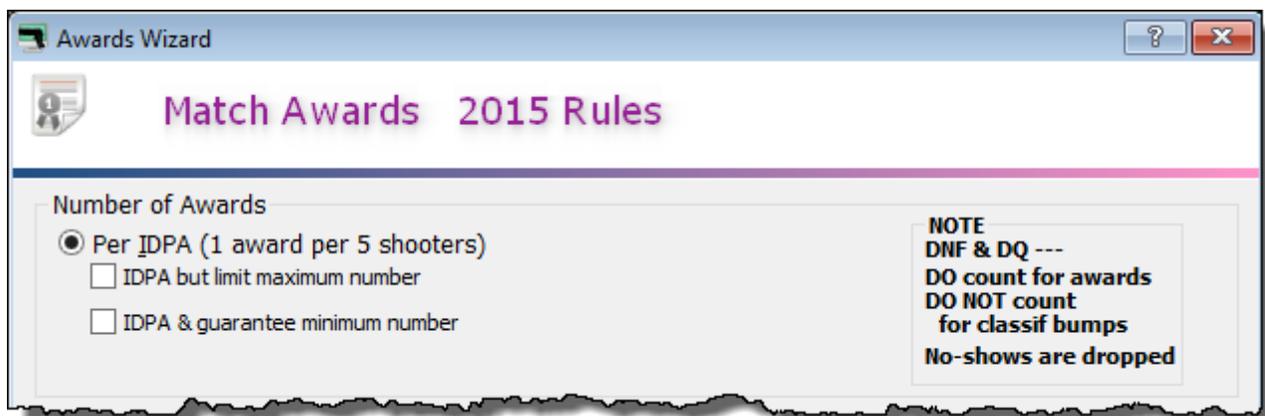
The IDPA rulebook specifies the number of awards to be given at a match.

That's not always practical for all matches. For the 2008 Postal match, for example, the IDPA formula dictated 739 awards!

So there's an option to limit the number of awards in each division/classification.

The quantity options are the same for pre-match and post-match calculations.

**The default** strictly follows the 2015 rulebook.



If you use the IDPA formula, you can also specify a **greater minimum number** of awards. (Say, if you want to award 4 awards in each division/classification, even for ones where less than 16 shooters participate.) In this case, check the box as shown and specify the minimum number of awards for each division/classification.

Awards Wizard

### Match Awards 2015 Rules

Number of Awards

- Per IDPA (1 award per 5 shooters)
- IDPA but limit maximum number
- IDPA & guarantee minimum number Minimum #

**NOTE**  
DNF & DQ ---  
DO count for awards  
DO NOT count  
for classif bumps  
No-shows are dropped

Finally, taking the example of the Postal Match it's possible to arbitrarily **limit the maximum** number of awards. (Again, you will not be able to specify less than the rulebook minimum of 3.)

Awards Wizard

### Match Awards 2015 Rules

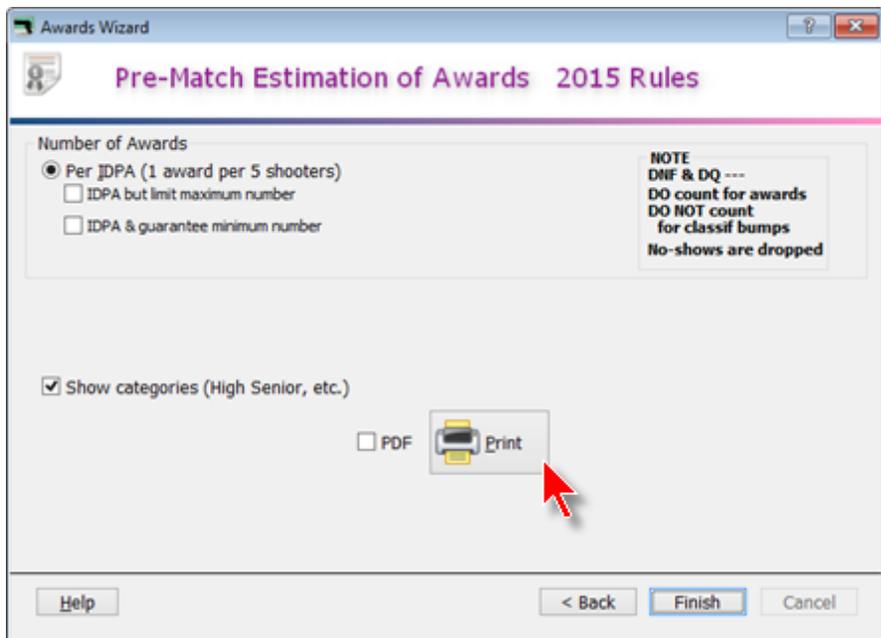
Number of Awards

- Per IDPA (1 award per 5 shooters)
- IDPA but limit maximum number Maximum #
- IDPA & guarantee minimum number

**NOTE**  
DNF & DQ ---  
DO count for awards  
DO NOT count  
for classif bumps  
No-shows are dropped

### Awards Estimate (Pre-Match)

The Awards Wizard can also be used to estimate how many trophies you need to purchase for your match. This list can also be generated as a PDF (which you could email to your awards supplier.)



<b><u>Estimated Award Quantities</u></b>		
2013 Calif State IDPA Championship		
<u>Awards Per IDPA Computation</u>		
Total Awards Calculated: 59		
CDP Division	37 shooters	CDP Division Champion Award
CDP Master	1 shooter	1 award
CDP Expert	6 shooters	2 awards
CDP SharpShooter	10 shooters	2 awards
CDP Marksman	20 shooters	4 awards
-----		
ESP Division	49 shooters	ESP Division Champion Award

## Division Champions

You can show division champions (overall best CDP, etc).

The 2015 rulebook has changed DC awards numbering.

**Please see 1.2.3.3 -**

"The Division Champion in a division is also the first place finisher in the DC's classification. The 1st place trophy in the DC's class will not be awarded."

As of version 3, if you give a division champion award, the next guy in his classification gets **second** place, the following guy gets third place, etc.

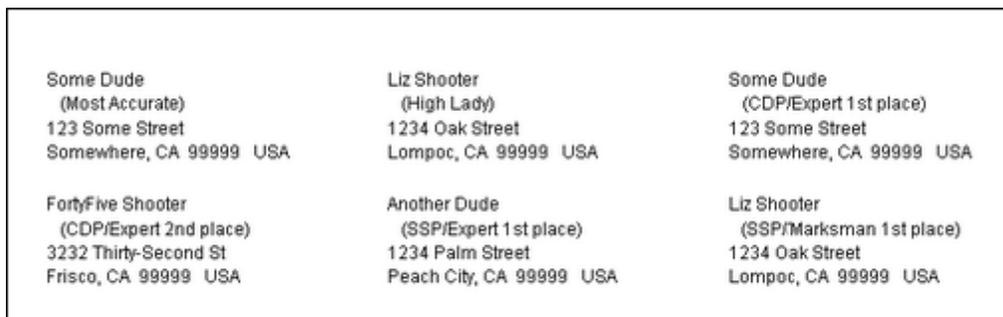
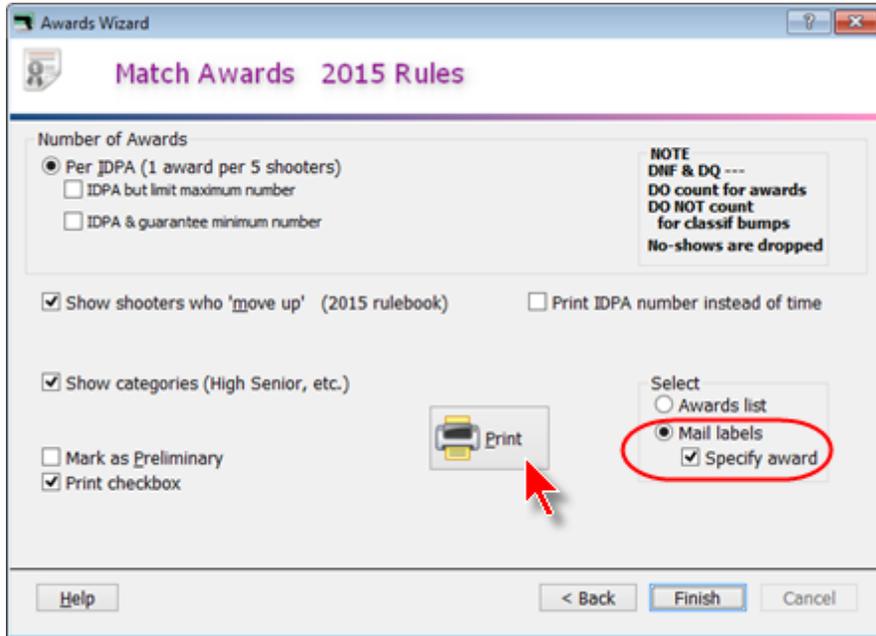
(In the example printout below, Darrel Godwin would have been first place CDP Expert. But because he's division champion, 1st place CDP Expert is not awarded.)

<b><u>CDP Champion</u></b>		
<input type="checkbox"/> 1 Darrell Godwin	161.46 (20)	CDP/Expert
<b><u>CDP Master</u></b>		
<input type="checkbox"/> 1 Rich Brito	169.07 (38)	CDP/Master
<b><u>CDP Expert</u></b>		
<input type="checkbox"/> (First place is DC)		
<input type="checkbox"/> 2 Peter Quan	173.40 (40)	CDP/Expert
<b><u>CDP Sharpshooter</u></b>		
<input type="checkbox"/> 1 Theo Carter	172.33 (20)	CDP/Sharpshooter
<input type="checkbox"/> 2 Dennis Hull	182.40 (26)	CDP/Sharpshooter
<input type="checkbox"/> 3 Mike Swafford	188.44 (16)	CDP/Sharpshooter

### Awards Mailing Labels

The Awards Wizard also provides the option of printing mailing labels for people who've won awards (perhaps you have the awards engraved and then mail them later?)

The mailing labels can optionally include the award won.



## Awards PDF

The Awards Wizard main printout can be linked to your web results for a match.

**NOTE:** The web results wizard does not let you set options for this report. It will use whatever options you've set in the Event Module's Awards Wizard screen.

Web Results

Web Match Results

October 5, 2015

Select Web Reports to Generate

Linked Web Pages

- Full Match Results
- Seniors
- Ladies
- Law Enforcement
- Industry
- International
- Most Accurate
- Junior
- Military
- Press
- Distinguished Seniors
- Miscellaneous
- Stages

Clear All

Unofficial 'overall' results

PDF

- PDF match results
- Normal
- Dense
- Portrait
- PDF stage details
- PDF awards list

Standalone Pages

Make E-mail Page (No Graphics or Links)

Make Standalone 'Overall' Results

Help

< Back

Next >

Cancel

## Miscellaneous Options

### Moving Shooters Up in Classification

You can specify whether to indicate which shooters will be elevated one level of classification based on their performance in a sanctioned match.

### Miscellaneous Options

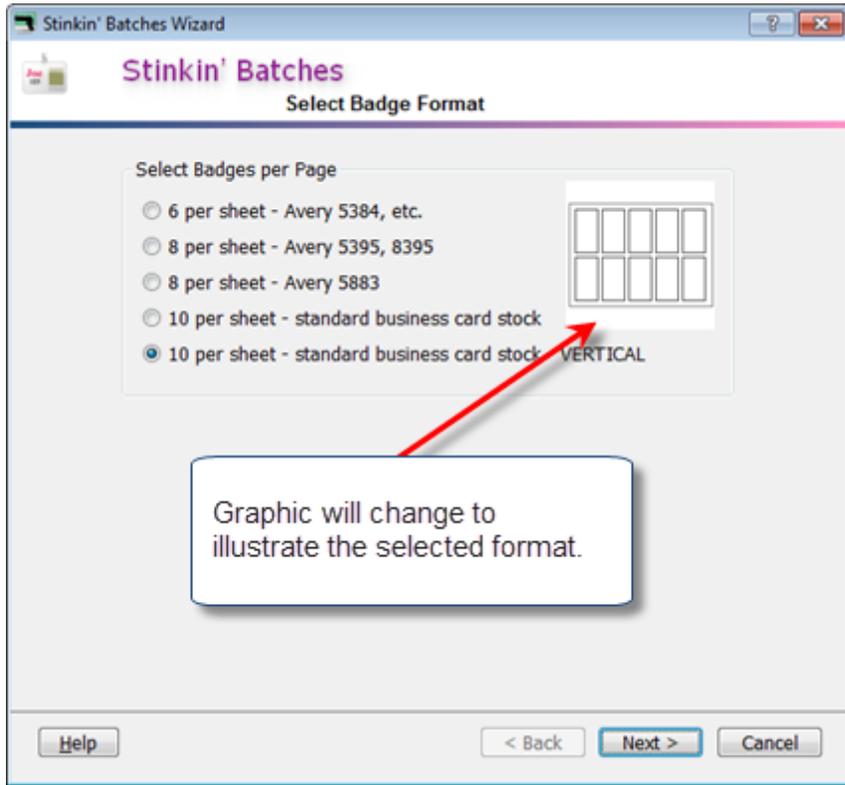
If you want to post this list before the period during which shooters can challenge any inaccuracies, you can check the box to mark this list as **preliminary**.

If you're going to be using this list as a checklist, you can **print checkboxes** to help you keep your place during the awards ceremony.

## Badge Wizard

The Stinkin' Batches Wizard will allow those of you who don't subscribe to the "Real Men Don't Need No Stinkin' Batches" philosophy to let your shooters greet each other by name. You can also use them to designate Staff/SO status, as meal tickets, etc.

The first wizard selection screen lets you choose one of five layouts:



You may want to use commercial name tag labels from Avery or someone else, or print on your own choice of paper and use a paper cutter to separate the badges.

## Badge Wizard - Edit Individuals

The next screen lets you edit information for each badge. Double-click a person's name, or click **Edit**. Note that for non-shooting staff, you can edit badge information either here or on the registration page.

The screenshot shows the 'Stinkin' Batches Wizard' window with the title 'OPTIONAL - Edit Individual Information'. It contains a table with the following columns: Name, "Lunch", Displayed Title, and Displayed "From".

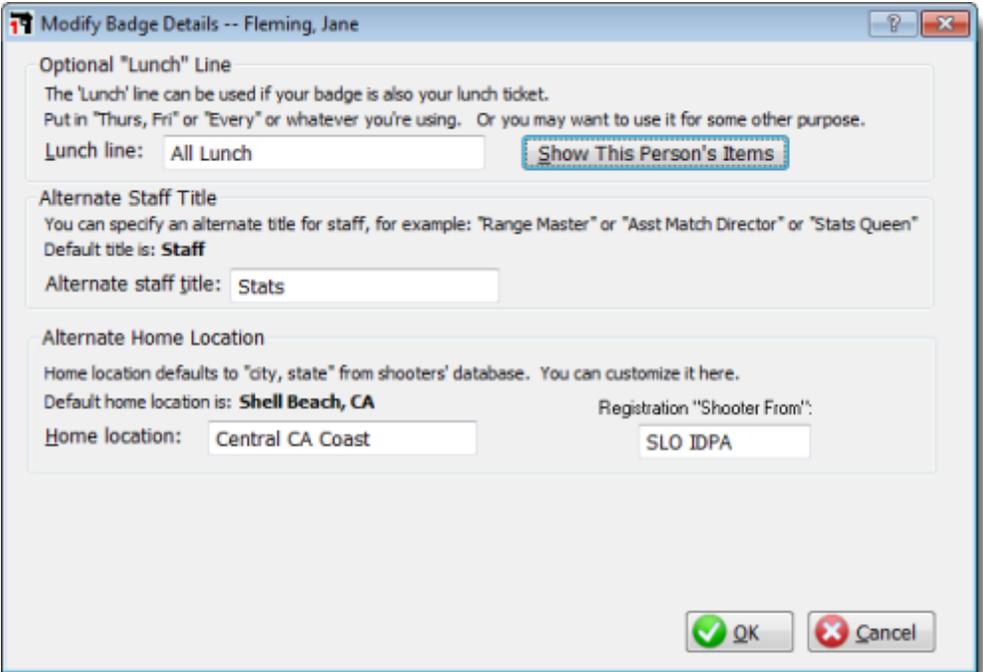
Name	"Lunch"	Displayed Title	Displayed "From"
Edwards, Mark	Lunch Satu		Merced
Faulkner, Jay	Lunch Satu		Little River
Ferguson, Jeff	Lunch Satu		SDPS
Finrock, Randy	Lunch Satu		Clovis
Fischer, Brian	All Lunch	Staff	SDPS
Fischer, Diane	All Lunch	Staff	SDPS
Fleming, Jane	All Lunch	Stats	Central CA Coast
Folk, Scott	Lunch Satu		Los Osos, CA
Fraser, Aaron	Lunch Satu		SDPS
Fry, Richard W.	Lunch Satu		NV
Gallardo, Jesus A.	Lunch Satu		Porterville
Ganac, Eric	Lunch Satu		Los Angeles
Garden, Euan	Lunch Satu		WA
			Mill Valley
		Safety Officer	SDPS
			La Mesa CA
		Safety Officer	SDPS
			Chico
			Fresno
			Tehacapi, CA
			Richmond R&G

A tooltip box contains the following text:

Black "from" is using city/state from shooter info, not customized.  
 Black "Staff/Safety Officer" is using default from registration.  
 Orange items are customized.

Buttons at the bottom of the window include: Edit, Use Registration "Shooter From", Set "Lunch" Defaults, Help, < Back, Next >, and Cancel.

The items you can edit for a shooter are the "lunch line", staff title, and home location. You can use the "lunch line" for any purpose, but I stole the idea from Nationals, where the name tags are printed with the day or days that a person gets lunch at the range. The name badges are used as lunch tickets.



Because you probably won't remember what lunch(es) a shooter has ordered, you can click **Show This Person's Items** to get a listing.

You can enter the lunch line you want in either of these places.

**Modify Badge Details -- Fleming, Jane**

**Optional "Lunch" Line**  
The 'Lunch' line can be used if your badge is also your lunch ticket.  
Put in "Thurs, Fri" or "Every" or whatever you're using. Or you may want to use it for some other purpose.  
Lunch line:  **Show This Person's Items**

**Alternate Staff Title**  
You can specify an alternate title for staff, for example: "Range Officer"  
Default title is: **Staff**  
Alternate staff title:

**Alternate Home Location**  
Home location defaults to "city, state" from shooters' database  
Default home location is: **Shell Beach, CA**  
Home location:

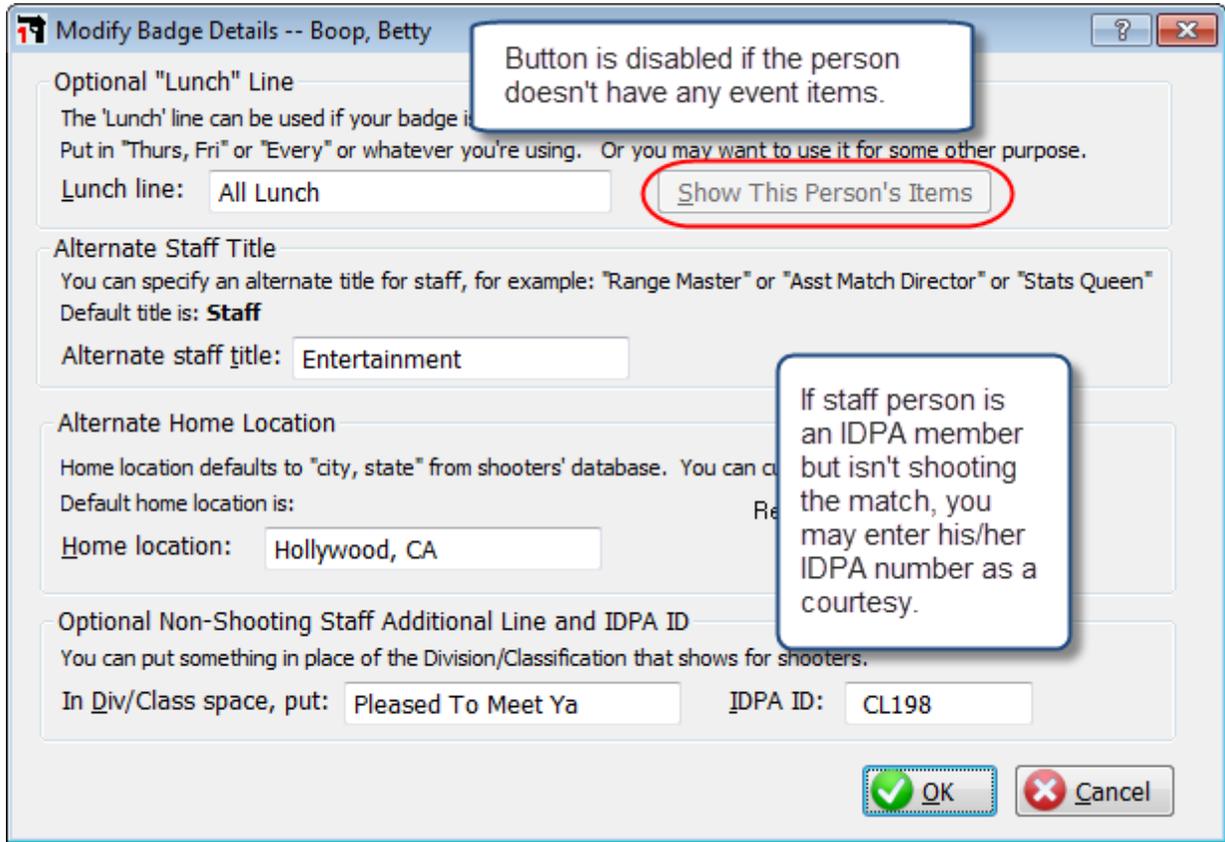
**Items for Fleming, Jane**

Qty	Description
1	Registration - staff
1	Staff T-shirt - XL
1	Included Fri staff lunch
1	Saturday lunch

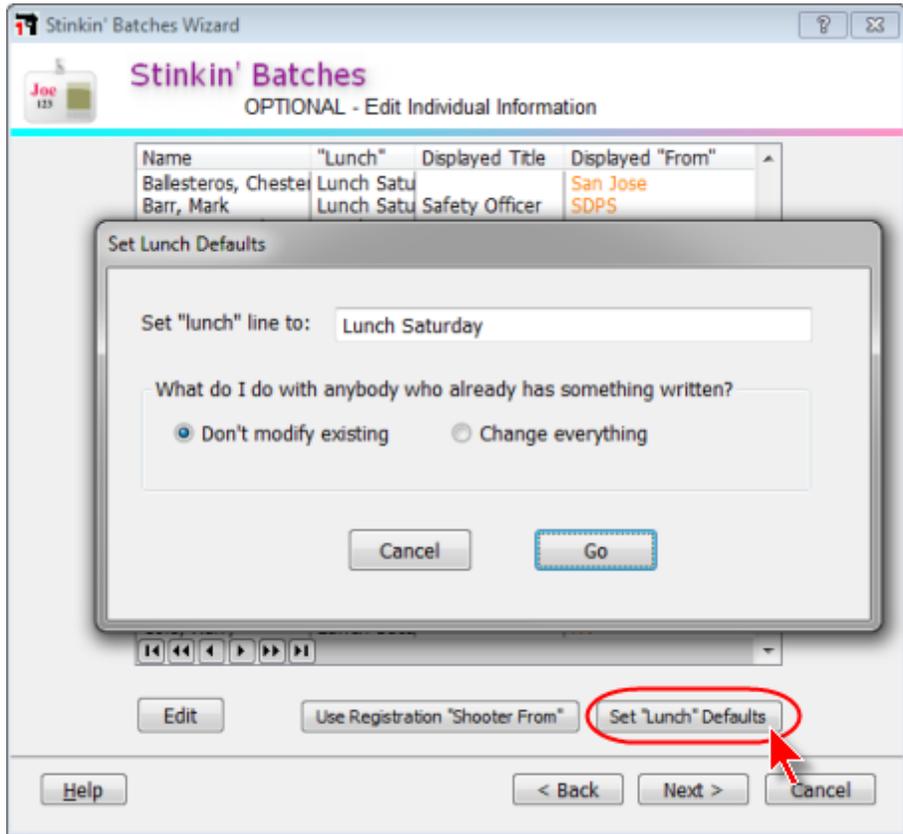
OK 'Lunch':

You can type the "lunch line" in either of these two places.

The badges for non-shooting staff won't show division/classification, so you may use that space for some free text. If a person (staff or shooter) doesn't have any event items set, the **Show This Person's Items** button is disabled.



You can choose to set a default "lunch line" if most or all your people will have the same information.



### Lunch Info on Name Badges

For some years, IDPA Nationals has used name tags as "tickets" for shooter lunches. The name tags are printed with what has been purchased, such as **Saturday** or **Every**.

In 2009, Nationals changed and put lunch ticket and banquet ticket on the reverse side of the name tags.

ForScore now supports something similar to their earlier method of putting a single line on the front side of the name tags.

NO, this does NOT automatically populate from Event Material orders. You need to configure the name tags manually.

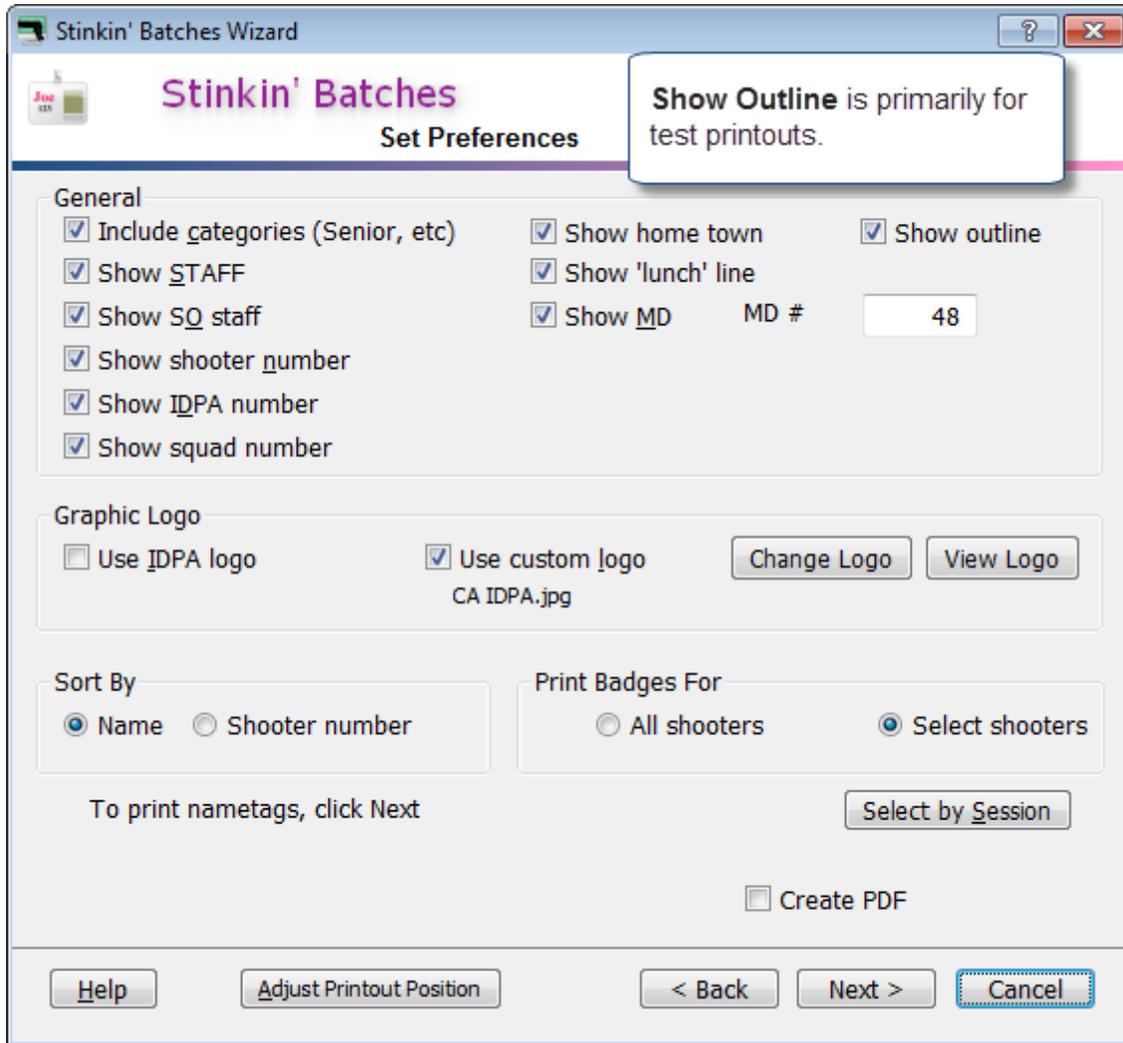
For non-shooting staff, the "lunch" option can be configured on their registration screen<sup>546</sup> as well as in the name tag wizard.

Here's a sample showing customized items and the vertical name tag format.

<b>Chrono King</b>		<b>Safety Officer</b>		
<b>Ted Murphy</b> SSR Expert PA	<b>Eric Mutsch</b> ESR Marksman TV	<b>Kevin Myers</b> SSP Expert OK	<b>St...</b> ESP Sh... Suffolk, VA	<b>eth...</b> ger Denton, TX
Some Really Big Match Every 344 A02127	"Lunch" line. match Friday 188 A25079	Some Really Big Match Friday 356 A15111	Some Really Big Match Saturday 205 A19964	Some Really Big Match Every 02 A27792
<b>Safety Officer</b>	<b>Safety Officer</b>		<b>Chief Honcho</b>	<b>Stats Queen</b>
<b>Evelin Nava</b> SSP Marksman Lady Venezuela	<b>Peter Navesky</b> ESP Marksman Senior OK	<b>Chad Niccum</b> SSP Expert Law Spring...	<b>Curt Nichols</b> SSR Master Law OK	<b>Dru Nichols</b> IDPA HQ Berryville, AR
Some Really Big Match Saturday 12 F00961	Some Really Big Match Friday, Saturday 370 A25764	Some F... M... Th... 211 A12232	Big 335 A02814	Some Really Big Match Every CL123

## Badge Wizard - Options

The next screen presents various other options.



**Show STAFF** will put the word STAFF on badges for people who've been designated staff for this particular match, or it will print any custom staff title you've given an individual.

**Show SO Staff** will put the words Safety Officer on badges for people who are registered as SOs for this match.

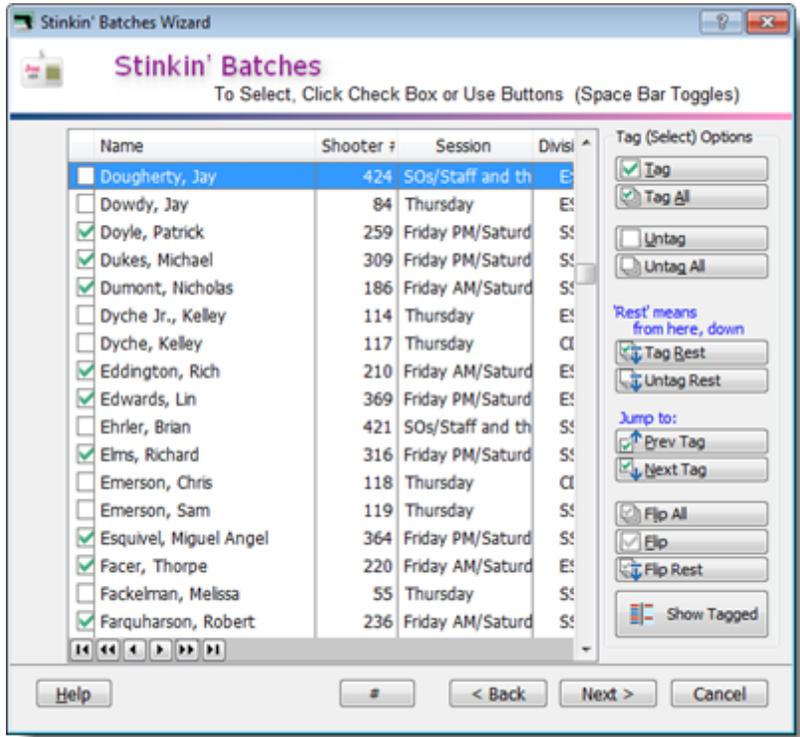
**Show MD** and **MD#** let you specify on which badge will be printed **Match Director**. (Of course, you can also do this with the custom staff titles feature.)

**Use IDPA logo** is only available if you have verified your club's IDPA affiliation in Program Preferences <sup>393</sup>.

IF your badges don't align properly on the stock that you're using, click **Adjust Printout Position**.

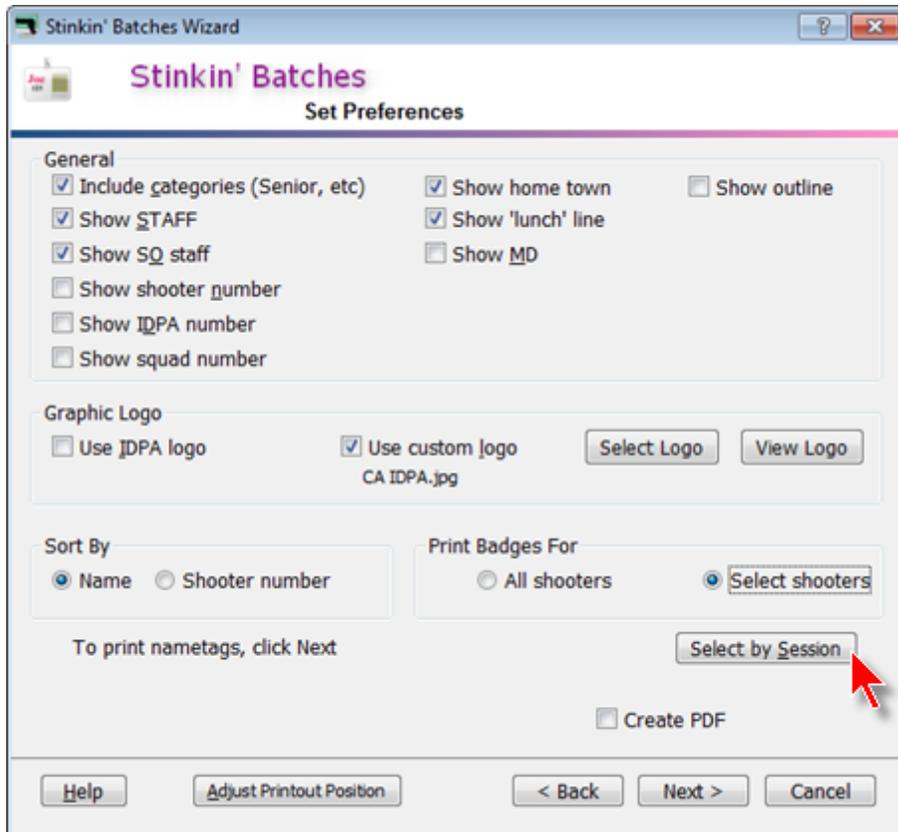
**Show Outline** is intended to let you visualize your badges before actually printing them on expensive paper. I **do not recommend** leaving this on when you actually print, as it will be very difficult to line them up completely accurately on the paper.

If you click **Select shooters**, you'll get a screen where you can choose which badges to print. This screen works the same as the others that allow you to select specific shooters<sup>234</sup>.

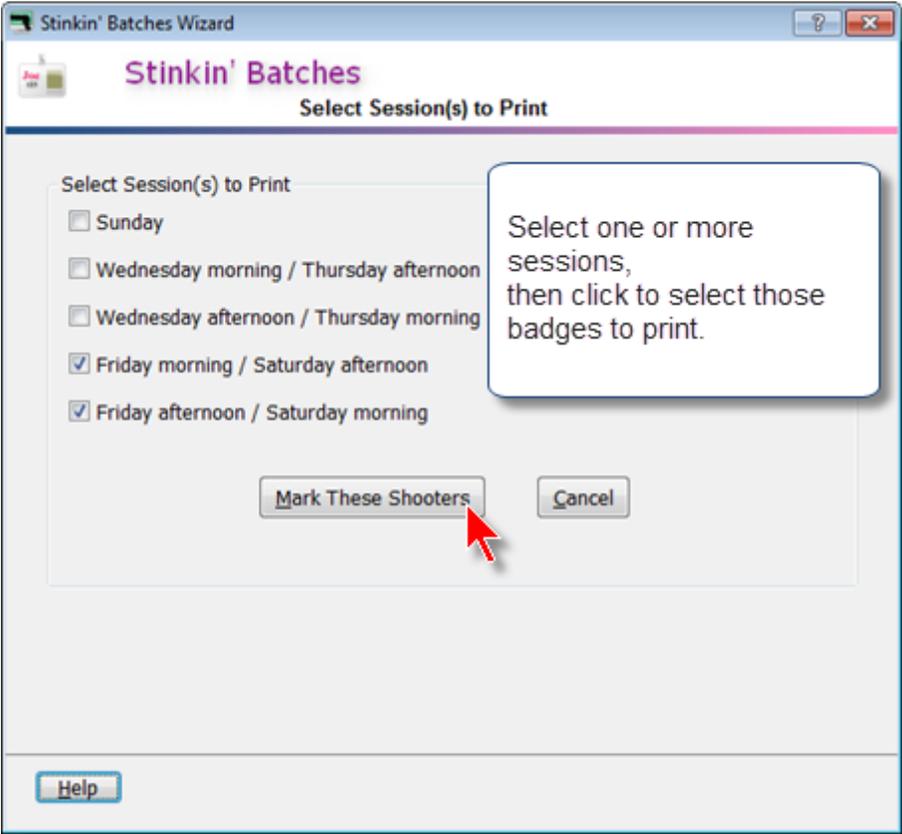


## Print by Session

You can select to print name tags in batches limited to one or more sessions. Click **Select by Session**.



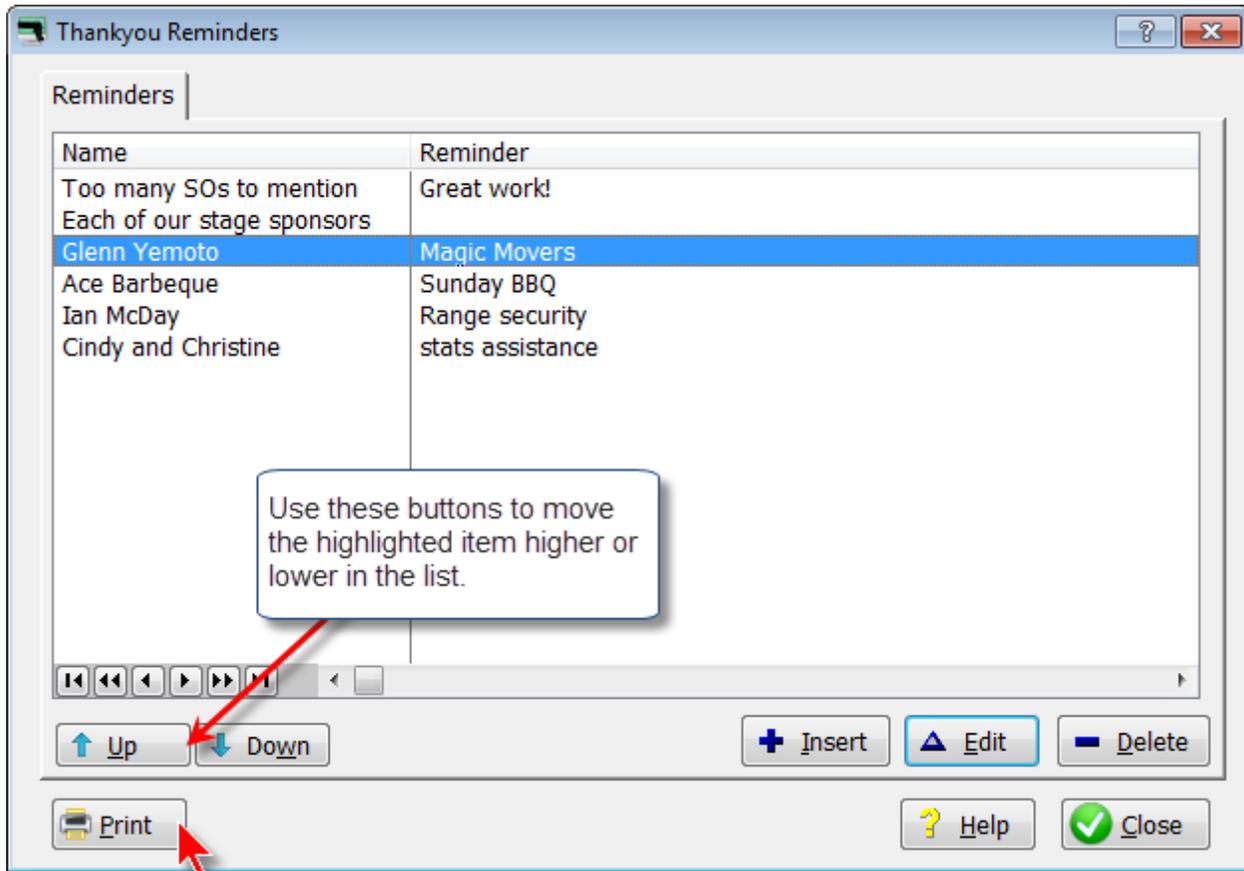
Select one or more sessions, then click **Mark These Shooters**.



## Thank You Reminders

At the end of a large match, people (including Match Directors!) are sometimes a bit frazzled.

This item will help you make a list of people you want to remember to thank - whether individually or at the awards ceremony.



## Hardware Dongle

**ForScore** can now support a hardware license on a 'dongle'.

A dongle looks a bit like a USB thumb drive, but is specialized for program protection and cannot be used for general data storage..

With a dongle, a club can share scoring duties amongst a number of computers just by passing the dongle to the next guy.

A dongle can be supplied with a permanent license, or with a temporary license for a specific event.

Using the dongle requires

1. Installing the drivers for the dongle<sup>[640]</sup>
2. Inserting the dongle in an available USB port<sup>[642]</sup>
3. Starting ForScore using the /dongle switch<sup>[644]</sup>

**NOTE:** Dongle licenses are only supported on ForScore versions 1.34 and above!

**WARNING:** If you lose a dongle, the replacement cost will be that of your original license plus the hardware cost of the dongle.

If a dongle becomes defective and you return it postpaid to Beach Bunny Software, it will be replaced at no charge.

**NOTE:** You can find a more detailed set of dongle instructions (**dongle.pdf**) in the folder in which **ForScore** is installed.

## Dongle Drivers

In the **ForScore** program folder (by default c:\program files (x86)\forscore2015) is a driver installation program called **FSdongle.exe**. Run this program to install the drivers.

Please read the detailed instructions in the **dongle.pdf** file that installs into the **ForScore** program folder.

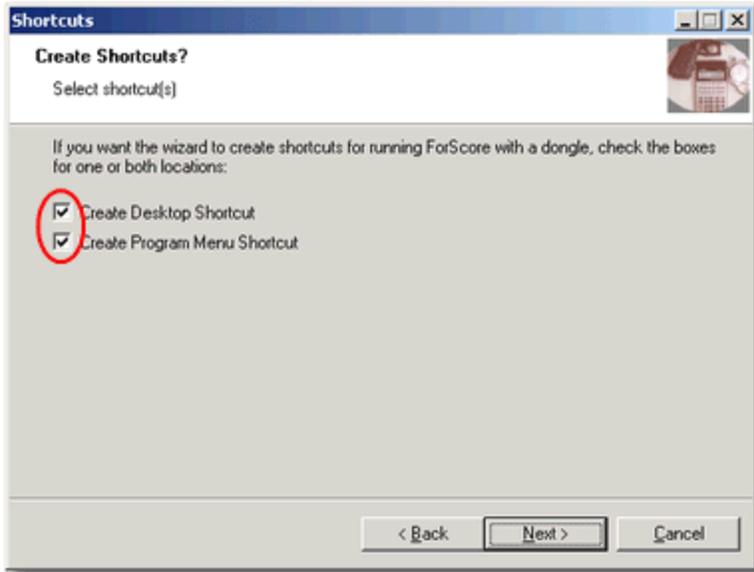
To use a dongle license with **ForScore** requires the following:

1. Install the software (on the computer's hard drive or on a flash drive).
2. Install the dongle drivers (FSdongle.exe will do that).
3. Create a dongle shortcut (FSdongle will do that).
4. Have the dongle plugged in to a USB port on the computer while you're running **ForScore**.

Note that the **first time** you plug the dongle into a new port on your computer, you will probably see the Windows "Found New Hardware" wizard. You **must** follow the instructions as shown in dongle.pdf. After the first time, you will not see the wizard when you plug the dongle into that port again. But you will see it if you plug the dongle into a different port (whether directly into the computer or into a USB hub.)



The wizard gives you the option of creating additional shortcuts on your desktop and/or Programs menu to start **ForScore** with the /dongle switch.



## Inserting Dongle the First Time

### Be sure you've installed the dongle's drivers first!

If in a moment of exuberance you've inserted the dongle before the drivers are installed, remove it and run the dongle driver installation wizard<sup>[640]</sup>.

**NOTE:** Windows XP may open the Found New Hardware Wizard **each time** you plug the dongle into a different USB port. If so, just click through the wizard screens again with the choices illustrated below.

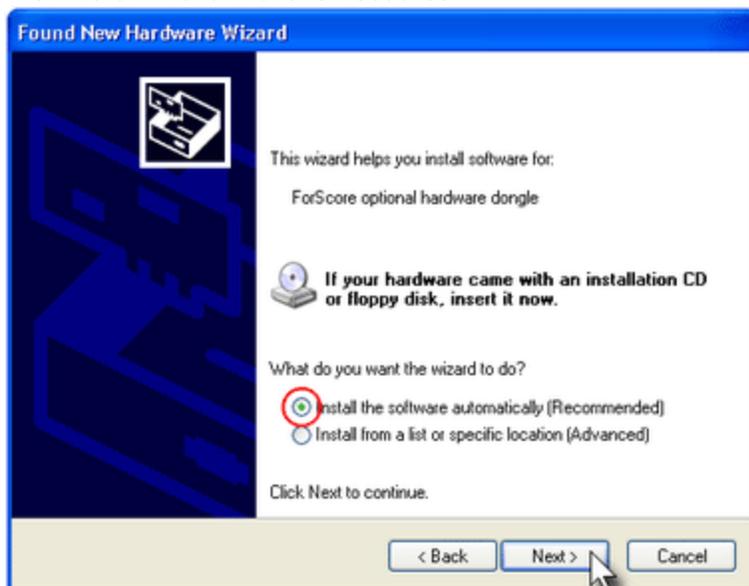
**If you are running Windows Vista**, the New Hardware wizard will look a bit different. Please consult the screen shots in the **dongle.pdf** file that you'll find in your **ForScore** program folder.

If your computer is running XP, a New Hardware Wizard will open when XP first detects the dongle.

Click **No**, then **Next**.



Click **Automatically**, then click **Next**.  
The wizard will churn for a few seconds



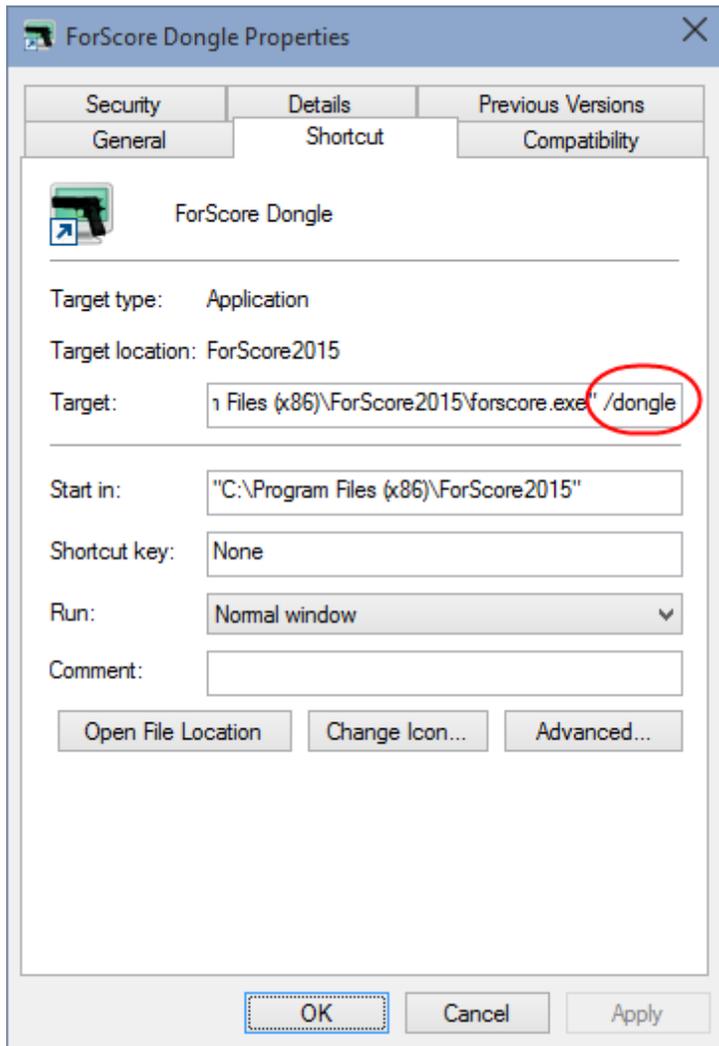
Then click **Finish**.



## Using the Dongle

If you used the driver installation wizard, you had the option of having it create dongle-friendly shortcuts for you. Otherwise, create your own shortcut as shown. (Note that the screen shot doesn't show the quotation mark at the beginning of the command, but it needs to be there.)

You can also use the dongle from the command line: **forscore /dongle**



# Index

## - / -

/autoback 460  
/backlog 460  
/data 444  
/dongle 644  
/fastnet 470  
/local 398

## - 2 -

2013 rules  
  classifier for more than one division 205  
  equity classification 212, 213, 215, 218, 218  
  finger violation 322  
  FTDR DQ 338  
  FTDR tracking 338  
  IDPA IDs in results 346  
  military veteran 222  
  Not For Competition division 254

## - A -

Activation 466  
Address labels 429  
Addresses 416, 429  
  awards (Event Module) 429  
  Email 416  
  labels 429  
  snail mail 429  
Administrative program 462  
Affiliation  
  IDPA 393  
Alternate entry background (Compare Module) 378, 532  
Alternate license location 398  
AutoBack.log 460  
Awards wizard (Event Module) 620  
  as PDF for web results 626  
  checkboxes 626  
  DNF/DQ calculation 621  
  estimating awards quantity 623  
  maximum number of awards 621

  minimum number of awards 621  
  no-shows 621  
  number of awards 621  
  preliminary 626  
  quantity of awards 621

## - B -

Background  
  screen (custom) 37, 378  
Backup 10  
  data 10, 100, 450  
  data (automatic background) 454, 455, 457, 458, 460  
  data (ZIP archive) 452  
  license files 10  
Backup gun  
  BUG 255  
Barcode 486, 487, 496, 498, 507, 514  
  "split" 477, 490  
  "split" for club match 504  
  /ignore command line switch 487  
  carriage return 487  
  chrono labels 555  
  classifier label 501  
  code 128 514  
  code 39 514  
  combining chrono and equipment labels 555  
  configuration 514  
  dedicated printer 489, 496  
  discount 514  
  eBay 483  
  equipment labels 555  
  hardware overview 482  
  IDPA number labels 498  
  label formats 486  
  labels 427  
  labels for Classifier (single label) 501  
  labels for club matches 493, 502  
  labels for pre-registered shooters 490  
  module overview 475  
  printing 490  
  printing while registering 496, 507  
  scanner adjustments 488  
  scanner configuration 487  
  scanner selection 483  
  scanner testing 486  
  score sheets (generic) 510

Barcode 486, 487, 496, 498, 507, 514  
 shooter registration 498  
 split labels for club matches 505, 506, 507  
 using for data entry 512  
 using for registration 511

Bays 561  
 assigning stages to 562  
 barcode 563  
 entering scores 565  
 printing score sheets for 563

Beacon 470

Beep. data warning 91, 382

Birthdate 262, 273

BUG 255  
 specialty BUG match 208

BUG match - specialty 208

**- C -**

Centering  
 stage results 363

Cheat Sheet (score entry) 92

Chrono/Equipment checks 548

Classification  
 derived 298  
 equity 63, 212, 213  
 equity wizard 215  
 export 212  
 highest other 298  
 history 212, 218, 219, 221, 264  
 history - delete log 221  
 import 212  
 moving shooters up 620  
 shooter classification screen 29

Classifier 141  
 committing 141, 330  
 committing - shooters who are not IDPA members  
 141, 330  
 dates- checking for sanctioned match 588  
 extracting from match 151  
 history 141  
 linking results to main match 155  
 print reports 364  
 showing previous classification 384  
 tutorial overview 141  
 using for more than one division 205  
 web results 366

Clear all scores for a match 253

Clear button 324

CMS 354, 368

CoF drawing links 248, 362, 386

Color  
 Compare alternate color 378, 532  
 score entry 378

Command line switches 461  
 /autoback 454  
 /backlog 454  
 /data 444  
 /dongle 644  
 /fastnet 470  
 /local 398

Compare Module 530  
 adding shooters during match 530  
 alternate entry background 378, 532  
 chrono 536  
 equipment 536  
 overview 515  
 permissions 517  
 selecting remote data 518  
 setting up match 517  
 walk-ons 530  
 Windows permissions 517

config.tps 10, 376, 377, 517, 532

Configuration settings  
 overview 232

Content Management System 368

CSS  
 example on who's registered page 568  
 grotesque example 359

CSV  
 exporting match registration 306  
 exporting match results 138  
 exporting shooters database 279  
 Microsoft Outlook 281  
 Microsoft Outlook Express 288  
 Windows Live Mail 288

Custom categories (event module) 583

Custom date (event module) 586

**- D -**

Data 401  
 automatic monthly zip file 453  
 backup / restore 10, 100, 401, 450, 454  
 safeguarding 448  
 setting location 401, 444

- Data 401
    - ZIP archive 452
  - Data files
    - determining location of 229
  - Data warning beep 91, 377, 382
  - Datapathset utility 229, 232, 401, 444, 461
  - Day (session) 577
  - Delegating match setup 462
  - DEP 224
  - Derived classification 298
  - Digital signature 471
  - Direct mode (score entry) 77
  - Discount
    - registering with barcode 514
  - Division Champions (Event Module) 539
    - numbering 539, 624
    - on match results 539
  - DNF (did not finish) 82, 94
    - showing/hiding string times for 384
  - Dongle 639, 642, 644
    - command line switch 644
    - drivers 640
    - initial installation 642
    - shortcut 644
    - Windows XP 642
  - Dongle.pdf 640
  - Don't combine military veteran 394
  - Download from IDPA website 177
  - DQ (disqualified) 82, 94
  - Dropping a stage from a match 250
- E -**
- Email
    - addresses 416
    - viewer 377
  - Emergency contact info 266
  - Equipment checks - see Chrono/Equipment 548
  - Equity
    - history 141, 218, 219, 221
    - history - delete log 221
    - wizard 215
  - Equity classification 141, 212
  - Erase all scores for a match 253
  - Event Module 566, 620
    - awards wizard 620, 624
    - awards wizard - estimating quantity of awards 623
    - awards wizard - PDF 626
  - bays 561
    - bays - assigning stages to 562
    - bays - barcode 563
    - bays - entering scores 565
    - bays - score sheets 563
  - chrono/equipment checks 548
  - CSV export 618
  - custom categories 583
  - custom date 586
  - defining defaults 601
  - defining items and categories 599
  - division champions 539, 620, 624
  - lunch (nametag) 628, 632
  - main screen 597
  - nametag - lunch information 628, 632
  - nametag - print by session 636
  - nametag (Stinkin' Batches) wizard 627, 628
  - non-shooting staff 546
  - printouts (detailed) 611
  - printouts (individual) 609
  - printouts (summary) 613
  - refreshing item prices 614
  - registered-to-date web page 566, 567
  - registered-to-date web page - individual shooter note 571
  - registered-to-date web page - link to waitlist 576
  - registered-to-date web page - separate staff numbering 575
  - registration 588
  - safety officers 593
  - sanctioned match 545
  - session totals 566
  - specifying a shooter's info 603
  - squad totals 566
  - teams 594
  - thank you reminders 638
  - who has what 616
- Expired IDPA membership
    - on list of shooters 260
    - on sanctioned match registration screen 588
  - Exporting
    - match registration 306
    - match results 138
    - shooters 279, 281, 288
  - Extracting Classifier from match 151

**- F -**

Failure to neutralize  
warning 336

FAQ  
general 469  
product activation 469

File folder  
labels 443

File locations 10, 444  
web and PDF output 384

Finger violation 322

Firewall  
ports 470

First name first 384

Forscore.css 359, 568

Forum, support 20

FSCheckUpdate.exe 470

FSImport 277, 278

FTDR  
tracking 338  
warning 380

FTN  
warning 336

**- G -**

Graphic  
custom 384, 385

Graphic files for web results 136

Greybar  
on print/PDF match results 388  
on printouts other than match results 391

Grid  
on print/PDF match results 388

grotesque.css 359

**- H -**

Header  
registered-to-date web page 573  
web results 356

Help 20

Help. context sensitive 18

Hide SIDs 334

Hiding a match 51, 236, 237

High shooters 340

Highest other classification 298

Highlight Expired IDPA  
on list of shooters 260  
wide (sanctioned) registration screen 588

History  
classification 218, 219, 221  
clear/delete log 221  
equity 218, 219, 221

Hunt 470

**- I -**

IDPA 393  
affiliation 393  
downloading membership info 177  
ID expiration date 262  
ID in shooter database 262  
logo 393  
software - importing from 277  
software - showing shooters imported from 278  
uploading Classifiers 172  
using ID for match registration 301  
website 160  
website - match bumps 192  
website - non-Classifier results 161  
website - PDF results 169

idpatr.gif 393  
idpatr2.gif 393  
idpatr3.gif 393

Import  
Microsoft Live Mail 288  
Microsoft Outlook 281  
Microsoft Outlook Express 288  
shooters 281, 288

Inactive shooters 271

Initials 354, 374

Interleave  
large match results 351, 388

**- J -**

Joomla 368

**- L -**

Labels

**Labels**

- barcode for club matches 493, 502
- barcode for pre-registered shooters 490
- barcode for registration 496
- barcode IDPA number 498
- barcode stageless for club matches 493
- chrono 555
- combining chrono and equipment 555
- equipment 555
- file folder 443
- match utility 424
- match utility - barcode 427
- match utility - padding 427
- match utility - single labels for SIDE 428
- snail mail 429
- split barcode for club matches 506, 507
- suppressing chrono and equipment labels 555

**Large match results**

- interleaved 388

**Last name first 384****Liability release date 377**

- display on registration screen 267, 297, 377
- second waiver 269, 377

**License 398**

- activation 466
- dongle 639

**License agreement 9, 10****License. specifying alternate location 398****Limited stage 84, 239****Line spacing 394****List of shooters 260****Local club shooters list 263****Lock squad assignment 314****Logo**

- IDPA 393

**Lunch line**

- customizing 628
- setting a default 628

**- M -****Magazine capacity**

- warning 380, 553

**Mail labels 429****Match 236, 237**

- clearing scores 253
- dropping a stage 250
- erasing all scores 253

- general setup 236, 237
- hiding 236
- limited stage 239
- naming stages 241
- no-FTN stage 239
- recalculating 236, 339
- resetting 253
- second on one day 134, 236
- setting strings per stage 238

**Match bumps**

- IDPA website 192

**Match fees 391**

- default 392

**Match renumber 315****Match results 346, 354**

- appearance - print & PDF 346
- appearance - web pages 354
- appearance - web pages CSS style sheets 359
- BUG sub-type 346
- dense 349
- most accurate strategies 390
- omit shooters who have not shot 346, 354
- print/PDF report selection 348
- REV sub-type 346
- tiled 351

**Match selection**

- only one match visible 394

**Matches. hidden 51, 236, 237****Menu.ini - toolbar 405****MenuLTD.ini - toolbar 395, 405****Merge 276****Microsoft Outlook 281****Microsoft Outlook Express 288****Military veteran**

- 2013 rules 222, 394
- don't combine 222, 394

**Missing scoresheets wizard 97**

- on same thread 394
- troubleshooting option 394

**Most Accurate shooters 117, 131, 211**

- number to show 390
- strategies for computing 390

**- N -****Name order (last or first name first) 384****Names**

- stage 241

Nametag wizard (Event Module) 627, 628  
 Network\_Setup.pdf 398, 461, 517  
 NFC - see Not For Competition 237, 254  
 No-FTN stage 239  
 Non-shooting staff 628  
 Norton AntiVirus 488  
 Not For Competition  
     different from BUG 237  
 Not For Competition division 254  
 Notes  
     shooter database 265  
 Numbers  
     shooter numbers 294  
     shooter numbers (SIDE) 304

## - O -

Outlook 279, 281  
 Outlook Express 279, 288  
 Overall match score results (unofficial) 394

## - P -

Password 395  
     and custom toolbar 395, 405  
     resetting 461  
 PDF 122  
 Performance, network 470  
 Pistol 255  
     definitions 403  
     indicating on registration screen 377  
     specifying for a shooter 58  
 Preferences 376  
     barcode parameters 514  
     enabling Barcode 394  
     enabling Compare 394  
     enabling Event Module 394  
     general 377  
     help question mark 396  
     name order (first/last) 384  
     password 395  
     sign-in sheets 392  
     specifying passwords 394  
     unclassified shooters 298, 393  
     web results 386  
 Print preview  
     search options 343

    selection options 342  
     simple 345  
 Printer  
     barcode 489  
 Product activation 466  
 Pruning a match 102

## - Q -

Quick Start 23

## - R -

Read-only 199  
 Recalculating a match 339  
 Redundant data entry (Compare) 515  
 Reentry 63  
     described 307  
     excluding from place 377  
     permitting 377  
     second gun 311  
 Refresh shooter registration 66  
 RegHeaderText.txt 373  
 Registered-to-date web page  
     custom header 573  
     options 568  
 Registration 50, 291  
     add new shooter from registration screen 75  
     by IDPA number 301  
     categories - printing 305  
     concepts 50  
     export to CSV 306  
     export to Excel 306  
     extended (wide) screen (Event Module) 588  
     membership 297  
     printing 305  
     printing details 305  
     reentry 377  
     refresh button 66, 291  
     registered-to-date web page 566, 567  
     registered-to-date web page - individual shooter  
     note 571  
     registered-to-date web page - link to waitlist  
     576  
     registered-to-date web page - separate staff  
     numbering 575  
     screen 292  
     session 577

- Registration 50, 291
  - shooter "from" 540
  - shooter numbers 294
  - SIDE match 302
  - snapshot 50
  - status page (Event Module) 568
  - unclassified shooters 298, 393
  - using barcode 511
- Renumber 315
- Resetting a match 253
- ResultHeaderText.txt 373
- Results
  - teams 594
- REV
  - show sub-type 201, 346, 354
- Robots 373
  
- S -**
  
- Safety officers (Event Module) 593
- Sanctioned match 548
  - classifier dates 588
  - expired IDPA membership 588
- Sanctioned match features - Event Module 545
- Score entry 77, 82, 94, 318
  - "cheat sheet" 92
  - background color 327
  - barcode 512
  - clear button 324
  - direct mode 77
  - DNF (did not finish) 82, 94
  - DQ (disqualified) 82, 94
  - missing scoresheets 97
  - pruning 102
  - shooter mode 77, 79
  - SIDE 334
  - stage mode 77, 89
  - who/when button 325
- Score sheets 431
  - chrono 552, 555
  - combining chrono and equipment 555
  - equipment 552, 555
  - generic 439
  - generic - half page 440
  - generic - narrow 435, 442
  - generic (barcoded) 510
  - narrow 433
  - narrow - barcoded 477, 490
  - narrow - custom graphic 436
  - number of targets 244, 437
  - stage names 244, 437
- Scoresheets, missing 97
- Scratch pad (money tool) 408
- Screen size 406, 406
- Second gun - reentry 63, 311
- Seed
  - SIDE shooter numbers 304
- Sessions 577
  - total shooters in each 581
- Shooter From 540
- Shooter Maintenance Wizard 271, 272
- Shooter mode (score entry) 77
- Shooter numbers 294
  - reentry 307
  - renumbering a match 294
  - SIDE 304
  - using wizard to assign 315
- Shooter retention monitor 464
- Shooters
  - add new shooter from registration screen 75
  - age status 273
  - classification history 141, 264
  - classifications 29
  - classifier dates 141, 264, 330
  - combining databases 276
  - default info 377
  - emergency contact info 266
  - equity 213, 272
  - equity wizard 215
  - exporting 279
  - high 340
  - importing from Access database 277
  - importing from IDPA software 277, 278
  - inactive 271, 272, 273
  - last shoot date 271, 272
  - local club 263
  - notes 265
  - regular 35, 37, 272, 273
- SIDE 209, 334
  - custom title for division 258
  - designating stages 256
  - different from NFC 237
  - for SIDE division 258
  - hiding SIDE registrations 334
  - results display 258
  - score entry 334

SIDE 209, 334  
     seed 304  
     shooter numbers 304  
     single labels for 428  
 SIDE match 56  
     also register in SIDE match 302  
     registration 302  
 Signature, digital 471  
 Sign-in sheets 409  
     major match 410  
     new shooters 414  
     preferences 392  
     pre-registered shooters 413  
     simple format 410  
 Slow computer 488  
 Snapshot 50  
 Software update 21  
 Spacing  
     line 394  
 Squadding Wizard 312  
 Squads  
     assigning manually 292  
     locking 312, 314  
     total shooters in each 581  
     using wizard to assign 312  
 Staff  
     non-shooting 628  
 Stage links 248, 362  
 Stage mode (score entry) 77  
 Stage names 241  
 Stage results 362  
     centering 363  
 Stealth - match results that don't use full name 374  
 Stinkin' Batches wizard (Event Module) 627, 628  
 Strings per stage 238  
 Style sheets (web results) 359  
 Sub-type  
     REV 201, 346, 354  
 Support forum 20

## - T -

Team results 594  
 Thank you reminders (Event Module) 638  
 Ties 110, 339, 340  
     tilt 378  
 Tiled match results 351  
 Tilt 339, 340, 378

Time Period (session) 577  
 Toolbox /Toolbar 405  
     custom (for limited users) 395  
 Total number of shooters in a squad or session 581  
 Tutorial 26  
     creating a match 38  
     entering shooters 27  
     exporting match results 138  
     match results 107  
     printed results 107  
     registering shooters 50  
     score entry 77  
     web results 122

## - U -

Unclassified shooters in club matches 63, 298, 393  
 Unlock classification dates 141, 264, 330, 588  
 Update 21  
     Update last shoot date 91  
 Upload to IDPA website  
     Classifier results 172  
     configuration 393  
     non-Classifier results 161  
     PDF results 169

## - V -

Veteran  
     military 222  
 Veteran, military  
     don't combine 394  
 Vista  
     configuration settings 232  
     data location 225, 226, 229  
     DEP 224

## - W -

Waiver - see Liability release 267, 269, 377  
 Walk-ons  
     Compare Module 530  
 Warning beep 380  
 Warnings  
     beep 380  
     FTDR 380  
     FTN 336, 380

## Warnings

- magazine capacity 380
- string time 380
- target points 380

## Web pages 122, 136

- graphics 136
- registration status 566, 568
- report selections 353
- server info 122, 136, 353

## Web results

- appearance options 355
- background color 386
- background graphic 386
- CMS results (without links) 354, 368
- CoF drawing links 386
- custom graphic 384, 385, 386
- custom header 354, 356, 386
- grid 386
- initials 354
- javascript 373
- Joomla 354, 368
- miscellaneous 133
- no robots 373
- REV sub-type 354
- WordPress 354, 368

## Website - see IDPA 192

## Who/when button 325

## Wide registration screen (Event Module) 588

## Windows

- screen size 406, 406
- text size 406

## Windows 10 224

- configuration settings 232
- data location 225

## Windows 7 224

- configuration settings 232
- data location 225, 226, 229

## Windows 8 224

- configuration settings 232
- data location 225

## Windows Live Mail 288

## Windows Vista 224

## WordPress 368

**- Z -**

Zeroing all scores for a match 253

ZIP archive (data backup) 452  
automatic monthly zip file 453**- Y -**

Yellow - shooter reentry highlight 307, 311