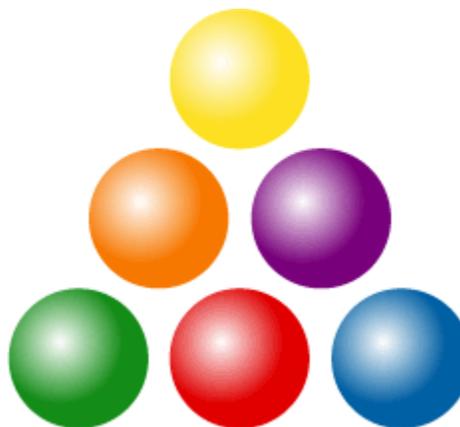


Gymnastics ScoreKeeper™

Users Guide

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1. Introduction

Welcome to the Gymnastics ScoreKeeper, the nation's top gymnastics scoring program. ScoreKeeper has been used to score collegiate gymnastics meets since 1989 and has been used in all national championships save one since 1991. It has evolved considerably since its debut as a DOS based program. Now the Windows implementation adds new features and, counter to common wisdom, both faster and easier data entry.

While still not a difficult task, the one area that reflects the greater complexity inherent in a more full-featured program is in the initial program setup. Chapter 2 is devoted to setting up ScoreKeeper.

Chapter 1 is a short introduction to the ScoreKeeper and describes some of the general features of the program.

Program Navigation

There are two ways to access screens and areas of the program. The primary way to get around is to use the menus. The other is the tool bar, the row of buttons just below the menu bar.

Menu Navigation

This document frequently refers to screens or to the menus you use to reach them. Menu item text is printed in an italic font with the ">" symbol connecting succeeding menu items. For example, the following shows the menu selections used to print the team standing report for a meet:

Report » Meet Results » Team Standing

When the reference requires making a selection from a list, the selection will be enclosed in parentheses. For example,

Setup » Meet Templates » (Select Template) » [General Tab]

This example also shows an instruction to select a particular screen tab, in this case the one named "General." Screen tab names will be enclosed in square brackets and will include the word "Tab."

When a menu item has a corresponding tool bar button, the button icon will be printed adjacent to the topic heading.

Tool Bar

The tool bar is a collection of buttons appearing just below the menus. These buttons give you faster access to some of most frequently used functions.



Open the list of meets.



Open the list of teams for the current meet.

10.0

Enter scores for the current meet.



Start timed update of the scoreboard and/or web pages.



Chat between the main program and ScoreKeeper Remote.



Display event results.



Verify judge scores.



Print individual event meet results.



Print the primary official score sheet report.



Print the secondary official score sheet report, if any.



Popup calculator.



Backup the ScoreKeeper data files.

Session: 2

Set the current session on multi-session meets. Normally hidden.

Rotation: 6

Set the current rotation. This affects what is being sent to scoreboards, etc. It does not directly affect score entry.

Lists

ScoreKeeper uses a List-Form model to access information. This means that you first see a list of all records of a particular type (e.g. teams in a meet), then progress to the form to add or change a record. Some lists have tabs across the top. Selecting a different tab changes the order in which records are sorted. On the team list, for example, you can see teams in name order or in score order.

There are several buttons that are common to most lists in ScoreKeeper.

-  Insert a new record into the list.
-  Edit the highlighted record.
-  Delete the highlighted record.
-  Select a record when looking up.
-  Close the window.
-  Open a context-sensitive help window

Entry Screens

Strange as it may seem, entry screens are where you enter information. Some are tiny with only one piece of data to enter. Others are extensive with several tabs of settings and entries.

There are a couple of buttons common to most entry screens in ScoreKeeper.

-  Save changes to the current record or add the record if inserting then close the window.
-  Close the windows and discard any changes.
-  Open a context-sensitive help window

Lookups

An entry with the mouse symbol () to the left of the field uses the **F2** key or the **Right Mouse** button to lookup a value or fill a default value into the field. Sometimes this opens a list from which you can select a record. In the case of date fields, this pops up a calendar where a date can be selected.

Required Entries

Entry fields that must be filled in have a light blue background. The program will not let you save a screen with an empty required field.

2. Setting Up ScoreKeeper

ScoreKeeper is an easy program to use and part of the ease comes from properly setting up the program. Setup consists of entering some program preferences in a couple of places and adding data to some lookup lists. While some of the lists are already populated when ScoreKeeper is installed, the selections made may not be the ones you want.

IMPORTANT: Don't want to wait until just before a meet to begin setting up ScoreKeeper. Some of the settings require some thought and others, for example web page colors, may even require some research on your part. It is best to give yourself at least several days so you can do your setup in a leisurely fashion instead of frantically doing everything at the last minute.

If you didn't heed the above warning and absolutely must do your setup at the last moment, here is a brief list of the most important items that must be addressed before entering your meet.

1. Program Preferences (see page 5)
2. Home Team (see page 9)
3. Seasons (see page 16)
4. Scoreboards (see page 72)
5. Customizing Web Pages (see page 103)

Program Preferences

Setup » Program Preferences

The first step in setting up ScoreKeeper is to set the program preferences. These settings determine how the program operates. The program preferences screen has several tabs, each with settings you should examine.

NOTE: In earlier versions of ScoreKeeper, the Program Preferences included your web page settings. These are now described on page 13 under setting up your Home Team.

General Tab

Licensed To

This is a display-only field showing you the institution owning the ScoreKeeper software license. If this is showing the incorrect name, please contact Beaver Creek Software.

Meet Location

The first setting in this tab is the meet location. This will be the default meet location for all of your home meets. This can be changed for individual meets if necessary.

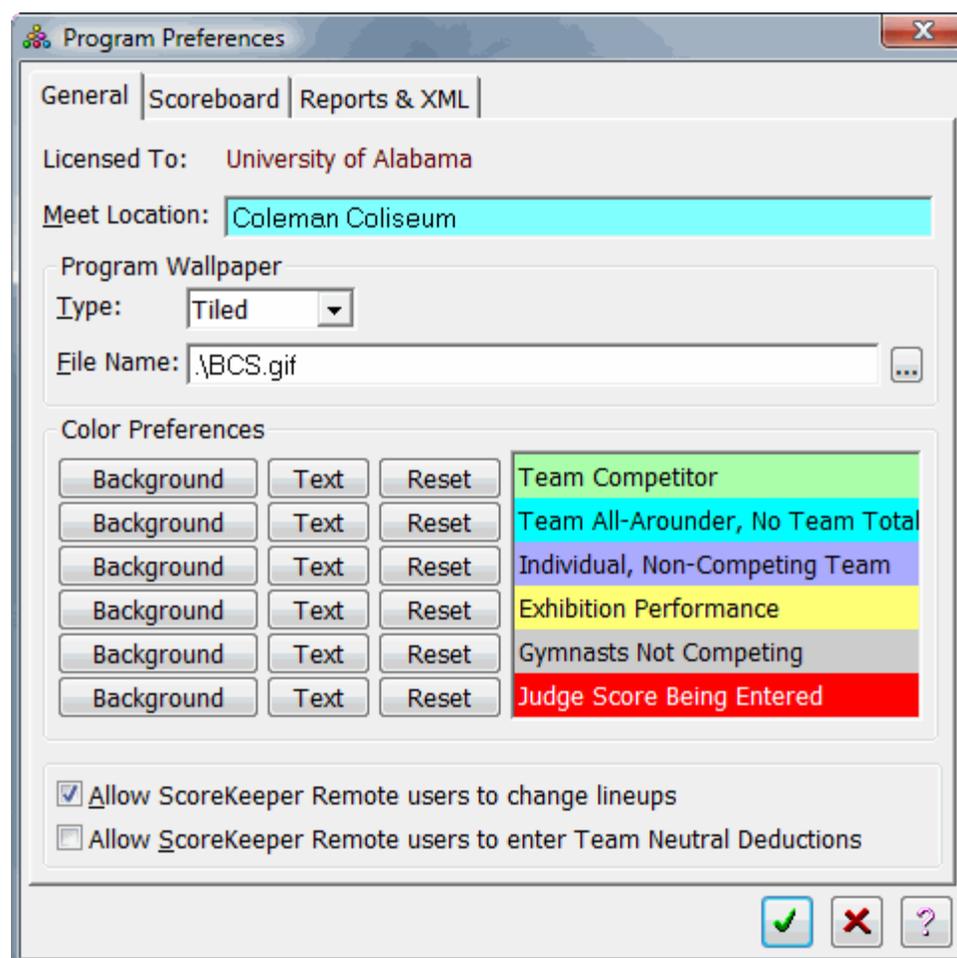
Program Wallpaper

Ok, this is perhaps an unnecessary feature but you can use it to place a background image on the ScoreKeeper main screen. There are two settings a display type and the graphic file to display.

Type

This setting determines how the graphic wallpaper image is displayed. The possible choices for Type are:

- None** No wallpaper.
- Centered** Center a graphic image on the screen.
- Stretched** Stretch a graphic image to fit the screen.
- Tiled** Place as many copies of the graphic image as needed to fill the screen.



File Name

When a choice other than None is made for the Type, you can enter a file name or press the ellipsis button to select a graphic image file. You can select any of the following graphic file formats:

- *.**bmp** Bitmap or Windows Paint file
- *.**gif** Graphic Interchange Format
- *.**ico** Icon file
- *.**jpg** JPEG file
- *.**pcx** Paintbrush file
- *.**wmf** Windows Metafile

Color Preferences

The color preferences let you select foreground text and background colors used to indicate the different performance types for gymnasts when setting lineups. You can also set the colors for the score entry field when entering scores.

Unless you have a hard time seeing the different colors, leave these alone until you have had a chance to see how they work in practice.

Allow ScoreKeeper Remote users to change lineups

If you want people entering scores via ScoreKeeper Remote to be able to change lineups, check this box. Usually, this is reserved for the operator of the main ScoreKeeper program.

Allow ScoreKeeper Remote users to enter Team Neutral Deductions

If you want people entering scores via ScoreKeeper Remote to be able to enter team neutral deductions, check this box. Because team neutral deductions are not well understood by casual users, this is usually reserved for the operator of the main ScoreKeeper program.

Scoreboard Tab

This tab is for display scoreboards that can receive and display live data via a serial port or by polling a file. Currently ScoreKeeper can send output directly to Daktronics and White Way scoreboards. Elite Technologies scoreboards are controlled by their own software that interacts with ScoreKeeper.

Additional scoreboard settings are contained in the scoreboard definition records which are discussed on page 72.

Scoreboard Interface

Select Serial Communications send data via the computer's serial (RS-232) port. When checked, it will enable the Serial Communications fields. Select DDE (Elite Scoreboards) to enable ScoreKeeper to communicate to Elite Technologies scoreboard and data entry software through a ScoreKeeper DDE (Dynamic Data Exchange) server.

Select Other if you are using either XML or Video output to control scoreboard displays

Comm Port

Serial communications ports are numbered from 1 to 4 although special hardware can add higher numbered ports. Usually you will select port 1 unless that port has already been assigned to a modem in which case you would probably choose port 2. ScoreKeeper does not make a port available to the computer; it must already be available for ScoreKeeper to use.

To see what ports your computer has, look at the device manager in the System Information program in your Windows Control Panel.

Baud Rate

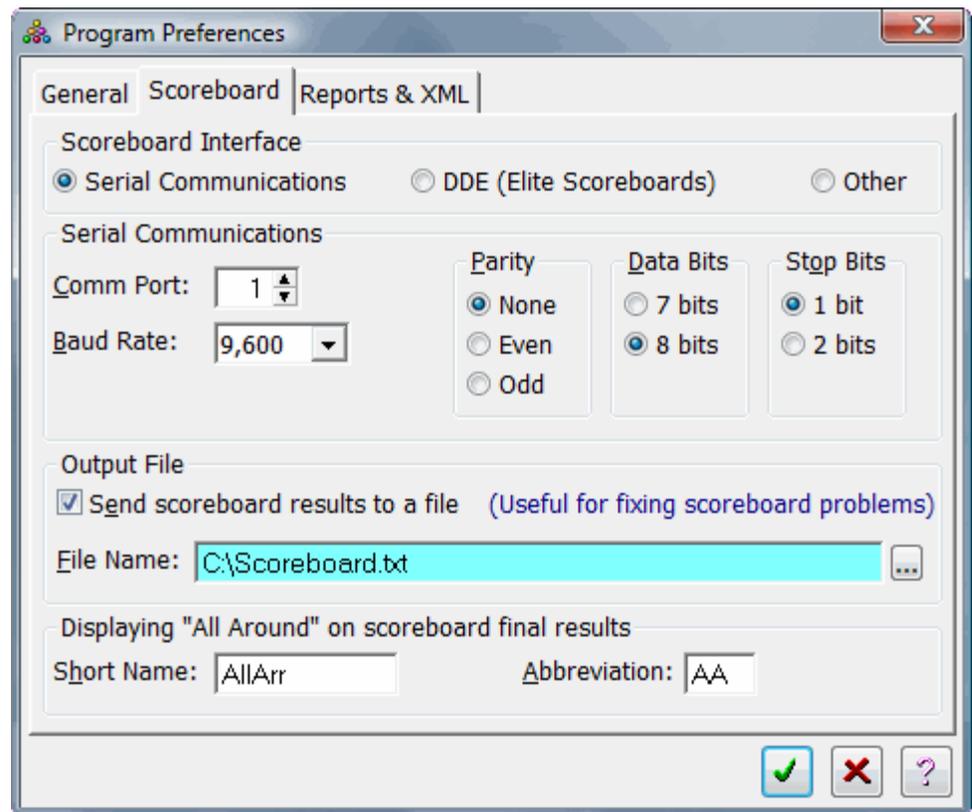
This tells ScoreKeeper the speed in which it should send scoreboard data. This setting must match the speed setting at the other end of the communications link, namely the scoreboard computer.

Parity

This is a very simple error detection protocol and must match the parity setting of your scoreboard's computer. The most common value is None.

Data Bits

This setting how many bits of each data package are used for actual data. Again, this must match the setting on your scoreboard's computer. The most common value is 8.



Stop Bits

Nobody really cares what stop bits means. It is just another arcane serial communication setting that must match on your scoreboard's computer. The usual value is 1.

Send Scoreboard Results to a File

Check this box if you want the scoreboard results sent to a file in addition to or instead of sending the data via serial communications. When using serial communications, sending the results to a file can be useful if you are having problems with the data layout and want to view the actual contents of the communicated data.

File Name

If sending scoreboard results to a file, enter a path and file name here or press the ellipsis button to select a file.

In the ***Displaying "All Around" on scoreboard final results*** box are two fields ScoreKeeper needs to know when sending all around scores to the scoreboard. Since All Around is not in itself an event, ScoreKeeper needs to know what text to send to the scoreboard to indicate the all around results when sending final results to the scoreboard.

Short Name

This text is sent, just like an event short name (e.g. VAULT) when sending all around results.

Abbreviation

If your scoreboard definition specifies sending a two character event abbreviation, this entry specifies the abbreviation for the all around "Event."

Flasher Boards: Display Seconds

If you are using ScoreKeeper Flasher digital displays, this setting determines how long to display the scores for one gymnast before clearing the display and showing the event name. Set this to zero to show the scores continuously and not revert to the event name display.

Reports & XML Tab

The report settings on this tab affect all reports in ScoreKeeper.

Graphic Adjustment

All of the reports in ScoreKeeper have at least one graphic element such as a line or box. Different Windows printer drivers handle positioning graphic and text elements differently. This can result in text being either too high or too low relative to the lines and boxes. The differences are small and on most reports would be unnoticeable. However on the official score sheet reports, the text and graphic elements are very tightly registered and a small variation can make a big difference.

ScoreKeeper lets you set a value used to move graphic elements up or down. The value is in 1/1000 of an inch. Positive values move graphics up while negative values move them down. Start small with your adjustments then try a larger one if needed. Use the official score sheet report as your test because it is the most sensitive to changes.

XML Output

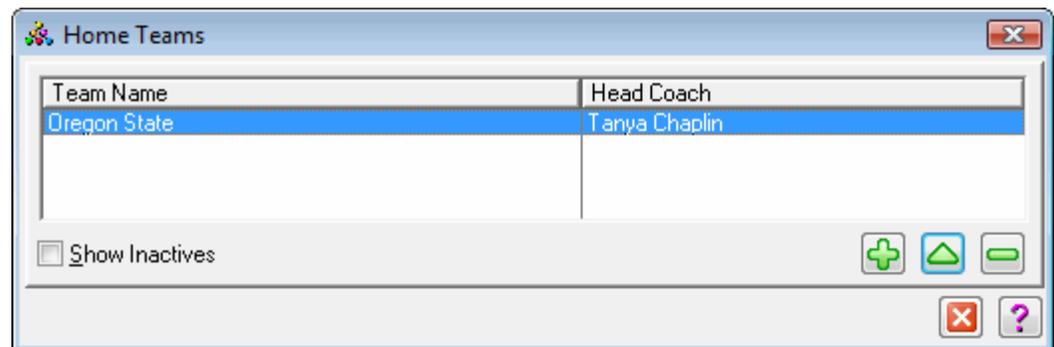
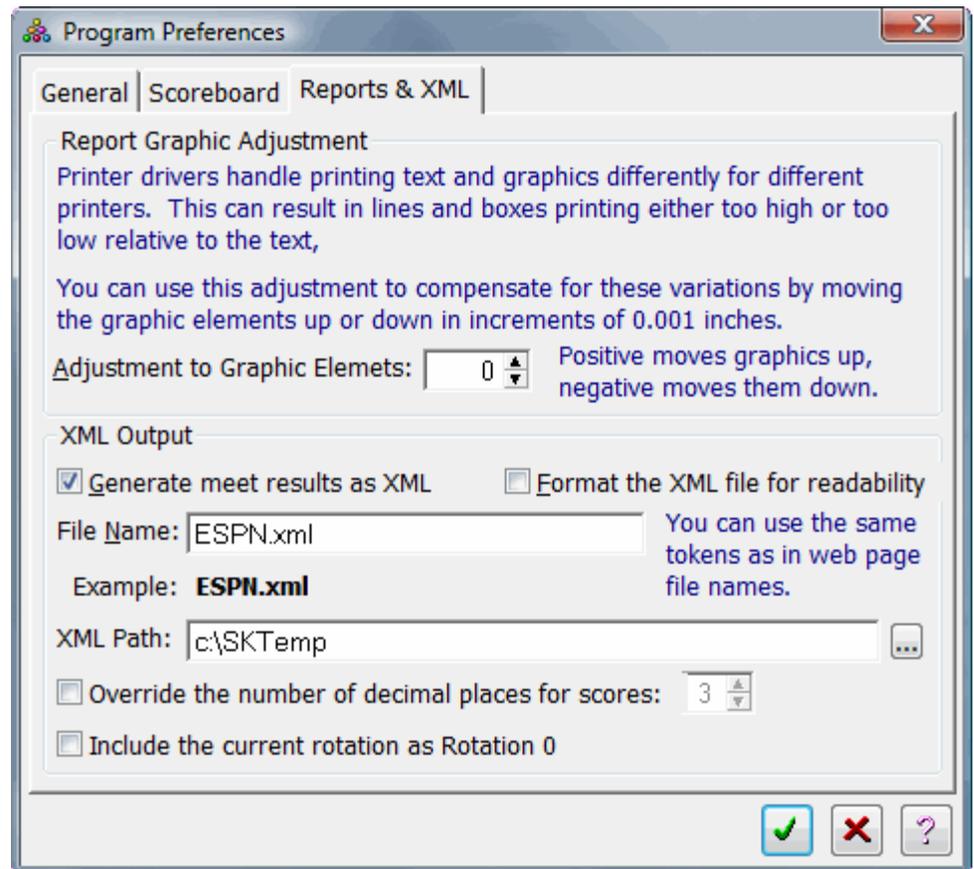
The XML Output settings are described on page 80.

Home Teams

Setup » Home Teams

ScoreKeeper offers the option to have multiple home teams. If you have purchased this option, you can use it to have, for example, both a men's and women's teams.

When you click the  button at the bottom screen to add a new home team, the first screen you see is a list of meet templates. Click  to select the template to use as a default for new meets.



General Tab

Team Type

Select either a women's or men's team. If you have licensed only one of these, it will be the only choice available.

Name

This is a name identifying this home team to users of ScoreKeeper. It never appears on meet reports, web pages, or scoreboards. It does appear on home team statistics reports.

Meet Team Name

This is the name for your home team when entered in a meet.

Short Name

This is the short version of the team name used on scoreboards and some other output where space is limited.

Head Coach

The head coach name appears on score sheets and web pages.

Team Record Scores

For team total, individual all-around and each event you can enter the record scores for the home team. This should only need to be done once on initial setup because ScoreKeeper will update these for you when you enter scores for a meet.

To add or change individual and team records for each event, double click on the event or highlight the event and click the  button.

Show home team records on meet results reports

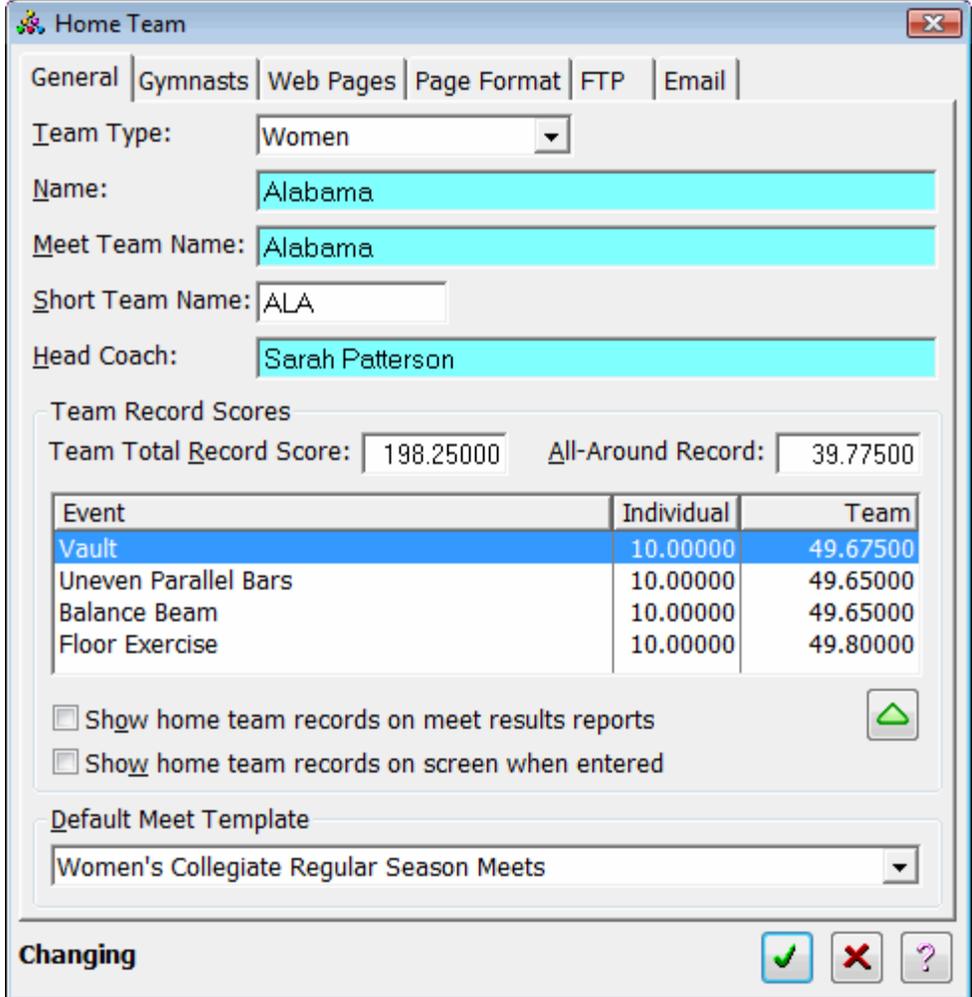
Check this box if you would like ScoreKeeper to print a legend on individual event and all-around reports when members of your home team set or tie a personal or team record.

Show home team records on screen when entered

Check this box if you would like ScoreKeeper to alert the user when entering a score that sets or ties a personal or team record.

Default Meet Template

Select a meet template that will be the default template selected when adding a meet for this home team.



Home Team

General | Gymnasts | Web Pages | Page Format | FTP | Email

Team Type: Women

Name: Alabama

Meet Team Name: Alabama

Short Team Name: ALA

Head Coach: Sarah Patterson

Team Record Scores

Team Total Record Score: 198.25000 All-Around Record: 39.77500

Event	Individual	Team
Vault	10.00000	49.67500
Uneven Parallel Bars	10.00000	49.65000
Balance Beam	10.00000	49.65000
Floor Exercise	10.00000	49.80000

Show home team records on meet results reports

Show home team records on screen when entered

Default Meet Template

Women's Collegiate Regular Season Meets

Changing   

Gymnasts Tab

The apparent simplicity of this tab hides a powerful tool for managing your home team gymnasts. With it you can edit and/or view the gymnasts on the home team for any season. This allows you to keep data from past seasons for review at any time.

The Season drop-list shows you a list of available seasons. If nothing is shown or if you are starting a new season and it is not yet listed, click on the green dot button on the right of the drop-list. This will take you to an open-ended list of seasons where you can add one. Seasons are discussed more fully starting on page 16.

The list of gymnasts shows those who are team members on the season shown above. When starting a new season, it is easy to add gymnasts from the current season to the new season. There are even three ways to do it, two from this screen and one from the Home Team Gymnast screen.

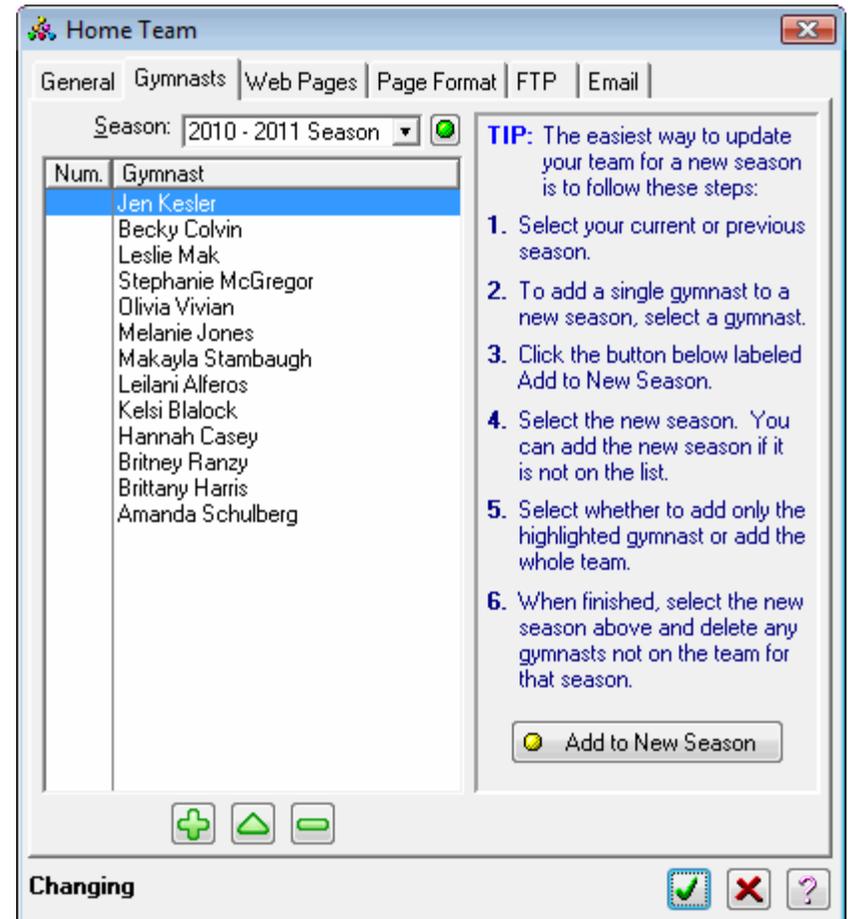
Adding a Current Gymnasts to a New Season

To add gymnasts to a new season, highlight a gymnast and press the Add to New Season button. You are first presented with a list of seasons. Add one to the list if necessary then select the new season. Next decide whether you want to add the entire team or only the selected gymnast. If you add the whole team to a new season you can delete those few who are no longer on the active team. This is often quicker than adding gymnasts one at a time.

Adding a New Gymnast

To add a brand new gymnast to your home team, press the **Insert** key or click the plus button to add them. When you add or edit a gymnast, you will be presented with the Home Team Gymnast entry form.

This example screen shows how it looks when filled with information. When adding a new gymnast, of course, it will be mostly empty until you do your magic and enter the information.



First Name

Last Name

Enter the gymnast's first and last names in the respective fields.

Competition Number

If your home team uses their own competition numbers during regular season meets, enter those numbers here. They will be used when a new meet is created.

Grade Point Average

If you want to track your gymnasts GPA, enter it here.

Career Total Points

If you need to track a gymnast's career total points, you can have ScoreKeeper calculate it based on all of the meets you have entered. Click the Recalculate button. This value will be recalculated automatically when you print the home team statistics report.

Team Membership

This list shows the seasons in which the gymnast was a team member. You can add the gymnast to or delete the gymnast from a season by using the  or  button respectively.

Personal Records

For all-around and each individual event, enter the gymnast's highest score or press the Recalculate Records button to let the program determine the values based on the meets entered. To enter an event record score, double-click on the event.

If you enter a value higher than what the program finds, it will use the higher number. This is useful if ScoreKeeper does not have all the data for this gymnast.

Web Pages Tab

ScoreKeeper can automatically create a web page of your meet results each time a score is entered. On this tab, you specify the name and location of the web page file and some options on what to generate. You can also generate a web page of your current season's home team statistics. Enter a file name, with optional field tokens, for each.

In addition to the settings on this tab, there are more web page settings on the Page Format tab. Other options you can use to customize your meet result web pages are discussed in detail beginning on page 108.

Live Scores File Name

Team Stats File Name

Enter the name of the web page file you want ScoreKeeper to create. The Live Scores File Name in the above sample screen shows the effect of the four replaceable tokens in the Example text below the entry field. They represent the name of a file that would be generated on October, 16, 2009.

Path

Enter the complete path to where you want ScoreKeeper to place the web page file. This can be on any drive or network location accessible to the scoring computer. You can use the ellipses button to browse for a destination path.

Generate HTML Header

If this is checked, ScoreKeeper will add a title and several Meta tags between the <head> and </head> HTML tags. If not checked neither the <head> and </head> tags nor the title and Meta tags are generated.

Some Internet Service Providers such as **Fans Only** add their own header. If this is the case, leave this unchecked.

Seconds for HTML Refresh

Entering a non-zero number here results in a parameter embedded in your web page that tells a web browser viewing this page how often to automatically go to your web site and reread the page. You can enter any value from 0 to 9999 seconds. Entering 0 disables this feature.

Include listing of the meet judges

Check this box if you want your web pages to list the judges for each event.

Home Team

General | Gymnasts | **Web Pages** | Page Format | FTP | Email

Web Page Files

Live Scores File Name: +C+Y+M+D.htm
Example: 20111018.htm

Team Stats File Name: Stats.htm
Example: Stats.htm

You can include the following replaceable tokens in the file name. Leave the name blank to use the date in the format CCYYMMDD.htm
+C Century **+Y** 2-digit year **+M** Month number **+D** Day of the month

File Path: C:\Program Files\ScoreKeeper

Generate HTML header By not generating a header, you allow your service provider to use their standard header.
Seconds for HTML Refresh: 60 (Use zero to disable)

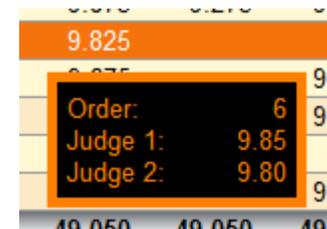
Include a listing of the meet judges
 Include competition order and judge scores as popups

Home Page Address Link:
http://www.osubeavers.com/sports/w-gym/
If using an absolute page reference, include the full path name including the leading "http://" and page file name. Relative references are acceptable.

Changing

Include competition order and judge scores as popups

A picture showing this feature gives a better idea than a description alone. The image on the right is from an actual meet web page with details enabled. When the viewer hovers his or her mouse over a score in either the team details or event results areas. In the sample image, the mouse is hovered over 9.825 and the orange bordered box shows the order in which the gymnast competed and the scores from each judge. For FIG style scoring, the D score is also shown.



Home Page Address Link

When ScoreKeeper creates a meet results web page, it can place a link to your home team's home page. If you want to include this link, enter the full address to the page here. You can use either an absolute or relative address for the link. If you use an absolute link, be sure to include the full path name including the leading "http://" and the page file name.

Export Internet Information Button

This button exports your **Home Page Address Link**.

Page Format Tab

Format web pages with CSS Styles

Scorekeeper gives you two ways to make the web pages it creates look the way you want. The "old" way is to create pages where each page element contains the formatting information for that element. This includes colors, spacing, etc. The second way is to include only the basic information on the page along with labels for the different kinds of elements. The actual formatting is done using a separate "Style Sheet." Style sheets allow for a more modern appearance and are the standard for web sites today.

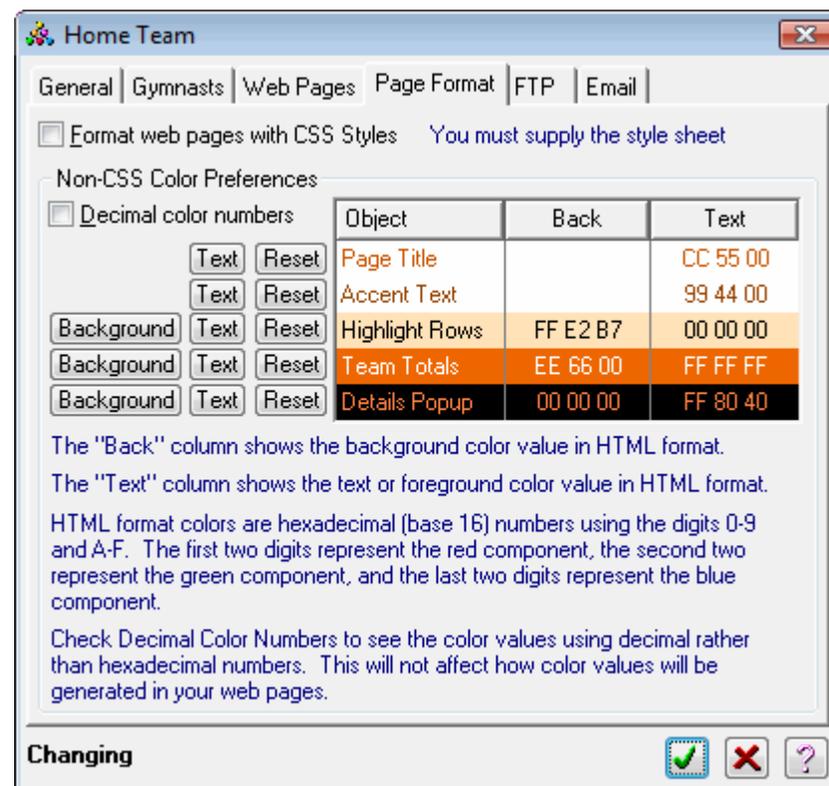
Checking this box means that you have to have a style sheet or your pages will look very bad indeed! We have provided you with two sample style sheets and you can use them as-is or modify them to your needs.

Color Preferences

If you are using style sheets, most of these selections will be disabled. Only the last, "Details Popup" will be available.

When not using a style sheet, you can customize the appearance of your web pages by modifying the color palette. Judicious use of your school colors can result in a very attractive page.

In addition to showing you the actual selected colors, the color values will be displayed in either groups of three hexadecimal (base 16) or decimal numbers.



Use the **Decimal color numbers** check box to view color number is decimal instead of hexadecimal. To confuse matters further, web pages use hexadecimal color numbers but the Microsoft color selector uses decimal numbers. The first set of 2 hexadecimal digits or three decimal digits represents the red component. The second set represents the green component and the third set represents the green component. Values of each set can be from 0 to 255 (0 to FF in hexadecimal).

Hexadecimal numbers are in base 16 using the digits 0-9 and the letters A-F where A is 10, B is 11, etc. When used in a web page, color values will appear as a single six digit hexadecimal number preceded by a pound symbol (#). For example #000000 is black (no red, green, or blue), #FFFFFF is white (FF = 255, the maximum value for each component color), #00FF00 is bright green and, #009900 is a darker green.

Text buttons

These buttons allow you to select the color of the foreground text for the associated display type.

Background buttons

These buttons allow you to select the background color for the associated display type.

Reset buttons

These buttons reset the background and foreground colors to the program default values in case you get hopelessly lost in color-land.

When you press a text or background button, you are taken to the Windows color selection window. This window lets you choose from a palette of standard colors or you can press the Define Custom Color button on the color dialog window to independently select the red, green, and blue components. These are decimal values that can range from 0 to 255.

If you don't know the color values for your school colors, you can probably get them by opening up your school web page and looking at the source code (in Internet Explorer choose: [View » Source](#)) and look for color values in the format described above. Better still, ask someone who knows.

FTP Tab

Because different home teams are likely to have different internet pages, some internet web settings that might seem to be more logically placed with the Program Preferences are found on the home team entry screen.

NOTE: The **Enable Web Page Uploads** check box on the Web Pages menu must be checked to actually upload your web pages.

FTP Username

FTP Password

If you want ScoreKeeper to automatically upload your web pages to your web server or ISP, enter your FTP login user name and password here. You may need to get these from your system administrator.

When you enter a password, you will be asked to enter it again to confirm it.

FTP Live Scores Web Page Host Name

Enter the FTP host or server name to which you want to upload your live meet web pages. This is usually something like **ftp.teamname.com**. It does not include any path or directory information. That information goes into the next entry.

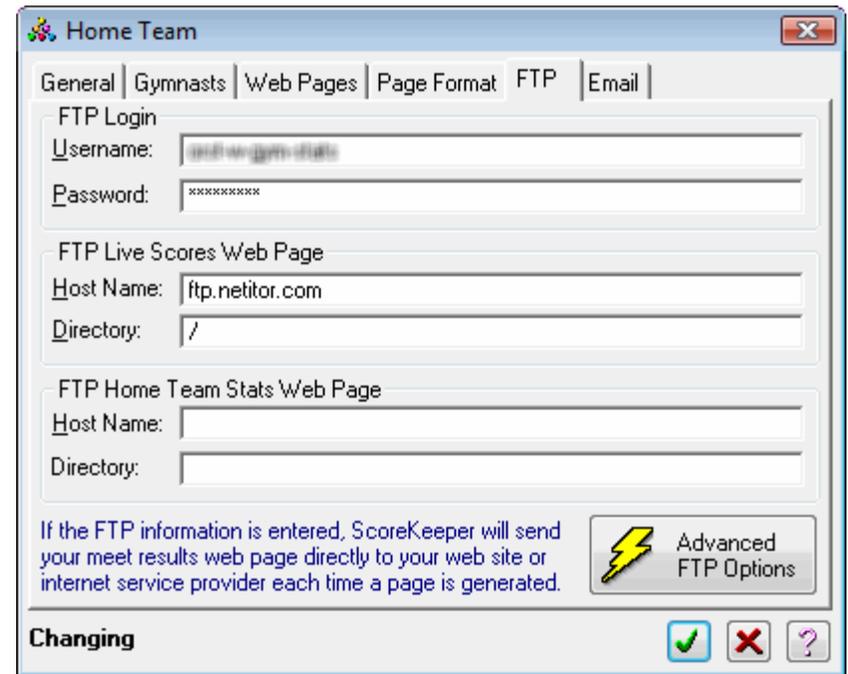
FTP Live Scores Web Page Directory

Enter here the complete path to where you are uploading your web page. This usually starts with a slash (/) and uses subsequent slashes to separate each folder or directory level. Be sure to use forward slashes (/) and not back slashes (\).

FTP Home Team Stats Web Page Host Name

FTP Home Team Stats Web Page Directory

These work just like the settings above for live scores. The directory, however, may be different.



The screenshot shows a dialog box titled "Home Team" with a tabbed interface. The "FTP" tab is selected. It contains the following fields and options:

- FTP Login:** Username field (containing "and-w-gym-stats") and Password field (containing "*****").
- FTP Live Scores Web Page:** Host Name field (containing "ftp.netitor.com") and Directory field (containing "/").
- FTP Home Team Stats Web Page:** Host Name and Directory fields (both empty).
- Advanced FTP Options:** A button with a lightning bolt icon and the text "Advanced FTP Options".
- Footer:** A "Changing" status indicator, a green checkmark icon, a red X icon, and a question mark icon.

Below the fields, there is a note: "If the FTP information is entered, ScoreKeeper will send your meet results web page directly to your web site or internet service provider each time a page is generated."

Advanced FTP Options

Click this button to modify some advanced FTP settings.

Use Proxy / Proxy Name

If you are using a Proxy server or firewall, check the box and enter the proxy host name or address.

Port Number

This is the port to connect to on the FTP site. This is normally 21; however, it may be something different if you are going through a firewall, or if the site administrator has assigned the FTP service to a non-standard port.

Transfer Type

ASCII – Used for text file transferring. All ScoreKeeper web pages are text unless you have an include file containing something other than text.

Binary – Binary mode is used for transferring files that are not text (e.g., executable programs, word processing documents, spreadsheets, databases, graphics files, and sound files).

Auto Detect – Let the FTP routines determine the transfer type.

Open Mode

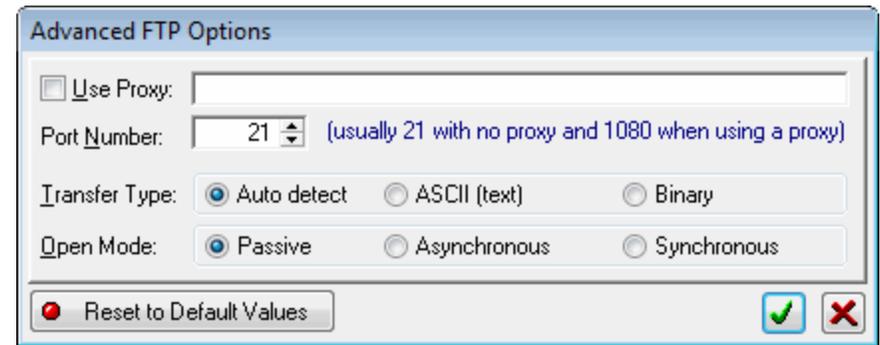
Passive – Use Passive if you want your PC to establish the data connection to the FTP site instead of the site establishing the data connection to your PC. This is recommended for most FTP sites, and it is absolutely necessary for some firewall and gateway configurations and when you get failed data channel errors. Passive mode is an asynchronous process (see below). Note, however, that not all FTP sites support passive mode.

Passive mode may be *required* in the following instances:

1. For users on networks behind some types of router-based firewalls,
2. Users on networks behind a gateway requiring passive transfers,
3. If transfers are erratic,
4. If you keep getting failed data channel errors.

Asynchronous – Asynchronous transfer operations occur independently of other procedures. Thus, in asynchronous mode, ScoreKeeper can continue running while data is transferred in the background. Since the FTP transfer is running in its own execution thread this has little practical effect.

Synchronous – In synchronous mode, file transfer operations occur before any other procedures are executed. Thus the data transfer must be completed before any ScoreKeeper can continue. Since the FTP transfer is running in its own execution thread this has little practical effect.



Email Tab

When a meet is finalized, ScoreKeeper can send meet results as email attachments to a list of email addresses.

Email Server

To enable sending results when meets are finalized, select either the **Default** or **My Institution** email address. Your choice determines whether you use Beaver Creek Software's email server or your own. Selecting **Default** to use the Beaver Creek Software email server disables and skips the next four fields.

SMTP Server

Enter the address of your SMTP server. This is usually something like *smtp.myschool.edu* (but don't use the example, it won't work).

User Name

This is the name used to login to the SMPT server.

Password

This is the password required to login to the SMPT server.

SMTP Port

Unless you have been instructed to use a different port, this should be 25. The other common port is 587.

From

This is the email address that will appear as the sender of the email. It should be a real email address where you can get replies.

Send a test email to the "From" address

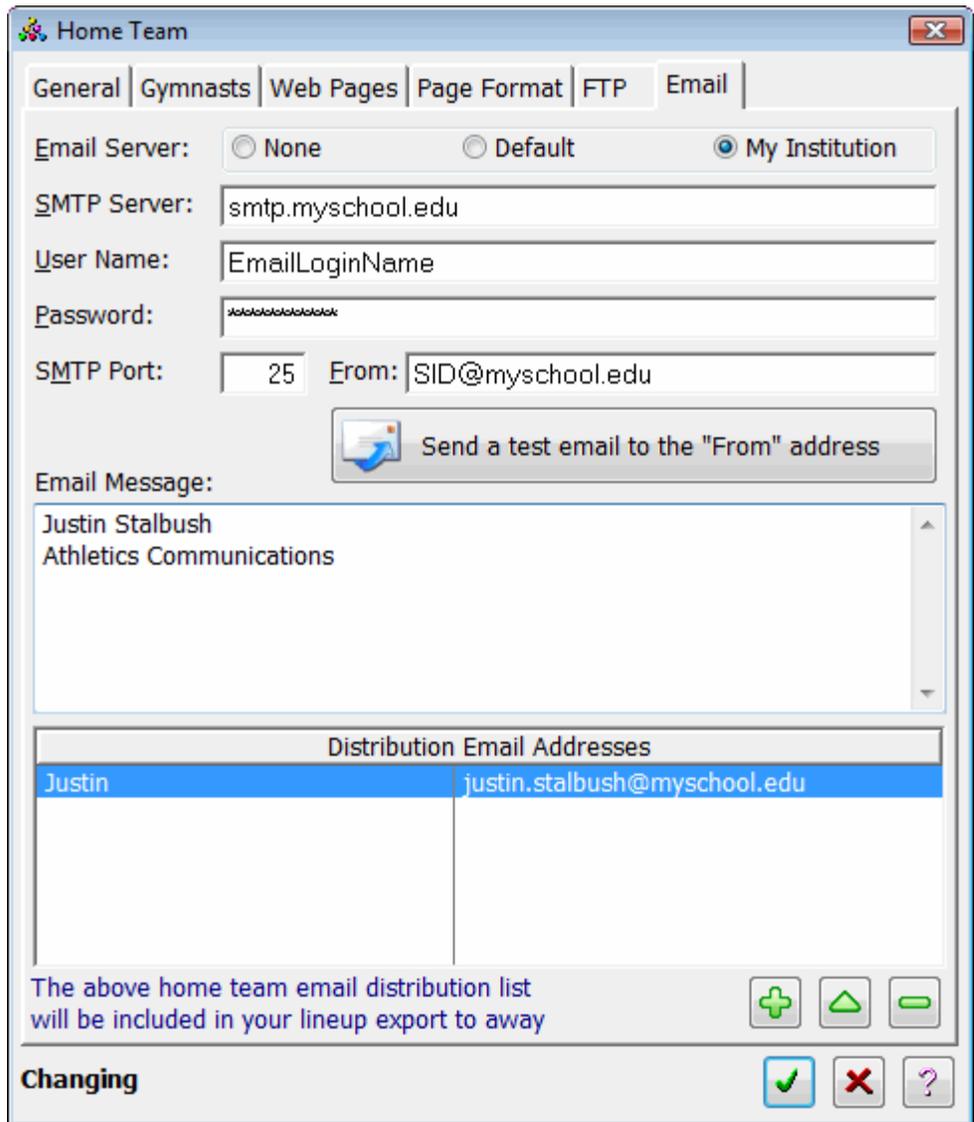
Click this button to generate and send a test email to the address you entered above.

Email Message

This will be the text in the body of the emails you send.

Distribution Email Addresses

You can add a standard list of email addresses. When you set up a meet, you can add more.



The screenshot shows the 'Home Team' application window with the 'Email' tab selected. The 'Email Server' is set to 'My Institution'. The 'SMTP Server' is 'smtp.myschool.edu', 'User Name' is 'EmailLoginName', and 'Password' is masked. The 'SMTP Port' is 25 and 'From' is 'SID@myschool.edu'. A button 'Send a test email to the "From" address' is visible. The 'Email Message' field contains 'Justin Stalbush Athletics Communications'. Below is a table for 'Distribution Email Addresses' with one entry: Justin (justin.stalbush@myschool.edu). At the bottom, there are instructions and control buttons for the distribution list.

Distribution Email Addresses	
Justin	justin.stalbush@myschool.edu

The above home team email distribution list will be included in your lineup export to away

Changing [OK] [Cancel] [Help]

Seasons

Setup » Seasons

ScoreKeeper uses seasons corresponding to a school year which typically start in September. Thus, there are two years, a starting year and ending year. When you add or edit a season, you will get the simple Season entry form.

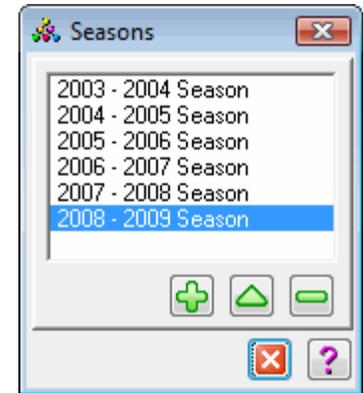


Season

Start Year: 2008 End Year: 2009

Seasons most often follow school-years, starting in the fall and ending in the spring.

Changing [✓] [✗] [?]



Seasons

- 2003 - 2004 Season
- 2004 - 2005 Season
- 2005 - 2006 Season
- 2006 - 2007 Season
- 2007 - 2008 Season
- 2008 - 2009 Season

[+] [↑] [↓] [✗] [?]

Start Year

End Year

When you add a new season, ScoreKeeper will fill these for you so you should seldom need to change them. If you do, you can use the spin buttons to scroll the year up or down.

Judges

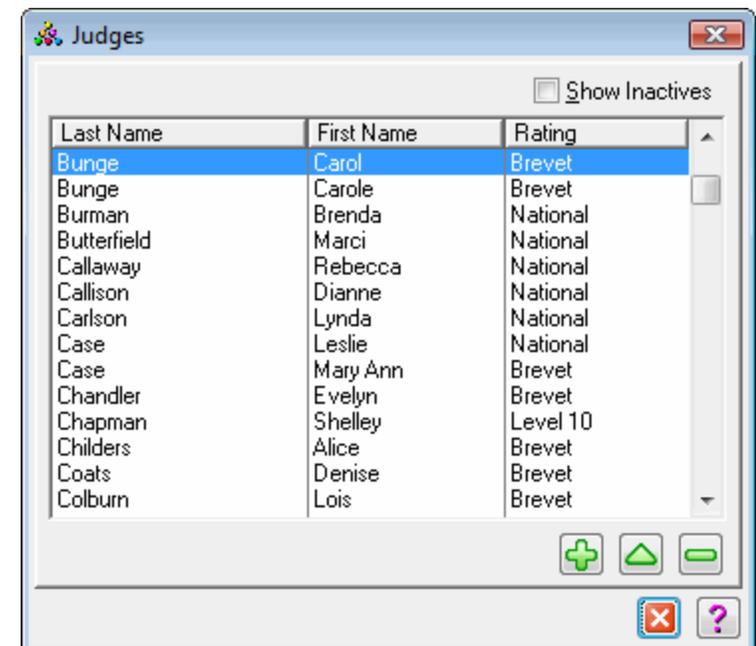
Setup » Judges

While judges are discussed in this chapter on setting up ScoreKeeper, you don't need to enter your judges list ahead of entering a meet. It will, however, save valuable time later on when that time may be better spent doing other tasks.

ScoreKeeper keeps a master list of judges and you pick judges from this list when you select judges as part of entering a meet. You can also add judges at that time if necessary.

By default, the master list of judges will display only those judges marked as active. When you check the Show Inactives check box, the inactive judges will be shown in a light gray color. You can quickly jump to a judge by typing the first couple of letters of their last name.

When you add or change a judge record the Judge entry form will be displayed.



Judges

 Show Inactives

Last Name	First Name	Rating
Bunge	Carol	Brevet
Bunge	Carole	Brevet
Burman	Brenda	National
Butterfield	Marci	National
Callaway	Rebecca	National
Callison	Dianne	National
Carlson	Lynda	National
Case	Leslie	National
Case	Mary Ann	Brevet
Chandler	Evelyn	Brevet
Chapman	Shelley	Level 10
Childers	Alice	Brevet
Coats	Denise	Brevet
Colburn	Lois	Brevet

First Name

Last Name

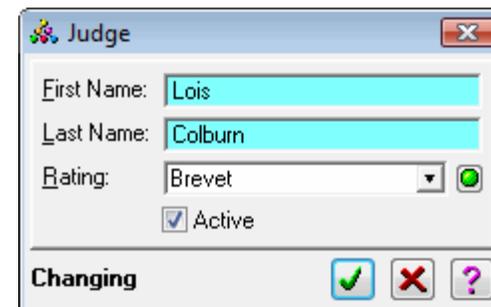
The first and last names are required. When entering data, it can be faster to type a first and last name at one time. ScoreKeeper helps by checking the first name field for two names and splitting them into their own fields. This happens when you Tab off the first name field. You can also make it happen by pressing the **F2** key or right clicking in the last name field. If the last name field already has something entered, the split will not take place.

Rating

This is the judge's national rating. Use the drop-list to select a rating or press the green dot button to the right to add a rating not already on the list.

Active

To make a judge inactive, remove the check. This is especially useful if you have judges entered from away meets and you don't want to show them on your active list.



Judge Ratings

Setup » Judge Ratings

This is your list of ratings that can be assigned to judges. You can add more ratings if the ones you need are not already present.



Events

Setup » Events



This list shows the available events for both men's and women's gymnastics. These lists are pre-defined and only some features of each event can be modified.

Event Name

This is the full name of the event and it cannot be changed.

Short Name

Enter the short name of the event. This is used to identify the event when space is limited such as for scoreboards, some screens, web pages, and reports.

Abbreviation

When space is very limited, as in some scoreboard layouts, this two-character abbreviation will be used to identify the event.

Active

If you do not use this event, you can make it inactive by removing the check mark.

Use vault numbers when entering scores

Check this box if you want the user to enter vault numbers when entering scores. If not checked, that field will not be available on the score entry screen.

Event can use line judges

Check this box if this event can include line judges. This will allow ScoreKeeper to print line judge score slips for this event.

Judge Score Slips Paper Color

If you want to customize the paper color requested for this event, select a display color and enter the color name in the text box. When the score slips are printed, ScoreKeeper will pause and let the user change paper to the selected color before continuing.

If you are using a color printer, the score slips report also gives you the option of printing on white paper but with the event name printed using your selected color as the name background.

Scoreboard Address

If you are using ScoreKeeper Flasher digital display scoreboards, each board has programmed into it an address. ScoreKeeper sends scores to different boards based on their scoreboard address. Enter here the address of the scoreboard you will be using to display scores for this event.

NOTE: If you enter an address of 0 (zero), the event will be displayed on all ScoreKeeper Flasher display boards connected to the computer.

Women's Event

Event Name: Uneven Parallel Bars

Short Name: BARS Active

Abbreviation: UB

Use vault numbers when entering scores

Event can use line judges

Judges' Score Slips

Paper Color: LAVENDER  Select Color

Select a color then enter the color name in the text box.

Flash Display Scoreboard

Scoreboard Address: 1

This address must match the address programmed into the scoreboard or scores will not be displayed. An address of zero will control all boards regardless of the board's address.

Changing   

Vaults

Setup » Vaults

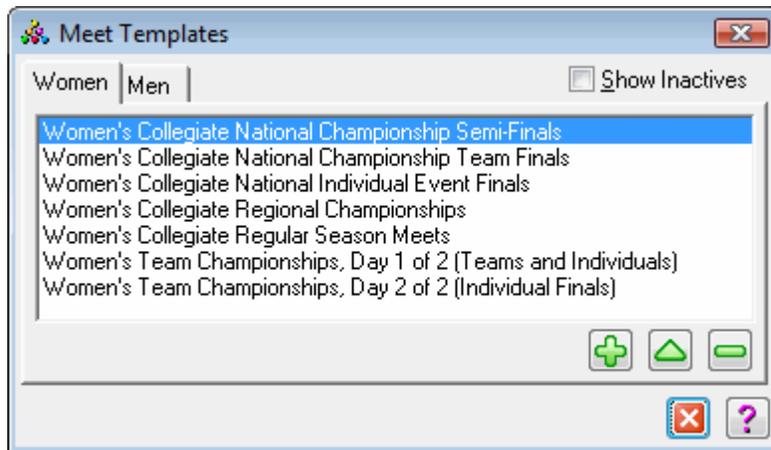
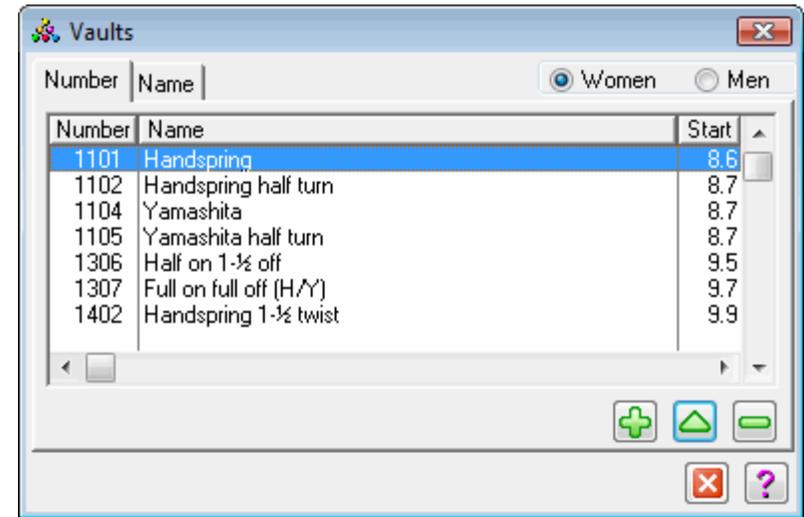
If you want to track the specific vaults performed by your gymnasts, the vaults list is the place to start. ScoreKeeper has two lists, one for men's vaults and one for women's vaults.

This list has two tabs that select the display order to either vault number order or vault name order. The radio button option on the right selects which list you want to view.

Meet Templates

Setup » Meet Templates

Meet templates allow you to save often or seldom used meet settings and recall them when setting up a new meet. Whenever you add a meet, the first thing you are asked after picking your home team is to select a meet template. The settings from the template are then used to fill the matching settings in the meet.



One thing to notice on this screen is the Show Inactives check box near the upper right corner of the screen. You can make a template inactive without removing it from the list. Some of the built-in templates are permanent and cannot be deleted. If you don't use them the only way to not have them listed normally is to make them inactive.

From this list you can add, change, or delete meet templates. When you add or change a template, you are taken to a screen with several tabs. The templates that are pre-installed in ScoreKeeper are "System" templates and cannot be deleted. Some of the system template settings also cannot be changed and, although visible disabled on the screen, will be disabled and not modifiable.

It is likely that you will never need to add a meet template. The system templates can probably handle every kind of meet you are likely to encounter, especially if you customize them with your own preferences.

General Tab

The settings on the General tab reflect the overall type and structure of a meet. This is also where you would make unused templates inactive.

Name

This is the name of the template displayed on lists. It should be descriptive of the kind of meets for which it is used. In the above sample screen, this field is gray indicating that this is a system template. System templates are those that are provided with ScoreKeeper and some values cannot be changed. You can add your own templates and change anything.

Meet Type

Indicate here whether this is a team or individual meet. Team meets can contain individuals but individual meets cannot have competing teams.

Competitor Type

Select whether this template is for men's or women's meets.

Allow individual all-arounders and/or event specialists from non-competing teams

This is mostly self-explanatory. When checked, you indicate that there will be gymnasts in the meet who are competing individually and not with their team. Checking this box also enables the Individual performance type for gymnasts.

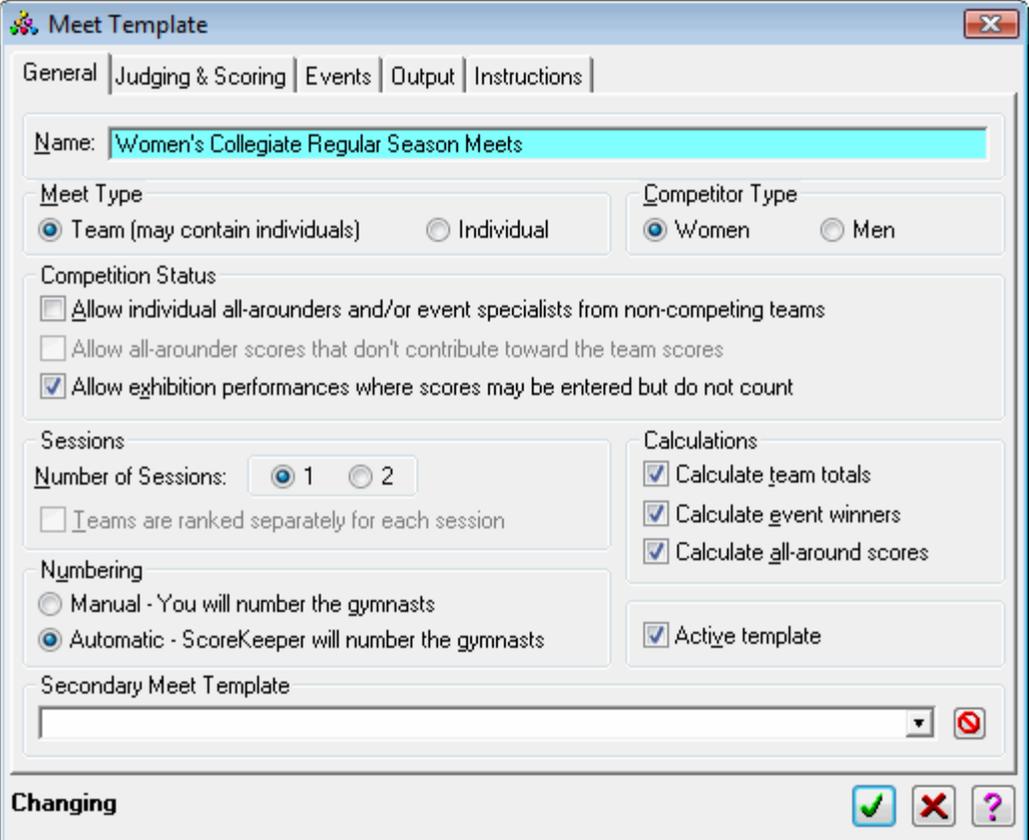
When you select an individual meet type above, this box is checked and disabled so that it cannot be unchecked.

Allow all-arounder scores that don't contribute toward the team scores

When you check this box, you enable a special performance type of All-Arounder. This is used in men's gymnastics where a gymnast is allowed to compete and have his scores count toward his personal all-around score but not toward the team score on the event.

Allow exhibition performances where scores may be entered but do not count

When this box is checked, it will enable the Exhibition performance type. Exhibition performances are allowed in women's meets. Gymnasts with this performance type are scored normally but the scores are not official and do not count toward all-around scores, team event scores, or event winners. Exhibitions are used to give the gymnast the experience of performing in a real meet.



The screenshot shows the 'Meet Template' dialog box with the 'General' tab selected. The 'Name' field is 'Women's Collegiate Regular Season Meets'. The 'Meet Type' is 'Team (may contain individuals)'. The 'Competitor Type' is 'Women'. The 'Competition Status' section has three checkboxes: 'Allow individual all-arounders and/or event specialists from non-competing teams' (unchecked), 'Allow all-arounder scores that don't contribute toward the team scores' (unchecked), and 'Allow exhibition performances where scores may be entered but do not count' (checked). The 'Sessions' section has 'Number of Sessions' set to 1 and 'Teams are ranked separately for each session' (unchecked). The 'Numbering' section has 'Automatic - ScoreKeeper will number the gymnasts' selected. The 'Calculations' section has three checkboxes: 'Calculate team totals' (checked), 'Calculate event winners' (checked), and 'Calculate all-around scores' (checked). The 'Active template' checkbox is also checked. The 'Secondary Meet Template' field is empty. The dialog box has a 'Changing' status bar at the bottom with a green checkmark, a red X, and a question mark icon.

Sessions: Number of Sessions

Almost all meets have but one session. The exception is the national championship semi-finals where there are more teams than are easily handled in a single session.

Sessions: Teams are ranked separately for each session

If there are multiple sessions, indicate by checking this box whether teams in one session are placed separately from teams in the other session. This also affects gymnast rankings on events.

Numbering

By selecting **Manual**, you tell ScoreKeeper that the competitor numbers have been pre-assigned. If you select **Automatic**, you are allowing ScoreKeeper to number gymnasts automatically.

Calculations: Calculate team totals

If you are entering a team meet, this box should be checked in order to let ScoreKeeper total the team event and final totals. For individual meets, this box is unchecked and disabled.

Calculations: Calculate event winners

Check this box if there will be winners with place numbers (1st place, etc.) on individual events and, perhaps, all-around.

Calculations: Calculate all-around scores

If you want ScoreKeeper to calculate all-around for gymnasts who compete in all events, check this box. Otherwise leave it unchecked.

Active template

When this box is checked, the template is available for selection when adding a meet.

Secondary Meet Template

This selection is used only for the first meet of a two-meet series. In series meets, the scores of the first meet are carried over and added to the scores of a second meet. The second meet is an Individual meet, not a team meet. Should you inadvertently select a meet here and this is **NOT** the first meet of a series, you can click the  button to clear the secondary template.

Judging & Scoring Tab

There are several variables that are used to set up ScoreKeeper for entering judges' scores and calculating the resulting scores. They are contained on this tab screen and the corresponding tab in the meet entry form.

Judges per Event

Enter the number of judges who will be contributing scores toward the final average. Ignore any judges who will not be assigning scores or judges whose scores are for comparison only.

Score Calculation: High Scores to Discard

Score Calculation: Low Scores to Discard

When calculating a gymnast's final score, enter here the number of judges' scores to discard when they are high or low scores respectively. For example, when there are four judges and you want to average the middle two, enter 1 for the high scores to discard and 1 for the low scores to discard.

Scoring: Score Increment

Enter the smallest score increment judge's scores can use. For example if a judge can assign scores of 9.7 and 9.75 and nothing in between, enter an increment of 0.05.

Scoring: Maximum Variation

Enter here a maximum difference between the scores of any two judges for a single performance. If any two scores differ by more than this amount, ScoreKeeper will display a warning.

Start Values

Indicate whether you want to enter no start values, one start value, or one start value per judge. Selecting "FIG – One start score per performance" enables FIG scoring which uses one start value score is reported as the D score on men's score sheet reports.

Team Scoring: Competitors per Event

This is the maximum number of gymnasts who will be counted toward the team score on an event.

Team Scoring: Scores to Count

Enter the number of scores that contribute toward the team score after any low scores are dropped. For example, you may have six gymnasts competing on an event but only count five scores toward the team score.

The screenshot shows the 'Meet Template' software window with the 'Judging & Scoring' tab selected. The interface includes several sections with adjustable settings:

- Judges per Event:** Set to 2.
- Score Calculation:**
 - High Scores to Discard:** 0
 - Low Scores to Discard:** 0
 - These values determine the number of high and low judge scores to discard before averaging the middle.*
- Scoring:**
 - Maximum Score:** 10
 - Score Increment:** 0.05
 - Maximum Variation:** 0.40
 - Largest score a judge may assign (round up if necessary)*
 - Smallest score increment judges may assign*
 - Maximum difference between judges' scores (0=no limit)*
- Start Values:**
 - No start values
 - FIG - One start score per performance
 - One start score per judge
 - For FIG scoring, the start value (the D score) is added to average of the judges' scores (the E score).*
- Team Scoring:**
 - Competitors per Event:** 6
 - Scores to Count:** 5
 - Number of gymnast scores considered for team totals*
 - Number of scores totalled for a team score on an event*
- Skip place numbers for tie scores
- Second highest score is third place after two-way tie for first*

At the bottom, there is a 'Changing' status bar with a green checkmark, a red X, and a question mark icon.

Skip place numbers for tie scores

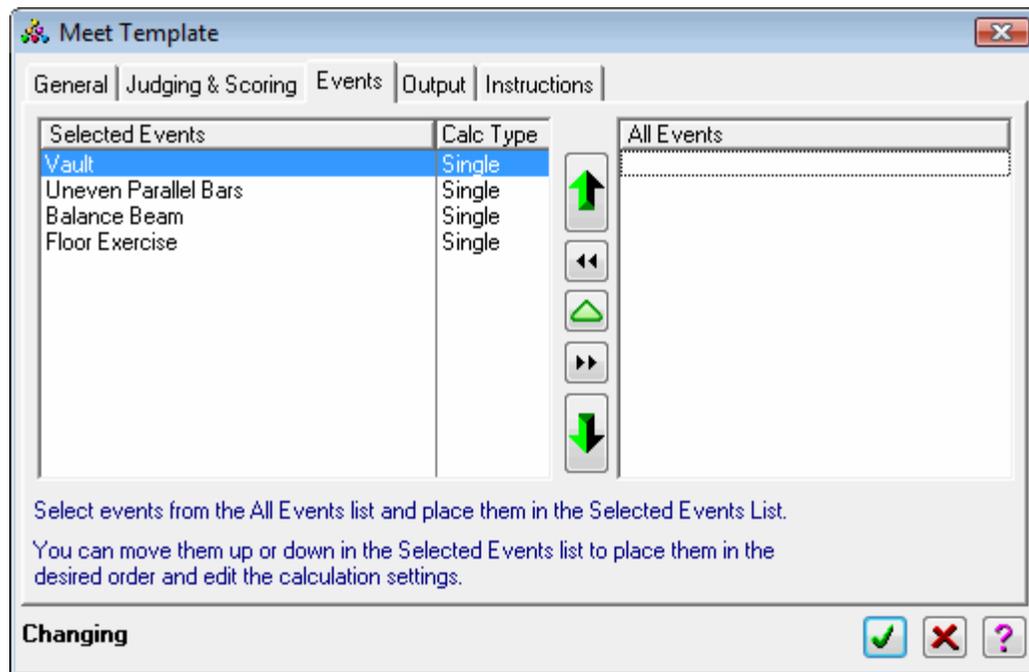
When calculating winning place numbers, this setting determines how to handle numbers after there is a tie. For example if you have a two-way tie for second place, is the next gymnast third place or fourth? If you want to skip third place and assign the next score fourth place in this example, check this box.

Events Tab

The Events tab contains two lists and the buttons to manage them. The list on the left shows all events that have been selected for meets based on this template. The list on the right contains all of the events available for either men's or women's competitions. If all possible events have been assigned to the template, this list will be empty.

To assign an event to the template, you can highlight it and press the button with the double arrows pointing to the left or you can drag the event from the All Events list and drop it onto the Selected Events list. To remove an event from the template, you do the reverse, either highlight it and press the button with the double arrows pointing to the right or drag the event from the Selected Events list to the All Events list.

When you add an event to the template, the Score Calculation screen pops up asking whether this event is a single performance, the average of two, or the higher of two. Sometimes vaults are the average or higher of two. Other events are almost always a single event. The delta button allows you to change the score calculation type for the highlighted event on the Selected Events list.



Output Tab

This tab has a couple of options for outputting information from ScoreKeeper.

Official Score Sheet Reports: Primary and Secondary

Use the drop-list to select the reports corresponding to the official results form for meets of this type. Either one or two reports can be selected. The secondary score sheet is not often used but is required for meets such as the NCAA Regional Championships.

Official Score Sheet Report: Print gymnast numbers on the official score sheet

Check this box to include the gymnast's competition numbers on the score sheet. Often the number is unnecessary and printing it reduces the space available for the gymnast's name.

Display Scoreboard

Use the drop-list to select the type of display scoreboard to use for showing live scores and final results. This selects a scoreboard definition to use with meets of this type.

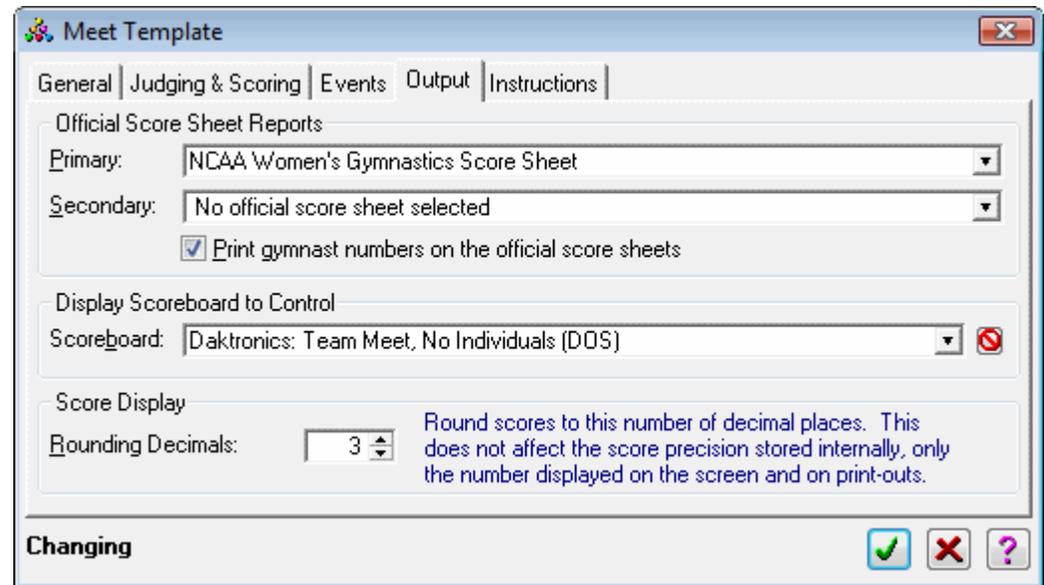
Scoreboard definitions are described in detail beginning on page 72.

Currently ScoreKeeper can output scores directly to boards made by Daktronics and White Way Sign Company. Scoreboards from Elite Technologies also work with ScoreKeeper but do not use ScoreKeeper's scoreboard definitions to do so.

If you are using an Elite Technologies scoreboard or any others that do not use the serial data feed from ScoreKeeper, use the small button shown at the left to clear the scoreboard definition.

Score Display: Rounding Decimals

ScoreKeeper calculates and stores final average scores to five decimal places. Ordinarily, only three places are necessary to differentiate the closest possible differences between non-tied scores. Enter the number of places you want ScoreKeeper to print on reports and display on the screen.



Instructions Tab

On the instructions tab, you can enter special instructions for the user when this template is used to create a meet. This is a mini word processor allowing you to select fonts, colors, alignment, and other attributes to make the instructions understandable and attractive. The various text and paragraph attributes can be found on the tool bar that becomes available when this tab is selected.

Each button of the tool bar has a drop-tip that will show you its function when you hold the mouse pointer over the button for a second or so.



Most if not all of these buttons should be familiar to users of most word processing programs such as Microsoft Word.

You can even open and save your instructions as RTF documents, a format that can be used by many word processors and editors such as Windows Word Pad.

Scoreboards

Scoreboard » Scoreboard Definitions

The topic of scoreboards does not fit neatly in either the program setup or meet setup though it is important to consider when doing both. Scoreboards are covered detail in starting on page 56 but are mentioned here because there are some important things you should consider early on.

IMPORTANT: Don't discount the amount of time that will be needed to set up and test your scoreboard designs. Depending on the experience of the user, the availability of the user, the complexity of the screens, and the number of different screens it could take several days to a couple of weeks to get this done and tested.

IMPORTANT: Another thing to consider is that ScoreKeeper can output two different data structures, one for the live meet data and another for the meet final results. Scoreboard screens designed for live data will display garbage if you try to use them to send final results. Final results screens need to be designed specifically for this purpose if you intend to use them.

Set Screen Font

Setup » Set Screen Font

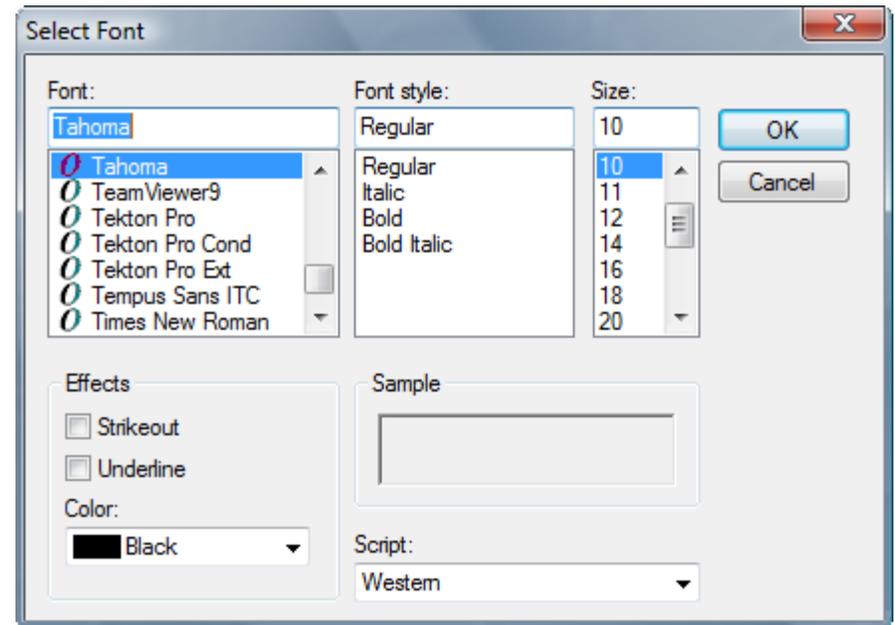
Sometimes the ScoreKeeper screens are too small to read easily on larger monitors so you can select a larger font size. The default font and size is Tahoma, 10 pt. Regular.

While you choose any font or size, we recommend that you stay with Tahoma because our screens are laid out based on that font so they will look best using that font.

Clear Screen Font

Setup » Clear Screen Font

If you completely mess up your font selection and want to go back to the default 10 pt Tahoma Regular (i.e. neither bold nor italic) font, click this menu option and everything will go back to normal.



3. Setting Up A Meet

Many activities are involved in preparation for a gymnastics meet. Some of them involve ScoreKeeper directly and some only indirectly. From the standpoint of the ScoreKeeper user, this chapter will present these activities in the most common order of execution.

Adding a Meet

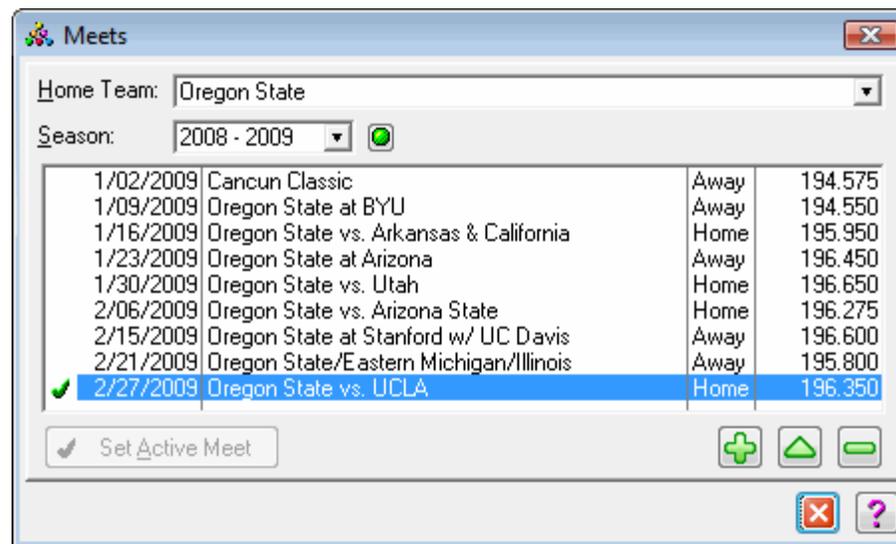
File » Meets

Once you've done the initial ScoreKeeper setup (see page 4 if you haven't done this yet) everything starts with entering a new meet. From either the menus or the tool bar, open the meets list.

If this is the first meet you enter in ScoreKeeper or the first for the selected season, this list will be blank. At the top of the list is the selected home team. This is here because ScoreKeeper allows for multiple home teams. Since most schools have only one, there will probably be only one selection.

Next is the season. You can select a season from the drop-list or add one via the green dot button to the right of the drop-list. You don't need to select the season here for a new meet; that, along with much else, is done in the **New Meet Wizard**.

If you have meets listed, as in the example screen above, one will have a green check mark indicating that it is the "Active" meet. The active meet is the one all other meet related tasks refer to. That makes it easy to print reports for an earlier meet by highlighting it and clicking the **Set Active Meet** button.



To begin the New Meet Wizard, press the **Insert** key, click on the  button, or right click the list and select Insert from the popup menu. The wizard guides you through the process of entering the meet using the **Next** and **Back** buttons to move through the screens. After a short instruction screen the next screen is where you select your home team.

Use the drop-list to select your home team. Most often, there will be only one selection. You must select a home team even if that home team is not actually competing in the meet. This can happen, for example, if your team is hosting a

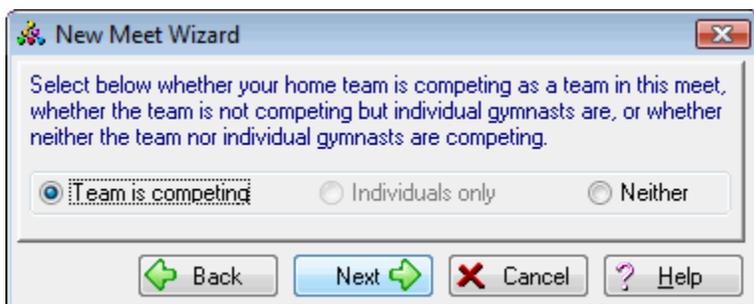
championship for which it did not qualify.

If the selected template is for the first meet of a two-meet series, two meets will be added, not one. More information about series meets can be found on page 34 below.

On the next screen you select both the meet template and season. Meet templates are a way to store most of the meet settings for different types of meets. ScoreKeeper comes with several meet templates and you can add more of your own if you wish. See page 22 for more detailed information on meet templates. Even though this wizard will take you through several screens, there are many more meet settings that are filled from the values in the selected template.

After selecting the most appropriate template, select the season in which the meet will occur or press the green dot button to add a new season to the list.

On the next screen you indicate whether your home team is competing as a team, only certain individuals are competing individually, or neither the home team nor any team members are competing. As mentioned above, this situation can arise if your team hosts a championship for which it did not qualify as a team but perhaps certain team members did qualify as event specialists or all-arounders.

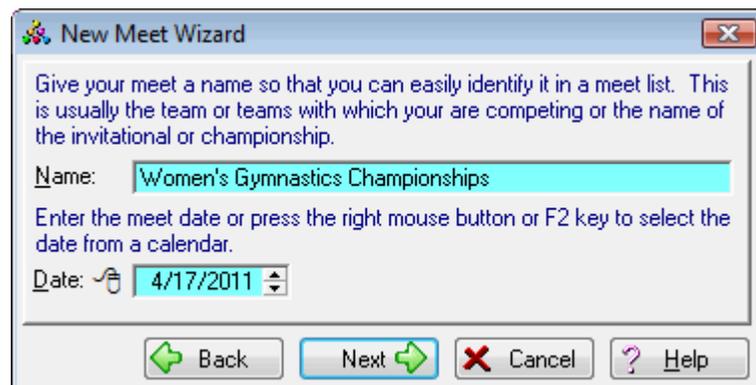


In the example screen above, the **Individuals only** selection is not available. That is because a setting in the meet template indicated that this meet does not contain individual competitors.

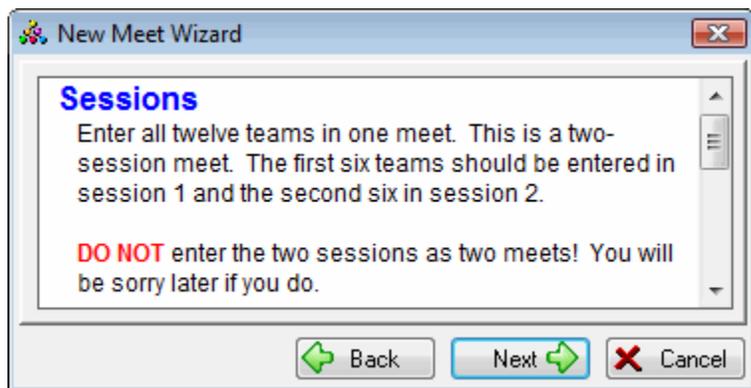
On the next screen, shown above, you can enter a name for the meet and enter the meet date. For the meet name, it is useful to enter a descriptive name such as “OSU vs. Utah” instead of just listing the visiting team. This is because the meet name is printed on meet results reports, many of which are given to the visiting team(s) or to another organization such as the NCAA.

You can enter the meet date directly, use the up and down arrow buttons to scroll to later or earlier dates respectively, or press **F2** or click the **Right Mouse** button to select a date from a popup calendar.

The next screen will only be shown if special instructions have been entered in the meet template. Otherwise the instruction screen is skipped. You can use the template instructions to communicate any special information or cautions to the user who enters the meet.



The example screen shown below shows the instructions from the template titled “Women's Collegiate National Championship Semi-Finals.”



On the next screen, you indicate whether this is a home meet or an away meet. This designation is from your home team’s point of view. This is also where you enter the meet location that prints on official score sheets.

The next screen has a check box where you tell ScoreKeeper that this is an official meet and that scores entered during this meet will be counted toward a gymnast’s career total points and both the team’s and individual’s regional qualifying scores. An example of a meet that are not official would be a demonstration meet or team intra-squad meet given at the start of the season for your fans.



The other two options determine whether you will be notified when your team or a team member sets or ties a team or personal record. Check the first of these to include indicators and a legend on individual event and all-around reports that will show ties and record scores. The second, if checked, will cause ScoreKeeper to issue an alert to the data entry person when the tie or record score is entered. This can be disruptive in busy meets if you are likely to set records or if your home team records have not been entered previously.



NOTE: The record scores displayed or printed will be accurate only if the meet computer has the home team's current record scores as of the start of the meet.

The subject of the next screen is gymnast numbering. You can use pre-assigned competition numbers you must enter or arbitrary numbers that ScoreKeeper will assign.

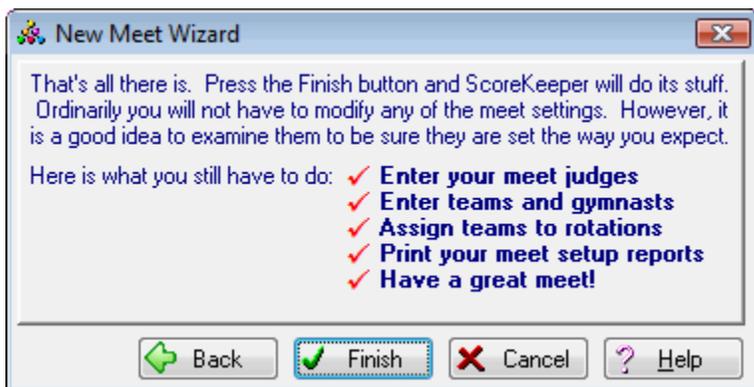


If you are letting ScoreKeeper assign the numbers, you can tell the program to use the previously entered home team competition numbers. If using pre-assigned numbers, this selection will not be available and home team numbers will not be used.

The last screen on which there are selections is where you indicate whether you want to send scores to a serial interface display scoreboard. If your program preferences are set to not send to a scoreboard or to send via one of the other interfaces, you will not see this screen.

The final screen is only an information screen reminding you of what remains to be done in setting up the meet.

Press the Finish button to complete the process of adding the meet record.



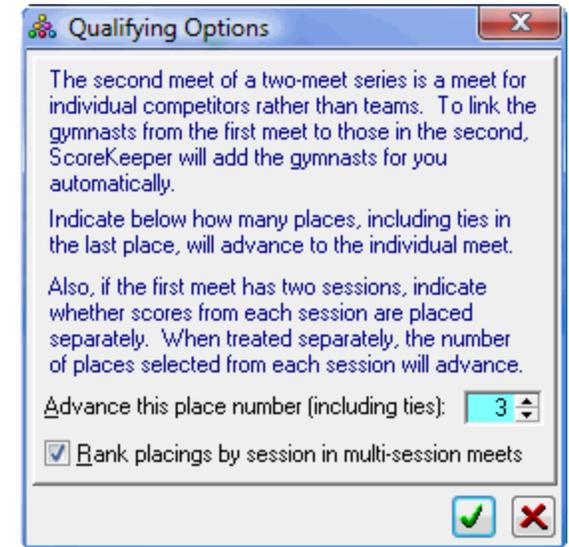
Two-Meet Series

A two-meet series is a set of two meets where the first meet is usually a team meet and the second is an individual meet. Scores from the first meet determine which gymnasts qualify to be part of the second meet and those scores are carried over and added to the scores from the second meet. In order for ScoreKeeper to know when you are working with a series is to form a link between the two meets and between specific gymnasts in those meets.

The way it does this is by using a linked pair of meet templates that have been set up for this purpose. ScoreKeeper comes with such a pair of templates: "Women's Team Championships, Day 1 of 2 (Teams and Individuals)" and "Women's Team Championships, Day 2 of 2 (Individual Finals)." When you create a meet using the first of these, ScoreKeeper will actually create both meets at the same time and will link them together.

Add teams and individuals to the first meet as usual. When that meet is finished and you select the second meet, ScoreKeeper will present the following screen.

When you complete this screen and press the green check button, ScoreKeeper will use the results of the first meet to fill the second meet with gymnasts and their team information. A single virtual team will be created containing all selected gymnasts as individual competitors. Each of the gymnasts in the second meet will be properly linked to their record from the first meet.



WARNING: Because the two meets are linked, do not delete either meet of the series as that will delete both meets.

Editing Meets

Once the meet has been added, it is a good idea to check the rest of the options in the meet entry screen.

General Tab

Date

You can enter the meet date directly, use the up and down arrow buttons to scroll to later or earlier dates respectively, or press **F2** or click the **Right Mouse** button to select a date from a popup calendar.

Attendance

When you know the meet attendance, enter it here. It is printed on official score sheet reports.

Meet Name

For the meet name, it is useful to enter a descriptive name such as "OSU vs. Utah" instead of just listing the visiting team. This is because the meet name is printed on meet results reports, many of which are given to the visiting team(s) or to another organization such as the NCAA.

Location

Enter a meet location. It will be printed on official score sheets.

Home/Away

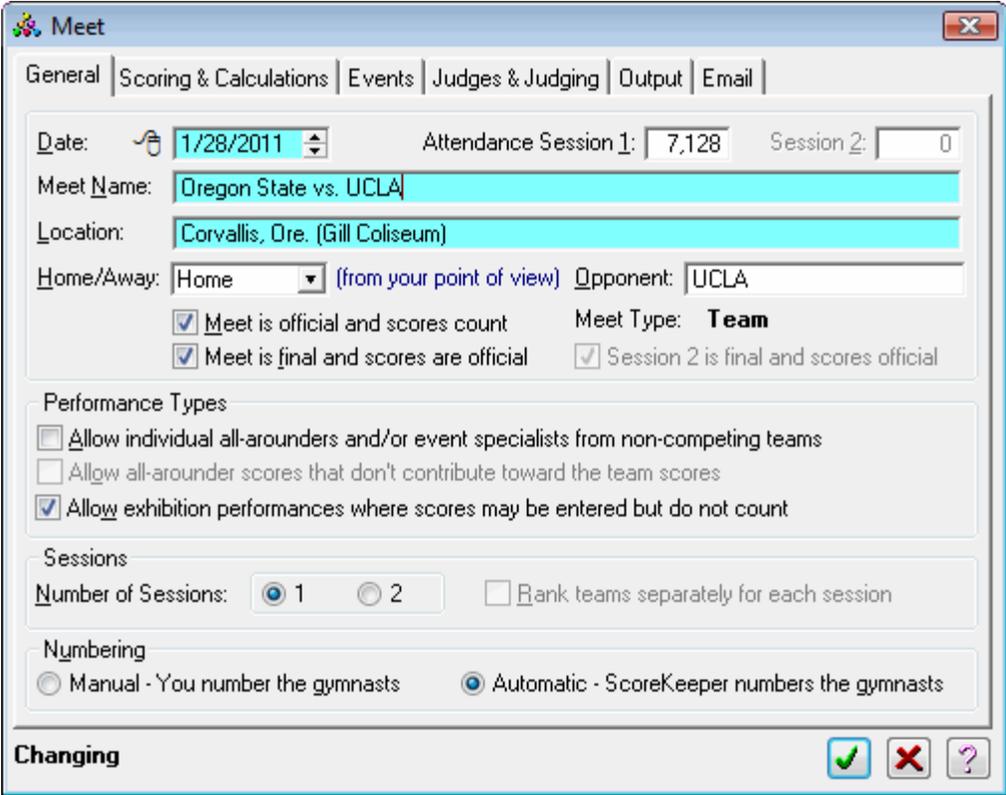
Using the drop-list, select whether this is a home meet or an away meet.

Opponent

This field is a required entry on the Regional Qualifying Score Sheet report. If you don't enter it here, you will be asked to enter it when you print the report.

Meet Type

Using the drop-list, select whether this is a team or individual meet. Team meets may contain individuals but individual meets cannot have competing teams.



The screenshot shows the 'Meet' software window with the 'General' tab selected. The window title is 'Meet' and it has standard Windows window controls. The 'General' tab is active, and the 'Scoring & Calculations' tab is also visible. The 'Date' is set to 1/28/2011. 'Attendance Session 1' is 7,128 and 'Session 2' is 0. The 'Meet Name' is 'Oregon State vs. UCLA'. The 'Location' is 'Corvallis, Ore. (Gill Coliseum)'. The 'Home/Away' is set to 'Home'. The 'Opponent' is 'UCLA'. There are three checked checkboxes: 'Meet is official and scores count', 'Meet is final and scores are official', and 'Session 2 is final and scores official'. The 'Meet Type' is 'Team'. Under 'Performance Types', 'Allow exhibition performances where scores may be entered but do not count' is checked. Under 'Sessions', 'Number of Sessions' is set to 1. Under 'Numbering', 'Automatic - ScoreKeeper numbers the gymnasts' is selected. At the bottom, there is a 'Changing' status bar with a green checkmark, a red X, and a question mark icon.

Meet is official and scores count

Check this box to tell ScoreKeeper that this is an official meet and that scores entered during this meet will be counted toward a gymnast's career total points and both the team's and individual's regional qualifying scores. An example of a meet that are not official would be a demonstration meet or team intra-squad meet given at the start of the season for your fans.

Different meets allow different types of performances. These check boxes are where you tell ScoreKeeper the performance types allowed in this meet.

Allow individual all-arounders and/or event specialists from non-competing teams

Check this box to allow entering individual all-arounders and/or event specialists from non-competing teams.

Allow all-arounder scores that don't contribute toward the team scores

Check this box to allow all-arounders. This is a special performance type where a team member may compete for a score on their personal all-around total but the score in the event in question may not contribute toward the team total.

Allow exhibition performances where scores may be entered but do not count

Check this box to allow exhibition performances. These are scored as if the gymnast was competing on the event but the score does not count in any way. This is used to give gymnasts experience in a competitive setting when they may not be quite ready to be on the team lineup.

Number of sessions

Some meets have so many teams that the meet is broken into two sessions. If this is the case for this meet, select 2, otherwise select 1.

Rank teams separately for each session

For multi-session meets only, this check box tells ScoreKeeper that each session will be treated separately when determining winning scores.

Numbering

Choose **Manual** when the competitors use pre-assigned numbers or when you want to number gymnasts yourself. Choose **Automatic** when want ScoreKeeper to assign the numbers.

Scoring & Calculations Tab

Calculate team totals

Check this box if you want ScoreKeeper to calculate team event and overall total scores. You might want to leave it unchecked for demonstration or intra-squad meets and, of course, for Individual meets where there are no teams competing.

Calculate event winners

Check this box if there will be winners with place numbers (1st place, etc.) on individual events and, perhaps, all-around.

Calculate all-around scores

If you want ScoreKeeper to calculate all-around for gymnasts who compete in all events, check this box. Otherwise leave it unchecked.

Competitors

This is the maximum number of gymnasts who will be counted toward the team score on an event.

Scores to Count

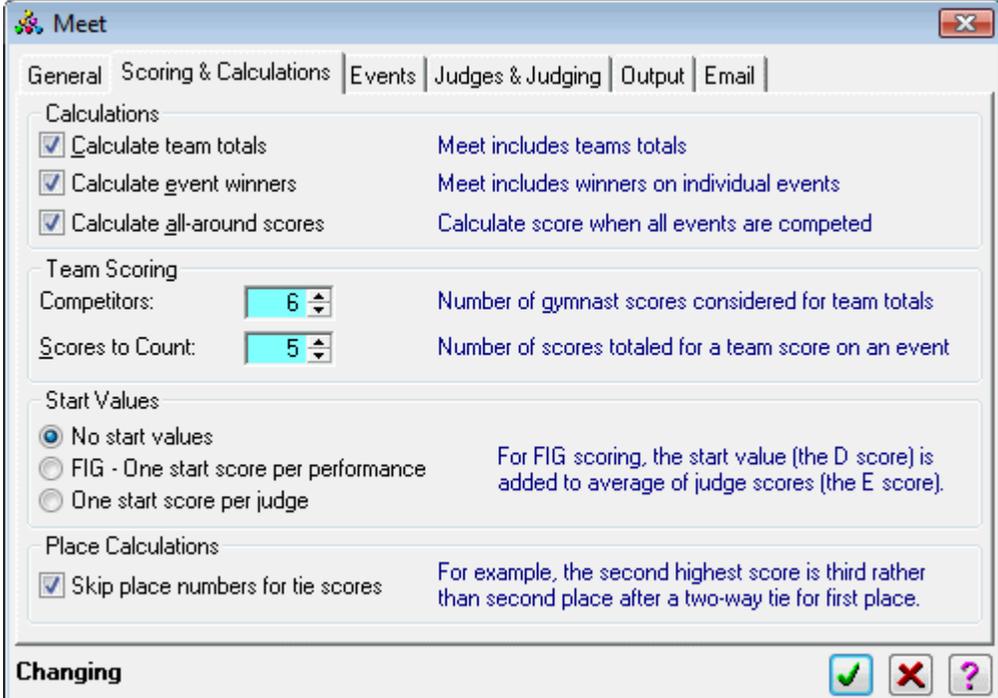
Enter the number of scores that contribute toward the team score after any low scores are dropped. For example, you may have six gymnasts competing on an event but only count five scores toward the team score.

Start Values

Indicate whether you want to enter no start values, one start value, or one start value per judge. Selecting "FIG – One start score per performance" enables FIG scoring which uses one start value score is reported as the D score on men's score sheet reports.

Skip place numbers for tie scores.

When calculating winning place numbers, this setting determines how to handle numbers after there is a tie. For example if you have a two-way tie for second place, is the next gymnast third place or fourth? If you want to skip third place and assign the next score fourth place in this example, check this box.



Meet

General | Scoring & Calculations | Events | Judges & Judging | Output | Email

Calculations

- Calculate team totals Meet includes teams totals
- Calculate event winners Meet includes winners on individual events
- Calculate all-around scores Calculate score when all events are completed

Team Scoring

Competitors: 6 Number of gymnast scores considered for team totals

Scores to Count: 5 Number of scores totaled for a team score on an event

Start Values

- No start values
- FIG - One start score per performance For FIG scoring, the start value (the D score) is added to average of judge scores (the E score).
- One start score per judge

Place Calculations

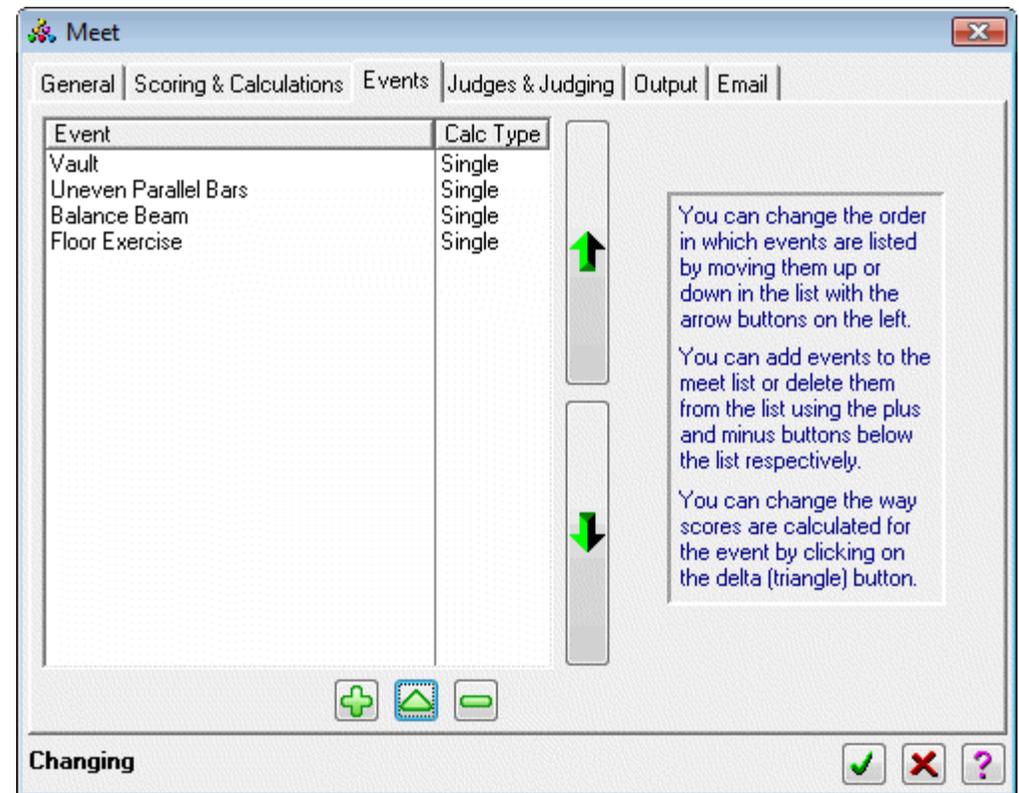
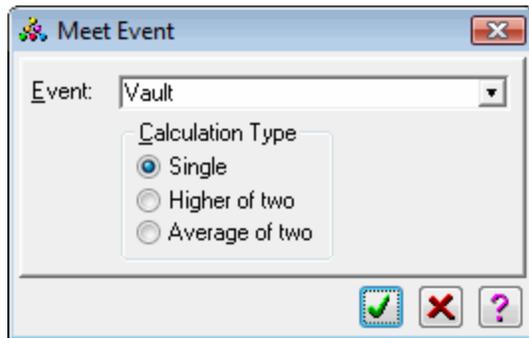
- Skip place numbers for tie scores For example, the second highest score is third rather than second place after a two-way tie for first place.

Changing

Events Tab

The Events tab contains a list of events and the buttons to manage and order them. The list is populated from the events set up on the template used to create the meet. The tall buttons with the green arrows move events up or down to place them in the normal event order.

When you add an event to the template, the Score Calculation screen pops up asking whether this event is a single performance, the average of two, or the higher of two. Sometimes vaults are the average or higher of two. Other events are almost always a single event. The delta button allows you to change the score calculation type for the highlighted event on the Selected Events list.



Judges & Judging Tab

Judges per Event

Enter the number of judges who will be contributing scores toward the final average. Ignore any judges who will not be assigning scores or judges whose scores are for comparison only.

High Scores to Discard

Low Scores to Discard

When calculating a gymnast's final score, enter here the number of judges' scores to discard when they are high or low scores respectively. For example, when there are four judges and you want to average the middle two, enter 1 for the high scores to discard and 1 for the low scores to discard.

Score Increment

Enter the smallest score increment judge's scores can use. For example if a judge can assign scores of 9.7 and 9.75 and nothing in between, enter an increment of 0.05.

Maximum Variation

Enter here a maximum difference between the scores of any two judges for a single performance. If any two scores differ by more than this amount, ScoreKeeper will display a warning.

Enter starting value for each judge's score

Check this box if you want to record each judge's start value as well as their score.

Event

Use this drop-list to select the event for which you are entering judges.

Judge List

This list shows the judges entered for the event selected above. Judges are selected from the master Judge list. When you add a judge to a meet, the master judge list screen is opened where you can select an existing judge or add a new one to the list.

The 'Meet' dialog box, Judges & Judging tab, contains the following settings:

- Judges per Event: 2
- High Scores to Discard: 0
- Low Scores to Discard: 0
- Maximum Score: 10
- Score Increment: 0.05
- Maximum Variation: 0.40
- National Assigner System was used to assign judges for this meet
- Event: Vault

Rank	Judge Name	Event	Role	Move
1	Linda Morton	Brevet	Head Judge	Up Arrow
2	Debra Anderson	National		Down Arrow

Use the Up and Down arrow buttons to move judges.

Buttons: +, Up Arrow, Down Arrow, -

Changing: [Checkmark] [X] [Question Mark]

The 'Event Judge' dialog box contains the following settings:

- Event: Floor Exercise
- Judge: Bob Whitney
- Rating: National
- Head judge on this event
- Judge assigns Difficulty scores (D Scores)
- Judge assigns Execution scores (E Scores)
- Scores are entered but not counted

Changing: [Checkmark] [X] [Question Mark]

HINT: To assist in this task, print the Judge Information report (*Report » Setup for Meet » Judge Information*). When no judge information has been entered, the report will be blank with places available for someone to write the judge names and ratings.

Output Tab

Primary Score Sheet Report

Secondary Score Sheet Report

Use the drop-list to select the reports corresponding to the official results form for meets of this type. Either one or two reports can be selected. The secondary score sheet is not often used but is required for meets such as the NCAA Regional Championships.

Print gymnast numbers on the official score sheets

Check this box to include the gymnast's competition numbers on the score sheet. Often the number is unnecessary and printing it reduces the space available for the gymnast's name.

Display Scoreboard to Control

Use the drop-list to select the type of display scoreboard to use for showing live scores and final results. This selects a scoreboard definition to use with meets of this type. Scoreboard definitions are described in detail beginning on page 72.

Currently ScoreKeeper can output scores directly to boards made by Daktronics and White Way Sign Company. Scoreboards from Elite Technologies also work with ScoreKeeper but do not use ScoreKeeper's scoreboard definitions to do so.

If you are using an Elite Technologies scoreboard, use the small button shown at the left to clear the scoreboard definition.

Name Order

Select here how you want gymnast names displayed and printed on reports.

Rounding Decimals

ScoreKeeper calculates and stores final average scores to five decimal places. Ordinarily, only three places are necessary to differentiate the closest possible differences between non-tied scores. Enter the number of places you want ScoreKeeper to print on reports and display on the screen.

Show home team records on reports

Show home team records on screen

Check the box to include an indicator on individual event and all-around reports when your team or a team member sets or ties a team or personal record. Indicators and a legend will be added to these reports that will show ties and record scores.

The screenshot shows the 'Meet' dialog box with the 'Output' tab selected. The 'Official Score Sheet Reports' section has 'Primary' set to 'NCAA Women's Gymnastics Score Sheet' and 'Secondary' set to 'No official score sheet selected'. The 'Print gymnast numbers on the official score sheets' checkbox is checked. The 'Display Scoreboard to Control' section has 'Scoreboard' set to 'Daktronics: Team Meet, No Individuals'. The 'Name Order' section has 'First Last' selected. The 'Score Display' section has 'Rounding Decimals' set to 3. The 'Displaying Home Team Records' section has both 'Show home team records on reports' and 'Show home team records on screen' checked. The 'Changing' status bar at the bottom shows a green checkmark, a red X, and a question mark.

Entering Teams

File » Teams

The process of entering teams is different for team meets and meets which contain only individual competitors and no competing teams. Because they are far more common, team meets will be discussed first.

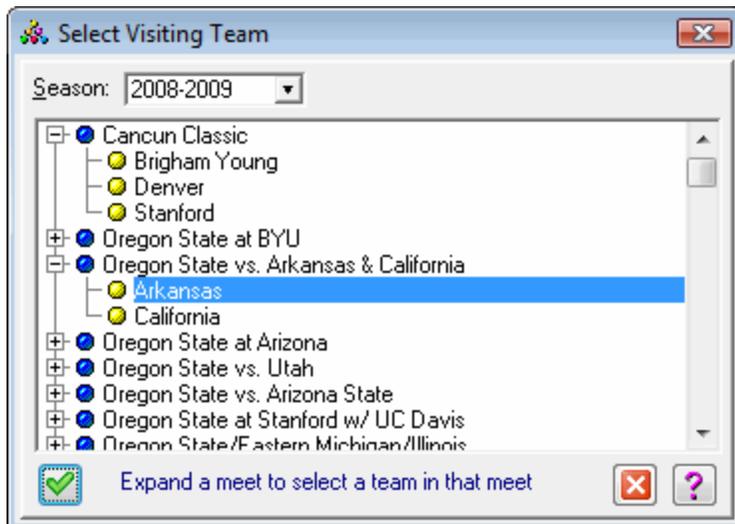
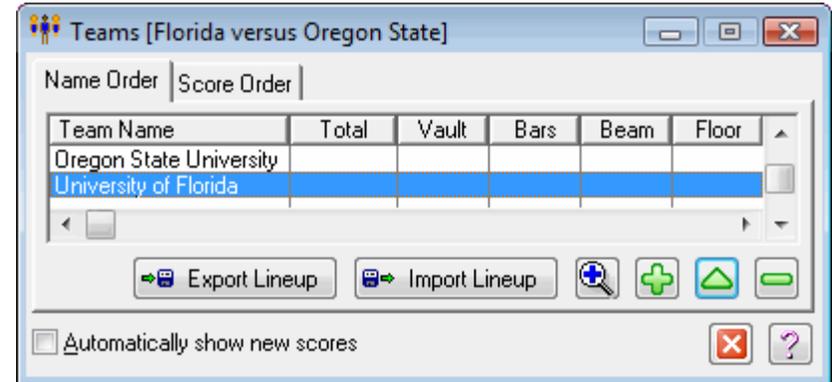
Team Meets

When you select Teams from the menu or tool bar, the teams list screen will be opened.

This screen lists the teams and their team scores. Obviously, when you are first entering teams, there will be no scores. ScoreKeeper is not an oracle with the ability to predict the future.

The Name Order and Score Order tabs let you set the display sort order by either the team name or the team total score. The Non-Competing Teams tab will only be present on team meets that include individual competitors. When selected, you will see a list of the teams which have individuals competing in the meet. These teams will not have team scores since they are not competing as a team.

There are two ways to add a team to the meet. The first is to click the  button (or press the **Insert** key or right click the list and select Insert from the menu). The other way is to copy a team, including their gymnasts (but not the event lineups) from another meet. Press the  button (or choose the copy option from the **Right-Click** popup menu) and you will be presented with a tree list of meets and teams.



Check the "Automatically show new scores" box in the lower left to automatically update the team totals when new scores have been entered.

This list works like Windows Explorer in that you click the  to the left of a meet to expand that meet and see the visiting teams. With a team highlighted, press the  button to select the team to copy. You can then enter the lineup for the copied team.

Whether you added a new team or copied one from another meet, you will then use the Team entry screen.

Team Name

Enter the team name as you want it to appear on screen and on reports.

Short Name

This is a short version of the team name used on scoreboard displays and some screens and reports where space is limited.

Head Coach

Enter the head coach's name. It will be printed on official score sheet reports.

This is the meet home team (NOT your home team on away meets)

This check box is used to identify the meet home team. On away meets, this cannot be your home team.

Gymnasts compete as a team and the team is scored

This box determines whether ScoreKeeper will calculate team scores for this team. Check the box if the team is really a team even if there are some individuals listed along with the actual team members. If this is a "virtual team" in which only individual competitors are listed, leave the box unchecked.

Virtual teams are used in championship meets where a group of individual competitors will rotate as a group rather than being included as extra competitors on actual teams. Virtual teams can be entered into the rotation order just like regular teams.

Qualifying Score

If the team has a national, regional, or conference qualifying score, you can enter it here. This score is printed on the NCAA Regional Results Reporting Form official score sheet. Otherwise it appears only on this screen for your information.

The screenshot shows the 'Team' software window with the following details:

- Team Name:** Oregon State
- Short Name:** OSU
- Head Coach:** Tanya Chaplin
- Qualifying Score:** (empty)
- Seed:** (empty)
- Competitors:** 6
- Scores to Count:** 5
- Competes in Session:** 1 (selected)
- Video review used:** (unchecked)
- Successful:** (unchecked)
- Lineup Event:** Vault
- Lineup Table:**

#	Event Lineup	Type	Score
1	Stephanie McGregor	Competitor	9.77500
2	Leslie Mak	Competitor	9.80000
3	Makayla Stambaugh	Competitor	9.82500
4	Kelsi Blalock	Competitor	9.85000
5	Becky Colvin	Competitor	9.85000
6	Britney Ranzzy	Competitor	9.87500
7	Alaina Baker	Individual	9.75000

At the bottom of the window, there is a status bar with the following text: **Changing Lineup changes will not be saved if you cancel this form.** To the right, there are instructions: *Use the >> button to add a gymnast to the lineup. Use the << button to remove a gymnast from the lineup.* and three icons: a green checkmark, a red X, and a question mark.

Seed

If the team has been assigned a seed (ranking), you can enter it here. It appears only on this screen for your information.

Competitors

Scores to Count

Occasionally teams from different divisions are in the same meet and the division requirements for scoring dictate that a different number of scores are counted toward the team score. The default values for these fields are entered in the meet. When different values are entered for a particular team, the team's settings will be used for reporting on official score sheet reports. **Competitors** is the number of gymnasts actually competing on each event and eligible to be included in the team score. **Scores to Count** indicates how many scores to total for the team score.

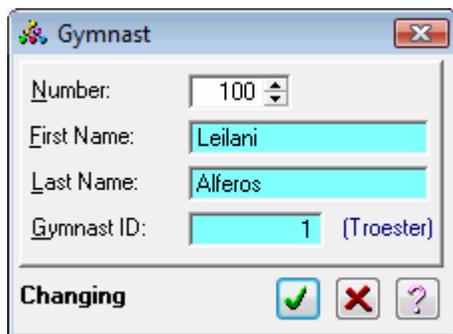
Session

In multi-session meets, select the session in which the team is competing. In single-session meets, only Session 1 is available.

Gymnasts List

This is a list of all of the team's gymnasts, or at least all who are attending and are able to compete. It is a really good idea to take the extra couple of minutes to add all of these gymnasts to the list and not only those in the submitted lineup. This will save valuable time later on if a lineup change occurs during the meet and you had the foresight to add the new gymnast to the list.

When you add a gymnast to the list, one of three things will happen. If this is a team meet that does not include individuals, the gymnast entry screen will be opened immediately. If it is a team meet with individuals, a popup menu lets you select adding a team member or an individual. If this is an individuals-only meet or you selected to add an individual to a team meet, you will be presented with a list of non-competing teams from which to select. If the gymnast you are entering belongs to one of the teams on the list, select it. Otherwise you can add a non-competing team to the list before selecting it.



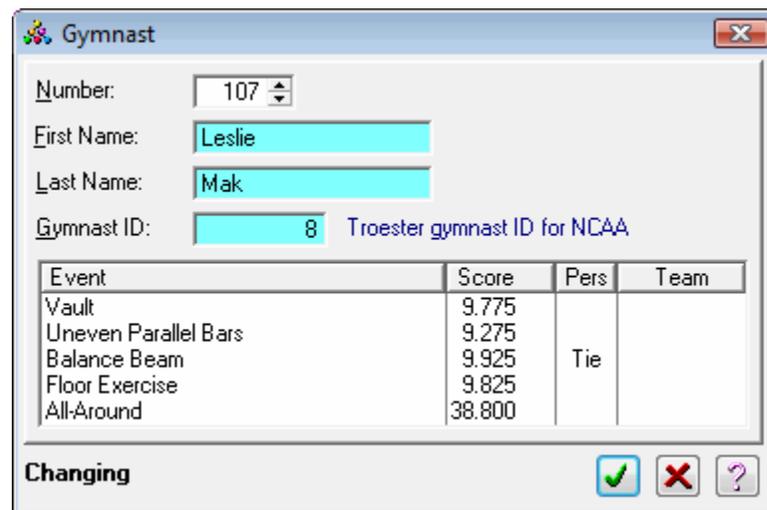
The screenshot shows a window titled "Gymnast" with the following fields:

- Number: 100
- First Name: Leilani
- Last Name: Alferos
- Gymnast ID: 1 (Troester)

At the bottom, there is a "Changing" label and three icons: a green checkmark, a red X, and a question mark.

This gymnast entry screen is fairly self-explanatory. In ScoreKeeper, all gymnasts must be assigned a number but it is not necessary that you enter the number here if ScoreKeeper will be assigning the numbers later. If the meet uses pre-assigned numbers, the number field will be required and tinted the same color as the name fields.

If you return to the gymnast entry screen after lineups have been entered, the screen looks quite different. The events on which the gymnast is in the lineup will be displayed in the list along with their scores (if any) and indicators of whether the score set or tied a personal or home team record score (for home team gymnasts only).



The screenshot shows a window titled "Gymnast" with the following fields:

- Number: 107
- First Name: Leslie
- Last Name: Mak
- Gymnast ID: 8 (Troester gymnast ID for NCAA)

Event	Score	Pers	Team
Vault	9.775		
Uneven Parallel Bars	9.275		
Balance Beam	9.925	Tie	
Floor Exercise	9.825		
All-Around	38.800		

At the bottom, there is a "Changing" label and three icons: a green checkmark, a red X, and a question mark.

On the gymnast's list, team members are shown in a different color than individuals. The specific colors used are selectable in the Program Preferences (*Setup » Program Preferences*).

Lineup Event

Select an event from the drop-list to view or change the lineup for that event.

Lineup List

This list shows the gymnasts in lineup order for the selected event. There are a couple of ways to add gymnasts to the lineup. The easiest and fastest is to drag a competitor from the gymnast list to the lineup list. The other way is to highlight the competitor in the gymnast list and click on the  button. To remove a competitor from the lineup, drag them back to the gymnast list or click on the  button. The tall buttons with green up and down arrows will move the highlighted competitor up or down in the lineup.

As in the gymnast list, competitors in the lineup will be shown with a color associated with the competition type (team competitor, all-arounder, individual, or exhibition) and these colors may be chosen in the Program Preferences.

Change Performance Type button

When adding competitors to or moving competitors up or down in the lineup, ScoreKeeper will attempt to set the correct performance type. However, sometimes it is unable to read your mind and you will have to set the performance type yourself. That is what this button is for. It sets the performance type for the highlighted competitor.

Internet Settings

Clicking the Internet Settings button in the upper right part of the team screen opens a window where you can set the team's home page settings. For your own team, this is filled automatically if you have entered the information on your Home Team record.

Team Home Page

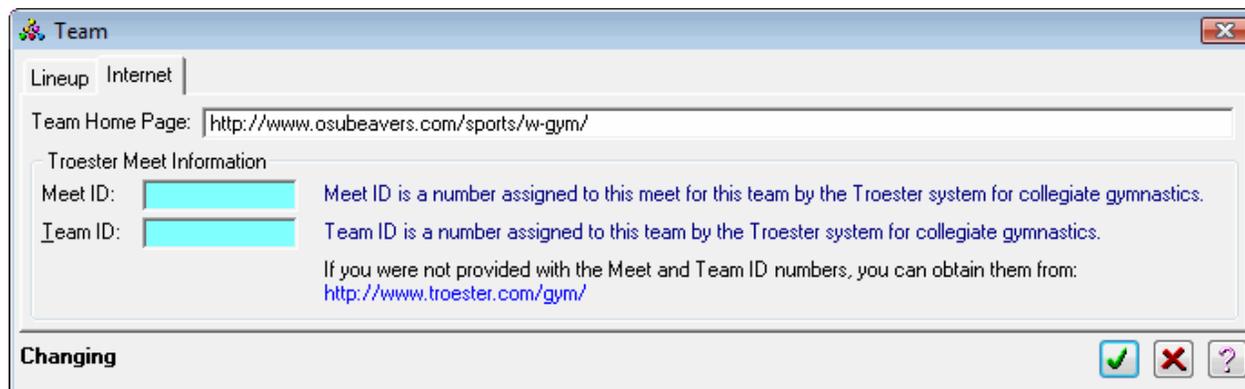
If you know the team's home page on the web, entering it here will create a link from your meet results web page to the team's home page.

Meet ID

This is the Meet ID assigned by the Troester system to this meet. Unfortunately, there is not a single Meet ID assigned to a meet by the system, there is actually one for each team in the meet. In this field, use the Meet ID associated with the team you are updating.

Team ID

Enter here the Team ID assigned to this team by the Troester system.



The screenshot shows a window titled "Team" with two tabs: "Lineup" and "Internet". The "Internet" tab is active. It contains a text field for "Team Home Page" with the value "http://www.osubeavers.com/sports/w-gym/". Below this is a section titled "Troester Meet Information" with two text fields: "Meet ID:" and "Team ID:", both containing redacted information. To the right of these fields are explanatory text blocks: "Meet ID is a number assigned to this meet for this team by the Troester system for collegiate gymnastics." and "Team ID is a number assigned to this team by the Troester system for collegiate gymnastics." Below these is a note: "If you were not provided with the Meet and Team ID numbers, you can obtain them from: http://www.troester.com/gym/". At the bottom of the window, there is a "Changing" label and three buttons: a green checkmark, a red X, and a question mark.

Individual Meets

For Individual meets, there is only one competing “team” and when you select teams from the menu or the tool bar, the lineup screen for Individual Competitors is opened.

For the most part, this screen works just like the team entry screen for adding gymnasts and adding them to the lineups for each event.

Gymnasts List

This is a list of all of the competing gymnasts. When you add a gymnast to the list, you will be presented with a list of non-competing teams from which to select. If the gymnast you are entering belongs to one of the teams on the list, select it. Otherwise you can add a non-competing team to the list before selecting it.

The gymnast entry screen is fairly self-explanatory. In ScoreKeeper, all gymnasts must be assigned a number but it is not necessary that you enter the number here if ScoreKeeper will be assigning the numbers later. If the meet uses pre-assigned numbers, the number field will be required and tinted the same color as the name fields.

If you return to the gymnast entry screen after lineups have been entered, the screen may look quite different. The events on which the gymnast

is in the lineup will be displayed in the list along with their scores (if any) and indicators of whether the score set or tied a personal or home team record score (for home team gymnasts only).

Lineup Event

Select an event from the drop-list to view or change the lineup for that event.

Lineup List

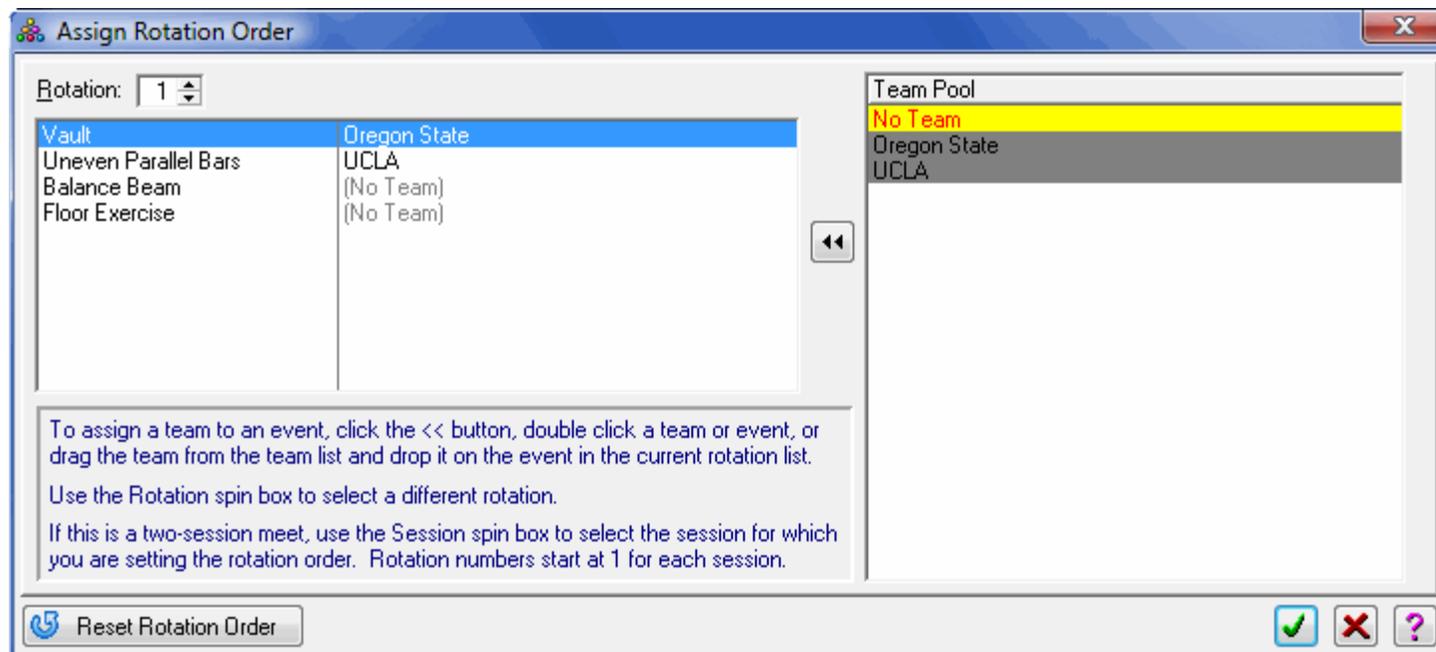
This list shows the gymnasts in lineup order for the selected event. There are a couple of ways to add gymnasts to the lineup. The easiest and fastest is to drag a competitor from the gymnast list to the lineup list. The other way is to highlight the competitor in the gymnast list and click on the  button. To remove a competitor from the lineup, drag them back to the gymnast list or click on the  button. The tall buttons with green up and down arrows will move the highlighted competitor up or down in the lineup.

Assign Rotation Order

File » Rotation Order

ScoreKeeper needs to know which teams are on which events for each rotation and this is how you enter that information.

For each rotation and each session, you can select which team is on each event. First set the session and rotation in the upper left corner of the screen. Then you can add teams from the Team Pool list to the event list in either of two ways. You can highlight the event and team and press the  button to assign the team to the event or you can drag a team from the Team Pool and drop it on an event. Teams that have been assigned to an event for the selected rotation are displayed with a shaded background. This makes it easier to see which teams have not yet been assigned.



If there should be no team on an event in a rotation, you can assign the No Team “team” to the event. This team will be colored with red text on a yellow background.

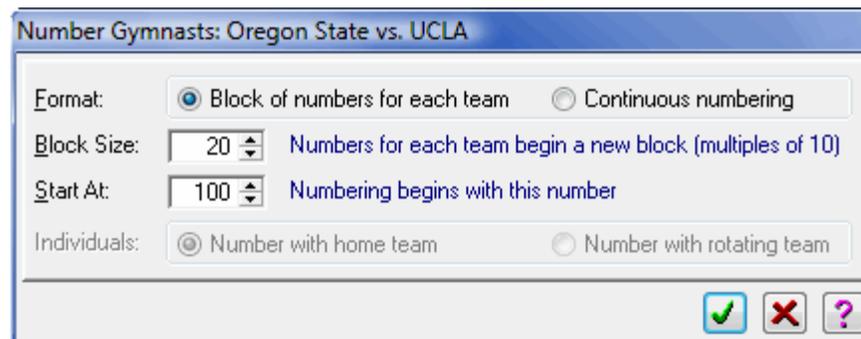
Number Gymnasts

File » Number Gymnasts

If you are letting ScoreKeeper assign gymnast numbers, you have some options on how numbering is performed.

Format

By choosing **Block of numbers for each team**, ScoreKeeper will number each team separately in a block with a set number of competition numbers reserved for each block.



Number Gymnasts: Oregon State vs. UCLA

Format: Block of numbers for each team Continuous numbering

Block Size: Numbers for each team begin a new block (multiples of 10)

Start At: Numbering begins with this number

Individuals: Number with home team Number with rotating team

Block Size

When numbering teams in a block, this sets the number of competition numbers reserved for each block. If there are more gymnasts on a team than numbers in a block, the block size for that team will be progressively increased by 10 until all of the team's gymnasts are numbered.

For example, with a block size of 20, the first team would start at 100 and go through 115 if they have 16 gymnasts. The second team would start at 120 and so on.

Start At

This is the number with which numbering will start. In other words, the first gymnast numbered will be assigned this number.

Individuals

For team meets that include individuals, you can number the individuals with (but after) the team members or number them separately with other members of their actual team.

Validate Team Lineups

Report » Setup for Meet » Lineup Validation Forms

Once you have entered all of the data, numbered the gymnasts, and assigned rotation order, print the lineup validation forms report. You can print a form for each team at once or select a single team to print. This form shows coaches the current lineups and gives them a place to make changes.

Backup Your Data

File » Backup Data Files

After you have spent all this time entering data, you don't want to lose it if the computer dies. Using the menu or tool bar, backup your data files to a removable medium or a network.

Using Test Mode

It is often a good idea to test that everything is working correctly, especially if you are using a display scoreboard. Testing usually means entering some scores and that can mean a laborious process of removing them later. Fortunately, ScoreKeeper comes to the rescue by providing a test mode you can turn on or off (*File » Use Test Mode*). When in test mode, the program will not update any of your home team records so you can safely enter 10.0 for all your favorite gymnasts.

When you are finished testing, don't forget to turn off test mode. When test mode is turned off, the program will ask if you want to delete all the scores that have been entered.

4. During A Meet

There are two important functions that happen during a meet: scores are entered and results are output. You can enter scores into ScoreKeeper directly or through the DDE interface.

Entering Scores Directly 10.0

File » Enter Scores

This screen has a lot of information on it but is surprisingly easy to use. However, a brief description of the screen's features and how they are used is in order because some of the features may not be obvious.

Selecting a Session/Rotation

In the middle right portion of the screen are two large spin controls where you can select both the session (in multi-session meets only), and rotation. These selections affect only the scores entered on this screen. However, if you choose a later session or rotation, the program will ask if this is a new rotation and adjust the global session and rotation values on the tool bar accordingly.

Selecting an Event

The Current Event list in the upper left of the screen shows all possible events in the meet with the current event highlighted. To switch to a different event, click on the event name. As soon as you do this, the team on that event in the current rotation will be displayed in the lineup list on the right.

When there are two vaults, both will be listed allowing you to select either the first or second vault.

Selecting a Gymnast

The list in the upper right part of the screen shows the lineup for the current session, rotation, and event. Gymnasts are listed in lineup order and color is used to differentiate different performance types: competitor, all-arounder, individual, or exhibition. In the example screen above, the first

Order	Number	Competitor	Score
✓ 1	100	Michael Boyer	15
✓ 2	101	Ross Bradley	16
3	102	Jon Drollinger	
4	103	Wes Haagensen	
5	104	Brian Hulbert	
6	105	Brian Liscovitz	

Names	D Score	Score
Ackman:	0.00	0.00
Alameda:		0.00

D Score	Score
10.0	9.0
9.9	8.9
9.8	8.8
9.7	8.7
9.6	8.6
9.5	8.5
9.4	8.4
9.3	8.3
9.2	8.2
9.1	8.1

six gymnasts are team members and the seventh is an individual. The first gymnast is selected. The team on which the highlighted gymnast is a member team is shown in bold above the list. The team name will change when an individual competitor is selected.

When the screen is first opened or when the session, rotation, or event is changed, the highlight will jump to the first gymnast who has not yet been scored. If all gymnasts have been scored, no gymnast will be highlighted initially.

When a gymnast is selected, the cursor jumps to the first judge score field. If you have enabled entering judge start values in the meet setup, the cursor goes first to the start value as in the example screen above. In this meet (this is real data from the 2004 national championships), start values were not entered; this was turned on so that the screen image would show the start value fields. When not enabled, you will not even see the start value fields.

Changing Lineups

Changing a team's lineup is a fairly simple process. With the current lineup shown, press the  button, the change lineup button. After confirming that you do want to change the lineup, this fills the lineup display with all gymnasts competing with the selected team and enables the three buttons immediately below the change lineup button. The big green up and down arrow buttons move the highlighted gymnast up or down in the lineup.

The green delta button () changes the competition status (competitor, exhibition, all-arounder, individual, or not competing) but ScoreKeeper handles this automatically when you move gymnasts around. If ScoreKeeper guesses wrong, you can change the status with this button.

When you are finished with the lineup changes, press the lineup change button again to save or discard your changes.

Refreshing the Lineup and Scores

Since ScoreKeeper Remote can enter scores and change lineups (if you allow this), you may need to update your display from time to time to reflect changes made in ScoreKeeper Remote. Press the **F5** key to refresh the current team lineup and scores. You can accomplish the same thing with the mouse by **Right-Clicking** on the gymnast list.

Entering Scores

Notice that in the example screen above the first start value score is selected and that the field has a red background. This is a strong visual indicator of which score you are entering. You can type a score if you wish or use the small scroll buttons to increment or decrement the selected score. However, the easy way is to click on the score in the block of scores in the center of the screen. When you do this, the score will be entered and the next score field will be selected. This lets you enter scores very quickly and accurately.

When the last judge score has been entered, the next field selected is the Neutral Deduction. This field has its own deduction buttons or you can enter a deduction by typing it.

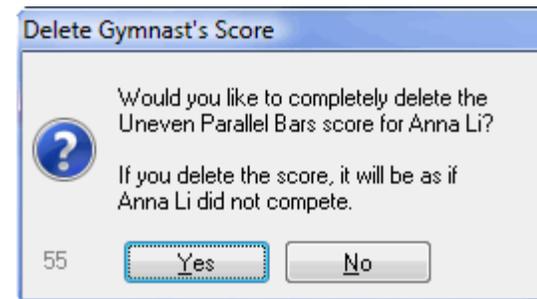
As you enter scores and neutral deduction, ScoreKeeper will calculate and display the final score in the box in the lower right corner of the screen. When there are two vaults, the current vault and final vault scores will both be displayed.

Deleting Scores

If you need to completely delete a gymnast's score on an event, select the event and gymnast so that their judge score are displayed then press the **Del** or **Delete** key on your keyboard. The program will ask if this is really what you want to do.

Vault Numbers

If you have set your vault events to use vault numbers (*Setup » Events, select Vault*), the vault number field will be available. Otherwise it will be hidden. If you know the vault number, you can enter it. Otherwise you can right click on the field or press **F2** to select the vault from a list. You cannot enter an invalid vault number; the number you enter must be on the list. You can add it to the list if necessary.



Team Neutral Deductions

In the event there is a team neutral deduction, press the Team Neutral Deduction button. This opens the Team Neutral Deduction entry screen.

Non-Event Related Deduction

Even more unlikely than receiving a team neutral deduction is a deduction that is unrelated to the current event. Still, it is possible. Such a deduction will be subtracted from the team's final team total rather than the team total for the current event.

In the rare occurrence where a team gets more than one non-event neutral deduction, you will have to add them together yourself because ScoreKeeper only stores one value.

Event Neutral Deduction

Each event in the meet has a single possible neutral deduction. When the team deduction is related to the current event, this is where you enter it. The deduction will be subtracted from the team's event total score.

In the rare occurrence where a team gets more than one neutral deduction for the event, you will have to add them together yourself because ScoreKeeper only stores one value for each event.

Judge Names

The Names check box lets you see the names of the judges rather than Judge 1, etc. When entering start values, only the last name of each judge is displayed. Otherwise, the first and last name will be shown.

Save the Score

Once you have entered the scores, neutral deduction, and vault number (if enabled), click the save button to save the score for the gymnast. When you do this, many things happen in the background.

1. ScoreKeeper looks to see if the gymnast has competed on all events and calculates the all-around score if so.
2. The team's event and overall total scores are calculated. The scores displayed on the team list are updated if that screen is open in the background.
3. The program checks to see if this is a home team gymnast and compares the new score with personal and team records. If you have enabled screen alerts and the gymnast has set or tied a personal or team record, an alert screen will be opened.
4. If you are sending results to a display scoreboard via a serial interface, the data is formatted and transmitted. Optionally, the results are also sent to a data file.

NOTE: You must have enabled all the proper program preference and meet options related to scoreboards. Also, on the Scoreboard menu, the **Enable Live Scoreboard** must be checked.

5. If you have enabled web page generation, ScoreKeeper will create the page as a file. If you have also enabled sending the file to your web server or ISP, ScoreKeeper will connect to the server via an FTP interface and will copy the web page file to the server.

NOTE: You must have enabled all the proper program preference and the Web Pages menu option Enable Web Page Generation must be checked.

NOTE: The Enable Web *Page Upload* check box on the Web Pages menu must be checked to actually upload your web pages.

Finally the scores on the screen are cleared and the next gymnast is selected.

This all takes place quickly and you should have very little wait time before you can enter the next score.

Clearing the Display and Scoreboard

When you click the Clear button, it will clear any scores currently displayed. It will also clear your scoreboard. For Daktronics and White Way scoreboards, it asks whether you want to clear the scoreboard then, after confirmation, completely clears the entire scoreboard display. For ScoreKeeper Flasher display boards, it returns the display to the event name without confirmation.

Entering Scores with ScoreKeeper Remote

An alternative to entering scores via your main computer, you can use a computer running the ScoreKeeper Remote program at each event (one per event). Score Entry is much like in the main program but for only a single event. The ScoreKeeper Remote program is described in the [ScoreKeeper Remote User Guide](#).

Normally ScoreKeeper automatically updates your meet web page and your display scoreboard when scores are entered and ScoreKeeper Remote does not do this. If you want to automatically generate web pages and/or output information to a display scoreboard, use the Timed Output option on the File menu or the  button on the tool bar. This option is discussed below.

Viewing Results

Team Results

To watch team results change, leave the teams list open and check the "Automatically show new scores" check box in the lower left. This check box causes ScoreKeeper to update the team scores as new scores are entered.

Individual Event Results

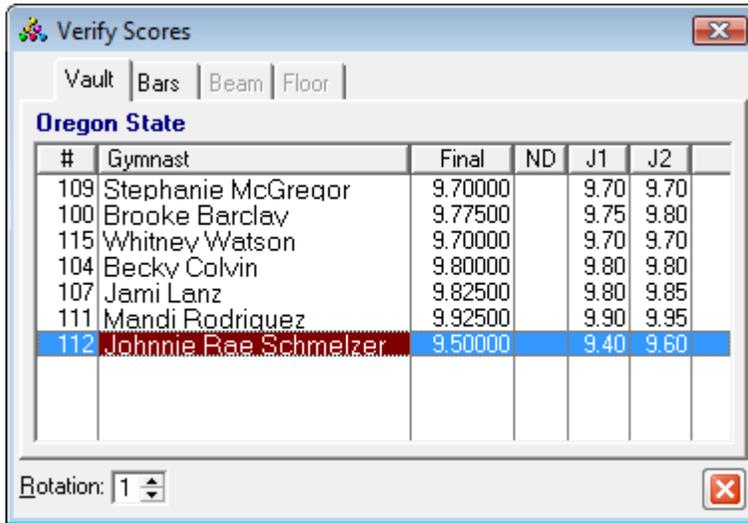
To view live results on a selected event, open the live events screen by selecting the *Report » Display Event Results* menu or clicking on the equivalent tool bar button shown above.

On this screen you can select the event to display. If you want the results to update when new scores are entered, check the "Automatically show new scores" check box.

Note that color is used to make it clear which gymnasts are tied. Each time a place number changes, the color alternates between a white and light green background.

Verify Scores

ScoreKeeper provides a simple way to verify scores on the screen without having to print a score sheet. Select the *Report » Verify Scores* menu or click the Verify Scores button to open the following window.

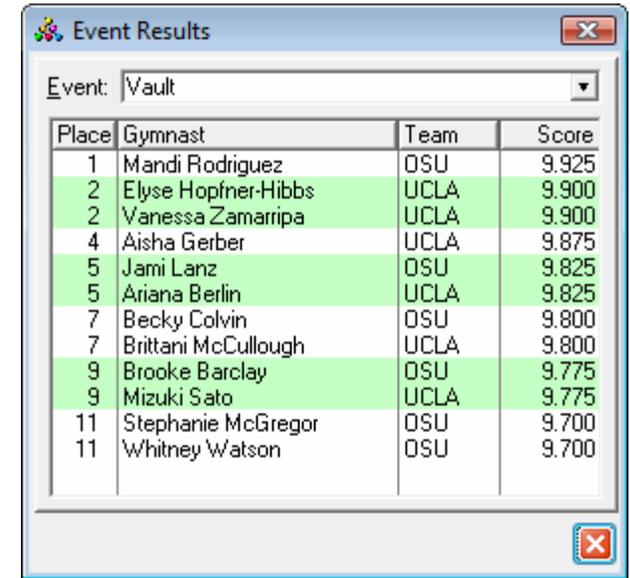


The Verify Scores window displays a table for the Vault event at Oregon State. The table has columns for gymnast number, name, final score, neutral deduction (ND), and two judges' scores (J1 and J2). The gymnast Jahnnae Rae Schmelzer is highlighted in red.

#	Gymnast	Final	ND	J1	J2
109	Stephanie McGregor	9.70000		9.70	9.70
100	Brooke Barclay	9.77500		9.75	9.80
115	Whitney Watson	9.70000		9.70	9.70
104	Becky Colvin	9.80000		9.80	9.80
107	Jami Lanz	9.82500		9.80	9.85
111	Mandi Rodriguez	9.92500		9.90	9.95
112	Jahnnae Rae Schmelzer	9.50000		9.40	9.60

On this screen you can see the tabs along the top, one for each event. Only tabs with a team on the event in the current rotation are enabled. You can select the rotation at the bottom left of the screen.

The first column to the right of the gymnast names is their final score, carried out to five decimal places which is how ScoreKeeper stores it. Next is the neutral deduction followed by each judge's score.

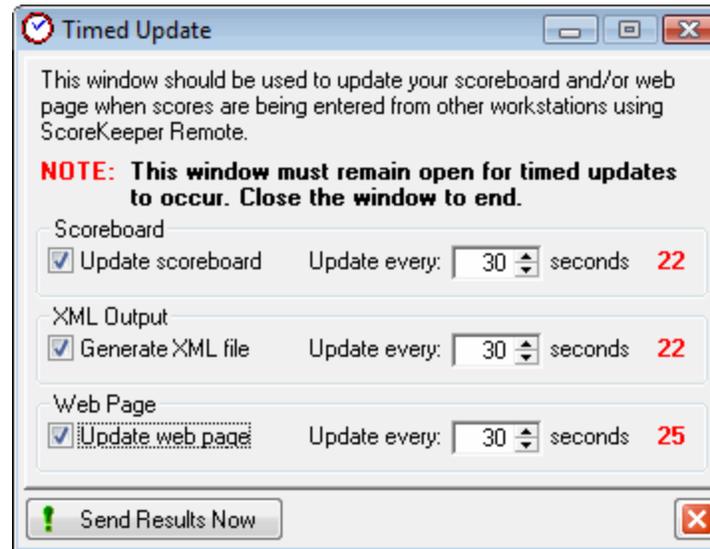


The Event Results window displays a table for the Vault event. The table has columns for place, gymnast name, team, and score. The gymnast Jahnnae Rae Schmelzer is highlighted in red.

Place	Gymnast	Team	Score
1	Mandi Rodriguez	OSU	9.925
2	Elyse Hopfner-Hibbs	UCLA	9.900
2	Vanessa Zamarripa	UCLA	9.900
4	Aisha Gerber	UCLA	9.875
5	Jami Lanz	OSU	9.825
5	Ariana Berlin	UCLA	9.825
7	Becky Colvin	OSU	9.800
7	Brittani McCullough	UCLA	9.800
9	Brooke Barclay	OSU	9.775
9	Mizuki Sato	UCLA	9.775
11	Stephanie McGregor	OSU	9.700
11	Whitney Watson	OSU	9.700

Timed Output

When scores are entered via DDE or by using ScoreKeeper Remote, the program does not automatically generate your meet results web pages or send data to a display scoreboard. Both of these happen when you enter score directly in ScoreKeeper. To tell ScoreKeeper to take care of these functions when not entering scores directly, use the Timed Output function.



You can set the options to update the scoreboard and the web page separately. Scoreboard update is dependent on the session and rotation so you are given entries where you can select the current session (on multi-session meets) and the current rotation. You can also indicate how often to update the scoreboard and web page.

If your scoreboard uses an XML file rather than the RS-232 serial port output, remove the check from Update scoreboard.

The update will begin as soon as the screen is opened. The red numbers on the right are a count-down and show the number of seconds before the scoreboard, XML file, or web page is updated.

ScoreKeeper Viewer

The ScoreKeeper Viewer program is designed to display updated results to television and other media people and on video scoreboards. The ScoreKeeper Viewer utility program is described in the [ScoreKeeper Viewer User Guide](#).

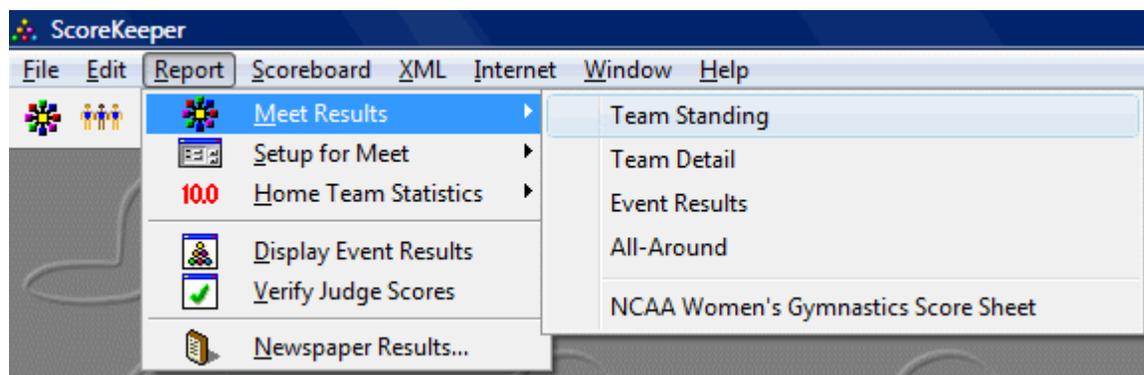
5. Reports

ScoreKeeper has a variety of reports for helping to setup and run a meet and to report on the results. There are also statistics reports for your home team.

Meet Results Reports

Reports » Meet Results

ScoreKeeper has several reports for meet results. This menu is dynamic and depends on settings in the current meet for the official score sheets. Where you see “NCAA Women’s Gymnastics Score Sheet” in the above example, it can list either one or two reports selected from a list of the supported official score sheet reports. You can select both a primary and a secondary score sheet on the Output tab of the Meet entry screen.



Team Standing

This report lists all teams in order by placing.

Team Standing						
Meet: NCAA Championships - Team Prelims/All-Around Final				Page: 1		
Date: 4/15/2004				10/28/2004 4:27 pm		
#	Team Name	Vault	Bars	Beam	Floor	Final
1	Florida	49.375	49.000	49.125	49.350	196.850
1	Stanford	49.050	49.350	48.975	49.475	196.850
3	Georgia	49.225	49.350	48.975	49.225	196.775
4	Nebraska	49.250	49.125	48.875	48.900	196.150
5	Oklahoma	49.200	48.725	48.600	49.225	195.750
6	Iowa	48.950	48.725	47.800	49.300	194.775

Team Detail

This report lists all teams in placing order and includes detail for each gymnast. If there are individuals they are listed with their actual team at the end of the report. Since individuals from a particular team may be in both sessions of a multi-session meet, all individuals are reported.

Team Results Detail						
Session 1						
Meet: NCAA Championships - Team Prelims/All-Around Final					Page: 1	
Date: 4/15/2004					10/28/2004 4:30pm	
Florida					Place: 1	
Num.	Name	Vault	Bars	Beam	Floor	AllAround
127	Erinn Dooley	9.900	9.800	9.850	9.900	39.450
128	Savannah Evans	9.850			9.900	
130	Breanne King	9.850	9.725	9.775	9.900	39.250
132	Samantha Lutz		9.750	9.850	9.750	
134	Sherie Owens		9.800			
135	Erin Pendleton		9.850			
136	Katie Rue	9.825		9.800	9.850	
139	Orley Szmuch	9.875	9.800	9.850	9.800	39.325
140	Chantelle Tousek	9.900		9.775		
Totals:		49.375	49.000	49.125	49.350	196.850

Event Results

For each event in the meet, you can print a results report. The report setup lets you select one or more events to print in one report. When the meet is the second meet of a two-meet series, you will have the option to print results containing combined scores or results for the current meet only.

Individual Results on Uneven Parallel Bars				
Meet: NCAA Championships - Team Prelims/All-Around Final				Page: 1
Date: 4/15/2004				10/28/2004 4:43pm
Place	Number	Name	Team Name	Score
1	205	Libby Landgraf	Nebraska	9.925
2	148	Cory Fritzing	Georgia	9.900
2	218	Erin LaBarr	Oklahoma	9.900
2	228	Natalie Foley	Stanford	9.900
2	227	Caroline Fluhrer	Stanford	9.900
6	143	Chelsa Byrd	Georgia	9.875
6	146	Kelsey Ericksen	Georgia	9.875
6	236	Lindsay Wing	Stanford	9.875

All-Around

The all-around report comes in two styles. The Preliminary report will include all gymnasts who have competed, whether they have completed all events or not. The Final report will include only those competitors who have performed in all events.

All-Around Results								
Meet: NCAA Championships - Team Prelims/All-Around Final						Page: 1		
Date: 4/15/2004						10/28/2004 4:40pm		
Place	Num	Name	Team	Vault	Bars	Beam	Floor	Score
1	143	Chelsa Byrd	UGA	9.950	9.875	9.775	9.925	39.525
1	228	Natalie Foley	STAN	9.900	9.900	9.800	9.925	39.525
3	231	Lise Leveille	STAN	9.875	9.875	9.825	9.900	39.475
4	127	Erinn Dooley	FL	9.900	9.800	9.850	9.900	39.450
4	202	Kristi Esposito	NEB	9.825	9.850	9.900	9.875	39.450
6	148	Cory Fritzing	UGA	9.850	9.900	9.800	9.800	39.350
7	139	Orley Szmuch	FL	9.875	9.800	9.850	9.800	39.325
7	218	Erin LaBarr	OKLA	9.800	9.900	9.775	9.850	39.325
7	221	Kasie Tamayo	OKLA	9.850	9.850	9.800	9.825	39.325
7	236	Lindsay Wing	STAN	9.725	9.875	9.850	9.875	39.325
7	273	Janet Anson	ISU	9.925	9.800	9.700	9.900	39.325
12	130	Breanne King	FL	9.850	9.725	9.775	9.900	39.250
12	227	Caroline Fluhrer	STAN	9.675	9.900	9.750	9.925	39.250
12	277	Tanya Ricioli-Hebron	OSU	9.850	9.825	9.700	9.875	39.250
15	149	Ashley Kupets	UGA	9.775	9.825	9.825	9.800	39.225
15	205	Libby Landgraf	NEB	9.875	9.925	9.600	9.825	39.225
15	263	Monica Bisordi	ARIZ	9.850	9.750	9.725	9.900	39.225
18	210	Michele Zabawa	NEB	9.875	9.825	9.775	9.725	39.200
19	146	Kelsey Erickson	UGA	9.775	9.875	9.775	9.725	39.150
19	213	Ashley Cooney	OKLA	9.850	9.850	9.625	9.825	39.150
21	159	Stephanie Gran	Iowa	9.775	9.775	9.675	9.900	39.125
22	266	Kari Lords	BYU	9.650	9.775	9.750	9.900	39.075
23	204	Tami Harris	NEB	9.850	9.750	9.775	9.600	38.975
24	274	Erin Dethloff	ISU	9.725	9.650	9.800	9.775	38.950
25	165	Alexis Maday	Iowa	9.850	9.850	9.250	9.950	38.900
26	280	Janae Cox	WVU	9.700	9.775	9.725	9.675	38.875
27	167	Annie Rue	Iowa	9.750	9.625	9.625	9.650	38.650

Official Score Sheet Reports

ScoreKeeper supports a variety of "official" results reports though only rarely is it necessary to use more than one. You can select either one or two of these reports for each meet on the Output tab of the meet settings.

NCAA Women's Gymnastics Score Sheet

This is the complex report required by the NCAA to report women's gymnastics meet results.

Generic Women's Gymnastics Score Sheet

This is the same as the NCAA Women's Gymnastics Score Sheet except that it does not refer to the NCAA.

Women's Individual Event Finals Score Sheet

This is the complex report required by the NCAA to report the results of the national championship individual event finals.

NCAA Men's Gymnastics Score Sheet

This is the complex report required by the NCAA to report men's gymnastics meet results.

Generic Men's Gymnastics Score Sheet

This is the same as the NCAA Men's Gymnastics Score Sheet except that it does not refer to the NCAA.

NCAA Regional Results Reporting Form

This report is required by the NCAA to submit results of regional championships.

Championship Draw Slips

This report is used in meets that are preliminary to a final championships. It includes slips for qualifying teams for team finals and gymnasts for individual event finals. The slips are put in a "hat" and drawn to assign rotation and lineup order for the final championships.

Team Competitors

This is a list of competitors by team along with their competition order and performance type on each event.

Team Competitor List					
Meet: NCAA Championships - Team Prelims/All-Around Final					Page: 1
Date: 4/15/2004					10/28/2004 4:50pm
Florida					
Num	Competitor	VAULT	BARS	BEAM	FLOOR
127	Erinn Dooley	6 cmp	6 cmp	4 cmp	6 cmp
128	Savannah Evans	5 cmp			2 cmp
129	Alecia Ingram				
130	Breanne King	1 cmp	4 cmp	1 cmp	4 cmp
131	Beth Kleiman				
132	Samantha Lutz		1 cmp	5 cmp	3 cmp
133	Lisa Marzan				
134	Sherie Owens		3 cmp		
135	Erin Pendleton		5 cmp		
277	Tanya Ricioli-Hebron	7 ntc	7 ntc	7 ntc	7 ntc
136	Katie Rue	2 cmp		2 cmp	5 cmp
137	Kimberly Schatz				
138	Kristen Studky				
139	Orley Szmuch	3 cmp	2 cmp	3 cmp	1 cmp
140	Chantelle Tousek	4 cmp		6 cmp	
141	Kara Waterhouse				

Hand Scoring Sheets

This is a series of sheets, one set for each event, listing the teams on that event in rotation order and giving a place to write the individual judge scores, neutral deduction, and final score.

Hand Scoring Sheet for Vault (Session 2)									
Meet: NCAA Championships - Team Prelims/All-Around Final									Page: 1
Date: 4/15/2004									10/28/2004 4:52pm
1 Stanford									
Competitor	1	2	3	4	5	6	ND	Final	
1 23E Lindsay Wing	cmp	_____	_____	_____	_____	_____	_____	_____	_____
2 227 Caroline Fluhrer	cmp	_____	_____	_____	_____	_____	_____	_____	_____
3 23C Shelly Goldberg	cmp	_____	_____	_____	_____	_____	_____	_____	_____
4 232 Jessica Louie	cmp	_____	_____	_____	_____	_____	_____	_____	_____
5 231 Lise Leveille	cmp	_____	_____	_____	_____	_____	_____	_____	_____
6 22E Natalie Foley	cmp	_____	_____	_____	_____	_____	_____	_____	_____
7 274 Erin Dethloff	ind	_____	_____	_____	_____	_____	_____	_____	_____

When this report is used for an individuals-only meet is formatted to look similar to the Hand Scoring Half Sheets report below.

Hand Scoring Half Sheets

This report is printed with two of these forms per page. Thanks to Bobbie Cesarek for this report.

Vault Scoring Sheet					Oregon State	
Meet: Oregon State vs. UCLA					10/17/2009 8:10pm	
Gymnast	Judge 1	Judge 2	Judge 3	Judge 4	ND	Average
105 Stephanie McGregor						
106 Brooke Barclay						
115 Whitney Watson						
104 Becky Colvin						
107 Jami Lanz						
111 Mandi Rodriguez						
112 Johnnie Rae Schmelzer						

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Score Validation Sheets

This report is identical to the Hand Scoring Half Sheets above except that the judge and final scores are filled-in so that you can compare the hand entered and computer generated versions easily.

Rotation Sheets

This report shows the teams and lineups for each rotation and includes other team gymnasts not on the lineup. A new page is started for each rotation.

Session 2 Rotation 2					
Meet: NCAA Championships - Team Prelims/All-Around Final				Page: 8	
Date: 4/15/2004				10/28/2004 4:55pm	
VAULT	Michigan	BARS	Arizona State		
1	188 Becca Clauson	cmp	1 125 Kari Muth	cmp	
2	192 Christine Mantilia	cmp	2 123 Cassandra Jusino	cmp	
3	193 Carol McNamara	cmp	3 126 Lauren Powell	cmp	
4	195 Elise Ray	cmp	4 121 Maggie Germaine	cmp	
5	189 Jenny Deiley	cmp	5 119 Carla DeMartini	cmp	
6	194 Lauren Mirkovich	cmp	6 124 Ashley Kelly	cmp	
7	265 Lindsay Ward	ind	7 276 Courtney Bumpers	ind	
	187 Lindsey Bruck		116 April Boone		
	190 Clare Flannery		117 Donna Chance		
	191 Chelsea Kroll		118 Jada Cox		
	196 Kara Rosella		120 Shaena Friedman		
	197 Sarrie Rubin		122 Amber Giorgianni		
	198 Calli Ryals				

Rotation Summary

This report attempts to compress all of the rotation and lineup information onto a single sheet. Only gymnasts in the current lineup are printed. In meets comprised only of individual competitors, you can select breaks between "Flights" or groups of competitors that compete in a block with their own warm-up period. If flights are specified, this report shows them.

Rotation Summary for Session 1			
Meet: NCAA Championships - Team Prelims/All-Around Final			Page: 1
Date: 4/15/2004			10/28/2004 4:57pm
# Vault	Uneven Parallel Bars	Balance Beam	Floor Exercise
1 Stanford	Iowa	Oklahoma	Nebraska
236 Lindray Wang	167 Annie Rie	220 Melissa Smith	199 Gina Bruce
227 Caroline Filkner	161 Tiffany Wren	212 Tara Anderson	210 Mickie Zabawa
230 Shecky Goldberg	166 Romina Mazzoni	218 Erin Labarr	201 Stephanie Carter
232 Jessica Lonke	170 Nicole Wong	213 Ashley Cooney	205 Libby Landgraf
231 Lisa Leveille	169 Stephanie Gray	221 Karle Tamayo	202 Kristi Esposto
228 Natalie Foley	165 Alexis Maday	214 Kristina Cox	204 Tami Harris
274 Erin Detikoff (SU)	263 Monica Biondi (ARIZ)	273 Janet Anson (SU)	266 Karl Lords (BYU)
2 Nebraska	Florida	Iowa	Georgia
210 Mickie Zabawa	132 Samantha Lutz	167 Annie Rie	145 Mickie Emmons
202 Kristi Esposto	139 Orley Sanchez	170 Nicole Wong	148 Cory Fritzliger
201 Stephanie Carter	134 Sherie Owens	162 Danielle Legeal	149 Ashley Kipsett
205 Libby Landgraf	130 Breanne King	158 Liz Gralowski	146 Kelsey Erickson
204 Tami Harris	135 Erin Pendleton	169 Stephanie Gray	155 Marilee Stepien
199 Gina Bruce	127 Erin Dooly	165 Alexis Maday	143 Chelsea Byrd
266 Karl Lords (BYU)	271 Tanya Riccilli-Hebron (OSU)	263 Monica Biondi (ARIZ)	260 Janae Cox (WVU)

Many thanks to Kirk Barbieri for suggesting this report and providing examples.

Judge Information

This report does two things. Before you have entered your judges for the meet, this report is a blank form with places for someone to write the judge names and ratings. It is useful to hand to the meet director when you are setting things up so that it can be returned with judge information.

Judge Information			
Meet: UCLA vs. Oregon State		Page: 1	
Date: 2/22/2004		10/28/2004 5:00pm	
Event	Title	Judge Name	Rating
VAULT	Judge 1	Sue Graff	Brevet
	Judge 2	Karen Everill	National
BARS	Judge 1	Patty Vitale	National
	Judge 2	Christy Jagoe	Level 10
BEAM	Judge 1	Sue Graff	Brevet
	Judge 2	Christy Jagoe	Level 10
FLOOR	Judge 1	Patty Vitale	National
	Judge 2	Karen Everill	National

Once you have entered the judges, this report prints the judge list and is useful to give to the meet announcer so that he or she has a readable copy and doesn't have to decipher a hand written list.

Judge Scoring Slips

Meet	<input type="text" value="Oregon State vs. UCLA"/>	<input type="text" value="2/27/2009"/>	Order: 1
			Rotation: 2
Team	<input type="text" value="Oregon State"/>		Judge: 1
Gymnast	<input type="text" value="Olivia Vivian"/>	<input type="text" value="114"/>	
Event	<input type="text" value="Uneven Parallel Bars"/>	Score	
Start	<input type="text"/>		
Bonus	<input type="text"/>	Neutral Deduction	<input type="text"/>
		Team ND	<input type="text"/>
Final Average Score	<input type="text"/>		
	Judge: Lynda Carlson		

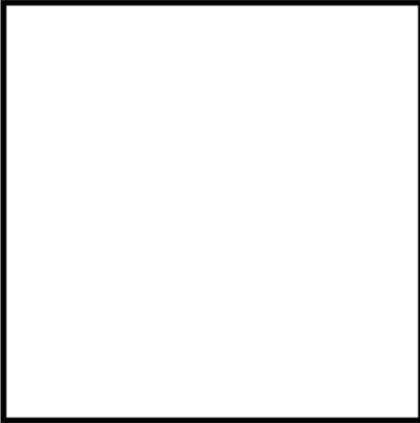
This report prints a score slip for each judge, competitor, and event. There are four per page and you can print each event on a different color of paper if you wish. You can use the suggested colors or change the suggestions in Program Preferences ([Setup » Program Preferences](#)).

A report option lets you print these slips with a background color in the Event box as shown in the sample above. Each event is a different color making it easier to sort the slips appropriately.

Only the slips for the head judges show the Final Average Score box.

Line Judge Slips

Print this report if you want score slips for floor exercise. You can select the number of slips to print for each performance.

Meet	UCLA vs. Oregon State		
Team	Oregon State		
Gymnast	Heather Justus	103	
	2/22/2004	Order: 1	
		Rotation: 3	
	Head Judge		
			
Line Judge			

Blank Score Sheets

Use this report to can print completely blank official score sheets. Only the form will be printed with no gymnast lineups. If you want a score sheet with lineups, print the one from the Meet Results reports.

Lineup Validation Forms

This report gives you an easy way for coaches to verify that their lineups have been correctly entered and to make changes as necessary. You can print this report for all teams or for a selected team.

Lineup Verification and Change Form			
Meet: at NCAA South Central Regional Championship		Meet Date: 4/14/2007	
Team: Oregon State			
VAULT	BARS	BEAM	FLOOR
Current Lineup	Current Lineup	Current Lineup	Current Lineup
1 Brooke Barclay 2 Megan Devencenzi 3 Yuki Lamb 4 Jami Lanz 5 Tasha Smith 6 Mandi Rodriguez	1 Keegan Fitzgerald 2 D'Anna Piro 3 Tasha Smith 4 Laura-Ann Chong 5 Mandi Rodriguez 6 Jami Lanz	1 Courtney Dennison 2 Mandi Rodriguez 3 Laura-Ann Chong 4 Brooke Barclay 5 Tasha Smith 6 Jami Lanz	1 Megan Devencenzi 2 Yuki Lamb 3 Mandi Rodriguez 4 Kera Bolen 5 Jami Lanz 6 Tasha Smith
Change Lineup To	Change Lineup To	Change Lineup To	Change Lineup To
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
<input type="checkbox"/> Entered in computer	<input type="checkbox"/> Entered in computer	<input type="checkbox"/> Entered in computer	<input type="checkbox"/> Entered in computer
Lineup Changed: <input type="checkbox"/> No <input type="checkbox"/> Yes Coach's Initials: _____			
Gymnastics ScoreKeeper™ by Beaver Creek Software		(541) 752-7263 www.beaverlog.com	
Licensed to: University of Nebraska			

Scoreboard Data Layout

This is the same report that is listed under the Scoreboard menu and described on page 71. It is included on this menu for consistency in having all reports listed under the Reports menu.

Home Team Statistics Reports

Reports » Home Team Statistics

Statistics by Gymnast

Statistics by Gymnast						
Oregon State: 2005 - 2006 Season						Page: 1
Tasha Smith						
Date	Team	Vault	Bars	Beam	Floor	All-Ar
A 1/03/2006	at Hawaiian Classic	9.850	9.700	9.300	9.575	38.225
H 1/13/2006	BYU, Florida, Iowa	9.750	9.750	9.475	9.825	38.800
A 1/20/2006	at California	9.875	9.750	9.800	9.750	39.175
A 1/22/2006	at UCLA	9.750	9.675	9.775	9.800	39.000
H 1/27/2006	Stanford	9.875	9.525	9.875	9.850	39.125
A 3/03/2006	at Washington, Seattle Pacific	9.875	9.625	9.800	9.800	
H 3/17/2006	Salbasgeon Suites Invitational	9.900	9.700		9.950	
H 3/25/2006	Pac-10 Championships	9.925	9.750	9.425	9.950	39.050
A 4/08/2006	NCAA West Regional	9.825	9.850	9.825	9.875	39.375
H 4/20/2006	2006 NCAA Championships	9.850	9.475	9.675	9.850	38.850
	Average	9.828	9.686	9.661	9.823	38.950
	Season High	9.925	9.850	9.875	9.950	39.375
	Career High	9.925	9.850	9.875	9.950	39.375

This report gives coaching and sports information staff a summary of each home team gymnast's performance for a season or their whole career at the school. You have the option to print each gymnast on a separate page. This is useful to prevent information for a gymnast to be split across two pages.

Scores with a strikethrough indicate exhibition performances. Scores in italics set or tied a personal record and scores in bold set or tied a team record. Not shown in the above example are the optional sum of career total points.

Regional Qualifying Score Sheet

Regional Qualifying Score Sheet - Team and All-Around						
Institution: Oregon State University			Region: West			
Coach Name: Tanya Chaplin			AD/SWA Name: Bob De Carolis			
Coach Phone: (541) 737-3889			AD/SWA Phone: (541) 737 2547			
Signature: _____		Coach		Signature: _____		AD/SWA
		Date				Date
Home Scores						
Date	Team Score	Opponent	Chrissy Lamun	Tasha Smith	Jami Lanz	
1/13/06	192.2000	BYU		38.8000	38.3000	
1/27/06	195.1500	Stanford	38.6500	39.1250	39.1250	
2/10/06	194.9250	Arizona	38.3750		39.2000	
3/17/06	196.5500	Boise State			39.5250	
3/25/06	196.4000	UCLA		39.0500	39.3500	

The Regional Qualifying Score Sheet report was modeled after the official 2006 NCAA form for women's gymnastics. The above sample shows the top section of the first page. The next section, not shown shows the away scores in the same format as the home scores box. The final team and all-arounder RQS is shown below.

RQS						
	Team	Chrissy Lamun	Tasha Smith	Jami Lanz		
Away Score	195.4000	38.9500	38.2250	39.1750		
Away Score	195.5500	39.1500	39.1750	39.1750		
Away Score	195.1500	37.6250	39.0000	39.1250		
Optional Score	195.1500	39.2000	38.8000	39.2000		
Optional Score	196.5500	38.6500	39.1250	39.5250		
Optional Score	196.4000	38.3750	39.0500	39.3500		
RQS Score	195.5300	38.5500	38.8400	39.2050		

Subsequent pages of the report show the RQS results for individual events, in this sample, Vault..

VAULT	Date	Courtney Dennison	Date	Megan Devencenzi	Date	Angela Morales	Date	Tasha Smith
Away Score	1/03/06	9.8000	1/22/06	9.8750	1/22/06	9.8750	1/20/06	9.8750
Away Score	2/17/06	9.8750	2/24/06	9.7750	2/24/06	9.8000	1/22/06	9.7500
Away Score	2/24/06	9.7000	3/03/06	9.8750	3/10/06	9.8250	3/03/06	9.8750
Optional Score	3/03/06	9.7250	3/10/06	9.8500	1/27/06	9.7500	1/27/06	9.8750
Optional Score	3/17/06	9.7500	1/27/06	9.7500	3/17/06	9.8000	3/17/06	9.9000
Optional Score	3/25/06	9.8000	3/17/06	9.8500	3/25/06	9.8750	3/25/06	9.9250
RQS Score		9.7300		9.8200		9.8100		9.8550

Honor Roll

The Honor Roll report was designed to report on the top scores for a group of teams in a conference but can also show the top scores of the season for a single home team as in the example above.

Honor Roll				
Balance Beam				
2005 - 2006 Season		As of 12/27/2006		
Gymnast	Team	Score	Meet Date	
Chrissy Lamun	Oregon State	9.900	2/10/2006	
Jami Lanz	Oregon State	9.900	3/17/2006	
Claire Pierce	Oregon State	9.875	4/08/2006	
Tasha Smith	Oregon State	9.875	1/27/2006	
Yuki Lamb	Oregon State	9.825	3/10/2006	
Courtney Dennison	Oregon State	9.800	2/17/2006	
Angela Morales	Oregon State	9.775	3/17/2006	
Kera Bolen	Oregon State	9.500	1/20/2006	
Keegan Fitzgerald	Oregon State	9.460	2/17/2006	
Abbi Thomas	Oregon State	9.300	1/22/2006	

Newspaper Results

Reports » Newspaper Results

Technically, this isn't a report in that it does not send anything to the printer. Instead, it puts the meet results into a format you can send to your local newspaper. You can copy the results to the Windows clipboard and you can save them to a text file. The results can be edited before copying or saving.

At the top of the screen, you can set several options that control how the results are presented. For team and gymnast places, use zero to show all places.

When you have set the options the way you want them, click the Generate Results to Window button. If you don't like what you see, change the options and regenerate or edit the results. When you have them the way you want them, you can highlight everything by pressing **Ctrl+A** then copy them to the Windows Clipboard by pressing **Ctrl+C**. The Save Results to Text file does what you expect.

The screenshot shows a software window titled "Newspaper Meet Results". The window contains several control panels and a results display area.

Places to Include: Team Places: 0, Gymnast Places: 4. A note says "Use zero for all teams or for all gymnasts."

Decimal Places to Display: Decimal Places: 3

Gymnast Names: Radio buttons for Last (selected), Last, First, and First Last.

Home Team: Checkboxes for "Create a block of home team results" and "Mark home team personal records", both checked.

Results Display:

- Team Results
 - 1) UCLA 196.575
 - 2) OSU 196.350
- VAULT Results
 - 1) Rodriguez (OSU) 9.925
 - 2) Hopfner-Hibbs (UCLA) 9.900, Zamarripa (UCLA) 9.900
 - 4) Gerber (UCLA) 9.875
- BARS Results
 - 1) Berlin (UCLA) 9.875, Hopfner-Hibbs (UCLA) 9.875
 - 3) Chong (OSU) 9.850
 - 4) Mak (OSU) 9.825, Li (UCLA) 9.825
- BEAM Results
 - 1) Lanz (OSU) 9.875, Tom (UCLA) 9.875, Zamarripa (UCLA) 9.875, Gerber (UCLA) 9.875
- FLOOR Results
 - 1) Rodriguez (OSU) 9.950
 - 2) Lanz (OSU) 9.875, McCullough (UCLA) 9.875
 - 4) Bigelow (OSU) 9.850, Berlin (UCLA) 9.850, Hopfner-Hibbs (UCLA) 9.850
- All-Around Results

Buttons: "Generate Results to Window", "Save Results to Text File", "Close".

Character Count: 1180 characters

6. Scoreboard Systems

Scoreboard and Display Interfaces

ScoreKeeper supports four scoreboard interfaces.

1. Serial Data Interface
2. DDE (Dynamic Data Exchange) Interface
3. XML (eXtensible Markup Language) File Interface
4. Video Interface

So far as we know, this lets us support every kind of scoreboard or display system currently available anywhere.

Serial Data Interface

The first scoreboard interface uses your computer's serial port (this is the 9 or 25 pin RS-232 connector, not the USB which is also a kind of serial port) to send data to another computer that controls the scoreboard.

Displaying data using the serial interface (used by scoreboards from Daktronics, White Way Sign Company, and the ScoreKeeper Flasher) is controlled to a large degree by ScoreKeeper. For Daktronics and White Way scoreboards the scoreboard computer (not the one running ScoreKeeper) sets aside a block of memory and periodically reads the contents of this memory block and displays whatever it finds there. ScoreKeeper initiates the communication and sends the data to the scoreboard computer which puts it in its memory block for display.

ScoreKeeper Flasher scoreboards work differently than Daktronics and White Way scoreboards. The Flasher boards are small, single line displays. The content is completely controlled by ScoreKeeper. Either the ScoreKeeper main program or the ScoreKeeper Remote program can control Flasher boards and you can connect multiple boards in series if you wish. Each board has its own internal address and ScoreKeeper sends data to a specific address or in broadcast mode to all addresses.

With any serial port scoreboard system, you can instruct ScoreKeeper to send data to a file on your computer when it sends it to the scoreboard. This can help in solving problems should they arise.

When ScoreKeeper executes the internal command to send data to the scoreboard, it reads the scores and other information about the meet and compiles it into a formatted data block. This block is transmitted to a receiving computer via a serial port. The settings controlling the port and the serial communications may be changed in the Program Preferences. Transmitting the data is similar to the way a computer can connect to the Internet via a telephone line. The difference is that the scoreboard uses a direct connection to the scoreboard computer instead of a modem. When the data block is received, the scoreboard computer places it in memory for display.

The specific format of the data block is determined by which scoreboard definition selected and how many teams and/or individuals are competing in the meet. Once both of these are determined, the structure of the data block does not change for the meet. Naturally, the actual data in the block does change as scores are entered and totals calculated, but the structure itself doesn't change. You can print a report that describes the details of this structure.

Scoreboard Live Data Layout								
Daktronics: Team Meet with Individuals								
Teams:6			Page: 1					
Description	From	To	Size	Description	From	To	Size	
Team 1 Short Name	1	4	4	Team 3 Gymnast 3 Name	476	495	20	
Team 1 Total Score	5	11	7	Team 3 Gymnast 3 Score	496	501	6	
Team 1 Event Short Name	12	16	5	Team 3 Gymnast 4 Number	502	504	3	
Team 1 Event Score	17	22	6	Team 3 Gymnast 4 Name	505	524	20	
Team 1 Gymnast 1 Number	23	25	3	Team 3 Gymnast 4 Score	525	530	6	
Team 1 Gymnast 1 Name	26	45	20	Team 3 Gymnast 5 Number	531	533	3	
Team 1 Gymnast 1 Score	46	51	6	Team 3 Gymnast 5 Name	534	553	20	
Team 1 Gymnast 2 Number	52	54	3	Team 3 Gymnast 5 Score	554	559	6	
Team 1 Gymnast 2 Name	55	74	20	Team 3 Gymnast 6 Number	560	562	3	
Team 1 Gymnast 2 Score	75	80	6	Team 3 Gymnast 6 Name	563	582	20	
Team 1 Gymnast 3 Number	81	83	3	Team 3 Gymnast 6 Score	583	588	6	
Team 1 Gymnast 3 Name	84	103	20					
Team 1 Gymnast 3 Score	104	109	6	Team 4 Short Name	589	592	4	
Team 1 Gymnast 4 Number	110	112	3	Team 4 Total Score	593	599	7	
Team 1 Gymnast 4 Name	113	132	20	Team 4 Event Short Name	600	604	5	
Team 1 Gymnast 4 Score	133	138	6	Team 4 Event Score	605	610	6	
Team 1 Gymnast 5 Number	139	141	3	Team 4 Gymnast 1 Number	611	613	3	
Team 1 Gymnast 5 Name	142	161	20	Team 4 Gymnast 1 Name	614	633	20	
Team 1 Gymnast 5 Score	162	167	6	Team 4 Gymnast 1 Score	634	639	6	
Team 1 Gymnast 6 Number	168	170	3	Team 4 Gymnast 2 Number	640	642	3	
Team 1 Gymnast 6 Name	171	190	20	Team 4 Gymnast 2 Name	643	662	20	
Team 1 Gymnast 6 Score	191	196	6	Team 4 Gymnast 2 Score	663	668	6	
				Team 4 Gymnast 3 Number	669	671	3	

Above is a section of a scoreboard data layout report showing data locations and sizes.

ScoreKeeper can send its data either whenever a new score is entered, when Display Live Data is selected from the Scoreboard menu, or both.

You can also generate a definition file (**ITF File**) that many Daktronics scoreboard systems can use to greatly reduce the amount of time it takes to design the scoreboard displays.

Scoreboard systems from different manufacturers work differently. However, part of the scoreboard display design process is similar for both supported systems and starts with knowing where a particular piece of data resides in the data block and how big that piece of data is. For example, the name of the first gymnast might start at the 26th character and be 20 characters long. Using this bit of information, the user would decide the font, font size, and where on the scoreboard screen to place it. The scoreboard layout report will give you the starting location and size of every piece of data in the block. The Daktronics ITF file generated by ScoreKeeper also has this layout information as well as sample data for each piece of data making scoreboard screen layout much faster and easier.

Scoreboard Definitions

Scoreboard » Scoreboard Definitions

Each scoreboard definition defines two layouts, one for live meet data and another for the final results. Since you can select the scoreboard definition used for a meet, you can use different layouts for different types of meets.

ScoreKeeper compiles meet information into one large block from a series of smaller fixed-size blocks. Each team is a block containing other fixed-size blocks. Some blocks are individual data elements, such as a score, others, like the team block, are collections of other, smaller, collections of blocks as well as individual data elements. The team block consists of team information elements and one or more event blocks. Each event block contains an event name, team event score, and a series of gymnast blocks, each containing a name, score, and optionally a competitor number.

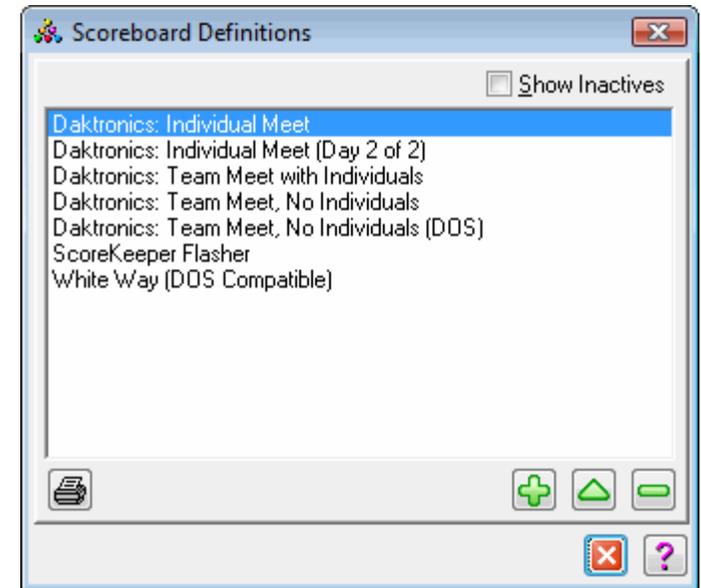
Scoreboard definitions let you determine the presence or absence and size of certain elements in data blocks. They also determine whether data is sent only for teams in the current rotation or for all teams in the meet or session. You can also set the definition to include or exclude individual competitors.

ScoreKeeper comes with several preset scoreboard definitions. You can modify these definitions or add your own to the list. Two of these are designed to be compatible with the DOS version of ScoreKeeper and should not be modified. Certain aspects of the definition may require some technical knowledge of nature of the data block expected by your scoreboard.

One thing to notice on this screen is the Show Inactives check box near the upper right corner of the screen. You can make a scoreboard definition inactive without removing it from the list. Some of the built-in definitions are permanent and cannot be deleted. If you don't use them, the only way to not have them listed normally is to make them inactive.

IMPORTANT: If you have not purchased ScoreKeeper Flasher scoreboards, scoreboard definitions for this scoreboard will not be shown and you cannot add a definition of this type.

When you add or change a scoreboard definition, you will use the Scoreboard Definition entry form. The form has several tabs of information.



General Tab

Settings on the General tab determine the kind of meets where the definition may be used and control the overall structure of the scoreboard data.

Name

This is simply the name you give the definition. Its sole use is to describe the definition on a list so it can be distinguished from other definitions. In the above sample screen, the name field is gray indicating that this is a system record and some settings may not be changed.

Display Type

Select the kind of scoreboard display that will use this definition. This setting determines how ScoreKeeper generates its display output.

Meet types where available

Indicate here whether the definition can be used for team meets, which may or may not include individuals competing without their team, and individual meets where there are no teams competing.

This also determines whether ScoreKeeper will include blocks for competing teams or solely for individual gymnasts competing on an event.

The **Teams to Include** and **Events to Include** selections are used only for team meets. If you are defining an Individual meet, they will be disabled and not available.

Active

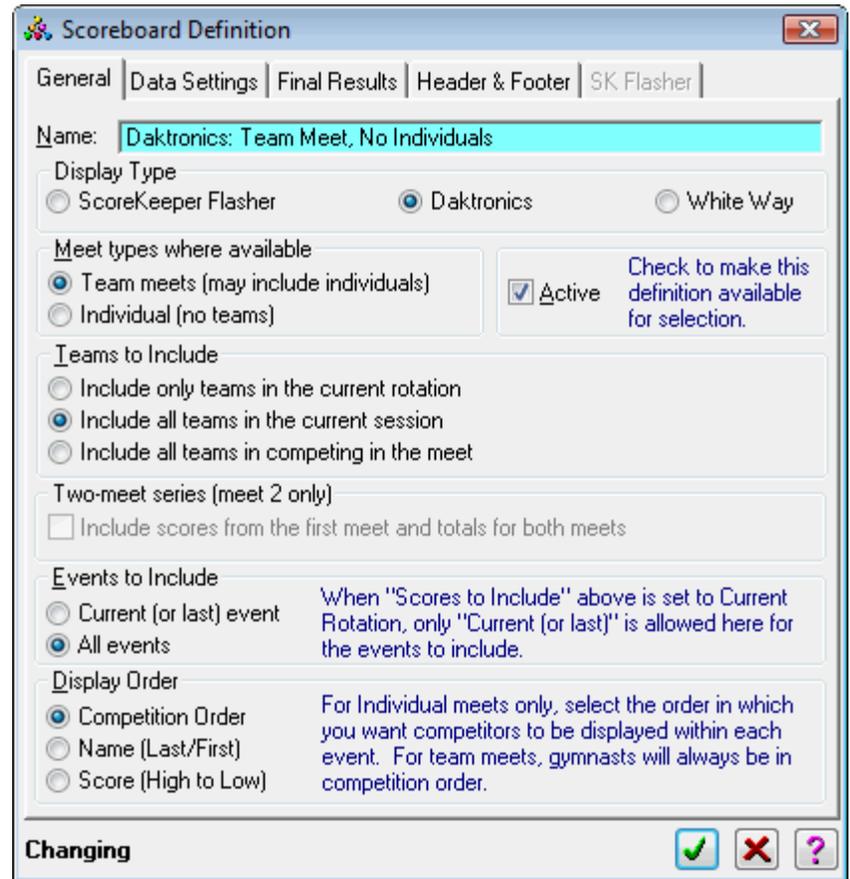
This is where you make a definition active or inactive. Remove the check to make it inactive. An inactive definition cannot be selected for a meet.

Teams to include

This selection determines how many teams are included in the data sent to the scoreboard. There are three possible choices:

Include only teams in the current rotation. If there are fewer teams than events, this will result in all teams included in the scoreboard data. If there are more teams than events, this will only send data for those teams in the current rotation.

Include all teams in the current session. For single session meets, which describes most meets, this selection is no different than the following selection to include all teams in the meet. In multi-session meets such as the national championship semi-finals, this selection allows you to limit the display to only those teams in the current session.



The screenshot shows the 'Scoreboard Definition' dialog box with the 'General' tab selected. The 'Name' field is 'Daktronics: Team Meet, No Individuals'. The 'Display Type' is 'Daktronics'. Under 'Meet types where available', 'Team meets (may include individuals)' is selected, and the 'Active' checkbox is checked. Under 'Teams to Include', 'Include all teams in the current session' is selected. Under 'Events to Include', 'All events' is selected. Under 'Display Order', 'Competition Order' is selected. The 'Changing' status is shown as 'Changing' with a green checkmark icon.

Include all teams in the meet. As the selection states, this will include all teams in the meet whether they are competing in the same or another session.

Events to include

This selection determines which events to include in the scoreboard data. The scoreboard data can include only the current event on which a team is competing (or on which it last competed) or it can include all events for every team shown. Naturally, the size of the data block sent for the second selection is much larger than the first.

When you select Current (or last) event, only the most current event data is included for each team displayed. If you are displaying teams not in the current rotation, data will be displayed for the last event on which they competed.

Display Order

This selection is for Individual meets only, not for team meets, even if they include individual competitors. It determines the order in which the gymnasts will be presented for each event.

Data Settings Tab

This tab is where you determine how the data is formatted to appear on the scoreboard display for live scoreboard data. Scoreboard computers select data elements by their exact position within the overall data set. If you make a change to the size of a data element, this will change the position of all succeeding elements. If you are using a Daktronics scoreboard, you will have to modify the source of the data for each element. The data layout for White Way scoreboards is preset by White Way programmers so any changes you make to a definition that works will cause the scoreboard display to appear scrambled.

Team Display: Name Size

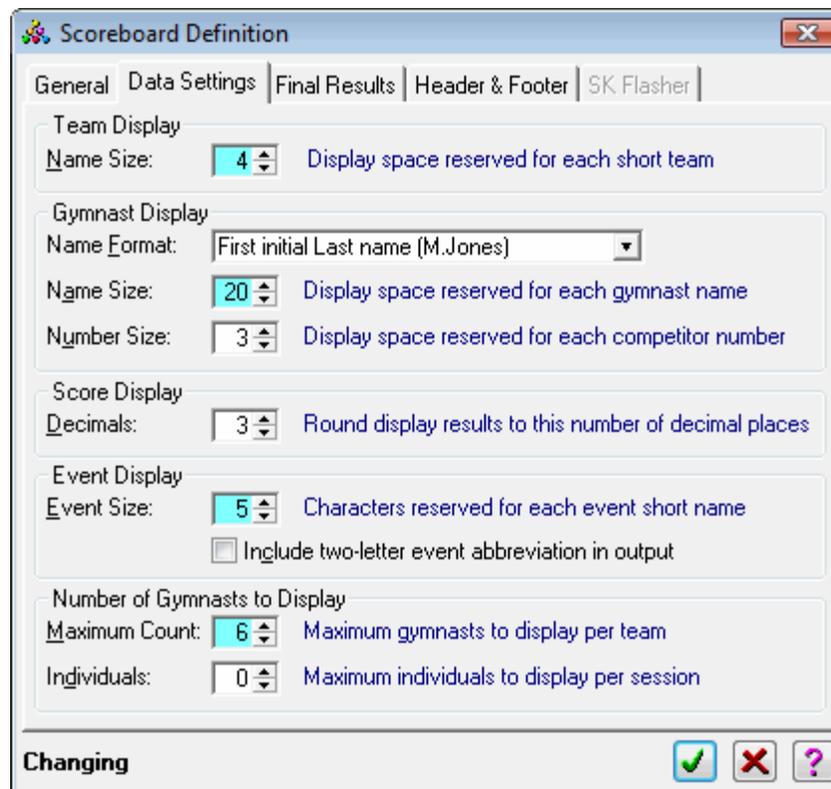
A team's short name can be up to 10 characters in size. This setting tells ScoreKeeper how many characters of the short team name to send to the scoreboard. The DOS version of ScoreKeeper used a short name size of four characters.

Gymnast Display: Name Format

You have five options on how you want to format the gymnast's name. The selections are self-explanatory.

Gymnast Display: Name Size

Indicate how many characters to send for the gymnast's name. The size should be determined in part by the name format selected above. The DOS version of ScoreKeeper used only the last name and was limited to nine characters.



Gymnast Display: Number Size

Enter a number from zero to four for the number of characters to reserve for a gymnast's competitor number. A setting of zero will cause the number to be omitted. The DOS version of ScoreKeeper used a number size of three characters.

Score Display: Decimals

ScoreKeeper calculates and stores final scores to five decimal places. The default value of three decimal places is all that is needed to differentiate placing under most circumstances. The number of places also determines the number of characters needed to represent scores. The DOS version of ScoreKeeper used three decimal places.

Event Display: Event Size

Each event has a short name of up to ten characters in length. Indicate here how many characters to reserve for the event name in the scoreboard display. The DOS version of ScoreKeeper used five characters.

Number of Gymnasts to Display: Maximum Count

For team meets, this is the number for the number of gymnasts to include for each team. For individual meets this setting is not used.

Number of Gymnasts to Display: Individuals

Team meets may include gymnasts competing individually and not as team though these individuals usually rotate with a competing team. Individual meets contain *only* gymnasts competing individually and not as team.

This entry is the number for the number of individual gymnasts to display per event. You may need a larger or smaller number depending on whether you include both sessions in a multi-session meet.

Show individual judges' scores in addition to a final score

This setting applies only to ScoreKeeper Flasher display types. When checked, the flasher board will show the gymnast's name, each judge's score, and the final score. When not checked, only the gymnast's name and final score are displayed.

Because the definition shown in the sample screen above is not for a ScoreKeeper Flasher display type, the selection is unavailable on this screen.

Final Results Tab

This tab determines the scoreboard data layout for the meet's final results. This is a completely different and separate layout than the one used to display live scores during the meet. If you send final results to the scoreboard and have not switched layouts on the scoreboard system, you will get a whole lot of garbage displayed on your scoreboard.

Team Results: Maximum Places

This is the highest place number (1 is first place) to include in the scoreboard display. An entry of 3 means that only first, second, and third place teams will be displayed including ties.

Team Results: Include team totals for each event in output

Check this box if you want to include, in addition to the team's final score, the team total on each event. Leave it unchecked to only include the team final score.

Event Results: Maximum Gymnasts

Use this setting to limit the total number of gymnasts that will be displayed on each event.

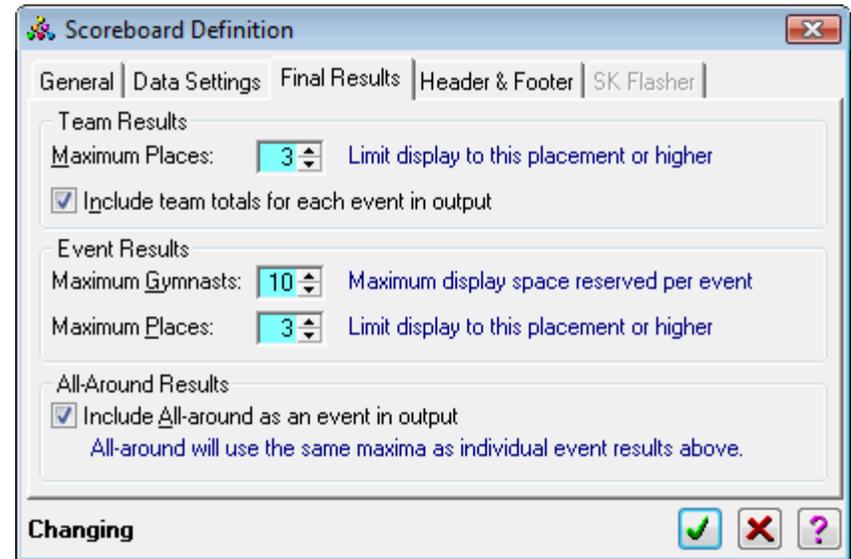
IMPORTANT: If you set this too low, it is possible to exclude gymnasts who would be included based on their place number.

Event Results: Maximum Places

Use this setting to limit by place number. An entry of 3 means that only first, second, and third place gymnasts (including ties) will be displayed.

All-Around Results: Include All-around as an event in output

Check this box to include all-around winners in the final results. The data layout will be just like an event. The short event name for all-around is entered in the Program Preferences. See page 8.



Header and Footer Tab

Scoreboards use specific information at the beginning of the data stream, a header, to determine where the data block begins. White Way scoreboards also use a footer to let them know where the data block ends.

In order to be effective, a header and footer must not be anything that could possibly be included in the actual data. Since the data only includes displayable characters, headers and footers contain at least one “control” character.

In addition to normal displayable characters, data headers and footers can contain three special kinds of data.

Control Characters Control characters are entered by enclosing the ASCII number for the character in angle brackets, for example <13>. You can enclose multiple numbers within one set of brackets by separating the numbers with a comma, <13,10>. Do not include any spaces anywhere between the angle brackets.

Incremented Numbers You can include a number that is incremented with each transmission. These are the numeric characters 0-9, not ASCII control characters. In ScoreKeeper, you can do this by enclosing from one to three number symbols in angle brackets. For example, <#> will be replaced with 0 through 9 then cycle back to 0. <##> will be replaced with 00 through 99 then cycle back to 00.

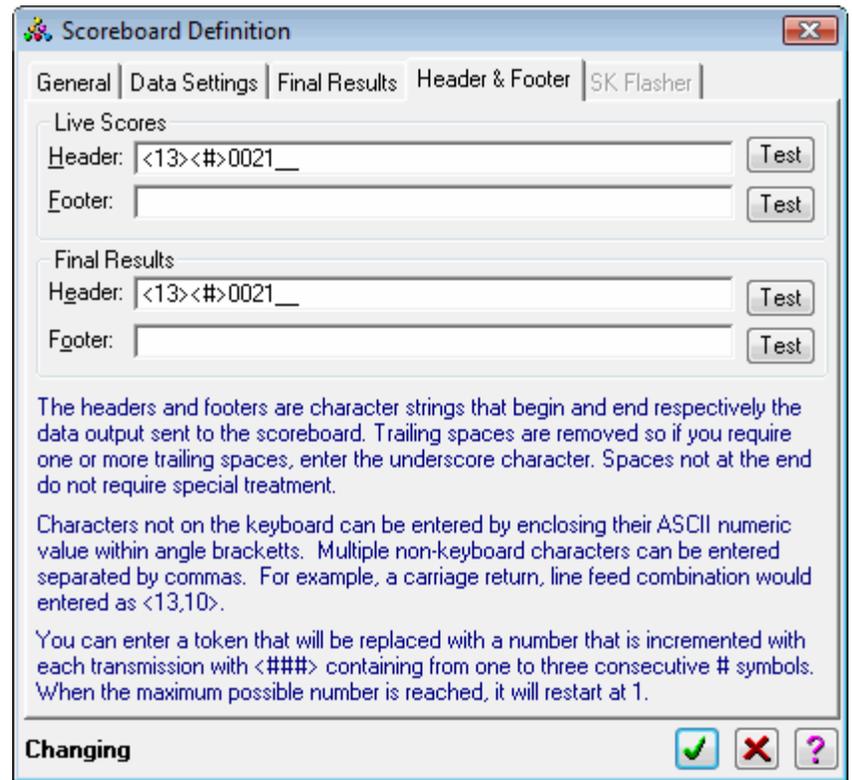
Trailing Spaces Header and footer entries are clipped to remove trailing spaces before being sent to the scoreboard. If your header or footer must contain one or more spaces at the end, use the underline character. When the header is generated, trailing underline characters are converted to spaces.

An underline character anywhere other than at the end of the header will be send as the underline character. If you need use an underline character at the end of your header or footer, enter it as if it was a control character: <95>.

Live Scores: Header

Daktronics scoreboards use the eight character header shown in the screen picture above. It begins with the carriage return character, ASCII 13. This is followed by a single character incremented number, four fixed characters, and two trailing spaces.

White Way scoreboards use a six character header starting with the Start of Transmission control character, ASCII 2 (<2>) followed by the upper case word LIVE and a trailing space.



Live Scores: Footer

Daktronics scoreboards do not use a footer. White Way scoreboards use the End of Transmission control character, ASCII 4 (<4>).

Final Results: Header

Daktronics scoreboards use the same header for final results as for live scores. White Way scoreboards use a different header allowing them to switch to the final results display automatically. In place of the word LIVE and a space, the header for final results starts with the same Start of Transmission control character, ASCII 2 (<2>) followed by the upper case word FINAL.

Final Results: Footer

Both scoreboard types use the same footer for final results and live scores. For Daktronics, that is a blank footer. For White Way scoreboards it is the single End of Transmission control character, ASCII 4 (<4>).

Test Buttons

Each header and footer includes a Test button. Pressing this button will let you know if your header or footer is valid or whether it is improperly formatted.

SK Flasher Tab

This tab is active only for ScoreKeeper Digital Flasher scoreboard definitions. It lets you control several aspects of the scoreboard display.

The flasher display consists of two separate displays. First is the score display where the results are displayed. The second is when clearing the score display. There are options for both.

Display the gymnast name when showing the score

Check this to display the gymnast's name before showing the score final. Names longer than eight characters will scroll the name twice before showing the score. You can prevent this scrolling and display a truncated name instead by setting the Name Size on the Data Settings tab to 8 characters.

Display individual judges' scores in addition to the final score

Check this if you want to show the score assigned by each individual judge before showing the final score. The layout of the judge scores will be as in the sample screen above with the judge number followed by the score.

What should be shown when clearing the display

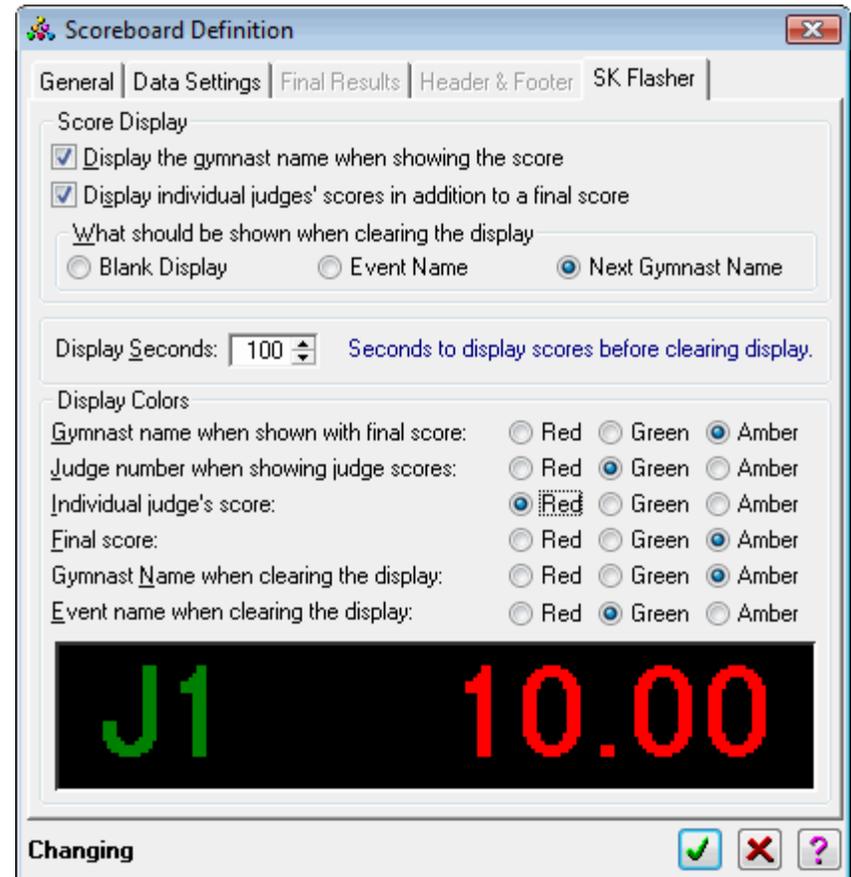
You can completely blank the display, show the name of the event, or show the name of the next gymnast to compete. If you elect to show the gymnast name, the board will show the event name if all gymnasts in the rotation have competed. If showing the gymnast name and the gymnast is an individual not competing as part of a team, her team's short team name will be displayed after her name.

Display Seconds

This is the number of seconds you can show the final score before the display automatically clears to either a blank screen, the event name, or the next gymnast's name. Set this to zero to disable automatic clearing. A button on the score entry screen can be used to clear the display manually.

Display Colors

There are six different color settings that affect different components of either the score or clearing displays. Select red, green, or amber, the colors available on these displays. The example screen will give you an idea of how the display will look.



DDE Interface

The DDE interface is a big enough topic that it merits a chapter of it's own. Read more about DDE in the chapter titled [DDE Interface](#) on page 103.

XML Output

XML is an acronym standing for eXtensible Markup Language. That clears it up, right? It's really a text based way of organizing information by tagging it with a series of names. ScoreKeeper generates an XML file and places it in a location of your choosing. The scoreboard system then reads and interprets the file and displays the results.

While ScoreKeeper's XML output has more in common with its HTML web page generation than it does with the scoreboard functions, it is being described here because XML is used mostly for controlling scoreboards. Just to keep it interesting, the XML settings are associated with the program's global report settings in the program preferences:

Setup » Program Preferences » [Reports & XML tab]

The XML settings are at the bottom of the following screen.

Generate meet results as XML

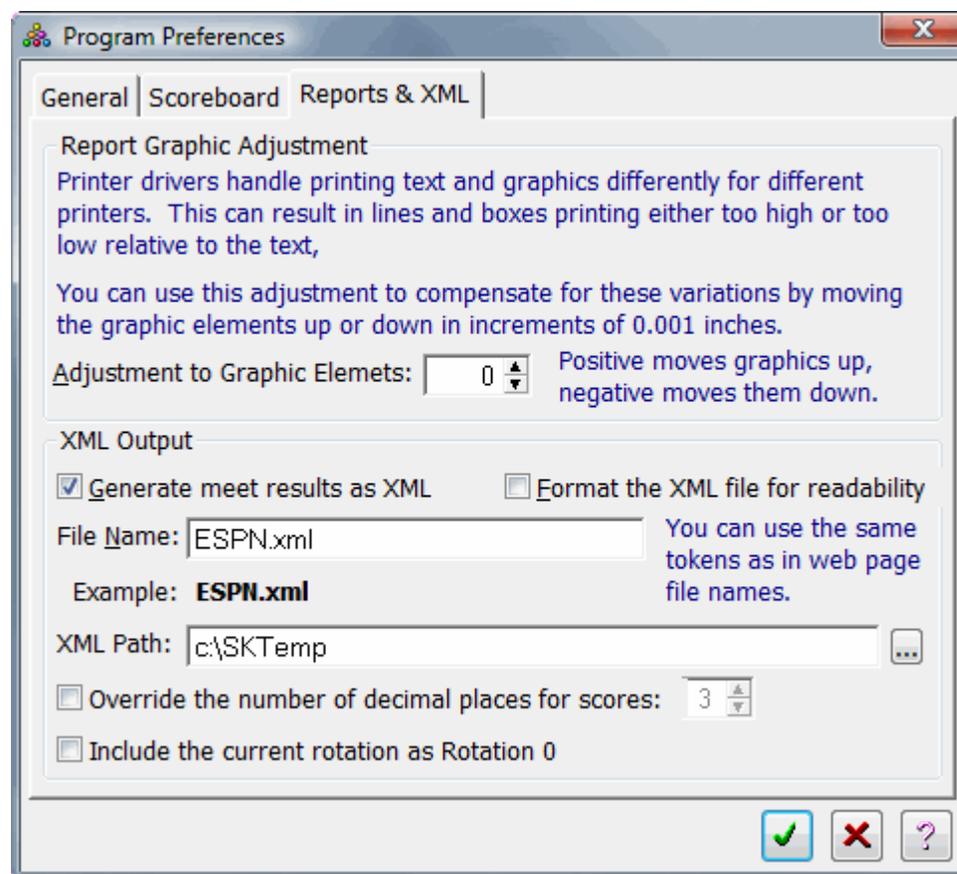
Check this box to allow ScoreKeeper to create XML files containing structured meet results data. When you check this box, the other fields will become available. Checking this box also makes the choices on the program's XML menu available as well.

Format the XML file for readability

XML data is designed for computers to read and write and computers don't care if the information is presented in a nicely formatted package or all scrunched together. For example, both of the following are valid XML and are identical insofar as XML is concerned:

Unformatted

```
<meet name="OSU vs Utah" date="2009-03-01"><team name="Oregon State"><event name="Vault"><gymnast order="1"
firstname="Lisa" lastname="Miller" score="9.75"/><gymnast
order="2" firstname="Barbara" lastname="Smity"
score="9.85"/><gymnast order="3" firstname="Samantha"
lastname="Obama" score="9.80"/><gymnast order="4"
firstname="Alicia" lastname="McCain" score="9.85"/><gymnast
order="5" firstname="Jennifer" lastname="Jones"
score="9.85"/><gymnast order="6" firstname="Ashley"
lastname="Adams" score="9.90"/></event></team></meet>
```



Formatted for readability

```
<meet name="OSU vs Utah" date="2009-03-01">
  <team name="Oregon State">
    <event name="Vault">
      <gymnast order="1" firstname="Lisa" lastname="Miller" score="9.75"/>
      <gymnast order="2" firstname="Barbara" lastname="Smity" score="9.85"/>
      <gymnast order="3" firstname="Samantha" lastname="Obama" score="9.80"/>
      <gymnast order="4" firstname="Alicia" lastname="McCain" score="9.85"/>
      <gymnast order="5" firstname="Jennifer" lastname="Jones" score="9.85"/>
      <gymnast order="6" firstname="Ashley" lastname="Adams" score="9.90"/>
    </event>
  </team>
</meet>
```

While the word-wrapping in this manual appears to retain enough structure to make it somewhat readable, the entire unformatted block would actually be all on one very long line. In practice, the entire file would be one long line with no breaks, no indents, no formatting of any kind.

If you want to be able to look at the files and make sense of them, check the box. If you want smaller files which are just as readable to computers (but not to people) leave it unchecked.

File Name

Enter here the name of the XML file you want ScoreKeeper to create. You can enter a literal file name or you can use the same tokens as for web page files. These are shown on the Web Pages (1) tab on the same window.

NOTE: For compatibility with other programs, file names should always end in ".xml" (without the quotes).

XML Path

Enter here the location where you want ScoreKeeper to place the XML file. You can enter a path or do it the easy way by clicking the little ellipses button to the right to lookup and select a folder. You can select a folder on your local computer or on any available network computer.

Override number of decimal places for scores

If you want to ignore the meet settings for the number of decimal places and use a set number of places, check this box and set the number of decimal places to use.

Include the current rotation as Rotation 0

The XML file contains data for all rotations in order by rotation. Many systems that read XML files do not have the ability to extract only the current rotation. If, in your setup, you want to use only the current rotation, check this box and the current rotation, whatever rotation number it is, will be the first rotation shown and its number will be 0 (zero).

Once you have your settings the way you want them, there are three ways that the XML file can be generated:

1. Manually by going to *XML » Generate XML File Now*
2. Automatically when a score is entered. For this to happen, there must be a check in the menu check box for *XML » Enable XML File Generation*.
3. Automatically based on a timer (see page 53)

XML File Structure

The XML files produced by ScoreKeeper are defined by another type of XML file, a "Schema." The schema for ScoreKeeper's files is called ScoreKeeperMeet_2014_v3.xsd. A copy of this file is placed in the program folder and on the Beaver Creek Software web site at the following address:

http://www.beaverlog.com/scorekeeper/download/ScoreKeeperMeet_2014_v3.xsd

All data in the ScoreKeeper XML meet output is presented as attributes rather than elements. Elements are used for structure and to contain the attribute data. Attributes are the name and value pairs included within an element where the value is always within a pair of quotes. For example, in the structure shown below, the sole attribute of the <session> element is number and it has the value of 1. Some elements have no attributes; others can have as few as one attribute or several.

The basic structure is as follows, with most of the attributes omitted for clarity:

```
<meet>
  <session number="1">
    <rotations>
      <rotation number="1">
        <team event="1st event name">
          <gymnast order="1" />
          <gymnast order="2" />
          ...
        </team>
        <team event="2nd event name">
          <gymnast order="1" />
          <gymnast order="2" />
          ...
        </team>
        ...
      </rotation>
      <rotation number="2">
        ...
      </rotation>
    </rotations>
  </session>
</meet>
```

```

    <team place="1" />
    <team place="2" />
    ...
</teamResults>
<eventResults>
  <event name="1st event name">
    <gymnast place="1" />
    <gymnast place="2" />
    ...
  </event>
  <event name="2nd event name">
    <gymnast place="1" />
    <gymnast place="2" />
    ...
  </event>
  ...
  <event name="All Around">
    <gymnast place="1" />
    <gymnast place="2" />
    ...
  </event>
</eventResults>
<session>
<meet>

```

This is a very simple representation of ScoreKeeper's XML structure. The ellipses indicate additional data of the same type as just presented. Most meets have only a single session and the session number in these cases will be "all". In meets with two sessions, only one session is included in the file and the session number will be 1 or 2. For the individual event finals meet at the national championships, there will be no rotations or team results groupings, only the event results. If there are no all-arounders in a meet the event results for all around will not be present.

TIP: For working with XML, a useful tool is XML Notepad, a free download from Microsoft's web site at <http://msdn.microsoft.com/en-us/xml>.

Video Interface

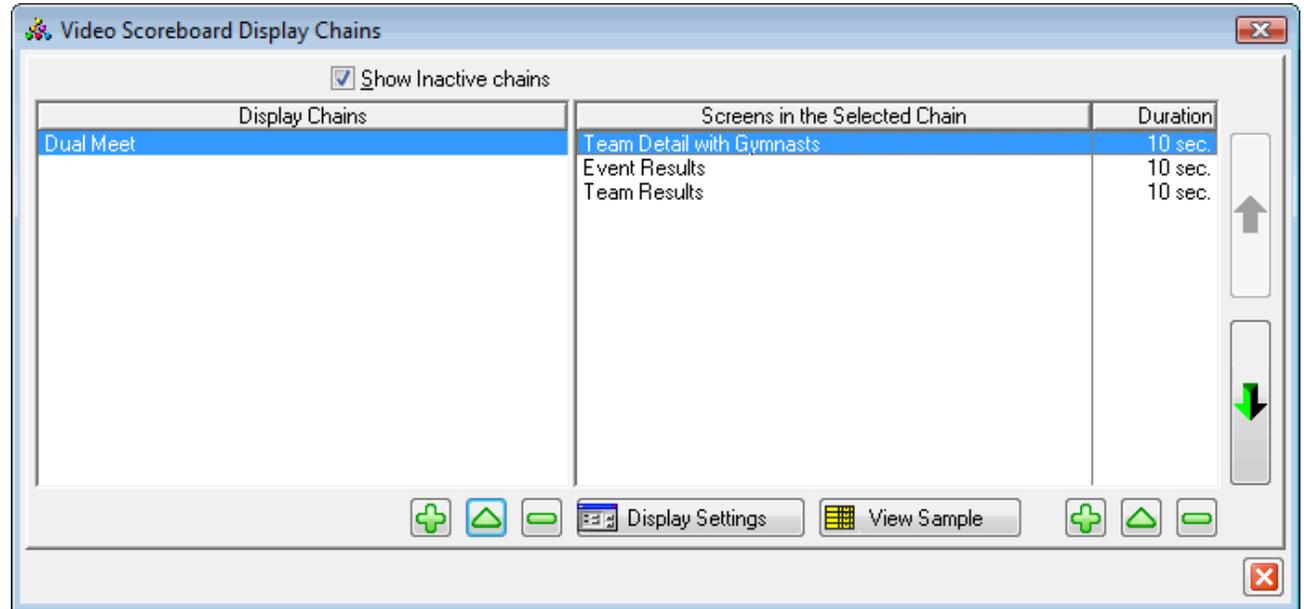
The fourth and final interface is by outputting a video signal that is fed directly to either a projection system or a video display. This is the only interface where ScoreKeeper generates the actual screens.

Using the ScoreKeeper video interface starts with creating a "chain" of one or more screen types. The chains are listed on the left side of the screen and the screens for the highlighted chain are listed on the right. There are two sets of Add, Change and Delete buttons, one for each list. In addition, the screens list has buttons for Display Settings and View Sample.

When you add a screen to a chain, you can select from the following screen types:

- | | |
|----------------------|---|
| Team Results | Display team short name and current team total score. No event or gymnast details. |
| Team Details | Display the current event on which the team is competing. The screen includes the short team name, team event score, team total score, competing gymnast names and their scores on the current event. If the team is not in the current rotation, it shows the last event on which they competed. |
| Event Details | Cycling between events, this screen displays gymnasts that have competed on the event in descending score order. You can choose how many "places" to include and the number of gymnasts per screen. |
| Graphic Image | Display a BMP, JPG or GIF image. |
| Alias | Re-displays another screen in the chain. |

You can set the duration each screen will be displayed before it cycles to the next screen. The durations, in seconds are shown in the right-most column.

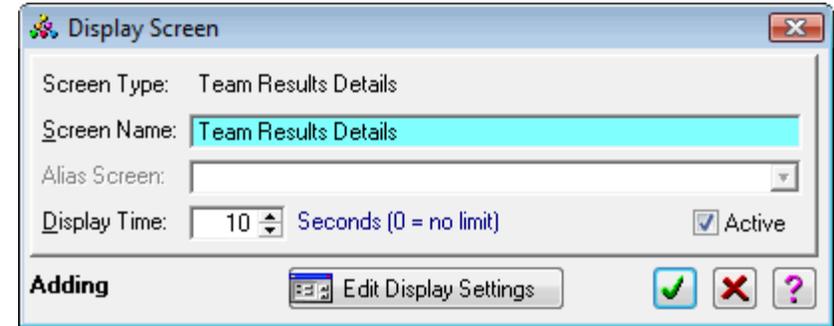


When you add a screen to a chain, you will get the window shown here on the right to enter your settings.

The **Edit Display Settings** button is equivalent to the **Display Settings** button on the previous list screen. Each screen type has a different collection of settings appropriate to that screen type.

Team Results

The Team Results video screen displays teams by their short name and their current team total score at once.



Background Image File

You can use an optional background image for your video screen. Enter a full path and file name or click the button to select. You can select any of the following graphic file formats:

- *.bmp Bitmap or Windows Paint file
- *.gif Graphic Interchange Format
- *.ico Icon file
- *.jpg JPEG file
- *.pcx Paintbrush file
- *.wmf Windows Metafile

Image Alignment

You can choose how you want to align the background image. Your choices are:

- Centered** Center a graphic image on the screen.
- Stretched** Stretch a graphic image to fit the screen.
- Tiled** Place as many copies of the graphic image as needed to fill the screen both horizontally and vertically.

Teams per Screen

Select the number of teams to display on each screen. You can choose from 1 to 8 teams. If there are more teams competing in the meet than the number per screen, the program will cycle through all of the teams, one screen at a time.

Background button

Click this button to set the background color for your video screen. If you are using a centered background image, this color will be visible outside the borders of your image.

Name Color button

Click this button to select the font color used for team names.

Score Color button

Click this button to select the font color used for team scores.

Font button

This button lets you select the font and font size. If you also select a font color, it will reset both the name and score colors to your selected font color.

Top Margin

This is padding, in screen pixels, at the top of the screen above the first team. The text itself has some padding built into the font selected so if you enter a top margin of zero, the text will still start a few pixels down from the top of the screen.

Line Spacing

This is the distance, in screen pixels, between teams. No padding is added by the font so too small a value will cause the team lines to overlap.

Left Margin

This is the padding, in screen pixels, added to the left of the column of team names.

Right Margin

This is the padding, in screen pixels, added to the right of the column of team scores.

Screen Updates

Enter the number of seconds each block of teams will be displayed. This value and the number of seconds works with the number of seconds for the screen as a whole. If you have four teams and are showing two teams per screen, the Team Results display will cycle between two screens of two teams each. If each group of teams is shown for 10 seconds but your overall display time is 10 seconds or less, you will never see the second block of teams.

Sort Teams By

Indicate whether you want to display the teams by name or by score, highest to lowest. When sorting by name, you can force the home team to always be shown first by checking the checkbox labeled **Show the home team first**.

View Sample Display Screen

The following keys can be used while viewing the sample Team Results video screen. Using keys to change spacings or the font size is the same as changing the corresponding setting on the options screen but is much more convenient for fine-tuning the screen display.

Esc	Close the video screen window
F10	Display the options window
Ctrl+Up Arrow	Decrease line spacing (move text lines up)
Ctrl+Down Arrow	Increase line spacing (move text lines down)
Ctrl+PgUp	Decrease top margin (move all content up)
Ctrl+PgDn	Increase top margin (move all content down)
Ctrl+Left Arrow	Decrease right margin (move name column left)
Ctrl+Right Arrow	Increase right margin (move name column right)
Shift+Left Arrow	Increase left margin (move name column left)
Shift+Right Arrow	Decrease left margin (move name column right)
Alt+Up Arrow	Increase font size
Alt+Down Arrow	Decrease font size

Team Details

The Team Details video screen displays each team in the current rotation with one team per screen. The layout can show up to six gymnasts on each screen. If there are more than six gymnasts competing (exhibition performances are not displayed), the team will be shown on multiple consecutive screens.

Each screen shows the team name in the top left with the team total running score on the top right. This is followed by a delimiting line with the team gymnasts and their event scores below the line. Gymnasts are listed in competition order and shown by their last name. Below the gymnasts is a second delimiting line followed by the name of the team's current event and their running score on that event.

Background Image File

You can use an optional background image for your video screen. Enter a full path and file name or click the button to select. You can select any of the following graphic file formats:

- *.bmp Bitmap or Windows Paint file
- *.gif Graphic Interchange Format
- *.ico Icon file
- *.jpg JPEG file
- *.pcx Paintbrush file
- *.wmf Windows Metafile

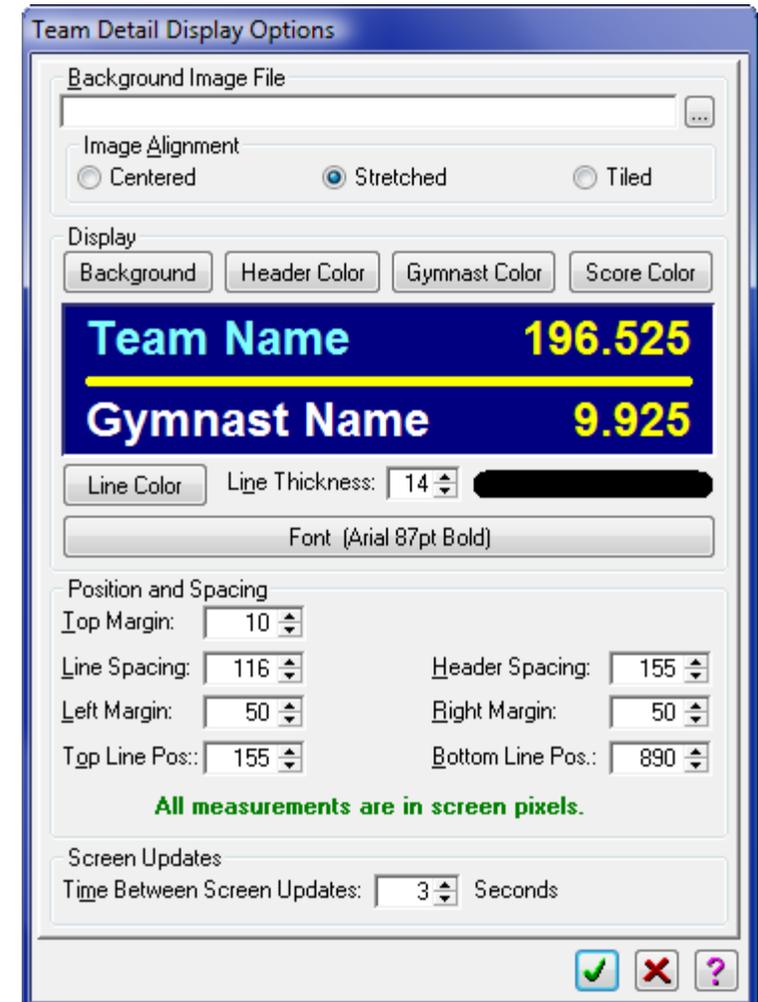
Image Alignment

You can choose how you want to align the background image. Your choices are:

- Centered** Center a graphic image on the screen.
- Stretched** Stretch a graphic image to fit the screen.
- Tiled** Place as many copies of the graphic image as needed to fill the screen both horizontally and vertically.

Display Colors, Lines, and Font

Using the buttons, you can select the colors for the background, the team header, the gymnast name, and the scores. You can also select the thickness of the line used to separate the header and footer parts from the gymnast details. Finally, you can select the font used for teams, gymnasts, and scores.



Position and Spacing

Use the top, left, and right margins and the line spacing to position the text where you want it.

Top Margin

This is padding, in screen pixels, at the top of the screen above the first team. The text itself has some padding built into the font selected so if you enter a top margin of zero, the text will still start a few pixels down from the top of the screen.

Line Spacing

This is the distance, in screen pixels, between gymnasts. No padding is added by the font so too small a value will cause the gymnast lines to overlap.

Header Spacing

This is like the line spacing above but is for the space between the team header and block of gymnasts and for the space between the block of gymnasts and the event footer. These are the spaces occupied by the two delimiting lines.

Left Margin

This is the padding, in screen pixels, added to the left of the column of team names.

Right Margin

This is the padding, in screen pixels, added to the right of the column of team scores.

Top Line Position

This is the number of pixels from the top of the screen to the center of the top delimiting line.

Bottom Line Position

This is the number of pixels from the top of the screen to the center of the bottom delimiting line.

Time Between Screen Updates

This is the number of seconds the program waits between reading updated scores and displaying them. If the layout requires multiple screens to display all of the teams, this is also the number of seconds between the different screens.

Function Keys

The following keys can be used while viewing the Team Details video screen. Using keys to change spacings or the font size is the same as changing the corresponding setting on the options screen but is much more convenient for fine-tuning the screen display.

Esc	Close the video screen window
Ctrl+Up Arrow	Decrease line spacing (move text lines up)
Ctrl+Down Arrow	Increase line spacing (move text lines down)
Ctrl+PgUp	Decrease top margin (move all content up)
Ctrl+PgDn	Increase top margin (move all content down)
Ctrl+Left Arrow	Decrease right margin (move name column left)
Ctrl+Right Arrow	Increase right margin (move name column right)
Shift+Up Arrow	Move the top separator line up
Shift+Down Arrow	Move the top separator line down
Shift+PgUp	Move the bottom separator line up
Shift+PgDn	Move the bottom separator line down
Shift+Left Arrow	Increase left margin (move name column left)
Shift+Right Arrow	Decrease left margin (move name column right)
Alt+Up Arrow	Increase font size
Alt+Down Arrow	Decrease font size
Alt+PgUp	Increase header and footer spacing
Alt+PgDn	Decrease header and footer spacing

Event Details

The event results screen shows results by event and includes all gymnasts (except exhibitions) who competed on that event. This screen can be used for two different situations. The screen is useful for displaying results for individual event finals at national championships. For regular season meets, it can be used at the end of the meet to show the "winners" of an event, and you can limit the display to only top scoring gymnasts.

Background Image File

You can use an optional background image for your video screen. Enter a full path and file name or click the button to select. You can select any of the following graphic file formats:

- *.bmp Bitmap or Windows Paint file
- *.gif Graphic Interchange Format
- *.ico Icon file
- *.jpg JPEG file
- *.pcx Paintbrush file
- *.wmf Windows Metafile

Image Alignment

You can choose how you want to align the background image. Your choices are:

- Centered** Center a graphic image on the screen.
- Stretched** Stretch a graphic image to fit the screen.
- Tiled** Place as many copies of the graphic image as needed to fill the screen both horizontally and vertically.

Background button

Click this button to set the background color for your video screen. If you are using a centered background image, this color will be visible outside the borders of your image.

Header Color button

Click this button to select the font color used for team and event names.

Gymnast Color button

Click this button to select the font color for gymnast's names.

Event Detail Display Options

Appearance | Content

Background Image File

Image Alignment

Centered Stretched Tiled

Display

Background Event Color Gymnast Color Score Color

Balance Beam

Gymnast Name 9.925

Line Color Line Thickness: 10

Font (Arial 100pt Bold)

Position and Spacing

Top Margin: 0 Line Position: 170

Line Spacing: 135 Header Spacing: 180

Left Margin: 50 Right Margin: 50

All measurements are in screen pixels.

Screen Updates

Time Between Screen Updates: 10 Seconds

Gymnasts to Display

Maximum Number of Gymnasts to Display per Screen: 6

Maximum number of Places to Display per Event (0=All): 0

View Sample Display Screen

Score Color button

Click this button to select the font color used for the team and gymnast's scores.

Line Color button

Click this button to select a display color for the delimiting lines.

Line Thickness

Set the delimiting line thickness in pixels. The actual thickness is shown with a sample line to the right of the thickness setting. Set the thickness to zero to hide both delimiting lines.

Font button

This button lets you select the font and font size. If you also select a font color, it will reset both the name and score colors to your selected font color.

Event Name

The event name is centered at the top of each screen. Indicate whether you want to display the short event name or the long version.

Top Margin

This is padding, in screen pixels, at the top of the screen above the first team. The text itself has some padding built into the font selected so if you enter a top margin of zero, the text will still start a few pixels down from the top of the screen.

Line Position

This is the number of pixels from the top of the screen to the center of the line delimiting the event name from the block of gymnasts.

Line Spacing

This is the distance, in screen pixels, between teams. No padding is added by the font so too small a value will cause the team lines to overlap.

Header Spacing

This is like the line spacing above but is for the space between the team header and block of gymnasts and for the space between the block of gymnasts and the event footer. These are the spaces occupied by the two delimiting lines.

Left Margin

This is the padding, in screen pixels, added to the left of the column of team names.

Right Margin

This is the padding, in screen pixels, added to the right of the column of team scores.

Time Between Screen Updates

This is the number of seconds the program waits between reading updated scores and displaying them. If the layout requires multiple screens to display all of the teams, this is also the number of seconds between the different screens.

Maximum Number of Gymnasts to Display per Screen

The title of this pretty much says it all. Valid settings are from 2 through 7.

Maximum Number of Places to Display per Event

Enter maximum the number of places to display. If you want to show only first, second, and third place, enter 3 here. Set this to 0 to include all gymnasts competing on each event.

Function Keys

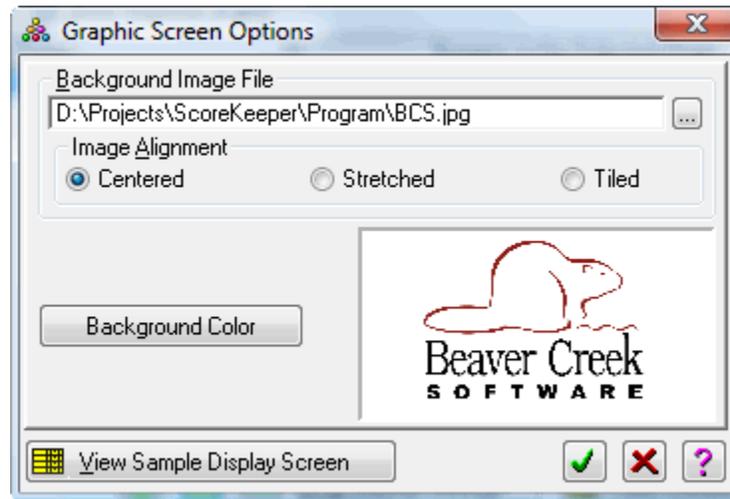
The following keys can be used while viewing the Event Results video screen. Using keys to change spacings or the font size is the same as changing the corresponding setting on the options screen but is much more convenient for fine-tuning the screen display.

Esc	Close the video screen window
Ctrl+Up Arrow	Decrease line spacing (move text lines up)
Ctrl+Down Arrow	Increase line spacing (move text lines down)
Ctrl+PgUp	Decrease top margin (move all content up)
Ctrl+PgDn	Increase top margin (move all content down)
Ctrl+Left Arrow	Decrease right margin (move name column left)
Ctrl+Right Arrow	Increase right margin (move name column right)
Shift+Up Arrow	Move the top separator line up
Shift+Down Arrow	Move the top separator line down
Shift+Left Arrow	Increase left margin (move name column left)
Shift+Right Arrow	Decrease left margin (move name column right)
Alt+Up Arrow	Increase font size
Alt+Down Arrow	Decrease font size
Alt+PgUp	Increase header spacing
Alt+PgDn	Decrease header spacing

Graphic Image

The graphic image screen simply lets you display an image of your choice for a set number of seconds.

Background Image File



You can use an optional background image for your video screen. Enter a full path and file name or click the button to select. You can select any of the following graphic file formats:

- *.bmp Bitmap or Windows Paint file
- *.gif Graphic Interchange Format
- *.ico Icon file
- *.jpg JPEG file
- *.pcx Paintbrush file
- *.wmf Windows Metafile

Image Alignment

You can choose how you want to align the background image. Your choices are:

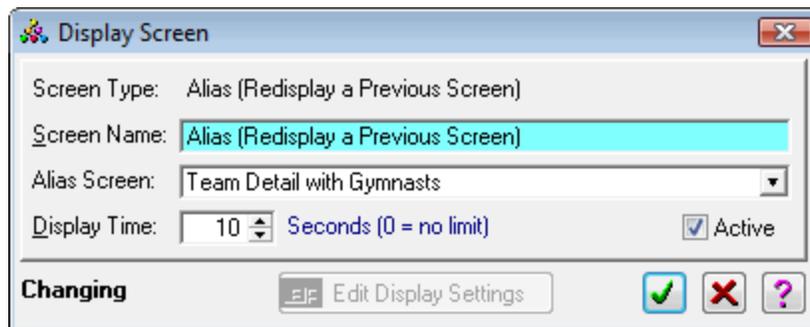
- Centered** Center a graphic image on the screen.
- Stretched** Stretch a graphic image to fit the screen.
- Tiled** Place as many copies of the graphic image as needed to fill the screen both horizontally and vertically.

Background Color button

Click this button to set the background color for your video screen. If you are using a centered background image, this color will be visible outside the borders of your image.

Alias

The Alias screen type is simply a way for you to re-use one of your other screens without having to adjust all of the settings.



Other than the display time, there are no display settings specifically for the Alias screen type. On the list,

Alias Screen

Select the screen you want to display again in the new order in the chain.

Display Time

The alias screen lets you select a different number of seconds than the original display time. Don't know why you would want to but you can.

7. Flasher Displays

Video Flashers

NOTICE: The Video Flasher interface is available only for those who have purchased two or more **ScoreKeeper Video Flasher** displays.

Beaver Creek Software offers tripod based units with three video screens that are set up at each event and connected to ScoreKeeper Remote. These units can display a variety of screens from the name of the currently competing gymnast to the individual judge scores, the final score, and even a graphic image (think advertising). Setup for these screens is in the main ScoreKeeper program but ScoreKeeper Remote is where you display them and control what is displayed.

IMPORTANT: In order to run the video flashers, there are three conditions for the computer running ScoreKeeper Remote:

1. The computer must have an HDMI port to connect to the Video Flasher unit.
2. The computer must be capable of displaying information on two monitors with the second monitor being the flasher unit connected to the HDMI port.
3. In Windows Control Panel, you must have enabled the second monitor on that computer.

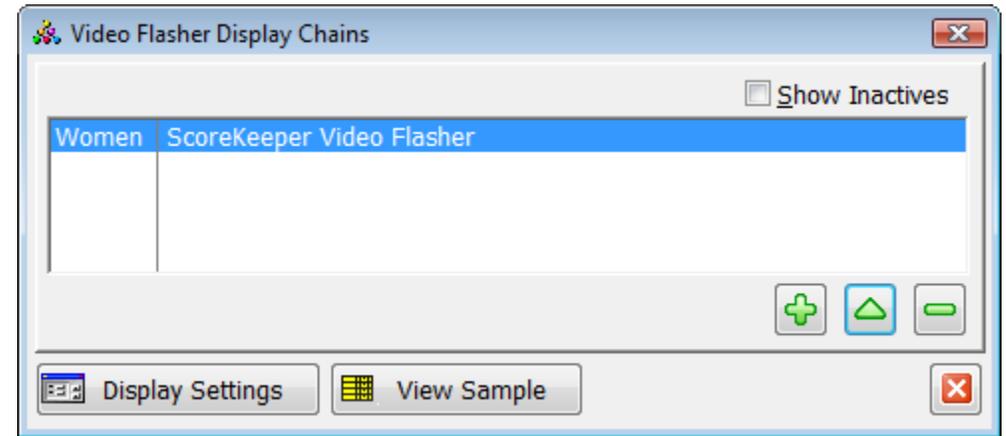
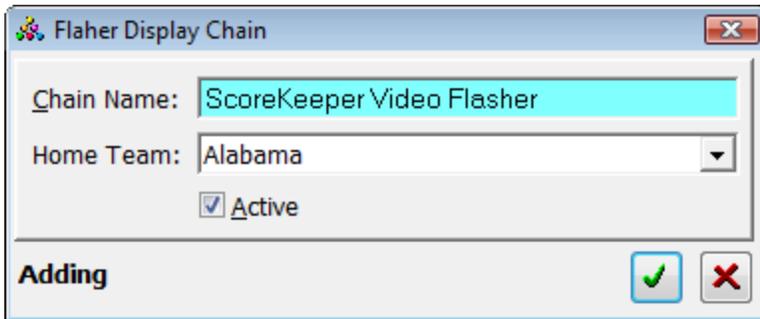
We cannot give specific instructions for setting up a dual display because the process is somewhat different for each version of Windows. However, it is usually easy to do. Just be sure that you select the option to extend the display, not duplicate or mirror the display. When the display is extended, it's as if the second monitor was an extension to the first and connected to the right of the regular display.

Display Chains

The Show Inactives check box in the upper right lets you see chains that you have made inactive.

Adding a display chain is as simple as clicking the  button and will give you the following screen.

You will notice that there is not much in the way of settings on this screen.



Chain Name

The chain name is for your convenience so you can tell one chain from another. ScoreKeeper doesn't use this for anything except showing it to you on the list of available display chains.

Home Team

If you have multiple home teams (i.e. men's and women's teams), select the home team this chain applies to.

Active

This check box lets you set whether the chain is active. Inactive chains are normally hidden on the list but remain in the system in case you want to use them in the future.

Display Settings

The Display Settings button is where all the real setup happens and you can access these settings for the highlighted chain by clicking the **Display Settings** button.

When you open the display settings, it starts with you selecting which of the many screen types you want to display in the chain. For all but two of those screens (event name and gymnast name), you also enter the number of seconds the screen will be shown before advancing to the next screen in the chain.

You can select either the separate start value and judge score screens or the combined start value & score screen so if the check box for the combined screen is checked, the other two are not available. If either of the separate start value and judge score screens are checked, the combined screen check box will not be available. That is the case on the example screen on the right.

Each of these screens is discussed below. But first a few words about fonts.

Video Flasher Display Settings

Selection | Event | Green Flag | Gymnast | Judge | Combo | Start | Scores | Final Score | Graphic

- Display the event name Display until green flag or scores entered
- Display the green flag countdown Display Seconds: 30
- Display the gymnast's name Displayed until judge scores entered
- Display the judge number screen Display Seconds: 1.5
- Display combined start value & score screen Display Seconds: 5.0
- Display the start value screen Display Seconds: 3.0
- Display the judge score screen Display Seconds: 4.5
- Display the final score screen Display Seconds: 25.0
- Display the graphic image screen Display Seconds: 5.0

Use either the combined start value and score screen or the individual screens but not both.

View Sample Display Screen

Display Fonts

We have tested a lot of fonts and font sizes for readability in a large arena and have concluded that the best font to use is **Arial Narrow Bold** in point sizes from around 400 to 600. It is a compromise between using the tallest font and still fitting it in the width. By using a narrow font, you can use larger font sizes and still fit them on the display. Bold fonts make the narrow ones a bit wider but make them more readable from a distance.

We tried both serif and sans-serif fonts and sans-serif fonts are much more readable. Here are some examples.

9.975

Arial Narrow

9.975

Arial Narrow Bold

9.975

Arial Bold

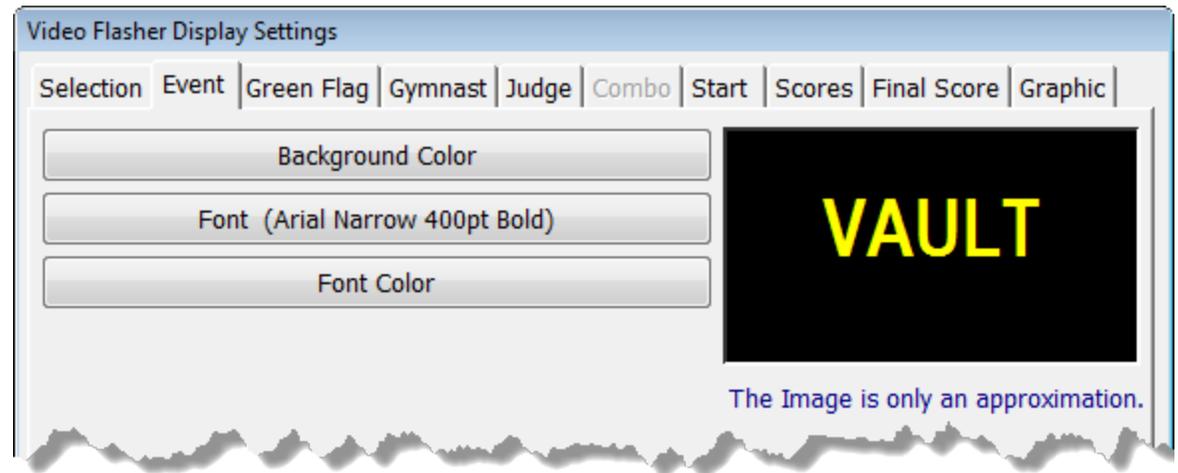
9.975

Times New Roman Bold

Event Screen

This screen simply displays the event name. It is often useful to include this screen and leave the event name on the display until that event starts and the beginning of the meet.

The three buttons do just what they say and let you set the background color, font (and size), and font color respectively. The image on the right gives you a rough idea how it will look but the size of the font you select is not reflected in the sample, only the font face and colors are representative.

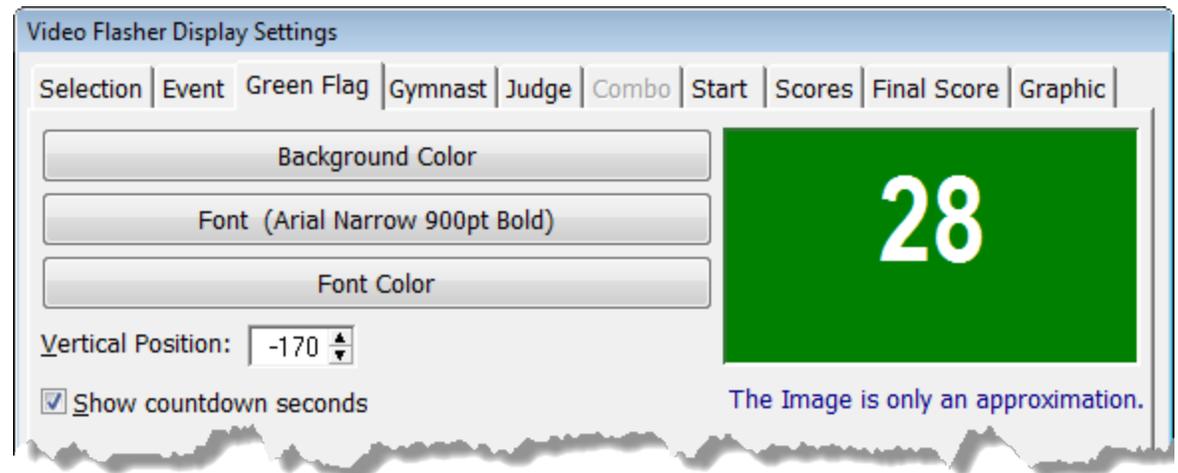


Green Flag Screen

If you choose to use it, the green flag screen can take the place of the judge raising the green flag to signal to the gymnast that it's okay to start their routine.

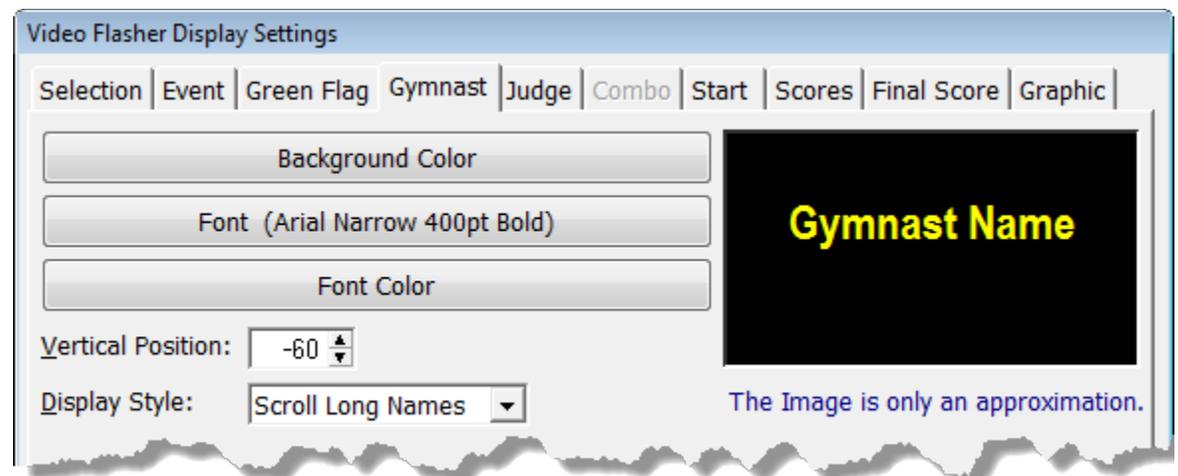
As of this writing, the rules for NCAA gymnastics give the gymnast 30 seconds to begin once the green flag has been raised. You have the option to show the number of seconds as a countdown timer. The number of seconds is set on the Selection tab.

Because the program has no way to automatically know when the gymnast actually starts his or her routine, it is up to the ScoreKeeper Remote operator to close the green flag screen and advance to the next screen, usually the gymnast's name.



Gymnast Name Screen

In addition to font and colors, you can set the vertical position for the name and how to display it. You can scroll names across the screen if they are too wide to fit or you can have ScoreKeeper automatically adjust the font size so that the name will always fit. Scrolling can cause screen flicker so test it on your system first.



Judge Screen

The Judge screen has two separate and independently adjustable screen objects: the word **JUDGE** and a number indicating which judge assigned the scores shown on the following screen which will be either:

1. the combo screen showing both the start value and score assigned by the judge or
2. The separate start value screen and/or judge score screen.

You can select a single background color and separate font, font color, and positions for the two screen objects. Because this starts a small loop through all of the judges for the event, you can select the minimum number of times each judge will be displayed before moving on to subsequent screens.

Notice that the Judge and Number positions are negative numbers. Numbers less than zero move things up from the starting position.

Combo Screen

This screen can be used with or without the judge screen above because a judge number can be included in the labels for the start value and judge score. This screen has four screen objects, two labels and two scores. The labels can be blank which would leave only the two scores. In that case, you would use the judge screen to show the judge number and use a larger and wider font for the start value and score.

You can set the left and right margins to move the labels and scores respectively and you can set the vertical positions for the score and start value lines. With these you can even place the start value above the score.

The screenshot shows the 'Video Flasher Display Settings' window with the 'Judge' tab selected. The preview area displays the word 'JUDGE' in red and the number '4' in white on a black background. The settings include:

- Background Color
- Font (Arial Black 200pt Bold)
- Font Color
- Font (Arial Black 700pt Regular)
- Font Color
- Judge Position: -60
- Number Position: -50
- Minimum Number of Times to Show Judge Scores: 1

The text 'The Image is only an approximation.' is visible below the preview.

The screenshot shows the 'Video Flasher Display Settings' window with the 'Combo' tab selected. The preview area displays 'SC 1' and '10.00' in orange and white, and 'SV 1' and '10.00' in orange and white on a black background. The settings include:

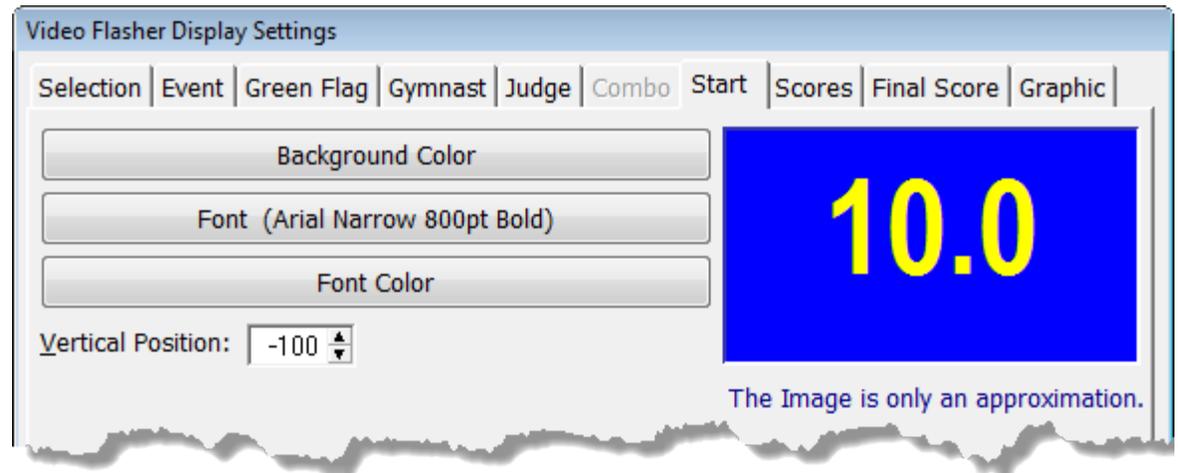
- Background Color
- Font (Arial Narrow 300pt Bold)
- Judge Score Label Color
- Judge Score Color
- Font (Arial Narrow 300pt Bold)
- Start Value Label Color
- Start Value Color
- Judge Score Label: SC# (Can be blank)
- Score Vertical Position: 0
- Start Value Label: SV# (Can be blank)
- Start Value Vertical Position: 450
- Label Left Margin: 40
- Score /Start Right Margin: 100

The text 'The Image is only an approximation.' is visible below the preview. A note at the bottom states: 'Use the # character in the judge score and start value labels to show the judge number. Example: SV# will display as SV1 for judge 1'.

Start Value Screen

The start value is sometimes referred to as the difficulty. If you include this screen, it is used in conjunction with the Judge screen and the Judge Score screen as a trio that cycles through each of the judges on the event. Typically you would set the font color to something darker and more subdued than the score screen so that the score stands out more than the start value.

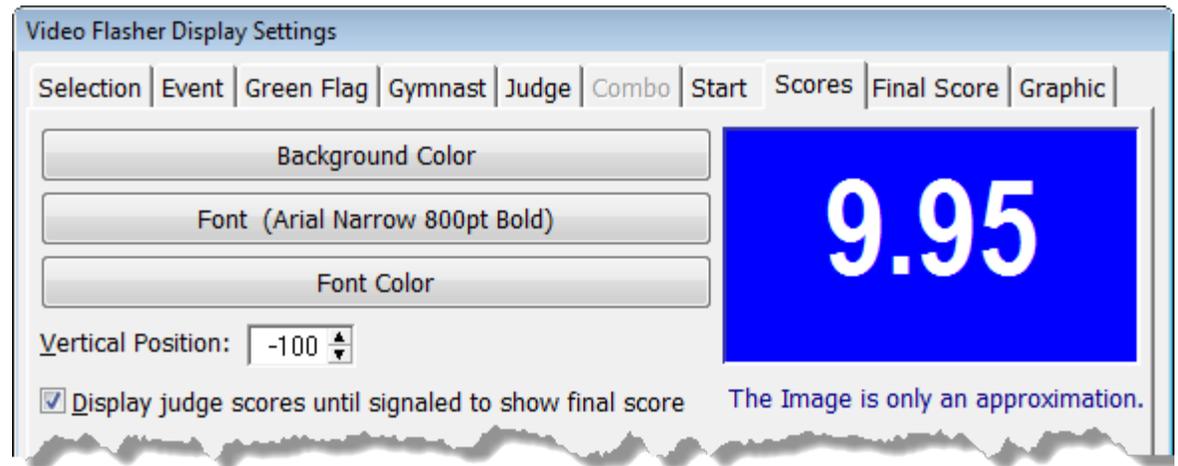
Though you seldom have to account for them in other uses, fonts have a built-in space above the visible characters so you may need to use a negative vertical position to position the start value vertically.



Judge Score Screen

This screen should always be used along with the Judge Screen and, optionally, the Start Value Screen. In either case, think of the two or three screens as a group that cycles through all of the judges on an event.

Using the check box, you can tell ScoreKeeper to continue cycling through the judges until the operator signals the display to switch to displaying the final score.

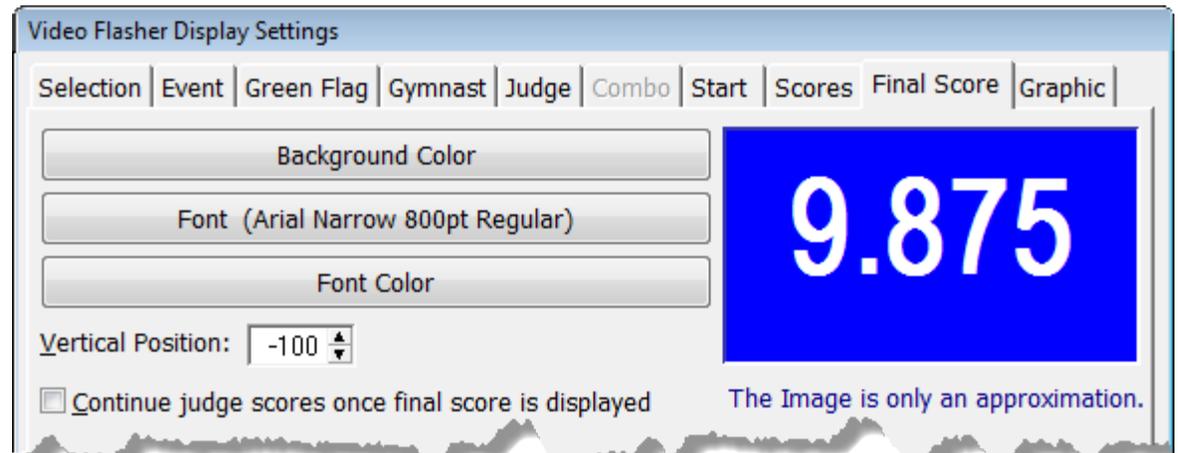


Final Score Screen

The Final Score Screen is just what it says. This screen should be sized and colored to be the most prominent of the score screens, especially if you are using the separate Judge Score and Start Value screens.

Continue judge scores once final score is displayed

This check box tells the program to continue showing the loop showing the individual judge scores and start values but to add the final score to the loop after the last judge. If you are not showing individual judge results, this check box doesn't do anything.



Graphic Image Screen

This screen will display a graphic image, no big surprise. You can use it to show your school's logo or perhaps earn some cash for your program by displaying a company's ad or logo.

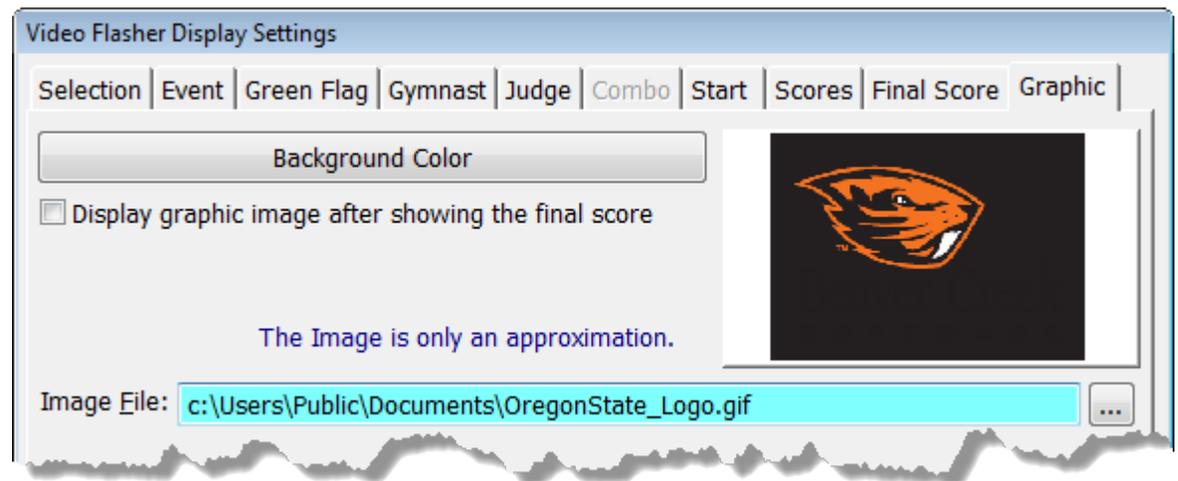
You can automatically display this screen following the final score by checking the box below the background color.

Image File

You can select an image file from any of the following graphic file formats:

- *.bmp Bitmap or Windows Paint file
- *.gif Graphic Interchange Format
- *.jpg JPEG file
- *.pcx Paintbrush file
- *.wmf Windows Metafile

You will want to use a graphic image that matches the size of your display. 1080p High Definition screens are 1920 x 1080 pixels while 720p High Definition screens are 1280 x 720 pixels. Images that are at or just a bit smaller than those limits work best.



8. DDE Interface

ScoreKeeper provides a DDE interface that allows another program running on the same computer to enter scores and retrieve results. DDE is a Windows protocol that allows two programs to communicate with each other. As in the serial output interface, the actual display of the data using DDE is entirely up to the scoreboard system.

To enable the DDE interface in ScoreKeeper is a simple matter of starting a DDE Server window in ScoreKeeper that waits for requests from the client program and processes them. The ScoreKeeper window will display both the request and the response. The requests are either to add scores to ScoreKeeper or ask ScoreKeeper for a specific piece of data, for example the team scores for one team or the scores for one gymnast on a team. In the first instance, ScoreKeeper takes the data, calculates the results, and stores it in the database where it can be used for updating a web page or any other typical output. In the second case, where the client program asks for results, ScoreKeeper replies with the requested data.

ScoreKeeper retains the most recent 200 requests and responses but this number can be changed by modifying the **MaxDDELines** setting in the **[ScoreEntry]** section of the SkSet.ini configuration file. This file can be opened by going to [Help » About ScoreKeeper](#) and clicking on the Information button. This opens the Support Information screen. Click the button at the bottom labeled **Edit INI File**.

In addition to displaying the requests and responses, you can also have this information sent to a text file. This can be helpful in resolving any problems that arise. If you want the technical details of the DDE interface to ScoreKeeper, contact Beaver Creek Software.

Entering Scores via DDE

To enable score entry through a DDE interface, you first have to set the scoreboard interface in the Program Preferences ([Setup » Program Preferences](#)) to DDE. Next, you have to open ScoreKeeper's DDE server ([Scoreboard » Open DDE Server](#)).

The DDE Server display window is most useful for technical support people trying to track down problems, though you might find it interesting to watch for a minute or so. You can minimize the screen by pressing the window minimize button: 

If you close the DDE Server window, it will stop all communications with the Elite scoreboard program and reopening the screen will not reestablish the link. The Elite scoreboard program will have to be restarted or reinitialized after reopening the DDE Server window in ScoreKeeper.

That's all you have to do on the ScoreKeeper end. Please refer to the documentation for your Elite scoring system for information on using their equipment and software.

Normally ScoreKeeper automatically updates your meet web page and your display scoreboard when scores are entered and entering scores via DDE does not do this. If you want to automatically generate web pages and/or output information to a display scoreboard, use the Timed Output option on the File menu or the  button on the tool bar. This option is discussed on page 53.

Technical Information

This document will not teach you how to use DDE. It assumes you know how to write a program that can communicate via DDE. The information presented here describes the interface and data structures provided by ScoreKeeper and used to communicate between the DDE client and server.

You can enter scores or query score, gymnast, team, or score information using a DDE client. Dynamic Data Exchange (DDE) is a Microsoft Windows protocol for exchanging data between programs or processes. One program or process is the "Server" and the other is the "Client." ScoreKeeper presents a DDE Server interface and communicates via the following four data structures:

To establish DDE communications, ScoreKeeper uses the following parameters:

Application Name	ScoreKeeper	Used for all DDE communications
Topic Name:	GymnastScores	Entering and querying gymnasts and scores
Topic Name:	TeamScores	Querying team information including team scores
Topic Name:	TeamsList	Querying team information without scores
Topic Name:	EventInfo	Querying event information
Topic Name:	MeetInfo	Querying meet information

Number Formats

When submitting a gymnast's scores, the format of the score is flexible. Leading and trailing zeros or spaces are ignored if present. Thus, the score can be left or right aligned anywhere within the score field.

When scores are returned to a client program, there will be no leading zeros, although there can be leading and trailing spaces and trailing zeros depending on the number of decimal places to display. This is set in the Meet setup.

When making a request using either a gymnast or team number in the DDE Item, these are integer strings and leading zeros are ignored. Trailing spaces are also ignored.

Entering Scores

DDE Type: Poke
DDE Topic: GymnastScores
DDE Item: **EnterScore**

Score data is sent to ScoreKeeper using the ScoreEntry structure using the DDE Poke command with the DDE Item string being the literal string "**EnterScore**" (not case sensitive and without the quotes). It is important that the **GymnastNumber** string contain the valid assigned gymnast number because this is how the gymnast is identified by the ScoreKeeper DDE Server.

ScoreEntry	GROUP	
GymnastNumber	STRING(4)	! gymnast number
Event	STRING(1)	! Event number (e.g. 1=Vault, 2=Bars, 3=Beam, 4=Floor)
Performance	STRING(1)	! 1=First, 2=Second

Order	STRING(2)	! competition order if filled
Judge1	STRING(5)	! score from judge 1, <#.##
Judge2	STRING(5)	! score from judge 2, <#.##
Judge3	STRING(5)	! score from judge 3, <#.##
Judge4	STRING(5)	! score from judge 4, <#.##
Judge5	STRING(5)	! score from judge 5, <#.##
Judge6	STRING(5)	! score from judge 6, <#.##
Judge7	STRING(5)	! score from judge 7, <#.##
Judge8	STRING(5)	! score from judge 8, <#.##
ND	STRING(4)	! neutral deduction, #.##
DScore	STRING(5)	! D score, <#.##

END

If the Order field is filled and is different than the competition order previously set up in ScoreKeeper, the competition order in ScoreKeeper will be changed to match the new value. If this gymnast was already listed in the lineup in a different order, the gymnast who was previously in the new order position will be switched with the new gymnast. If the current gymnast was not previously in the lineup, the gymnast in that lineup slot will be taken out of the lineup and replaced with the new gymnast.

Gymnast Information

DDE Type: Request
DDE Topic: **GymnastScores**
DDE Item: Gymnast's assigned number

The **GymScore** structure is used to query gymnast information using the DDE Request command with the DDE Item containing the gymnast's assigned number as a string.

GymScore	GROUP	
GymnastNumber	STRING(4)	! gymnast number, <<<<#
TeamNumber	STRING(2)	! system assigned team number, <#
TeamCompeting	STRING(1)	! is this gymnast's team competing as a team? (0 or 1)
FirstName	STRING(20)	! gymnast first name
LastName	STRING(20)	! gymnast last name
Event1	STRING(7)	! score for event 1, <#.#####
Event2	STRING(7)	! score for event 2, <#.#####
Event3	STRING(7)	! score for event 3, <#.#####
Event4	STRING(7)	! score for event 4, <#.#####
Event5	STRING(7)	! score for event 5, <#.#####
Event6	STRING(7)	! score for event 6, <#.#####
AllAround	STRING(7)	! all-around score, <#.#####

END

Team Information

DDE Type: Request
DDE Topic: **TeamScores** or **TeamsList**
DDE Item: Arbitrary team number, system assigned

Team information may be queried with a DDE Request with the DDE Item containing a team number. Teams are numbered from 1 to the number of teams in the meet. In meets that have gymnast's competing as individuals, non-competing teams are present if they have a gymnast competing in the meet. These non-competing teams are identified with a zero in the Competing field.

A list of teams can be assembled by looping through the teams starting with team number 1 and continuing to increment the team number with each iteration of the loop until a negative DDE Acknowledgement is returned for an unknown team number.

When using the **TeamsList** topic, the score fields will be empty but the response will be faster because ScoreKeeper does not have to look up scores for each event. Use this topic when assembling your team list. If you use **TeamScores**, it will include scores. Since it takes a little longer to get the scores, you have the choice of which request to use. Otherwise, both use the same data structure.

Data returned using the requesting topic, either **TeamScores** or **TeamsList** uses the following data structure.

```
TeamScore      GROUP
TeamNumber     STRING(@n2)  ! <#
Competing      STRING(1)    ! 1 for competing teams, 0 for non-competing teams
TeamName       STRING(50)   ! long team name
ShortName      STRING(10)  ! short team name
TeamEvent1     STRING(7)    ! team score on event 1, <#.#####
TeamEvent2     STRING(7)    ! team score on event 2, <#.#####
TeamEvent3     STRING(7)    ! team score on event 3, <#.#####
TeamEvent4     STRING(7)    ! team score on event 4, <#.#####
TeamEvent5     STRING(7)    ! team score on event 5, <#.#####
TeamEvent6     STRING(7)    ! team score on event 6, <#.#####
TeamTotal      STRING(8)    ! team total score, <<#.#####
END
```

Event Information

DDE Type: Request
DDE Topic: **EventInfo**
DDE Item: Event number

You can query event information using the **EventInfo** data structure. The DDE Item should contain the number corresponding to the event. Events are normally in "Olympic" order which for women's gymnastics is Vault, Bars, Beam Floor. For men's gymnastics the order is Floor, Pommel Horse, Rings, Vault, Parallel Bars, and Hi Bar. These orders are the defaults but can be changed in ScoreKeeper so do not rely on the default order.

If you request an event number greater than the number of events, a negative DDE Acknowledgement will be returned. This allows you to loop through numbers until you get a negative Acknowledgement to find all of the events.

```
EventInfo      GROUP
Number         STRING(1)    !example:    2
Performances  STRING(1)    !0 or 1 (e.g. one or two vaults)
Abbreviation   STRING(2)    !example:    UB
ShortName      STRING(10)   !example:    Bars
LongName       STRING(30)  !example:    Uneven Parallel Bars
END
```

Meet Information

```
DDE Type:  Request
DDE Topic: MeetInfo
DDE Item   not used, ignored
```

You can query meet information using the **MeetInfo** data structure. The DDE Item is not used and is ignored.

```
MeetInfo      GROUP
Name          STRING(50)  !Meet name
Location      STRING(50)  !Meet location
Type          STRING(1)  !1 = Team meet, 2 = Individual meet
Date          STRING(8)  !yyyymmdd
Sex           STRING(1)  !M or W
Competitors   STRING(2)  !Number of team competitors per event (right aligned)
ScoresToCount STRING(2)  !Number of scores to count toward team total (right aligned)
END
```

9. Miscellaneous

Customizing Your Web Pages

Two things must be in place for ScoreKeeper to generate web pages from your meet. The first is that you must select a name and location for the page. That is done on the Program Preferences screen. See page 5 for more information. The second is that you must enable web page generation. This is done by clicking on *Web Pages » Enable Web Page Generation*. This puts a blue check mark next to the menu option. Click the menu again to turn it off and remove the blue check.

ScoreKeeper has several options that allow you to control the content and appearance of your web pages.

IMPORTANT: You may not remove the Beaver Creek Software name, copyright notice, web link, or telephone numbers from the bottom of generated web pages.

Page Colors

You can select the colors that will be used when generating your web pages. This is on the program preferences screen: *Setup » Program Preferences* (see page 14).

Include Files

ScoreKeeper can include the contents of files you customize much like a word processing program does a mail merge. These are text files containing HTML code and should be free of any <html>, <head>, <body>, or their related closing tags. Beyond these limitations, ScoreKeeper does not limit what these files contain so you can include JavaScript code, style sheets, or other special code.

There are several specifically named include files which, if used, must reside in the program folder (usually c:\Program Files\ScoreKeeper): When ScoreKeeper creates a web page, it looks for these files and if a file is found, it will be included at that place in the generated page. To see exactly where in the web page file each include file's contents would be placed, look at a generated web page file and search for comment lines such as *<!-- include file location for HTMLHead2.htm -->*. If an include file of that name was found, you will see a pair of comments, one before the include file contents and one after in the form: *<!--Start if include file: PageBody2.htm-->* before the included contents and *<!--End if include file: PageBody2.htm-->* after. For each group of three include files below, the first is used by the live scores web pages, the second is for the home team stats web pages, and the third is for the honor roll web page.

[HTMLStart.htm](#)

[StatsStart.htm](#)

[HonorStart.htm](#)

Inserted at the beginning of the file, immediately after the <html> tag.

HTMLHead1.htm
StatsHead1.htm
HonorHead1.htm

Inserted near the beginning of the file, immediately after the <head> tag.

StyleSheet.htm
StatsStyle.htm
HonorStyle.htm

This is where you add your style sheet reference if using the same cascading style sheet for all three page types. You can then use one of the following three includes to override a style for a particular page type. Note this include file will not be processed if you do not have style sheets enabled in the program preferences screen.

HTMLHead2.htm
StatsHead2.htm
HonorHead2.htm

Inserted near the beginning of the file after ScoreKeeper's <title> and several <meta> tags. Use one of these includes to reference a style sheet that is designed for just one of the page types (meet results, stats, or honor roll). If you are overriding just a couple of the styles for a general style sheet you can reference a separate style sheet file place the style definitions here directly.

HTMLHead3.htm
StatsHead3.htm
HonorHead3.htm

Inserted immediately before the <body> tag.

PageBody1.htm
StatsBody1.htm
HonorBody1.htm

Inserted immediately after the <body> tag.

PageBody2.htm
StatsBody2.htm
HonorBody2.htm

Inserted immediately after the <body> tag. For backward compatibility, the meet results web pages let you use PageHead.htm here as well. If both PageBody2.htm and PageHead.htm are present, PageHead.htm will be included first.

PageBody3.htm
StatsBody3.htm
HonorBody3.htm

Inserted after the page title and subtitle and before everything else.

PageFoot.htm
StatsFoot.htm
HonorFoot.htm

Inserted at the end of the page just before Beaver Creek Software's copyright notice.

To place your school logo at the top of the page, create a text file named PageHead.htm in the program folder and include a link to your logo file. The link must be to a logo file on your web server.

NOTE: If any of your include files refer or link to a graphic or other file, the referenced file must exist in the location specified in your include file.

Cascading Style Sheets

Ordinarily, the web pages generated by ScoreKeeper include all layout and color information. You can use the page colors described above to make your web pages more closely fit with your teams other web pages but your choices are limited. To really create a consistent look, you need to use styles. Styles are descriptions of various elements of the web page and indicate such things as height, width, position, margins, foreground and background colors, and many other properties of each element.

Styles can be placed directly in a page but this is inefficient and makes it hard to change the appearance of a group of pages. Instead, styles should be stored in their own file or files and a reference to the style files can then be added to the web page. By convention, style sheet files have the file extension .css.

The topic of cascading style sheets is far too large to describe here but there are many books and web references to help you design your style sheets. Just search on CSS on the web and you'll find more than you have time to read.

If you want to use style sheets in your ScoreKeeper generated web pages, there are three things you must do:

1. Enable styles by checking the **Format web pages with CSS** on the program preferences screen (*Setup » Program Preferences*). This changes the way ScoreKeeper creates web pages by removing all of the formatting and adding names (class and id) to various page elements.
2. Create your style sheet or modify one of the sample style sheets placed in your program folder.
3. For a general style sheet that is used for all page types, place a reference to your style sheet in StyleSheet.htm. To use a separate style sheet for each page type, place the style sheet references in HTMLHead2.htm, StatsHead2.htm, and HonorHead2.htm.

The styles included in ScoreKeeper web pages should be mostly self-explanatory to anyone familiar with style sheets. However, there are some styles that are dynamic and are different for each team in the meet. These dynamic styles are always in the "id" rather than "class" styles.

In the Team Standing table (id="standing_table"), each row uses a dynamic id style corresponding to the compressed short team name. The compressed short team name uses the short team name you enter in ScoreKeeper for that team and removes all non-alpha characters. For example, a short team name of "O.S.U." would become "OSU". The dynamic id values are "standing_row_XXX" where the XXX represents the short team name with any spaces and other non-alphanumeric characters removed..

The Team Detail tables (class="team_table") have dynamic id values equivalent to the compressed short team name. In addition, the table captions (class="caption") have id values corresponding gain to the compressed short team name (id="team_caption_XXX").

The event results tables (class="event_table") have id values equivalent to the compressed short event name. These are usually in all upper case except for all around which, by default, is "AllArr". These short event names can be changed in ScoreKeeper so be sure to match the style to the exact short event name and, for most web servers, case is important so Vault is different than VAULT.

ScoreKeeper tables use a different class value for alternating rows. Odd numbered rows have the class value of "row_1" while even numbered rows have a class value of "row_2". Exceptions nclude the title table (id="title_table") where the rows are not numbered and the table of contents table (id="contents_table") where the row classes for the odd and event rows are named "contents_row_1" and "contents_row_2" respectively. This is designed to allow the contents table to be displayed differently than other tables.

The event results tables use a variation of the alternating rows in that the rows id values change only when the placing changes. So if there is a tie for first place, the first two rows would have id values of "row_1" and the third row would have an id value of "row_2". Another variation is in the list of meet judges (id="judge_table") where the head judge in each event has a class value of "row_1" while the remaining judges have a class value of "row_2".

NOTE: The ScoreKeeper installation places two sample style sheets and some graphics they reference in the Styles subfolder under your program folder. You can use these as is or change them to suit your institution's web style.

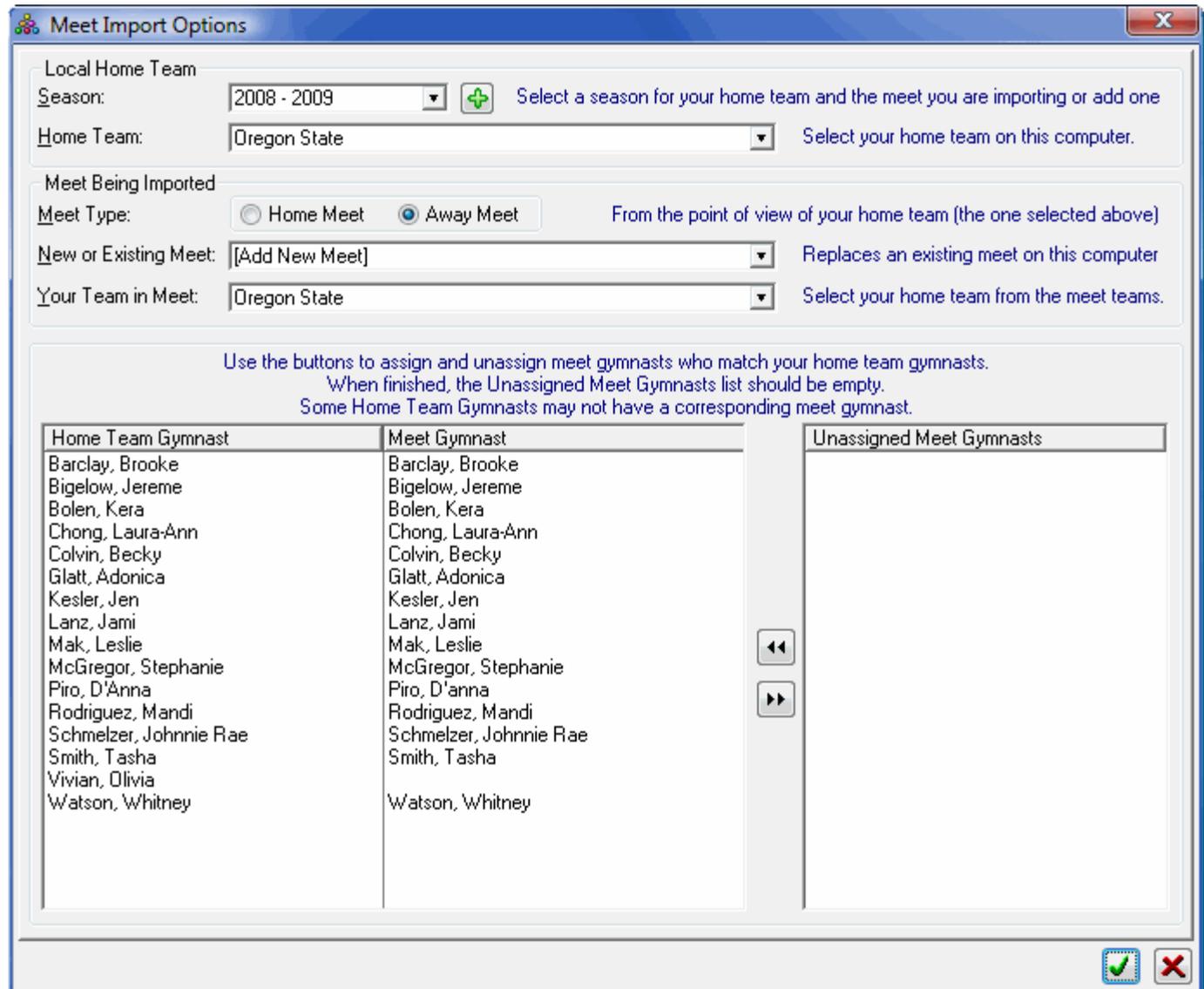
Exporting and Importing a Meet

In the File menu, you will find two entries that let you copy a single meet to another computer. The *Export This Meet* menu selection will export all of the information from the currently selected meet into a portable file that you can take to another computer or give to your visiting teams for them to import into their copy of ScoreKeeper.

When you import a meet, you select the export file and ScoreKeeper presents you with the following screen.

Most of the options will be set correctly by default but, if you are importing an away meet, you will probably have to select your home team in the list of meet teams. Once you do this, the program attempts to match your home team gymnasts with the gymnasts in the team you selected. If the names are an exact match, the list will look like the example above. If some gymnast's names were misspelled or entered incorrectly in the away meet, these names will appear in the Unassigned Meet Gymnasts list. Select a gymnast from this list and highlight the corresponding home team gymnast and click on the  button.

Click the ok (green check mark) button to import the meet. After you import an away meet, you should edit the meet and change the name and opponent so that these are from your home team's point of view.



Local Home Team

Season: 2008 - 2009  Select a season for your home team and the meet you are importing or add one

Home Team: Oregon State  Select your home team on this computer.

Meet Being Imported

Meet Type: Home Meet Away Meet From the point of view of your home team (the one selected above)

New or Existing Meet: [Add New Meet]  Replaces an existing meet on this computer

Your Team in Meet: Oregon State  Select your home team from the meet teams.

Use the buttons to assign and unassign meet gymnasts who match your home team gymnasts.
When finished, the Unassigned Meet Gymnasts list should be empty.
Some Home Team Gymnasts may not have a corresponding meet gymnast.

Home Team Gymnast	Meet Gymnast	Unassigned Meet Gymnasts
Barclay, Brooke	Barclay, Brooke	
Bigelow, Jereme	Bigelow, Jereme	
Bolen, Kera	Bolen, Kera	
Chong, Laura-Ann	Chong, Laura-Ann	
Colvin, Becky	Colvin, Becky	
Glatt, Adonica	Glatt, Adonica	
Kesler, Jen	Kesler, Jen	
Lanz, Jami	Lanz, Jami	
Mak, Leslie	Mak, Leslie	
McGregor, Stephanie	McGregor, Stephanie	
Piro, D'Anna	Piro, D'anna	
Rodriguez, Mandi	Rodriguez, Mandi	
Schmelzer, Johnnie Rae	Schmelzer, Johnnie Rae	
Smith, Tasha	Smith, Tasha	
Vivian, Olivia		
Watson, Whitney	Watson, Whitney	

10. Utility Programs

ScoreKeeper Remote

ScoreKeeper Remote is a companion program that allows you to enter scores for one selected event at that event rather than all scores being entered on one computer at a central location. In large meets such as regional and national championships, this can greatly reduce the load on the main computer operator, freeing them to handle inquiries, corrections, lineup changes, printing results, and so on.

In addition to being able to enter scores for an event locally at that event, ScoreKeeper Remote can also output the score results to either the **ScoreKeeper Video Flasher** or **ScoreKeeper Digital Flasher** at that event.

Read the [User Guide for ScoreKeeper Remote](#) for more information.

ScoreKeeper Viewer

ScoreKeeper Viewer is a companion program to and part of the Gymnastics ScoreKeeper. It allows you display live meet results on a computer or television type screen. This gives you the capability to use a video display scoreboard that has the ability to capture screen output and display it for fans. It also lets you show the live data to press or others you designate. The user can select fonts and font size, as well as the font color and background color of the results screens.

Read the [User Guide for ScoreKeeper Viewer](#) for more information.

11. Digital Flasher Scoreboards

ScoreKeeper Flasher display scoreboards are single line displays for showing the scores entered at each event. They can replace all manual score flashers or can work with the manual flashers and display only the final score on the event. ScoreKeeper Flasher boards can be connected to a single computer or to a computer at each head judge's table running ScoreKeeper Remote.

Scoreboard Definitions

Scoreboard definitions are covered in detail on page 72. This chapter will discuss only those features that apply to ScoreKeeper Flasher scoreboards.

Most of the options for scoreboard definitions do not apply to ScoreKeeper Flasher scoreboards. However a few will determine what information is displayed.

General Tab

Include scores from the first meet and totals for both meets.

This option only affects the second meet of a two-meet series. For ScoreKeeper Flasher scoreboards checking this option will cause the total score for two meets to be displayed after showing the final score for the current meet. It will not cause the scoreboard to display the score from the first meet.

Data Settings Tab

Name Format

All of the name formats are supported but may display differently. When the name is eight characters or fewer in length, the name will display immediately. When longer than eight characters, the name will scroll by twice before the judge scores are displayed. The recommended setting is to display the last name only.

Name Size

Since names longer than eight characters will scroll rather than displaying immediately, you can force all names to be shown immediately by limiting the size to 8 characters. If an occasional scrolling name does not bother you, leave this at its maximum size. If you select a name format of last name only, it will never be longer than 20 characters.

Score Display Decimals

Individual judge scores are always shown with two decimal places. Final average scores can have as many as five decimal places. The recommended setting is three decimal places.

Event Size

After cycling between a gymnast's name and scores, the display can be reset to the name of the event. The event's short name is used for the display and while the short name can be up to ten characters, the display will only show eight without scrolling so an event size of eight is recommended.

Show individual judges' scores in addition to a final score

When checked, the scoreboard will first show the gymnast's name, followed by each judge's score, followed by the final average score. It will then cycle back to the gymnast's name. When not checked, the display cycles only between the gymnast's name and final average score; individual judge's scores are not shown.

Reprogramming Scoreboard Address

Each ScoreKeeper Flasher scoreboard is programmed to recognize data sent to a particular numeric address. In both ScoreKeeper and ScoreKeeper Remote, you can reprogram a board's address from the Scoreboard menu by selecting Change Board Address.

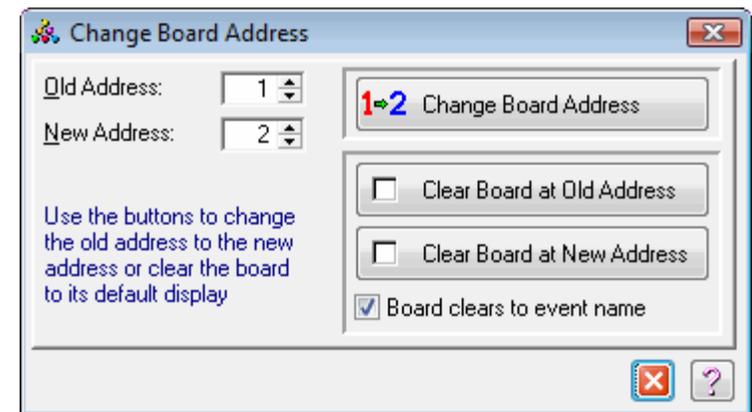
To reprogram an address in the scoreboard, you must first know its current address. When you receive the scoreboard first turn it on, the scoreboard is in a demo mode showing its communication speed, address, and all of its display capabilities. Once a board has received data, these boards remember whatever they last displayed even if the power is removed and will show the same information next time the power is turned on.

You may not know the address programmed into a board and it may not show it because it is displaying the last data sent to it. Fortunately, any board will respond to a command sent to address 0 (zero) regardless of the board's programmed address. Thus you can enter zero for the old address and the desired address in the new address field. Clicking the Change Board Address button will program the new address into all connected boards.

You can clear the display and return the board to its initial demo mode using one of the Clear buttons. As in changing the board address, by using address zero, all connected boards will be cleared. If you press one of the shifting keys (**Shift**, **Ctrl**, or **Alt**) while clicking one of the Clear buttons, the board will be cleared to the event name if one has been selected. If no event has yet been selected the board will show the word, "Event."

ScoreKeeper stores scoreboard addresses in the Event record. The initial address values are listed on the right.

These addresses can be changed in the main ScoreKeeper program but this only changes the address to which ScoreKeeper sends the data and may or may not match the



Women's Event	Address	Men's Event	Address
Vault	1	Floor Exercise	1
Uneven Parallel Bars	2	Pommel Horse	2
Balance Beam	3	Rings	3
Floor Exercise	4	Vault	4
		Parallel Bars	5
		Horizontal Bar	6

address stored in the display hardware. If the address ScoreKeeper sends to does not match the address programmed into the board, the display will not be updated.

Chain ScoreKeeper Flasher Scoreboards

The scoreboard connects to a computer via a 9-pin serial port (RS-232) using a normal, straight-through cable (not a null-modem cable). The back of the board has two 9-pin connectors: one male and one female. Connect the cable from the computer to the female connector on the scoreboard. The male connector on the scoreboard can be used to run a cable to another scoreboard in "daisy-chain" fashion. Based on the addresses programmed in to the scoreboards, chained scoreboards can display different information or the same information.

12. Troubleshooting

Ordinarily ScoreKeeper should be easy to understand and to use. However, it contains several connections to hardware and systems largely outside its control and sometimes it can be a challenge to find and correct problems with these systems when they occur. This chapter is here to help with some of the more common difficulties users have. It is organized into questions and answers. Many of the answers are themselves questions to which you will have to find the answers.

Will my scoreboard work with ScoreKeeper?

This is a big question with many complex answers. To answer it in detail, we will break it down into several smaller questions that are, hopefully, easier to answer.

Does ScoreKeeper support my scoreboard?

ScoreKeeper supports scoreboards from Daktronics, White Way Sign Company, and Elite Technologies. ScoreKeeper supports and has been tested with Daktronics Venus 6000 and later controllers. Some earlier controllers may work but this has not been tested.

Support for White Way boards requires an interface program from White Way. Contact your representative to obtain the necessary software.

Elite Technologies makes scoreboards, controller, and handheld input devices. ScoreKeeper supports these via DDE, an acronym for Dynamic Data Exchange which is a Windows protocol for passing data between disparate programs. We worked with Elite to create this interface in which ScoreKeeper is a DDE server. Elite provides a DDE client program that communicates with ScoreKeeper and allows their system to input scores and query the results.

Is the scoreboard enabled in ScoreKeeper?

The first thing to do is tell ScoreKeeper how to communicate with the scoreboard. On the Scoreboard tab of the program preferences (*Setup » Program Preferences*, see page 7), you select Serial Communications for Daktronics and White Way and DDE for Elite scoreboards.

If you are using an Elite system, skip to "Verifying DDE Communications" below.

For Daktronics, White Way, or other serial interface scoreboard systems, go to the meet setup, on the Output tab, select the scoreboard definition to use. If no definition is selected, then ScoreKeeper will not output data to a scoreboard.

Once a scoreboard definition is selected for a meet, make sure that the "Enable Live Scoreboard" is checked on the Scoreboard menu. This tells ScoreKeeper to send scoreboard data when each score is saved. When this is not checked, you can still send scoreboard data by selecting "Display Live Data" menu option to send the data one time.

Is there communication between ScoreKeeper and your scoreboard?

Both Daktronics and White Way scoreboards receive data from ScoreKeeper via an RS-232 serial port interface. ScoreKeeper assembles the meet results as a structured block of data then sends that block to the scoreboard over the serial cable. Sometimes there is a small transmitter box near the ScoreKeeper computer that boosts the signal so that it can communicate over the relatively long distance to the scoreboard controller computer. The first thing to check is whether you are using the correct communications port. Different computers and different versions of Windows let you see the computers port settings in different ways. Usually the easiest is to get to the Device Manager. If you right click on My Computer either on your desktop or in Windows Explorer, and select Properties. Usually on the Hardware tab, you will find a button that opens the Device Manager. That will give you a list of all hardware components in your computer. Expand the Ports listing and you will see both parallel (LPT) and communications (COM) ports. Look for the port numbers (COM1, COM2, etc.). This will tell you what ports your computer has available. In some earlier versions of Windows, there was a Ports icon in your Windows Control Panel that would give you the same information.

On most computers, you can enable or disable COM ports in the BIOS settings. To get to these settings, you have to press a special key when your computer is starting up. There is usually a message that appears briefly on the screen that tells you to press the key to enter Setup. It is usually either the **Del**, **F1**, or **F2** key but could be something else.

Once you know what port or ports your computer has available, you can set ScoreKeeper to use that port. On the Scoreboard tab of the program preferences (*Setup » Program Preferences*, see page 7), you can set the port and the other communications settings.

The Serial Communications settings, with the possible exception of the Port number, must match the settings on the scoreboard controller that receives the data sent by ScoreKeeper. If any of these are different, the two computers cannot communicate with each other.

When ScoreKeeper creates the block of data to send to the scoreboard computer, it can also write this block to a text file you can use to verify that something is being generated. On the same Program Preferences screen, check the box labeled **Send scoreboard results to a file** and enter a path and file name for the file. Each time results are sent, this file is overwritten with the new data.

If you are connecting to a transmitter box, make sure the box is getting electrical power. You can often verify that data is getting to the box by watching the lights on the box at the moment you send the scoreboard data. One or more of them should blink when data is being received, at least as far as the transmitter box. If no lights blink then perhaps you are connected to the wrong COM port.

The scoreboard controller may have the ability to view the raw data as it is received. This lets you know that data is getting to the controller. If your controller software doesn't have this capability, you should be able to run another communications program to see the data as it comes in. The HyperTerminal program comes with Windows and is ideal for this task. There are also many free and low cost programs available if HyperTerminal is not present. Just be sure to set the communications speed, parity, data bits and stop bits appropriately in whatever software you are using.

Are you using the correct data layout?

In ScoreKeeper, the structure of the data block that is sent to the scoreboard is controlled by the scoreboard definition selected for the meet (see page 72). Here you can set the size and style of gymnast names, the number of decimal places for scores, etc. If these are different from what the scoreboard controller is expecting, the data will come through but will appear scrambled on the scoreboard. You can print a report showing the

exact layout of the data for a given scoreboard definition and meet type. This report can then help you design your scoreboard display. For Daktronics, ScoreKeeper can also generate an ITF file that is used by Daktronics controllers to define the data layout. It contains the same information as the layout report but can make your display setup very much easier.

Verifying DDE Communications

Elite Technologies systems communicate with ScoreKeeper via DDE. In order for ScoreKeeper to receive scores from Elite Technologies controllers, you first have to set the scoreboard interface in the Program Preferences (*Setup » Program Preferences » Scoreboard tab*) to DDE. Next, you have to open ScoreKeeper's DDE server (*Scoreboard » Open DDE Server*).

The DDE Server window will show you all of the DDE transactions between the Elite program and ScoreKeeper. It shows both successful transactions and error transactions. You can minimize this window during normal ScoreKeeper operations but if you close it, all communications with the Elite scoreboard program will cease.

The DDE Server window retains the most recent 200 lines but this number can be changed by modifying the MaxDDELines setting in the ScoreEntry section of the SkSet.ini configuration file. This file can be found in the Windows folder (may be named WinNT or Win2K on some computers).

How Can I get my ScoreKeeper Flasher Board to Display?

ScoreKeeper Flashers are small scoreboards that will show gymnast names and scores for an event. They connect to your computer via an RS-232 serial port cable and are most commonly controlled by the ScoreKeeper Remote program rather than the main ScoreKeeper program. Nonetheless, most of the settings for Flasher boards are accessible only from within the main program.

The scoreboard definitions for Flasher boards, is different than for other scoreboards. Some of the data settings are used (see page 74) but neither the Final Results nor the Header & Footer tabs are enabled. Instead, the SK Flasher tab (see page 79) is available for settings that apply only to Flasher boards. None of these, however, determine whether the display will actually show results, only how it will display. Still, it is a good idea to review them.

Have you Licensed SK Flasher?

Unless you have purchase the ScoreKeeper Flasher boards from Beaver Creek Software or have purchased the Flasher license for boards purchased elsewhere, none of the Flasher menus will be enabled.

Is the Board Address Correct?

Each Flasher board is programmed with an address, a number from 1 and 8. Each flasher communication includes the address number and only boards with that address will react to that communication. Transmissions sent to address 0 (zero) will be recognized by all boards and this is useful if you do not know what address is set to. When the boards are new, they are set to address 1 and the current address is usually displayed briefly when you first plug the board into the electrical power. You can reprogram the address easily from within ScoreKeeper or ScoreKeeper Remote (see page 115). By default, each event transmits on a different address. Tables for men's and women's events and their default addresses can be found on page 115. You can change the address for an event by changing the event record itself in ScoreKeeper (*Setup » Events*).

Are the Communications Settings Correct?

When you first power up a Flasher board, its communications settings are displayed. The initial values are 9600 Baud, no parity, eight data bits, and one stop bit. These are also the default values in ScoreKeeper. In ScoreKeeper Remote, go to the Scoreboard menu and select Scoreboard Setup (

Is the Flasher Definition Selected?

If you are controlling the Flasher boards from the ScoreKeeper main program, you must select a ScoreKeeper Flasher definition for the meet's scoreboard output. If you are using ScoreKeeper Remote, you must check the box labeled "Send scores to a ScoreKeeper Flasher scoreboard" on the Scoreboard Setup screen. You must also select the appropriate Flasher scoreboard definition on the same screen.

Is the Cable Plugged Into the Correct Flasher Connector?

Flasher boards have two 9-pin serial connectors, one male and one female. The female connector is the input to the board from the ScoreKeeper computer. The male connector is an output and allows you to chain multiple Flasher boards in series.

How Do I Put a Meet Results Web Page on the Web?

First check the settings for web pages in the program preferences, *Setup » Program Preferences*. On the Web Pages (1) tab you can enter a name for the web page file. You can enter a literal name such as "Meet Results.htm" or let ScoreKeeper assign the name based on the meet date using tokens. For example +C+Y+M+D.htm will create a file named 20060316.htm for a meet on March 16, 2006. You can also set the path where the file will be created.

Lower down on the program preferences screen, you can indicate whether the program puts the HTML header in the file. Some sports web sites put their own header on web pages and don't want headers on the pages you send.

The Seconds for HTML refresh is a setting that is placed within the web page file that will cause browsers to re-read the page as often as the setting you enter in ScoreKeeper. This lets users watching the results from home to avoid having to manually refresh their screen.

The "Minutes between automatic generation" setting determines whether a new web page is created based on a timer or whenever a score is entered. If the minutes is set to zero, the page will be recreated every time you enter a score. Otherwise it will use a timer based on the number of minutes you enter.

The settings on the Web Pages (2) tab let you make the colors on the generated pages match your school colors. You can also set whether to add a list of the meet judges at the end of the page.

Next, edit your home team settings, *Setup » Home Teams » [Select Team] » Internet tab*. The only critical entries here are in the FTP Login and FTP Live Scores Web Page boxes and possibly the Advanced FTP Options button. These settings are unique to every web host and you may need to get them from your internet service provider.

Assuming that all the above setup is entered correctly, then you have to make sure that Enable Web Page Generation is checked on the Web Pages menu. In Windows Explorer, you can look at the file date and time of the web page to see that it was changed when you expected. You can also double click this file to view it in your browser.

If you want ScoreKeeper to upload the page to your web site via FTP, then you must also check the Enable Web Page Uploads on the Web Pages menu.

When a web page is generated, if an error occurs, Enable Web Page Generation is unchecked to prevent further error messages. If the error happens while uploading the page, Enable Web Page Uploads is unchecked. If you have corrected the error, be sure to check these boxes again.