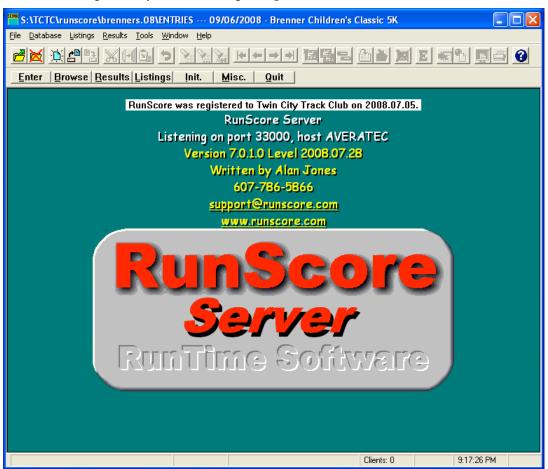
USING RUNSCORE	2
Data Entry Notes  GENERATING RUNSCORE REPORTS	7 <b>8</b>
Updates Needed for Each Race	20
Entries.ini	20
@AWARDS.LST	22
Other Important Files	23
ENTRIES.DTA	23
GUNTIME.FN2	23
GUNTIME.TM4	23
TIMESEL.FN2	23
TIMESEL.TM4	23
Things to check on Race Day	24
COMMON PROBLEMS	25
More times than bib numbers	25
More bib numbers than times	25
Select times are descending, not ascending	25
A bunch of strange looking times when after dumping times to the computer	26
A stringer was entered in the wrong order	26
Cannot figure out how to dump times to the computer	26
Bib numbers were keyed into the wrong event	26
Printer won't print	27

# **Using Runscore**

If you are running on one of the Club's IBM laptops, no installation is necessary. Click on the Runscore icon on the desktop to start Runscore Server.

Note: The database contained on the RunScore CD-ROMor laptop is the property of the Twin City Track Club and is provided as a convenience to our race organizers. You are entitled to export your own entries, but any use of the database for mailing or other promotional purposes is strictly prohibited.

RunScore will present you with its opening screen.



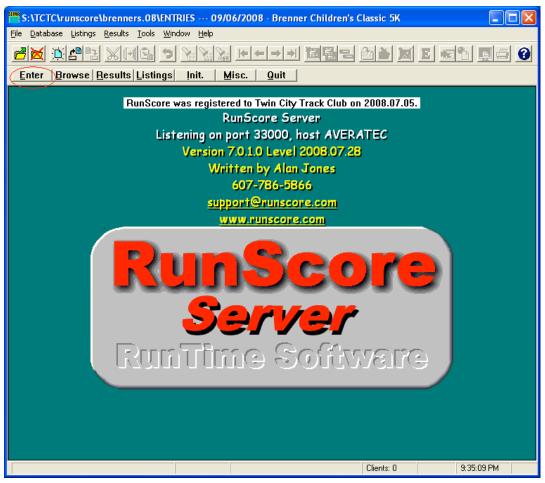
If you do not see a screen that matches the display above you clicked on the wrong icon. Exit the program and look for an icon that says SERVER.

Select the proper race from the File menu by selecting Open Race and navigating to the proper entries.frm file that was supplied on the CD-ROM or the laptop directory.

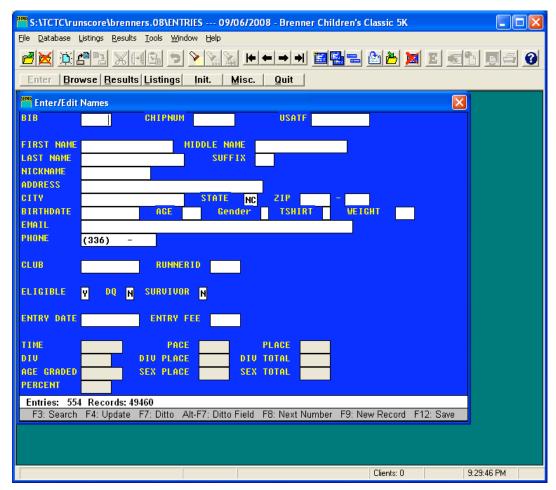
Selecting the file will send you to the main menu; pressing ESC will return you to Windows. It is important to remember that RunScore only saves the updates you made when you return to this screen. *Do not* turn off your computer with RunScore still running or you will loose your newly entered data.

Normally the path will match the race name and year. For example, the Ardmore race is 2008 is Ardmore.08. You will be told which path is correct when you pick up the laptop. This will normally be the top race on the File menu.

If you press ENTER, RunScore will read in the data you selected and send you to the Main Menu:



At this point you are only interested in selection E, or Enter/Edit Names. This will give you a screen that looks like:



You have two options at this point, you can search to see if the person's demographic information is already in the database, or you can key in a new record. Most of the runners in the area are already in the database, so its best to try to search first.

Tab the cursor to the field you want to search on, usually the last name, and type the information to search for, and press F3. Remember that the search takes place on the field where the cursor is located, so do not tab to the next field before pressing F3. If the first record doesn't match, pressing F3 again will get the next record matching the data. A "Database Wrapped" message will be displayed when all records have been searched. If you pass someone and wish to go back, hold down the shift key and press F3 to search backwards.

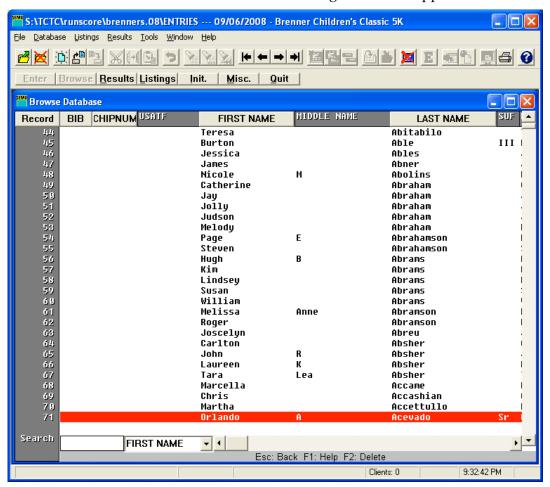
If you find a record matching your entrant, just tab to the BIB field, enter the Bib number, and press F4. You may wish to review any information on the record and correct it before pressing F4. If there are no matches, press F9 to clear all the data on the screen, enter the necessary fields, then press F12 to add the new record.

If you find a record that is similar to the one you need to add, such as a father or mother with the same address, you can press the F7 key to duplicate that record, update the necessary information, and press F12 to add it. When editing a duplicated record, be sure to erase the number in the RUNNERID field.

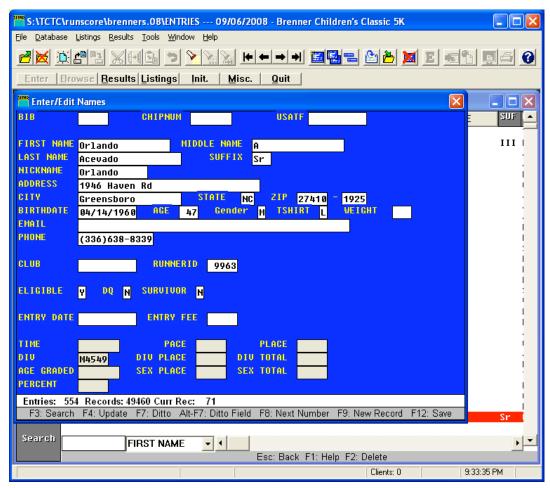
The important things to remember is the difference between an Add (F12) and an Update (F4). When you are typing in an entirely new Entrant use F12 after you have keyed in the information. If you are updating a record you previously entered or are changing a record you found via a search, use F4.

Note: Failure to use F12 on new records will result in lost data.

Sometimes it's faster to scroll through a list of names to select you want. This is particularly useful for last names like Johnson or Smith. To bring up a scrolling list select Database/Browse from the menu and the following screen will appear:



Use the up or down arrows or page up or down keys to navigate forward or backwards through the list. When the name you want is highlighted you can use Ctrl-Tab to go back to the update screen:



Make the changes you desire just as when you search using the F3 method then press F4 to save your changes.

To score a race, all your really need is an entrant's bib number (BIB), name, age and sex. All other information is optional but desireable if you intend to publish results. It's best to enter all the data when handling preregistered runners and if you have time on race day. If you are pressed for time on race day enter the minimum information and fill end the rest before publishing the results. Fields such as TIME, PACE, and PLACE will be calculated after the race is complete, so there is no need to enter them.

When you are complete with the batch of entry forms, pressing Esc will return you to the previous menu. Once you are there press Esc until you are back at the main menu. All the data is now saved.

# **Data Entry Notes**

Be sure to search for existing names before adding new information. Keep in mind that sometimes people use formal names and nicknames interchangeably, so pay attention to birth dates and addresses. The nickname field is very helpful in spotting these, so be on the lookout for William Smith if there's a Bill Smith, etc.

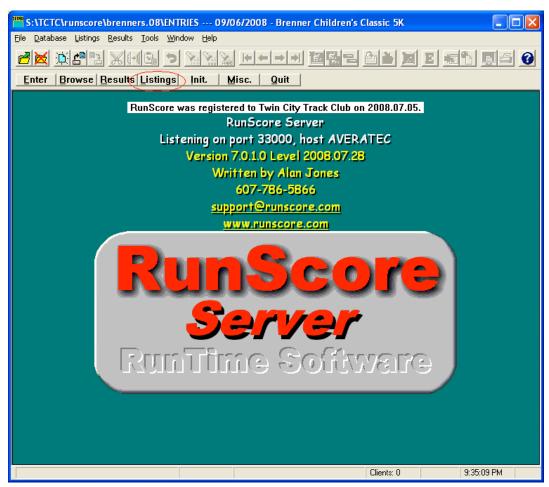
Don't use punctuation in names, so enter John T. Rockefeller as John in the first name, T in the middle name and Rockefeller is the last name. If you put nothing in the Nickname field it will be automatically filled with the first name.

Do not abbreviate Winston-Salem as W-S or Kernersville as Kvle. In addition, limit punctuation in addresses, so enter "123 Whatever St. Apt. #45" as "123 Whatever St Apt 45".

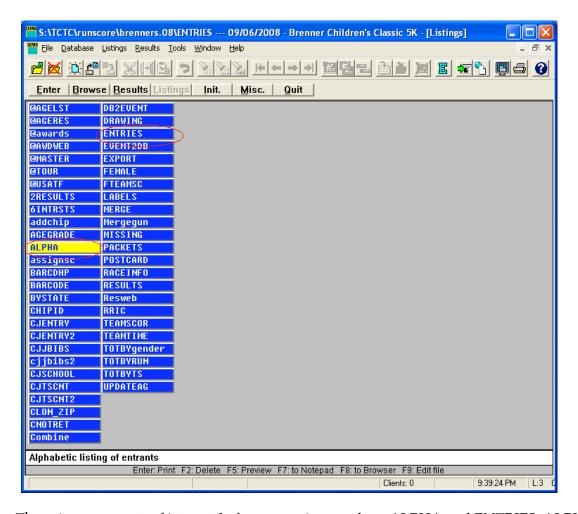
Runscore will look up the City and State if the ZIP code was previously entered. You can enter the ZIP code, press F4, and you'll se the city and state filled automatically if they were known.

If you get behind on race day remember you need only Name, Age, and Sex to score the race. It is best that you segregate those entry forms to make it easier to backfill the entries you entered minimal entered for.

# **Generating Runscore Reports**

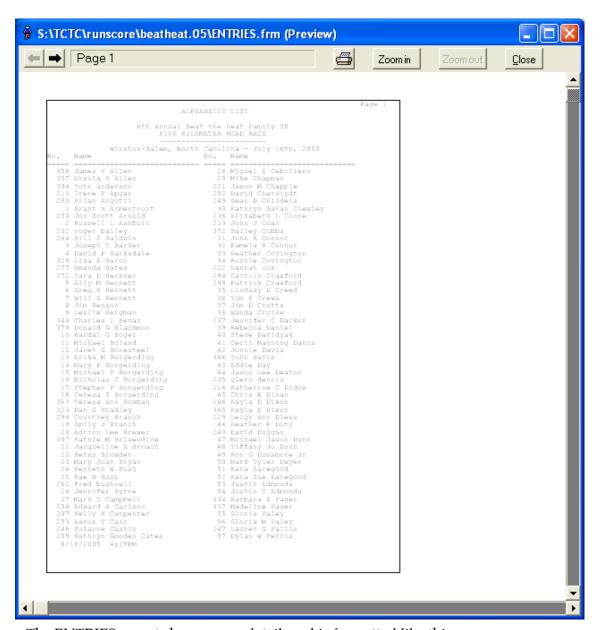


From the main menu, select the Print Listings (L) option, which will bring up a screen that looks like this:

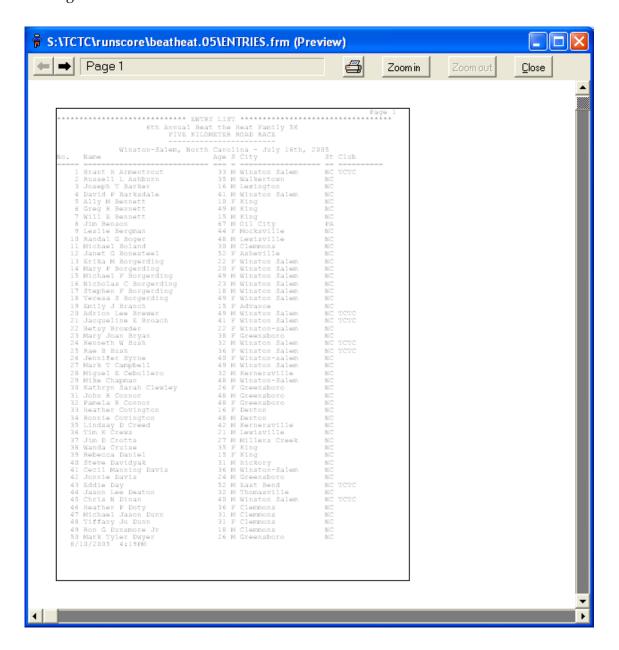


The primary reports of interest before a race is scored are ALPHA and ENTRIES. ALPHA generates an alphabetical list of your entrants, and ENTRIES generates a list in Bib number order. On race day @AWARDS and RESULTS are the main reports used. @AWARDS generates the overall and age group awards and RESULTS generates the order of finish results. Tab to the report you desire and press either Enter to send the report directly to the printer, or right click to view it on the screen, or in a browser. You have the option to generate a report and place it in RunScore's internal editor. You can then save that report, and do additional formatting if desired.

The ALPHA report looks like this:

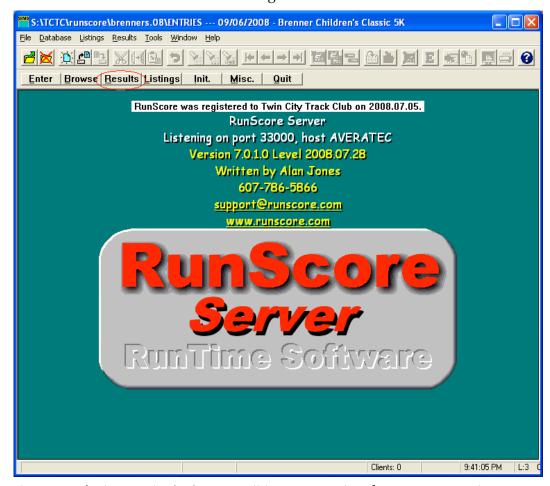


The ENTRIES report shows more detail, and is formatted like this:

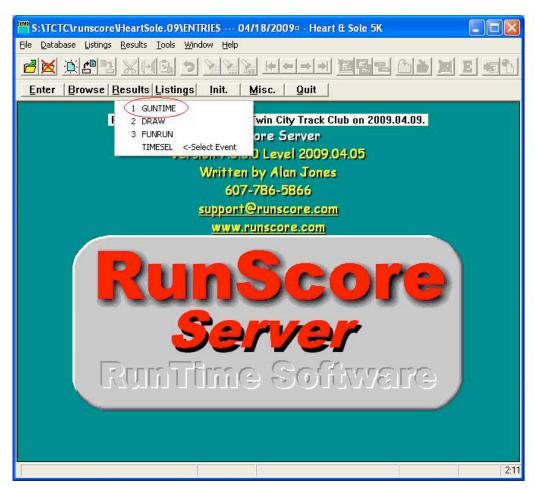


# **Entering Results Data**

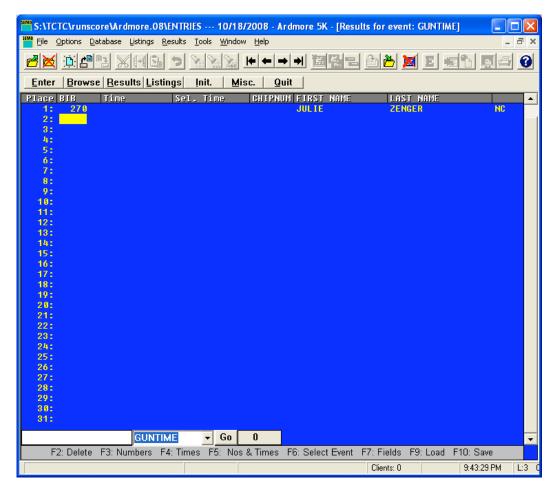
On race day when stringers start to come in you need to enter the bib numbers into the Results screen. RunScore will match the bib number to the individual and use the age and sex information to determine award categories. From the main menu:



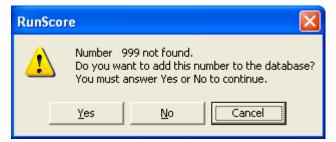
Select Enter/Edit Results (R). You will be presented with a pop-up to select an event.



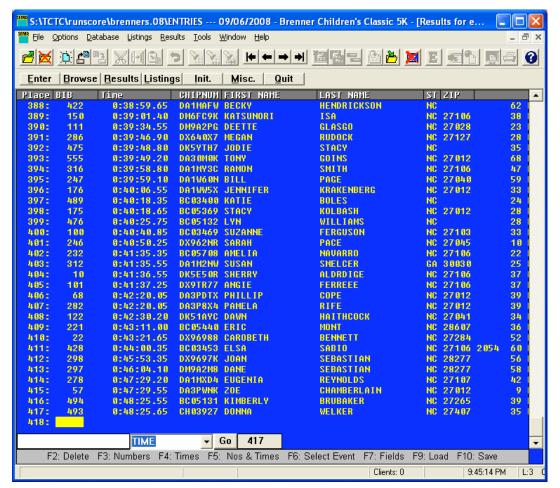
For nearly all races results are entered into the GUNTIME event, so highlight that event and press enter. If you are not specifically told to use something other than GUNTIME you should be using GUNTIME. You will see a screen like this:



Start with the first stringer and start entering bib numbers, pressing enter after each number. If you enter a number that's not been entered you will receive an error message:

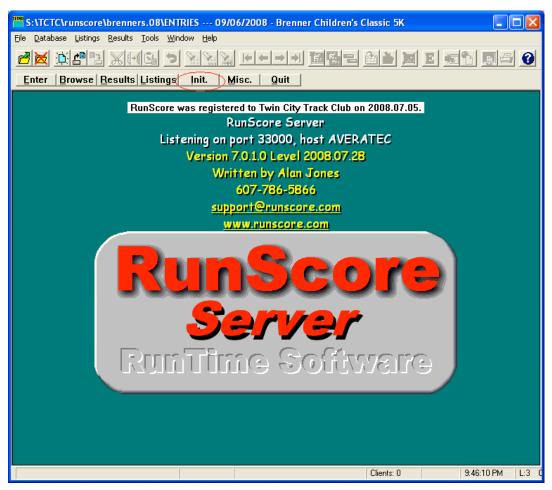


Double check the number you entered and be sure you read it correctly. If it's correct you will need to return to the Enter/Edit Names screen and enter the information from the tear-off. You will need to find the entry form later to backfill the missing address information. You can then return to the Enter/Edit Results screen and continue entering bibs. *If you come across a bandit tag on the stringer, enter the number "0". The "0" bib number is the only number that can be entered more than once.* Any other number entered more than once will generate an error that tells you the other finish position for that bib number. You will need to research the stringers to determine which number was miskeyed. If you mistype a number earlier in data entry simply highlight it, press F2 to delete it, enter the correct number and press enter. It's always good to verify against the stringer that you have placed the number in the correct location.



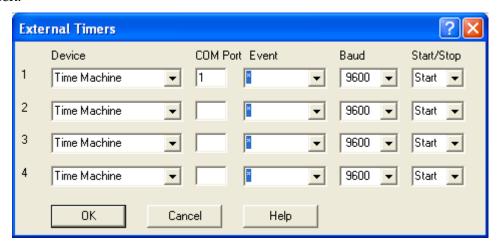
You will find that having a helper that counts the number of bibs on each stringer helps immensely. If you write the finish position on every 10 tear-offs and the first and last tear-off you can easily determine which stringer needs to be checked. This method also lets you verify that the number of tear-offs matches the number of bib numbers you have entered.

When the Time Machine is brought to you from the finish line after the last runner, you need to set up RunScore to accept data via the serial port. Find the cable that has a nine pin plug on one end and a phone plug on the other. Plug the phone plug into the RS232 port on the Time Machine. Plug the nine pin plug into the serial port on the computer. On the Club's IBM laptops there is only one serial port, but if you are using another machine you will need to make note of which port number you used. From the main menu select "I" for Initialization Functions.



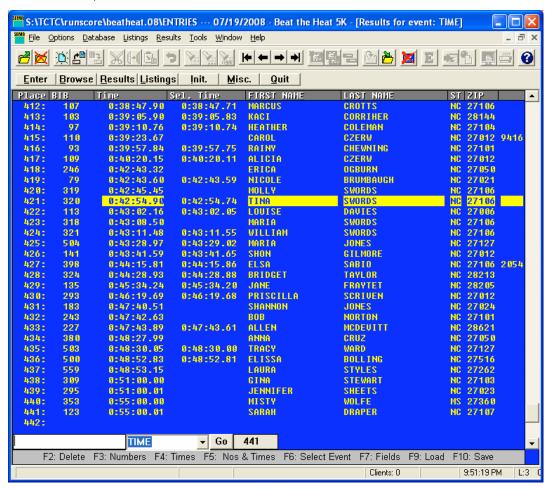
You will be presented with a sub-menu selection for Initialize Results, Initialize External Timers, Initialize Push Button, Start Internal Timer.

Select "Initialize External Timers" for COM port Timer or Input Device and you'll see this screen:

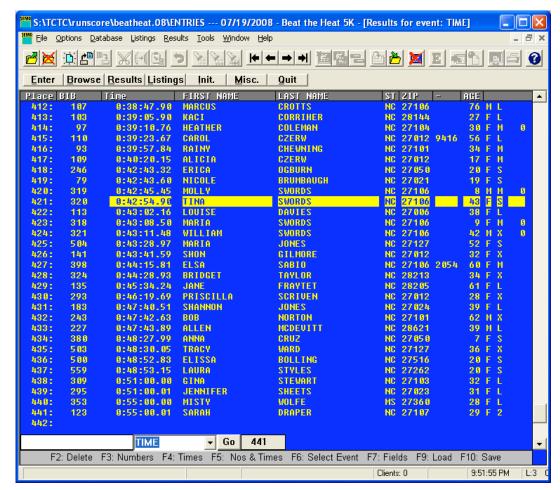


If you are using the Club's IBM laptop you simply press OK. If you are using another computer you will need to change the COM Port field to match the port number you used. If you are using the Chronomix timer instead of the Time Machine change the Device field to Chronomix 737. When you are done select OK.

You will be returned to the menu and can start your download. If the clock is still running, on the Time Machine press and hold the START TIME button and press clear. Then press the SETUP button until you see RS232 displayed on the status screen, and then press Enter. When you see REXMIT DATA press enter, then press the "0" key until you see PLACE in the status window. Enter "1" as the starting place number and press Enter. You will then see numbers counting on the Time Machine window. When you return to the Enter/Edit Results screen, it will look like this:



If you downloaded from the Time Machine that was collecting select times you will see them in the window. If you do not, press the F6 key to change the display to look like this:



You should scroll to the bottom of the list by pressing Ctrl and the PgDn (Page Down) key. The number of times should match the number of bib numbers you have entered. If they do not, verify the count of the number of tear-offs with the count on the display. Go to the end of each stringer and verify that the place number and bib number match.

# **Updates Needed for Each Race**

For each race, there are several files that need to be updated.

#### Entries.ini

Select

Bib

This file contains a lot of the basic information about the event. Highlighted area will need updating for each event. You can edit this file from the Tools / Enter Edit/Names / Edit entries.ini menu selection. The areas highlighted in red are the portions that need to be updated with every race.

```
race name
                      Ardmore 5K
date format race date
                    MM/DD/YYYY
                     10/18/2008
date of birth field birthdate
age field AGE
Unregistered number 0
* Variables
%race location% Redeemer Church, Winston-Salem, NC %race distance% 3.10659 Record 0:15:35 by Justin Pfruender in 2005 %female record% Record 0:18:21 by Mully Nunn in 2004 %distance name% 5K
[control]
                    gender
select
                     %1
ΕO
and
                    age
%2
select
select
                    age
                     %3
-
selected
                    DIV
selected message %4
[data]
M 1 12 M0112
F 1 12 F0112
M 13 19 M1319
F 13 19 F1319
M 20 24 M2024
F 20 24 F2024
M 25 29 M2529
F 25 29 F2529 <- this is gender, age range, division name
M 30 34 M3034
F 30 34 F3034
M 35 39 M3539
F 35 39 F3539
M 40 44 M4044
F 40 44 F4044
M 45 49 M4549
F 45 49 F4549
M 50 54 M5054
F 50 54 F5054
M 55 59 M5559
F 55 59 F5559
M 60 99 M6099
F 60 99 F6099
* Next section to add the registration date
[control]
```

```
GT
and
Select
                      Entry Date
ΕQ
Selected
                    Entry Date
Selected Message %date%
[Data]
none
* Next section to add the registration fee
[control]
                     Bib
Select
GT
and
Select
                     Entry Date
LE
                     %1
And
                    Entry Fee
Select
ΕQ
Selected
                    Entry Fee
Selected Message %2%
[Data]
01/01/2000 20.00 <- First cost change
10/05/2008 20.00 <- Pre-registration deadline and price 10/18/2008 25.00 <- Race day price * Next section to get rid of leading zeros
[control]
Select
                     AGE
ΕQ
                     %1
Selected
                     AGE
Selected Message
[data]
00 0
01 1
02 2
03 3
04 4
05 5
06 6
07 7
08 8
09 9
*Nick names
[Control]
Select
                    nickname
Selected nickname
Selected Value first name
[Data]
none
```

### @AWARDS.LST

The @AWARDS.LST can be editing by pressing F9 while selecting the report on the Listings menu.

```
* Award list for award ceremony
OVERHDR
* Change for number of overall male and female awards
OVERALL.RSM FEMALE F 3 <- 3 females overall
OVERALL.RSM MALE M 3
* Then exclude the same number
           Sex, Number to exclude, above what age
EXCLUDE.RSM F 3 1 <- Excluding top 3 females from age group awards, start at age 1
EXCLUDE.RSM M 3 1 <- Excluding top 3 males from age group awards, start at age 1
AGERES.RSM FEMALE F 1 12 3 <- Female 1-12 years, 3 deep
                M 1 12 3
AGERES.RSM MALE
AGERES.RSM FEMALE F 13 19
AGERES.RSM MALE
                M 13 19 3
AGERES.RSM FEMALE F 20 24 3
AGERES.RSM MALE M 20 24 3 "Form feed at end" <- Page eject after group
AGERES.RSM FEMALE F 25 29 3
AGERES.RSM MALE M 25 29 3
AGERES.RSM FEMALE F 30 34 3
AGERES.RSM MALE M 30 34 3
AGERES.RSM FEMALE F 35 39 3
AGERES.RSM MALE M 35 39 3 "Form Feed At End"
* Change for number of overall masters male and female awards
^{\star} MASOVER.RSM FEMALE F 1 <- Masters groups if needed, same as overall
* MASOVER.RSM MALE M 1
* MASHDR
^{\star} Change for number of overall masters to exclude from age-groups
* EXCLUDE.RSM F 1 40 <- Exclude 1 female over 40 from remaining age groups
* EXCLUDE.RSM M 1 40 <- Exclude 1 male over 40 from remaining age groups
AGERES.RSM FEMALE F 40 44 3
AGERES.RSM MALE M 40 44 3
AGERES.RSM FEMALE F 45 49 3
AGERES.RSM MALE M 45 49 3
AGERES.RSM FEMALE F 50 54 3
AGERES.RSM MALE M 50 54 3 "Form Feed At End"
AGERES.RSM FEMALE F 55 59 3
AGERES.RSM MALE M 55 59 3
AGERES.RSM FEMALE F 60 98 3
AGERES.RSM MALE M 60 98 3 "Form Feed At End"
* AGERES.RSM FEMALE F 70 98 1
* AGERES.RSM MALE M 70 98 1 "Form Feed At End"
```

# **Other Important Files**

These files are all in the Runscore directory for the race, so if the local Runscore directory is C:\TCTC\RUNSCORE and the race name is Ardmore and the year is 2009, the full location would be C:\TCTC\RUNSCORE\Ardmore.09. If you cannot return the laptop promptly after the race you may be asked to email these files to the webmaster for posting results.

#### **ENTRIES.DTA**

This file is the master database that contains all the names and demographic information for race participants.

### **GUNTIME.FN2**

This file contains the order of finish numbers for the GUNTIME event. Every bib number you key in on the results screen is stored here.

#### **GUNTIME.TM4**

This file contains the times dumped from the Time Machines or Chronomix for the GUNTIME event.

#### TIMESEL.FN2

This file contains the order of finish numbers for the TIMESEL event. These are the bib numbers keyed in on the Time Machine or Chronomix keypad and later dumped to the computer.

## TIMESEL.TM4

This file contains the times dumped from the Time Machines or Chronomix for the TIMESEL event. These times were captured with each bib number that was entered on the keypad.

# Things to check on Race Day

- 1. Talk to the registration people before they start registration and make sure they know to always write the name, age, and sex on the tear-offs themselves and make sure that the bib number is always written on the entry form
- 2. Open the @AWARDS.LST file and review it against the categories advertised by the race organizer. They should have been set up in advance, but verify nothing has changed.
- 3. Check the printer by printing out an ALPHA list.
- 4. Before you enter any results make sure that all the events are empty. Go to Results and select GUNTIME, check that no entries appear, and repeat that process for TIMESEL. If there is anything there first make sure you're in the correct race, and if so select the Init button, then Initialize Results, then Clear All.
- 5. Before the race starts verify with the Finish line crew that that the timer memories have been cleared.
- 6. When you're done with participant data entry open the ENTRIES list in the editor or print a copy, and scan to be sure that no entries are without an age or gender.

# **Common Problems**

#### More times than bib numbers

Potential causes:

- Someone jumping out of the chute
- A missed bandit tag during entry
- A double punch by the timer
- Times not erased from previous race

The simplest way to solve this problem is to use the select times to determine where the finisher was missed. Read down though the finish times and select times to the point where they don't match.

If you have numbered the finish order on your stringers you can use that information to find the stringer where the finisher was missed. Read through the stringer and verify that all the finishers were entered. If not, position your cursor at the point f the missing entry, key in the new number, and press enter. Then double check the order of finish against the string to be sure it was placed in the correct location.

If you find there are no missed finishers, you will need to insert a bandit. Position your cursor at the location right before the select times start mismatching. Enter the bandit number "0", and verify that the select times and normal times match.

If there are a lot of extra times and few of the select times seem to line up chances are the results were not cleared from the timer before the new event started. Scroll through the list looking for a large drop in time, for example you'll see a 1:03:00 followed by a 0:17:45. Make note of the location where the 1:03:00 was, press F4 to switch to time enter mode, and type in @DEL 1 <location of 1:03:00>. So for example if the 1:03:00 was in location 153 you would key in @DEL 1 153. That will delete all the times from location 1 to location 153. If you have additional bib numbers to enter do not forget to press F3 to return to bib entry mode.

You may need to repeat this process in the TIMESEL event. Press F10 to force a save, and then exit the Results screen by pressing Esc, click the Results button and select the TIMESEL event from the drop down. Here you will

#### More bib numbers than times

Potential causes:

- A missed punch by the timer
- A missed bandit tag during entry
- A double punch by the timer

The simplest way to solve this problem is to use the select times to determine where the finish time was missed. You will need the printout from the backup to correct this.

Read down looking for where the select times no longer

### Select times are descending, not ascending

Potential causes:

• Tear offs were put on the stringer face up, not face down

The almost always means that the tear-offs were put on the stringer face up, not face down. If there are intermittent reversals, chances are that finish line workers collected tear-offs in their hand face up, then placed them on the stringer face down. Hopefully the entire stringer was done in the wrong order as this is the easiest to correct.

### A bunch of strange looking times when after dumping times to the computer

Potential causes:

- Results were not initialized in Runscore
- Previous times were not cleared from the Time Machine

All is not lost. When in Enter/Edit results press F4 to go into TIMES mode. Scroll down until you see times that match the tape for race day. Find the time number and in the bottom box where you entered bib numbers enter:

@DEL 1 <whatever the place number of the last bad time was>

You will see a bunch of times disappear. It is critical that you go into TIMES mode by pressing F4 before you do this or you'll delete all the bib numbers you just keyed in. Remember to press F3 to go back into NUMBERS mode before you enter in any more numbers.

For example, the last race has 253 finishers so the first time that matches the current days tape is in position 254. The command to delete all the times would be @DEL 1 253.

## A stringer was entered in the wrong order

The most common cause of this is when multiple chutes are used, or when someone places the empty stringers in the wrong order.

## Cannot figure out how to dump times to the computer

Reading the directions helps, but if even that fails you can print out the @AWARDS and that will give you all the awards without times. Make sure the timer on the Time Machine has been stopped, if you see it is still running times will not dump to the computer. Most road races are scored by finish place anyway so times aren't needed to score them. Times are just informational. Make sure the Time Machines aren't cleared and get the computer and time machines to someone that knows how to dump times.

## Bib numbers were keyed into the wrong event

Correcting this will involve renaming some of the files in the event folder. First you need to determine what event you keyed the bib numbers into. Select "Results" from the menu and check every event listed. Note that there should be something in TIMESEL if select timing was used.

For example, if you accidentally keyed all the bibs into FUNRUN, but they were supposed to be in GUNTIME, then you need to open Windows Explorer and go to the folder where the race data is stored.

If the is the Ardmore race for 2009 it would be in :\TCTC\Runscore\Ardmore.09. You can also get the path by looking at the top of the window for Runscore. Before you start this process capture the folder path from the top of the Runscore window and get out of Runscore.

Navigate to that folder in Windows explorer. In that folder you will see a FUNRUN.FN2 and a GUNTIME.FN2. Rename GUNTIME.FN2 to GUNTIME.BAK (for safety) and rename FUNRUN.FN2 to GUNTIME.FN2. After you rename restart Runscore and go to Results and select GUNTIME. You should see bib numbers and times there now.

This process is somewhat more complicated if you keyed into TIMESEL. If you keyed 100 bib numbers into TIMESEL and then dumped the times from the timer the bib numbers keyed in during the select time process will be added to the end of the numbers you entered. You will spot this by knowing that that you keyed in 100 numbers, and you now see more than 100 in the TIMESEL event.

In this case you will need to exit Runscore, navigate to the proper folder as noted above, and rename GUNTIME.FN2 to GUNTIME.BAK (again for safety) then COPY TIMESEL.FN2 to GUNTIME.FN2. Go back into Runscore, go to Results, and select the TIMESEL event.

### Printer won't print

After you check the obvious things, such as is the printer plugged into power and the USB cable is attached make sure the printer you are using is the default printer. The club uses two printers, a Canon and a Brother. If the last person used a different printer the default printer may be changed. Go to Start ->Printer and Faxes and select the icon for the printer you have plugged in. Right click on it and select "Set as Default Printer".