

Scorlt Read Me

Introduction:

As of August 2017 the posted Scorlt is Revision 9.0. It supersedes previous versions and users should download the new version. For a summary of changes see the paragraph at page end "Revision Notes"

Scorlt is an Excel spreadsheet that includes macros written in visual basic. It's purpose is to facilitate the scoring and display of ICORE matches. The scorer enters shooter information, match information and stage scores and Scorlt calculates match placement and generates tables to display match results.

The program allows up to 300 shooters and 18 stages. Standard categories are Open, Limited and Classic and there is provision for up to ten special categories. Output tables are Overall, Open, Limited, Classic and Limited 6 with optional tables for Special Categories, Stage, and ICORE Class. Buttons are provided that allow the user to print, copy or generate HTML files of the tables produced.

Applications:

Scorlt will run in Excel versions 97 through 2010.

Usage notes:

Scorlt was written in Excel 97-2003 format. If your running a later version of Excel you can save it in original format and it will run in "compatibility mode". When saving as such you may see a message about minor fidelity issues. These are inconsequential and do not affect running. To avoid the message and maintain the features of your Excel version save Scorlt in your version of Excel. For example Excel 2007 format is .xlsm "macro enabled workbook". Scorlt contains macros. When you run it, you will get some scary message from Excel that macros can contain viruses. There are no viruses in Scorlt. I know because I wrote it. Make sure you get Scorlt from the website to ensure safety. When prompted, enable the macros. **The macros in Scorlt must be enabled for the program to run.** If you do not receive the prompt to enable macros you may have your security setting too high. Adjust the security setting to a lower value. For example in Excel2000 point to "Tools"—"Macro"—"Security" and set it to medium. In Excel2007 the setting can be adjusted from the Developer Tab. Scorlt contains instructions for use on the spreadsheet pages itself. It is simple to use. The stage score for each shooter is entered so you must have completed stage score sheets. The roster of attendees may be completed before the match. Pages appear as they are activated and can be accessed using the page tabs at the bottom of the Excel window. If you are using Scorlt regularly you may want to view the Tips For Using Scorlt file.

If you have problems, comments or suggestions about Scorlt send to [Dan](#), the more information the better.

Revision Notes:

Rev 2.0: The bulk of changes occurred to make ScorIt compatible with Excel97. Other changes: 1) Expanded instructions. 2) First line of roster made inactive to resolve error that occurred when a roster was alphabetized while first line was blank. 3) The "X" indicating an attending shooter is now carried along with the name when alphabetizing. 4) Extra lines generated on ICORE class table removed. 4) Enhanced entry error checking.

5.0: 1) On roster input sheet, added option to assign shooter numbers and option (button) to sort roster by shooter number. 2) Special Category feature modified to allow for shooters in more than one (up to five) special category. 3) ICORE Class output table modified so that under each class shooters are separated by Open/Limited. 4) All output tables modified as follows: a) tables are automatically adjusted to minimize column width. b) Added print button to allow printing directly from output table. Print feature sets printer to either landscape or portrait depending on number of stages. A single line of table header tops tables that require multiple pages. c) Simplified instructions. d) Pages produced by copy button no longer bear instructions. 5) On the InStgScr sheet only the roster portion of the page scrolls. 6) All output table title blocks reformatted to minimize table size when displaying special category reference information. 7) Outlcore, OutSpCat and OutStg tables; superfluous header line deleted.

6.0: 1) Added feature and buttons to allow generation of HTML files from output tables. 2) Modified to accept DQ (disqualification) as stage score. 3) Fixed 10th special category ignore.

6.5: 1) Added Retro division, Retro table and modified ICORE Class table to accept Retro. 2) Fixed last shooter exclusion from html tables when using special categories. 3) Merged cells of sub-table header ribbons on ICORE and Special categories tables.

7.0: 1) Modified for new ICORE classification Grand Master(GM). 2) All references to Retro division changed to Classic division. 3) Match date format changed from mmmm-yy to dd-mmm-yy

8.0: 1) Increased number of stages to 18. Changes to html table generator for xhtml.

8.1: 1) Minor coding changes to ICORE table generation to resolve compatibility issues.

9.0: 1) Modified for newly added Limited Six (L6) division.