

## Tips For Using SteelScorlt

### Introduction:

This file is intended to give regular users of SteelScorlt usage tips that can save time and increase it's versatility. To make the most of this information the user should have run SteelScorlt at least a few times recently.

### Usage Tips:

- 1) A big time saver is keeping a template (.xlt/.xltn) of SteelScorlt with the latest shooter information. Most club matches have a group of regular shooters. When it's time to score, load your latest template. Update the shooter information that's changed then save that file as your template.
- 2) It is not necessary to alphabetize the roster. It only makes it easier to find shooters for entering stage scores.
- 3) Shooter number is optional and really only useful in bigger matches. The input scores page is sorted by shooter number verses alphabetical.
- 4) A match name is optional. Usually used for "Postal" or some such thing.
- 5) It makes no difference whether you use upper or lower case for any shooter information. You should try to be consistent as the look is carried to the output tables.
- 6) The "Type" column of the roster is a text column that can be used for identifying differing equipment . No output tables are generated based on this information. Rather the information is carried to all output tables. As such it can be used for anything you like. Some examples are Rev and Semi. Or perhaps for two gun S/P (Semi/Pump) and R/S (Rev/Semi). Doesn't even have to be equipment related. However if you want a separate table(s) based on such criteria use the Special Categories feature.
- 7) The shooter number of roster entry does not carry to the output tables.
- 8) It is not necessary to enter trailing zeros. SteelScoreit will make all stage score entries 2 decimal places.
- 9) Once you have begun to enter stage scores care must be taken to alter the roster. If you wish to add an attendee after entering scores simply add the name to the end of the roster. Do not alphabetize unless doing so will place the new attendee below the last attendee for which scores have been entered
- 10) For a 2<sup>nd</sup> gun shooter add the name to the roster a second time just as you would any other shooter. If the 2<sup>nd</sup> gun is a different Division(O/L) than the 1<sup>st</sup> gun it will be easy to tell the difference. If the 2<sup>nd</sup> gun is the same Division then make a note as part of the name in the roster. For example..... Hall, Dan(2<sup>nd</sup>). If a competition has developed for 2<sup>nd</sup> guns, for example 3 or more shooters are shooting cowboy as a 2<sup>nd</sup> gun then use the Special Category feature of the program (instructions on first tab). A table of cowboy will be produced and built in notes on the other tables will make it easy to see 2<sup>nd</sup> guns.

- 11) The special category feature allows you a number of options for tabulating results. For example you can breakout Lady shooters into a group. To get a further breakout you can make Lady Open shooters and Lady Limited shooters different categories. Multiple categories need not be entered in numerical order (ex: 3.6.1). If using the 10<sup>th</sup> special category in a multiple entry, place it second (ex: 2.10.5).
- 12) Optional stages present a difficulty. The best way to handle this is saving a second copy of SteelScorIt after completing the roster to the attendees. Complete the regular match scores. Then do the second copy with only the optional stage. To include the optional stage in overall results copy and paste stage scores into the second copy before entering optional stage scores.
- 13) Remove from the roster shooters who are not likely to be at your match in the near future. Use "Edit" "Clear Contents". This will tidy up your roster and make it easier to navigate and select attendees.
- 14) Output tables can be updated at any point. The output tables are generated each time you press the "Scores" button. The only tables that are not regenerated by "Scores" are the text "Copy" tables. To regenerate them delete the current copy sheet and use the updated table to generate a text "copy". Care only needs to be taken when adding or deleting attendees after scores are entered. See the special instructions in the program.
- 15) If a shooter has a stage score of zero or negative or the entries are incomplete, pressing the "Scores" button will generate a warning. The warning will give you the option to continue. If continuing, for all output tables, except by stage, incomplete (blank) stage scores will be considered zero and placement will be determined as such. For the by stage table incomplete (blank) scores are considered infinite and those shooters appear at the end.
- 16) You can do anything you want to the text "copy" tables. They are text and do not affect the program. Format them any way you like.
- 17) An unlikely occurrence, but if you have a major problem and you have corrupted the program after putting a lot of effort into it, the best way to recover is to save what you have then start a fresh SteelScorIt and use the copy and paste feature (paste special...values) to transfer existing information to the fresh program. Of course, carefully check what you have done to ensure accuracy.