



RANGEMASTER
SYSTEMS

EasyScore X3 PRO/.NET
Competition Manual

Revision Date: 28.07.2021

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1. ABOUT EASYSORE X3 PRO/.NET

EasyScore X3 Pro/.net – is professional competition management software for setting up and running shotgun competitions of different levels.

Rangemaster EasyScore X3 Pro/.net program features:

- Automatic drawing of lots and squading
- Automatic printing of back numbers (portrait and landscape)
- Printing of starting list
- Printing of participating nations according to classes
- Competition entry fee calculation with different entry fees for classes and teams
- Generation of time tables for up to 12 ranges
- Printing timetables with shooters' names and start numbers
- Printing score-sheets according to ISSF & FITASC regulations including Compak score-sheets
- Automatic rearrangement of shooters within squads for different rounds
- Printing classifications for each category or individual shooter
- Printing classification for teams using filtering according to classes
- Exporting of all classification sheets to HTML
- Consolidated print of classifications
- Consolidated export of classifications to HTML
- Supporting up to 4 days of competition and etc.

2. SETTING UP A COMPETITION

2.1 GENERAL INFORMATION

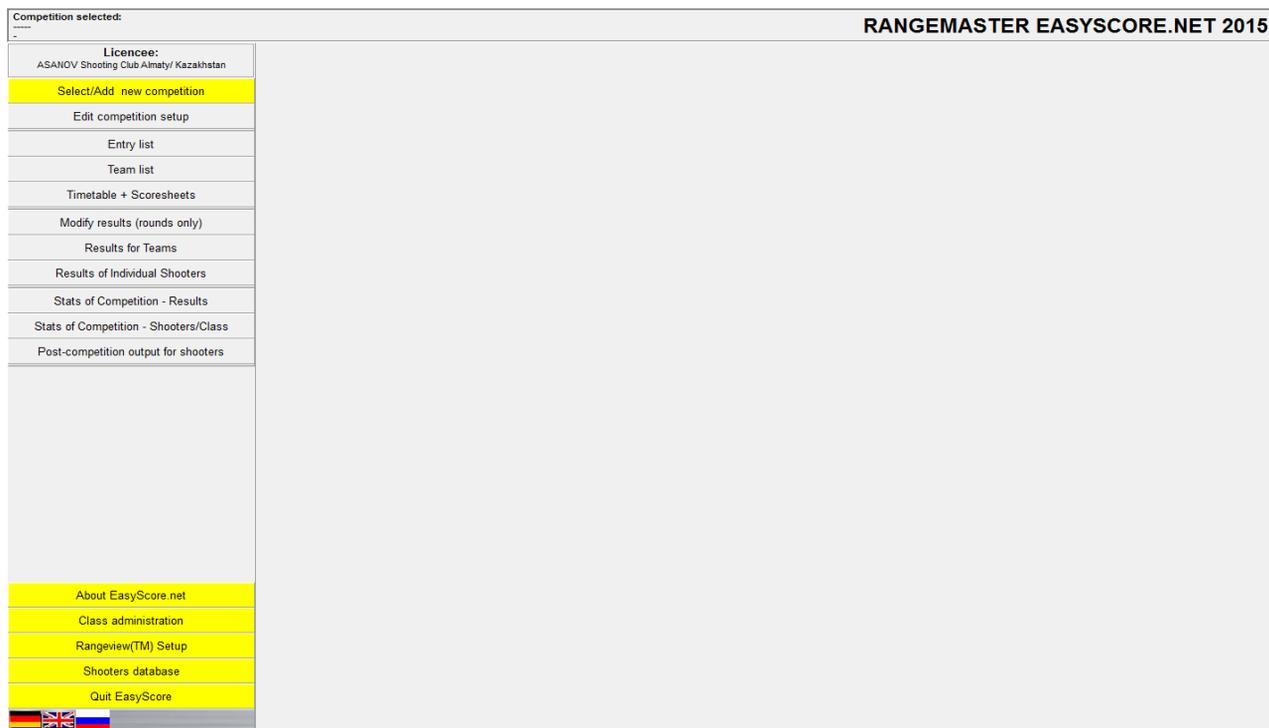
In this section you will learn how to:

- Run the program
- Create a new competition or delete it
- Select the available active competition for settings and adjustments

First of all to start running the program, double click on the X3 EasyScore icon on your desktop. It looks like this:



When you open the EasyScore X3 Pro/.net program you see the following:



First of all you need to **Select/Add new competition.**

Licencee: ASANOV Shooting Club Almaty/ Kazakhstan
Select/Add new competition
Edit competition setup
Entry list
Team list
Timetable + Scoresheets
Modify results (rounds only)
Results for Teams
Results of Individual Shooters
Stats of Competition - Results
Stats of Competition - Shooters/Class
Post-competition output for shooters

Here you can:

- Create a new competition
- Select the existing competition
- Clone the competition
- Delete the competition

2.2 ADD A NEW COMPETITION OR SELECT EXISTING COMPETITION

When you press the button **Select/Add new competition** you go to the following page:



Before you choose the options click once on the competition from the list so that all option buttons below turn yellow.

Create a new competition when you select this option you go to Settings where you should name the competition and change settings.

Clone button clones the selected competition if you need the same settings for your competition as in the already created competition.

Delete competition you can delete competition.

NOTE: Deleted competition cannot be restored.

Preview allows you to view a competition setup without selecting the competition for further processing.

Open or **Double Click on the competition** will select the marked competition and open it for a further processing.

2.3 SETTINGS

When you go to settings you will see the following page

Выбранные соревнования:
KUBOK ROSSII 2 ETAP TRAP
 19.05.2021

RANGEMASTER EASYSORE.NET 2021.03.19

Please fill all fields with YELLOW background, fields with GREEN background can be filled later ...

Name of competition-1: <input style="background-color: yellow;" type="text" value="KUBOK ROSSII 2 ETAP TRAP"/>		Sequence within Squads:																																					
Name of competition-2: <input style="background-color: yellow;" type="text" value="10-16.05.2021"/>		Round 1: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Number of Rounds: <input style="background-color: yellow;" type="text" value="5"/>	N° of rounds for team: <input style="background-color: yellow;" type="text" value="5"/> rounds	Round 2: <input style="background-color: yellow;" type="text" value="123456"/>																																					
N° of competition days: <input style="background-color: yellow;" type="text" value="2"/>	Max. Score: <input style="background-color: yellow;" type="text" value="125"/>	Round 3: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Time per round: <input style="background-color: yellow;" type="text" value="30"/> min	Targets per round: <input style="background-color: yellow;" type="text" value="25"/>	Round 4: <input style="background-color: yellow;" type="text" value="456123"/>																																					
Display format-Qualification: <input style="background-color: yellow;" type="text" value="5-5-5-5-5"/>	Targets in Final: <input style="background-color: yellow;" type="text" value="50"/>	Round 5: <input style="background-color: yellow;" type="text" value="456123"/>																																					
Display format-Final: <input style="background-color: yellow;" type="text" value="5-5-5-5-5-5-5-5-5"/>		Round 6: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Competition day:	Start Time:	Round 7: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Day 1: <input style="background-color: yellow;" type="text" value="12.05.2021"/>	<input style="background-color: yellow;" type="text" value="09:00"/>	Round 8: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Day 2: <input style="background-color: yellow;" type="text" value="13.05.2021"/>	<input style="background-color: yellow;" type="text" value="09:00"/>	Round 9: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Day 3: <input style="background-color: yellow;" type="text" value=""/>	<input style="background-color: yellow;" type="text" value="0"/>	Round 10: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Day 4: <input style="background-color: yellow;" type="text" value=""/>	<input style="background-color: yellow;" type="text" value="0"/>	Round 11: <input style="background-color: yellow;" type="text" value="123456"/>																																					
Round 12: <input style="background-color: yellow;" type="text" value="123456"/>																																							
Competition type: <input style="background-color: yellow;" type="text" value="5"/> Type 1: ISSF RULES 1.1.2014, 5 Rounds, SF,BMM,GMM Type 2: max. 12 rounds, possible shoot offs, possible finals (total with qualification), possible shoot offs Type 3: max. 8 rounds, shoot offs, finals (total with qualification), shoot offs Type 4: max. 8 rounds, shoot offs, only finals count, shoot offs Type 5: ISSF RULES 1.1.2017, 5 rounds qualification, Elimination		Entry Fee per Class:																																					
Double Trap Competition: <input type="checkbox"/>		Class: <input style="background-color: yellow;" type="text" value=""/> ,00																																					
Compact sporting inline mode: <input type="checkbox"/>		Class: <input style="background-color: yellow;" type="text" value=""/> ,00																																					
<table border="1" style="width: 100%; border-collapse: collapse; font-size: 8px;"> <thead> <tr> <th>Round:</th> <th>Mode for X3 Competition:</th> <th>X3-Autoselect:</th> <th># of clays/round:</th> </tr> </thead> <tbody> <tr> <td>#1:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> <tr> <td>#2:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> <tr> <td>#3:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> <tr> <td>#4:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> <tr> <td>#5:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> <tr> <td>#6:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> <tr> <td>#7:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> <tr> <td>#8:</td> <td><input style="background-color: red;" type="text" value="Trap FO 15m"/></td> <td><input style="background-color: red;" type="text" value="R125"/></td> <td><input style="background-color: red;" type="text" value="C 25"/></td> </tr> </tbody> </table>		Round:	Mode for X3 Competition:	X3-Autoselect:	# of clays/round:	#1:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	#2:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	#3:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	#4:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	#5:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	#6:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	#7:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	#8:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>	Class: <input style="background-color: yellow;" type="text" value=""/> ,00	
Round:	Mode for X3 Competition:	X3-Autoselect:	# of clays/round:																																				
#1:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>																																				
#2:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>																																				
#3:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>																																				
#4:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>																																				
#5:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>																																				
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#7:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>																																				
#8:	<input style="background-color: red;" type="text" value="Trap FO 15m"/>	<input style="background-color: red;" type="text" value="R125"/>	<input style="background-color: red;" type="text" value="C 25"/>																																				
Optional data:		Class: <input style="background-color: yellow;" type="text" value=""/> ,00																																					
Referees: Jury members: Side referees: Type of clays: Weather:		Class: <input style="background-color: yellow;" type="text" value=""/> ,00																																					
<input style="background-color: green;" type="text"/>		Entry Fee per Team: <input style="background-color: green;" type="text"/>																																					
		Protest Fee: <input style="background-color: green;" type="text"/>																																					
		Semi-final ID: <input style="background-color: gray;" type="text"/>																																					

NOTE: All fields with yellow background should be always filled

Выбранные соревнования:
ISSF WORLD CUP MUNICH/GERMANY

RANGEMASTER EASYSORE.NET 2021.03.19

Please fill all fields with YELLOW background, fields with GREEN background

Name of competition-1: <input style="background-color: yellow;" type="text" value="ISSF WORLD CUP MUNICH/GERMANY"/>
Name of competition-2: <input style="background-color: yellow;" type="text" value="TRAP"/>
Number of Rounds: <input style="background-color: yellow;" type="text" value="5"/>
N° of rounds 4 team: <input style="background-color: yellow;" type="text" value="5"/> rounds
N° of competition days: <input style="background-color: yellow;" type="text" value="2"/>
N° targets per round: <input style="background-color: yellow;" type="text" value="25"/> per round
Time per round: <input style="background-color: yellow;" type="text" value="30"/> min
Referees: <input style="background-color: green;" type="text"/>
Jury Members: <input style="background-color: green;" type="text"/>
Side referees: <input style="background-color: green;" type="text"/>
Type of clays: <input style="background-color: green;" type="text"/>
Weather: <input style="background-color: green;" type="text"/>
Max. Score: <input style="background-color: yellow;" type="text" value="200"/>

2.3.1 NAME OF THE COMPETITION

Here you add a new name or correct the previous one.

Name of the competition will be displayed at all printouts.

Please do not use characters such as * "\ ö ä ß - + _ = / and etc.

Use the second line (Name of competition-2) if the name of the competition is too long or add the discipline (skeet, trap and etc.)

2.3.2 NUMBER OF ROUNDS / TARGETS

The number for the rounds: 1-8 (it affects the further view of the results, printouts, display)

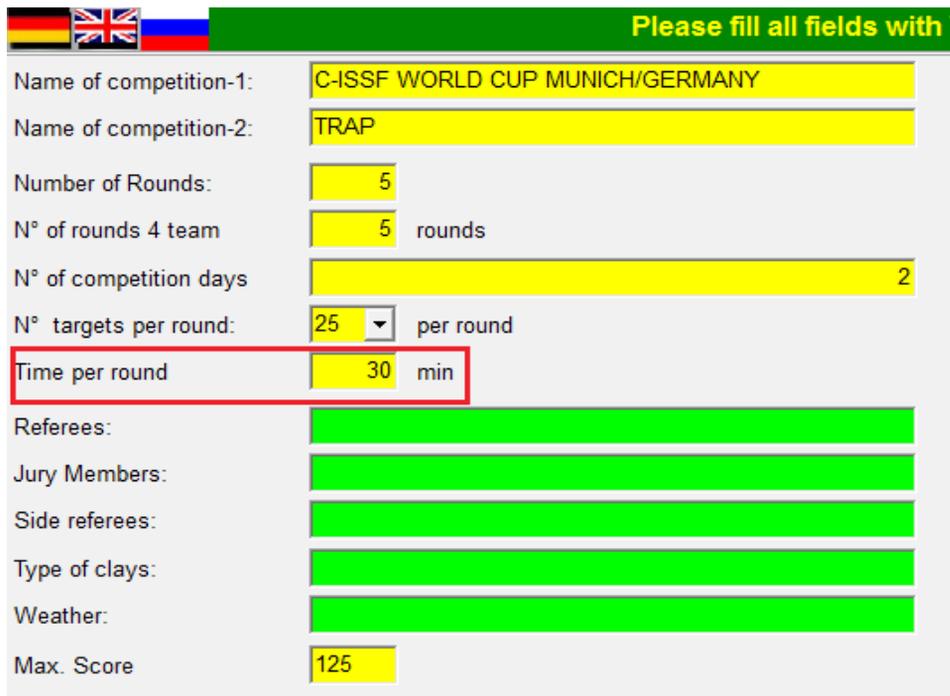
The allowable number of targets in a round: 25/30/50.

Note: for 30 and 50 – different kinds of protocols are used.

30 targets - according to ISSF rules before 2013.

2.3.3 TIME PER ROUND

The time per round entered will create a corresponding grid in the timetable



Please fill all fields with

Name of competition-1:	C-ISSF WORLD CUP MUNICH/GERMANY
Name of competition-2:	TRAP
Number of Rounds:	5
N° of rounds 4 team	5 rounds
N° of competition days	2
N° targets per round:	25 per round
Time per round	30 min
Referees:	
Jury Members:	
Side referees:	
Type of clays:	
Weather:	
Max. Score	125

Recommendations:

Trap - 25 min

Skeet - 30 min

Double Trap 30 targets - 20 min

Compak Sporting - 25 min

In case you have already created a timetable for a certain day you can't change the time per round automatically and you have to change the time for the day manually. But in case you haven't created the timetable for the second day the time per round can be changed automatically.

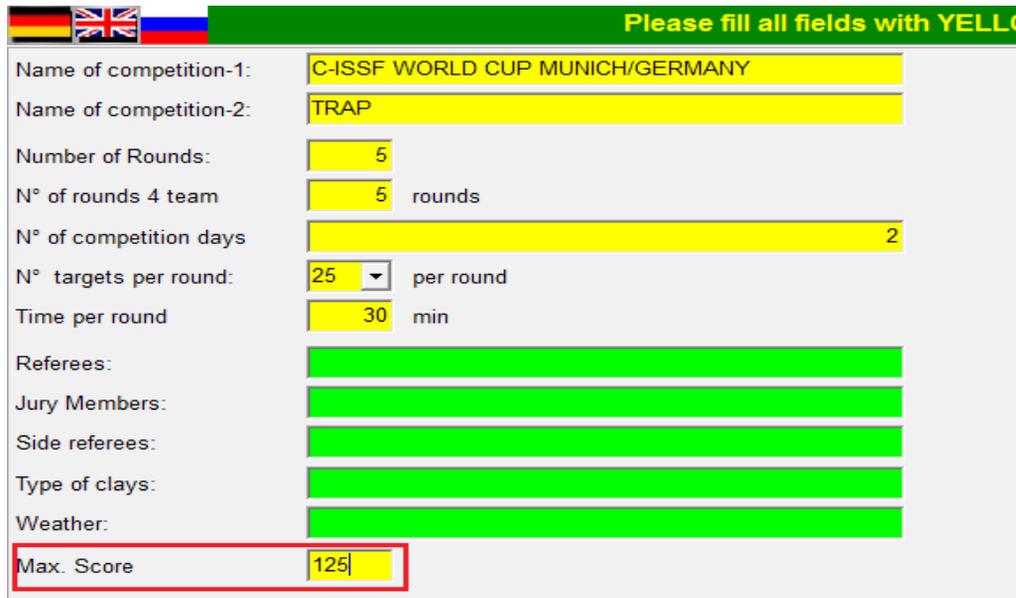
2.3.4 MAXIMUM SCORE

Maximum score is in ISSF mode competitions:

Skeet: 125

Trap: 125

Double Trap: 150



Please fill all fields with YELLOW

Name of competition-1:	C-ISSF WORLD CUP MUNICH/GERMANY		
Name of competition-2:	TRAP		
Number of Rounds:	5		
N° of rounds 4 team	5	rounds	
N° of competition days	2		
N° targets per round:	25	per round	
Time per round	30	min	
Referees:			
Jury Members:			
Side referees:			
Type of clays:			
Weather:			
Max. Score	125		

If competition is held in non-ISSF mode:

Maximum Score = Number of rounds x Targets per round

This feature is also important for a Live-ranking mode: according to the shooters' loss scores will be taken from the maximum score.

NOTE: Maximum score can't be changed after competition starts.

2.3.5 TARGETS PER ROUND & IN FINAL



Name of competition-1:	KUBOK ROSSII 2 ETAP TRAP		
Name of competition-2:	10-16.05.2021		
Number of Rounds:	5	N° of rounds for team	5 rounds
N° of competition days	2	Max. Score	125
Time per round	30	min	
Targets per round:	25	Targets in Final:	50
Display format-Qualification:	5-5-5-5-5		
Display format-Final:	5-5-5-5-5-5-5-5-5-5		

Here you enter the number of targets released by a shooter per round (for example, Skeet - 25, Trap - 25, etc.) and in the final (for example, Trap - 50, etc.)

2.3.8 NUMBER OF ROUNDS

Here you should add the number of rounds for each day.
The **Total number of rounds** is described above.

2.3.9 COMPETITION MODES AND AUTOSELECTS

Here it gives three columns with red fields: **mode for X3-Competition, Autoselect** and **Number of clays per round**, which you should fill according to the discipline for each round.
To avoid entering the same mode for each line just use **Copy to all** button.

NOTE: when using the **Copy to all** button, the modes will be copied to all 12 sections. This will not in any way affect the number of rounds you set for the competition.

Possibility to enter different modes for each round gives you opportunity to hold mixed competition (eg.: with different disciplines general combined skeet, trap, DT, kompak sporting competition for each round).

Round:	Mode for X3 Competition:	X3-Autoselect:	# of clays/round:		
#1:			C	25	Copy to all
#2:			C	25	
#3:			C	25	
#4:			C	25	
#5:			C	25	
#6:			C	25	
#7:			C	25	
#8:			C	25	
#9:			C	25	
#10:			C	25	
#11:			C	25	
#12:			C	25	

Eg.: Olympic Skeet Competition

Round:	Mode for X3 Competition:	X3-Autoselect:		# of clays/round:	
#1:	Skeet Phono Pull/RC	SK125	C	25	Copy to all
#2:	Skeet Phono Pull/RC	SK125	C	25	
#3:	Skeet Phono Pull/RC	SK125	C	25	
#4:	Skeet Phono Pull/RC	SK125	C	25	
#5:	Skeet Phono Pull/RC	SK125	C	25	
#6:	Skeet Phono Pull/RC	SK125	C	25	
#7:	Skeet Phono Pull/RC	SK125	C	25	
#8:	Skeet Phono Pull/RC	SK125	C	25	
#9:	Skeet Phono Pull/RC	SK125	C	25	
#10:	Skeet Phono Pull/RC	SK125	C	25	
#11:	Skeet Phono Pull/RC	SK125	C	25	
#12:	Skeet Phono Pull/RC	SK125	C	25	

Eg.: Olympic Trap FO15m Competition

Round:	Mode for X3 Competition:	X3-Autoselect:		# of clays/round:	
#1:	Trap FO 15m	TR125	C	25	Copy to all
#2:	Trap FO 15m	TR125	C	25	
#3:	Trap FO 15m	TR125	C	25	
#4:	Trap FO 15m	TR125	C	25	
#5:	Trap FO 15m	TR125	C	25	
#6:	Trap FO 15m	TR125	C	25	
#7:	Trap FO 15m	TR125	C	25	
#8:	Trap FO 15m	TR125	C	25	
#9:	Trap FO 15m	TR125	C	25	
#10:	Trap FO 15m	TR125	C	25	
#11:	Trap FO 15m	TR125	C	25	
#12:	Trap FO 15m	TR125	C	25	

Eg.: Olympic Double Trap 30 Competition

Round:	Mode for X3 Competition:	X3-Autoselect:	# of clays/round:	
#1:	Double Trap 30		C	30
#2:	Double Trap 30		C	30
#3:	Double Trap 30		C	30
#4:	Double Trap 30		C	30
#5:	Double Trap 30		C	30
#6:	Double Trap 30		C	30
#7:	Double Trap 30		C	30
#8:	Double Trap 30		C	30
#9:	Double Trap 30		C	30
#10:	Double Trap 30		C	30
#11:	Double Trap 30		C	30
#12:	Double Trap 30		C	30

Eg.: Combined Competition

Round:	Mode for X3 Competition:	X3-Autoselect:	# of clays/round:	
#1:	Trap FO 15m	TR125	C	25
#2:	Double Trap 30		C	30
#3:	Skeet Phono Pull/RC	SK125	C	25
#4:	Compak Phono Pull/RC		C	25
#5:			C	
#6:			C	
#7:			C	
#8:			C	
#9:			C	
#10:			C	
#11:			C	
#12:			C	

Rangemaster EasyScore- Shooters Data:

KEEP IN MIND: Changes made in this form will be valid for this competition only, but these changes will not be stored in main shooter's database!

Start Number: 4
 Position within Squad: 4
 Squad: 1
 BIB: 4
 Shooter is female:

Last Name: Altmann
 First Name: Karl
 Class: MEN
 Shooter's ID (by Fed.):
 Date of Birth:
 ISSF ID:
 ISSF CB:

Country: GER
 Entry Fee: .00
 Club (abb.):
 Club (long):
 State:
 David-21-Class:
 David-21-ID:

Round 1	18
Round 2	24
Round 3	22
Round 4	21
Round 5	21

R1	R2	R3	R4	R5	PEN	R/PEN	TOTAL	S/O1	S-FIN	S/O2	BMM	SOBM	GMM	SOGM
18	36	22	21	21			112	0	0	0	0	0	0	0

S/O 1:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00
S-Fin:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00
S/O 2:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00
BMM:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00
S/O BM:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00
GMM:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00
S/O GM:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00

CLOSE

NOTE: In case you want to shoot final in combined competition the discipline for a final will be the same as for the first round discipline !

For example: according to this picture the first round of the combined competition is Trap 15m. In case there is a final, it will be Trap FO final.

Round:	Mode for X3 Competition:	X3-Autoselect:	# of clays/round:
#1:	Trap FO 15m	TR125	25
#2:	Double Trap 30		30
#3:	Skeet Phono Pull/RC	SK125	25
#4:	Compak Phono Pull/RC		25
#5:			
#6:			
#7:			
#8:			
#9:			
#10:			
#11:			
#12:			

Copy to all

2.3.9.1 RECOMMENDED SETTINGS FOR COMPETITIONS

№	Mode for X3-competition	Description	Recommended autoselect
1	Trap FO 15m	ISSF Trap 15 launchers/traps Microphones are used in 15m position	TR125
2	Trap FO 10m	Trap 15 launchers/traps Microphones are used in 10m position	TR125
3	Trap FA 15m	Trap/launcher is attached to port №8 (we use trap №8 when 15 traps are installed) Microphones used in 15m position	None
4	Trap FA 10m	Trap/launcher is attached to the port №8 (we use the trap №8 when 15 traps are installed) Microphones are used in 10m position	None
5	Trap FU 15m	5 Traps/launchers are attached to the ports №6,7,8,9,10 Microphones are used in 15m position	None
6	Trap FU 10m	5 Traps/launchers are attached to ports №6,7,8,9,10 Microphones are used in 10m position	None
7	Double Trap	Old ISSF Double Trap scheme was used before 2013	DTA, DTB, DTC
8	Double Trap 30	ISSF Double Trap scheme is used after 01-01-2013	None (Always leave empty)
9	Compak Phono Pull/RC	FITASC Compak Sporting	None
10	Tiro Sporting	German type of Compak Sporting	None
11	Olympic Sporting	Special type of Sporting	None
12	Skeet Phono Pull/RC	ISSF Skeet	SK125
13	Sporting/RC	Pre-programmed Sporting	None
14	American Trap	Trap/launcher is attached to the port №8 (we use trap №8 when 15 traps are installed) Microphones are used in 10m position	None
15	DTL	Down the line	None
16	Quick Sports Runde	Special type of Sporting	None
17	Skeet DE 15WS	German hunters skeet	SK15

2.4 ISSF / CLASSIC / FITASC MODES

Above the "autoselect" section you will find 4 fields to be tagged according to the type of the competition:

Competition type: 01 ▼

- Type '1': ISSF RULES 1.1.2014, 5 Rounds, SF,BMM,GMM
- Type '2': max. 12 rounds, possible shoot offs, possible finals (total with qualification), possible shoot offs
- Type '3': max. 8 rounds, shoot offs, finals (total with qualification), shoot offs
- Type '4': max. 8 rounds, shoot offs, only finals count, shoot offs
- Type '5': ISSF RULES 1.1.2017, 5 rounds qualification, Elimination

Type 1: Competition according to ISSF rules of 01.01.14.

Allows to hold competitions according to the old rules with finals for gold and bronze (BMM, GMM).

Type 5: Competitions according to ISSF rules of 01.01.2017

Competition according to the new ISSF rules with elimination finals

Type 2: FITASC Competition

Competitions according to the FITASC rules (Compaq Sporting) with up to 12 rounds and the final taking into account the qualification results

Type 3: FITASC Competition

Competitions according to the FITASC rules (Compaq Sporting) with up to 8 rounds and the final taking into account the qualification results

Type 4: FITASC Competition

Competitions according to the FITASC rules (Compaq Sporting) with up to 8 rounds and the final without taking into account qualification results

NOTE: Depending on the type of competition selected, the Individual Results section will change for print results and finals.



2.5 ROTATION (SEQUENCE) OF THE SHOOTERS` POSITIONS WITHIN SQUAD

Sequence within Squads:		
Round 1:	<input style="width: 100%;" type="text" value="123456"/>	▼
Round 2:	<input style="width: 100%;" type="text" value="123456"/>	▼
Round 3:	<input style="width: 100%;" type="text" value="123456"/>	▼
Round 4:	<input style="width: 100%;" type="text" value="123456"/>	▼
Round 5:	<input style="width: 100%;" type="text" value="123456"/>	▼
Round 6:	<input style="width: 100%;" type="text" value="123456"/>	▼
Round 7:	<input style="width: 100%;" type="text" value="123456"/>	▼
Round 8:	<input style="width: 100%;" type="text" value="123456"/>	▼
Entry Fee per Class:		
Class:	<input style="width: 100%;" type="text"/>	<input style="width: 50%;" type="text" value=".00"/>
Class:	<input style="width: 100%;" type="text"/>	<input style="width: 50%;" type="text" value=".00"/>
Class:	<input style="width: 100%;" type="text"/>	<input style="width: 50%;" type="text" value=".00"/>
Class:	<input style="width: 100%;" type="text"/>	<input style="width: 50%;" type="text" value=".00"/>
Class:	<input style="width: 100%;" type="text"/>	<input style="width: 50%;" type="text" value=".00"/>
Class:	<input style="width: 100%;" type="text"/>	<input style="width: 50%;" type="text" value=".00"/>
Entry Fee per Team:	<input style="width: 100%;" type="text" value=".00"/>	
Protest Fee:	<input style="width: 100%;" type="text"/>	

Select from the scroll bar and press the button.

NOTE: For ISSF competitions rotation changes only on the next day of competition.

Rotation for Compak Sporting changes every round.

Round №1 - 123456;

Round №2 - 234561;

Round №3 - 345612;

Round №4 - 456123 etc

NOTE: Please **DO NOT** use the rotation, which is not approved by rules.
Use given formats.

For example for the position **123456** inside the squad looks as follows:

Squad	Position	Name	NAT
1	1	Berr J.	GER
1	2	Amherd D.	UAE
1	3	Pesarossi R.	ITA
1	4	Pardos A.	ESP
1	5	Graf H.	GER
1	6	Grüner G.	GER

But if you change it to **456123** it looks as follows:

Squad	Position	Name	NAT
1	4	Pardos A.	ESP
1	5	Graf H.	GER
1	6	Grüner G.	GER
1	1	Berr J.	GER
1	2	Amherd D.	UAE
1	3	Pesarossi R.	ITA

2.6 ENTRY FEE PER CLASS

Enter the cost of participation for each class.
This information is necessary for financial reports.

2.7 PROTEST FEE

Enter the amount of Protest Fee here if applicable.

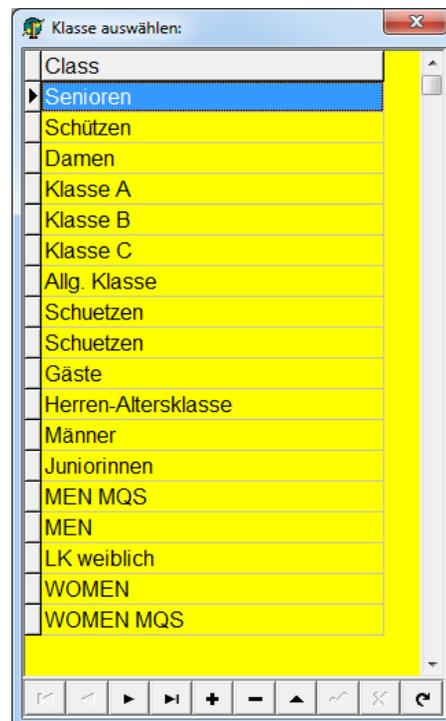
If you want to close the window click the red cross in the upper right corner or press **Ctrl+F4**

If you need to add some changes to the competition go to **"Edit competition setup"** on Main menu.

2.8 CLASS ADMINISTRATION

In this section you can add, edit or delete classes using the icons at the bottom:

- |< - go to the first line
- < - next line
- > - previous class
- >| - go to the last line
- + - add a new class
- - delete the class
- Δ - for editing the line
- √ - OK
- x - no
- ↶ - previous action



Warning: It is not recommended to remove or rename already involved classes during the competition.

2.9 CLONING

Using EasyScore X3 Pro/.net program you also can clone:

- **Competition**

In this case you clone all the settings of the other competition.

- **Participants**

You can clone the start list of the other competition

- **Results**

You can import results of the shooters from the other competition

Cloning feature might be a very useful feature in case:

- if you have one competition and want to make different classifications and/or run e.g. different finals/ semi-finals, medal matches with different classes.
- if you have the same entry list of shooters in a competition with several disciplines

E.g.: You have national and regional competition with a common qualification. In this case you can create the second cloned competition, clone participants and import qualification results without any problem.

2.9.1 CLONING THE COMPETITION

- Go to Main menu and select the competition you want to clone and click once so that buttons below turn yellow

Please select a stored competition or create a new one.

No.	Name of Competition - Line 1:	Name extended - Line 2	Date:	Date:	Date:	Date:
1	ISSF WORLD CUP MUNICH/GERMANY	TRAP	06.06.2014	07.06.2014		
3	WC MUNICH - PET	DOUBLE TRAP	08.06.2014			
5	C-WC MUNICH - PET TEST	DOUBLE TRAP	08.06.2014	09.06.2014	30.12.1899	30.12.1899
9	C-ISSF WORLD CUP MUNICH/GERMANY	TRAP	06.06.2014	07.06.2014	30.12.1899	30.12.1899
10	C-WC MUNICH - PET TEST 2	DOUBLE TRAP	08.06.2014	30.12.1899	30.12.1899	30.12.1899
11	C-C-WC MUNICH - PET TEST 2	DOUBLE TRAP	30.12.1899	30.12.1899	30.12.1899	30.12.1899
12	C-ISSF WORLD CUP MUNICH/GERMANY	TRAP	06.06.2014	07.06.2014	30.12.1899	30.12.1899

◀
◀
▶
▶
Create a new competition
Delete competition
Clone
Open
Preview
HELP
?

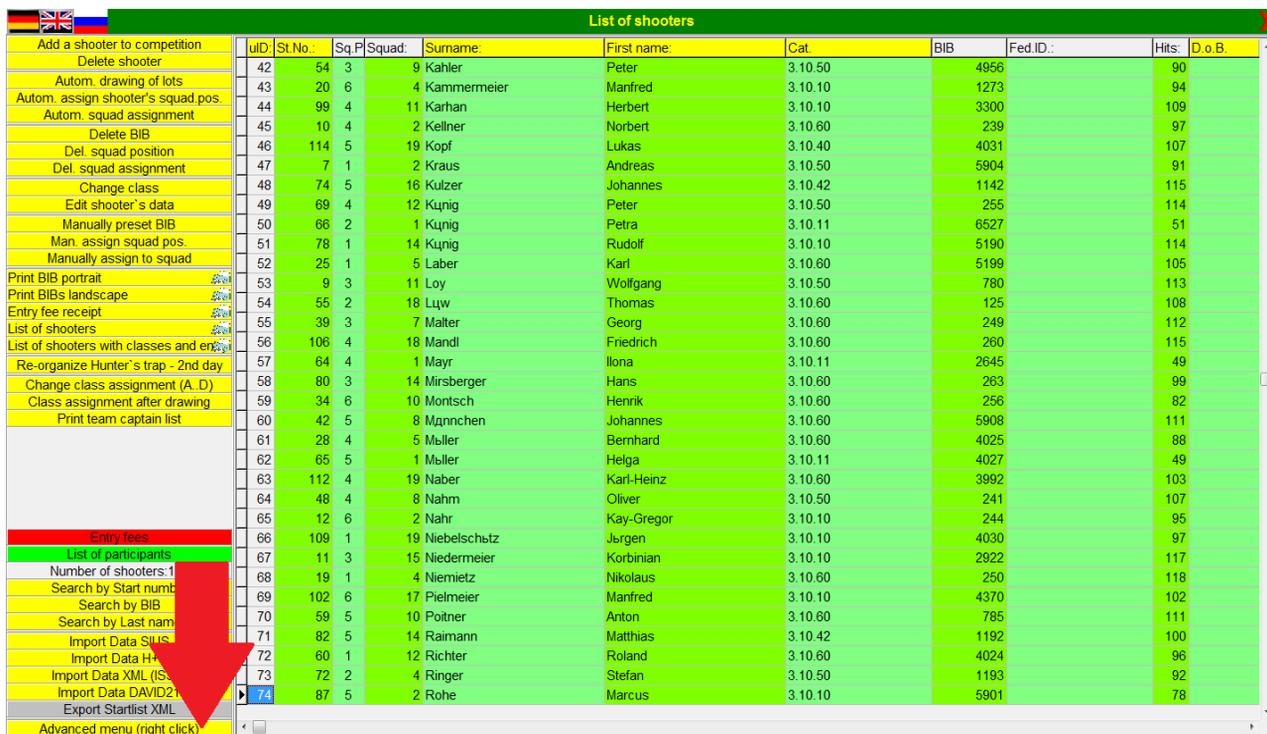
- Press **Clone** button below

Now you are in Settings and you can see the name of the competition on the left upper corner in „ C- name of the competition“ format

(e.g.: „C- WC MUNICH“. It is the clone of „WC MUNICH“ competition)

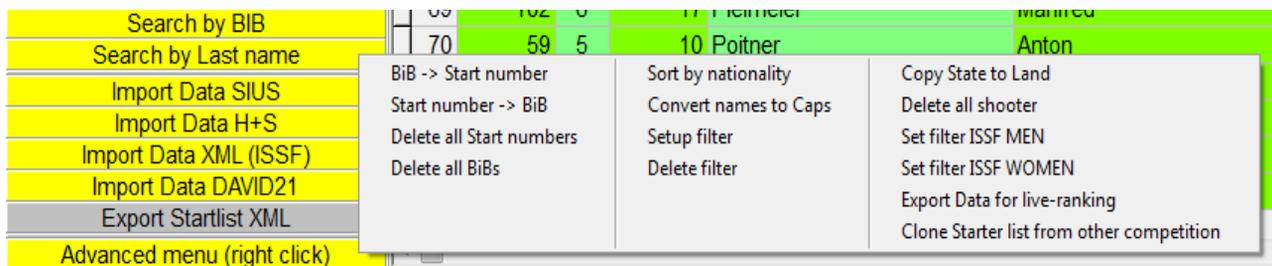
2.9.2 IMPORTING/CLONING PARTICIPANTS

- Open **Entry list**



	uID	St.No.	Sq	Squad	Surname	First name	Cat.	BIB	Fed.ID.	Hits	D.o.B.
Add a shooter to competition	42	54	3	9	Kähler	Peter	3.10.50	4956		90	
Delete shooter	43	20	6	4	Kammermeier	Manfred	3.10.10	1273		94	
Autom. drawing of lots	44	99	4	11	Karhan	Herbert	3.10.10	3300		109	
Autom. assign shooter's squad pos.	45	10	4	2	Kellner	Norbert	3.10.60	239		97	
Autom. squad assignment	46	114	5	19	Kopf	Lukas	3.10.40	4031		107	
Delete BIB	47	7	1	2	Kraus	Andreas	3.10.50	5904		91	
Del. squad position	48	74	5	16	Kulzer	Johannes	3.10.42	1142		115	
Del. squad assignment	49	69	4	12	Künig	Peter	3.10.50	255		114	
Change class	50	66	2	1	Künig	Petra	3.10.11	6527		51	
Edit shooter's data	51	78	1	14	Künig	Rudolf	3.10.10	5190		114	
Manually preset BIB	52	25	1	5	Laber	Karl	3.10.60	5199		105	
Man. assign squad pos.	53	9	3	11	Loy	Wolfgang	3.10.50	780		113	
Manually assign to squad	54	55	2	18	Luw	Thomas	3.10.60	125		108	
Print BIB portrait	55	39	3	7	Malter	Georg	3.10.60	249		112	
Print BIBs landscape	56	106	4	18	Mandl	Friedrich	3.10.60	260		115	
Entry fee receipt	57	64	4	1	Mayr	Ilona	3.10.11	2645		49	
List of shooters	58	80	3	14	Mirsberger	Hans	3.10.60	263		99	
List of shooters with classes and enr.	59	34	6	10	Montsch	Henrik	3.10.60	256		82	
Re-organize Hunter's trap - 2nd day	60	42	5	8	München	Johannes	3.10.60	5908		111	
Change class assignment (A, D)	61	28	4	5	Müller	Bernhard	3.10.60	4025		88	
Class assignment after drawing	62	65	5	1	Müller	Helga	3.10.11	4027		49	
Print team captain list	63	112	4	19	Naber	Karl-Heinz	3.10.60	3992		103	
Entry fees	64	48	4	8	Nahm	Oliver	3.10.50	241		107	
List of participants	65	12	6	2	Nahr	Kay-Gregor	3.10.10	244		96	
Number of shooters:1	66	109	1	19	Niebelschütz	Jürgen	3.10.10	4030		97	
Search by Start numb	67	11	3	15	Niedermeier	Korbinian	3.10.10	2922		117	
Search by BIB	68	19	1	4	Niemietz	Nikolaus	3.10.60	250		118	
Search by Last name	69	102	6	17	Pelmeier	Manfred	3.10.10	4370		102	
Import Data SIUS	70	59	5	10	Poitner	Anton	3.10.60	785		111	
Import Data H+S	71	82	5	14	Raimann	Matthias	3.10.42	1192		100	
Import Data XML (ISSF)	72	60	1	12	Richter	Roland	3.10.60	4024		96	
Import Data DAVID21	73	72	2	4	Ringer	Stefan	3.10.50	1193		92	
Export Startlist XML	74	87	5	2	Rohe	Marcus	3.10.10	5901		78	

- Press **Advanced menu (right click)** using right button



Search by BIB	70	59	5	10	Poitner	Anton
Search by Last name						
Import Data SIUS						
Import Data H+S						
Import Data XML (ISSF)						
Import Data DAVID21						
Export Startlist XML						
Advanced menu (right click)						

- Press **Clone Starter list from other competition**

You will see the following:



Here you can select the competition where the list of participants is cloned from.

- Press **OK/Execute**

2.9.3 IMPORTING RESULTS TO THE CLONED COMPETITION

- Go to Settings window and press **Modify results (rounds only)**



When you click on it you will see the following window:

Manual edit																									
No.	Start Nu	Squad	BIB	Last name	First name	Count	R1	R2	R3	R4	R5	R6	R7	R8	Penalty	Penalty	Tot1	SHOOT	SEMFIN	SHOOT	BRON	SOBRG	GOLDM	SOGOLDM	Shoot
37	1059	3	1059	MARK	Russell	AUS											0	0	0	0	0	0	0	0	0
57	1067	3	1067	TURNER	Thomas	AUS											0	0	0	0	0	0	0	0	0
16	1181	5	1181	DESCHAMPS	Robson	BRA											0	0	0	0	0	0	0	0	0
21	1184	5	1184	FUZARO	Filipe	BRA											0	0	0	0	0	0	0	0	0
49	1189	5	1189	SANTIN	Jaison Sandro	BRA											0	0	0	0	0	0	0	0	0
27	1278	11	1278	HU	Binyuan	CHN											0	0	0	0	0	0	0	0	0
39	1288	11	1288	MO	Junjie	CHN											0	0	0	0	0	0	0	0	0
59	1292	11	1292	WANG	Hao	CHN											0	0	0	0	0	0	0	0	0
50	1357	1	1357	SAVVIDES	Jovannis	CYP											0	0	0	0	0	0	0	0	0
44	1432	4	1432	PINERO	Sergio	DOM											0	0	0	0	0	0	0	0	0
48	1434	4	1434	RODGERS	Elvin	DOM											0	0	0	0	0	0	0	0	0
56	1435	4	1435	TEJEDA	Henry	DOM											0	0	0	0	0	0	0	0	0
28	1526	4	1526	IKAVALKO	Juuso	FIN											0	0	0	0	0	0	0	0	0
34	1531	4	1531	KOYLINEN	Simo	FIN											0	0	0	0	0	0	0	0	0
47	1541	4	1541	RITSILA	Sami	FIN											0	0	0	0	0	0	0	0	0
20	1601	10	1601	FRENCH	Matthew	GBR											0	0	0	0	0	0	0	0	0
33	1610	10	1610	KNEALE	Tim	GBR											0	0	0	0	0	0	0	0	0
52	1619	10	1619	SCOTT	Steven	GBR											0	0	0	0	0	0	0	0	0
60	1623	10	1623	WATHEN	Sam	GBR											0	0	0	0	0	0	0	0	0
24	1656	6	1656	GOLDBRUNNER	Michael	GER											0	0	0	0	0	0	0	0	0
36	1670	6	1670	LOEW	Andreas	GER											0	0	0	0	0	0	0	0	0
51	1685	6	1685	SCHANZ	Waldemar	GER											0	0	0	0	0	0	0	0	0
12	1718	2	1718	BOGNAR	Richard	HUN											0	0	0	0	0	0	0	0	0
23	1721	2	1721	GEREBICS	Roland	HUN											0	0	0	0	0	0	0	0	0
14	1754	7	1754	DAHYA	Sangram	IND											0	0	0	0	0	0	0	0	0
38	1763	7	1763	MITTAL	Ankur	IND											0	0	0	0	0	0	0	0	0
40	1764	7	1764	MOHD	Asab	IND											0	0	0	0	0	0	0	0	0
54	1787	1	1787	SODHI	Ronjan	IND											0	0	0	0	0	0	0	0	0
11	1848	9	1848	BARILLA	Antonino	ITA											0	0	0	0	0	0	0	0	0

Press **Import results from other competition** button.

Here you can select the competition where results are cloned from

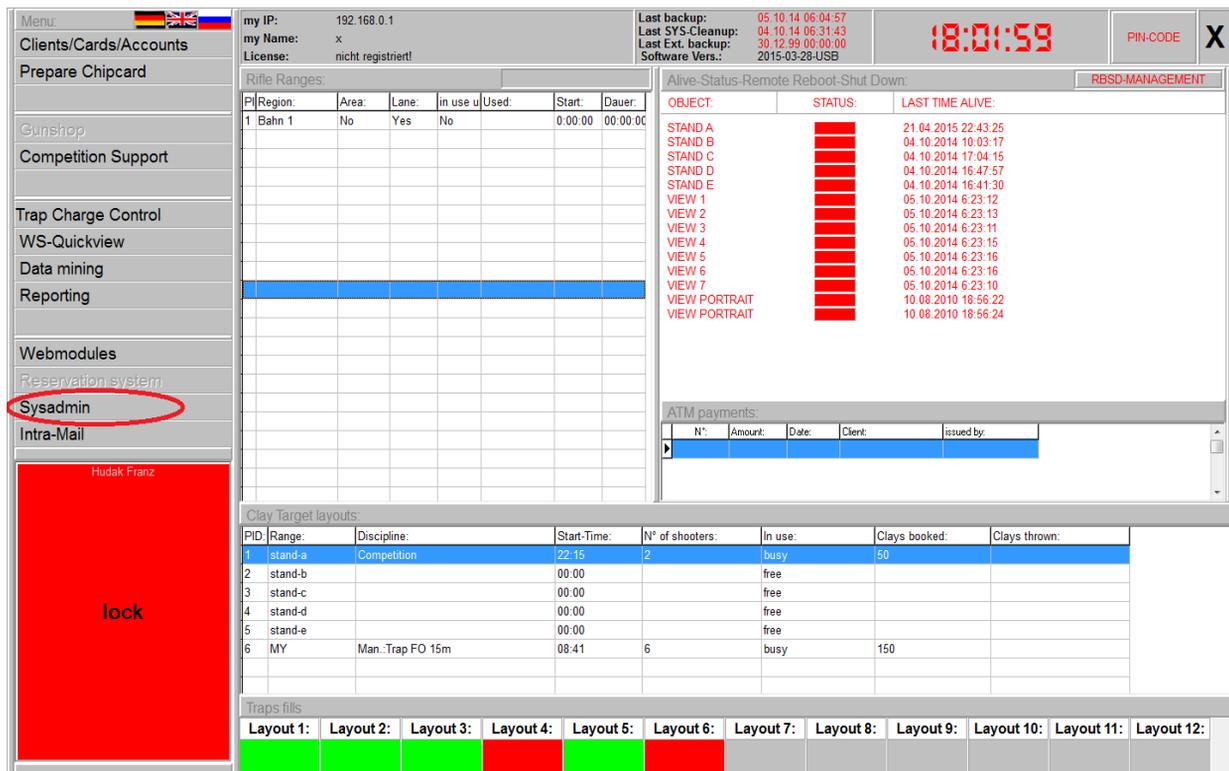


- Press **OK/Execute**

2.10 ACTIVATION OF COMPETITION MODE

To choose the shooting mode you need to use **Administration X3 Pro/.net** program.

First you need to go to Sysadmin section



Menu:  

my IP: 192.168.0.1
 my Name: x
 License: nicht registriert!

Last backup: 05.10.14 06:04:57
 Last SYS.Cleanup: 04.10.14 06:31:43
 Last Ext. backup: 30.12.99 00:00:00
 Software Vers.: 2015-03-28-USB

18:01:59 PIN-CODE X

Menu items: Clients/Cards/Accounts, Prepare Chipcard, Gunshop, Competition Support, Trap Charge Control, WS-Quickview, Data mining, Reporting, Webmodules, Reservation system, **Sysadmin**, Intra-Mail

Rifle Ranges:

Pi	Region	Area	Lane	in use	Used	Start	Dauer
1	Bahn 1	No	Yes	No		0:00:00	00:00:00

Alive-Status-Remote Reboot-Shut Down: RBS-D-MANAGEMENT

OBJECT:	STATUS:	LAST TIME ALIVE:
STAND A	■	21.04.2015 22:43:25
STAND B	■	04.10.2014 10:03:17
STAND C	■	04.10.2014 17:04:15
STAND D	■	04.10.2014 16:47:57
STAND E	■	04.10.2014 16:41:30
VIEW 1	■	05.10.2014 6:23:12
VIEW 2	■	05.10.2014 6:23:13
VIEW 3	■	05.10.2014 6:23:11
VIEW 4	■	05.10.2014 6:23:15
VIEW 5	■	05.10.2014 6:23:16
VIEW 6	■	05.10.2014 6:23:16
VIEW 7	■	05.10.2014 6:23:10
VIEW PORTRAIT	■	10.08.2010 18:56:22
VIEW PORTRAIT	■	10.08.2010 18:56:24

ATM payments:

N°:	Amount:	Date:	Client:	issued by:

Clay Target layouts:

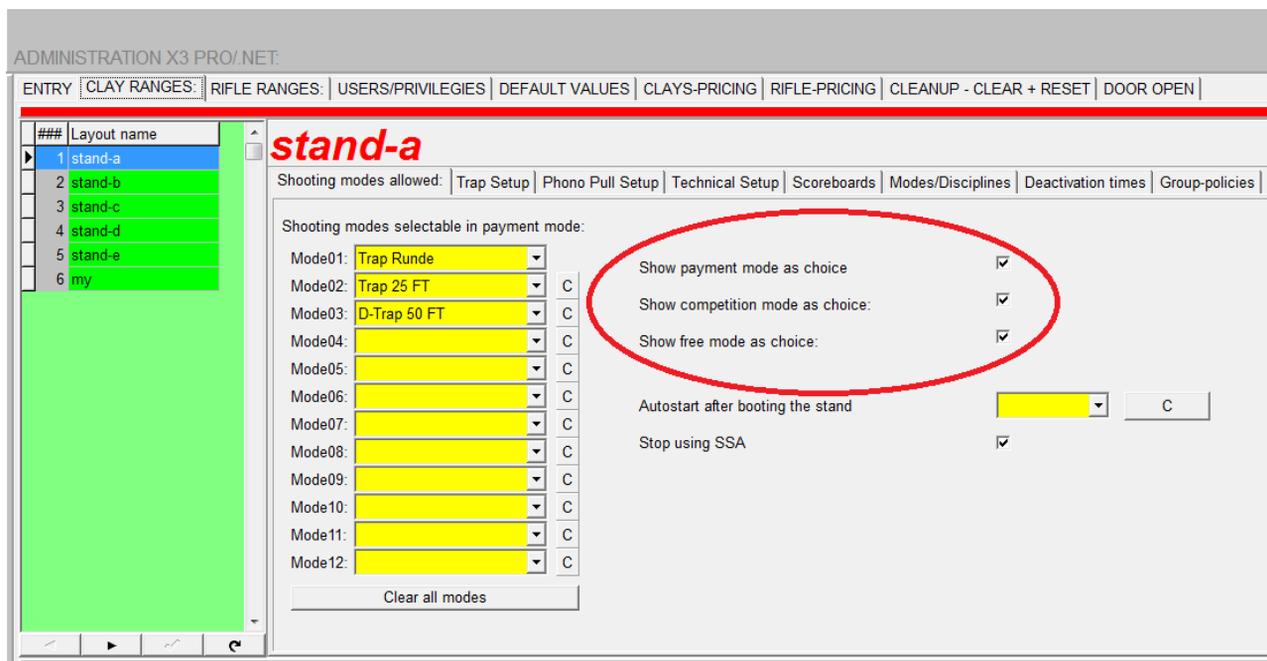
PID	Range	Discipline	Start-Time	N° of shooters	In use:	Clays booked	Clays thrown:
1	stand-a	Competition	22:15	2	busy	50	
2	stand-b		00:00		free		
3	stand-c		00:00		free		
4	stand-d		00:00		free		
5	stand-e		00:00		free		
6	MY	Man.:Trap FO 15m	08:41	6	busy	150	

Traps fills:

Layout 1:	Layout 2:	Layout 3:	Layout 4:	Layout 5:	Layout 6:	Layout 7:	Layout 8:	Layout 9:	Layout 10:	Layout 11:	Layout 12:
■	■	■	■	■	■	■	■	■	■	■	■

lock

- Next go to **Clay ranges** section. There you will see the following window:

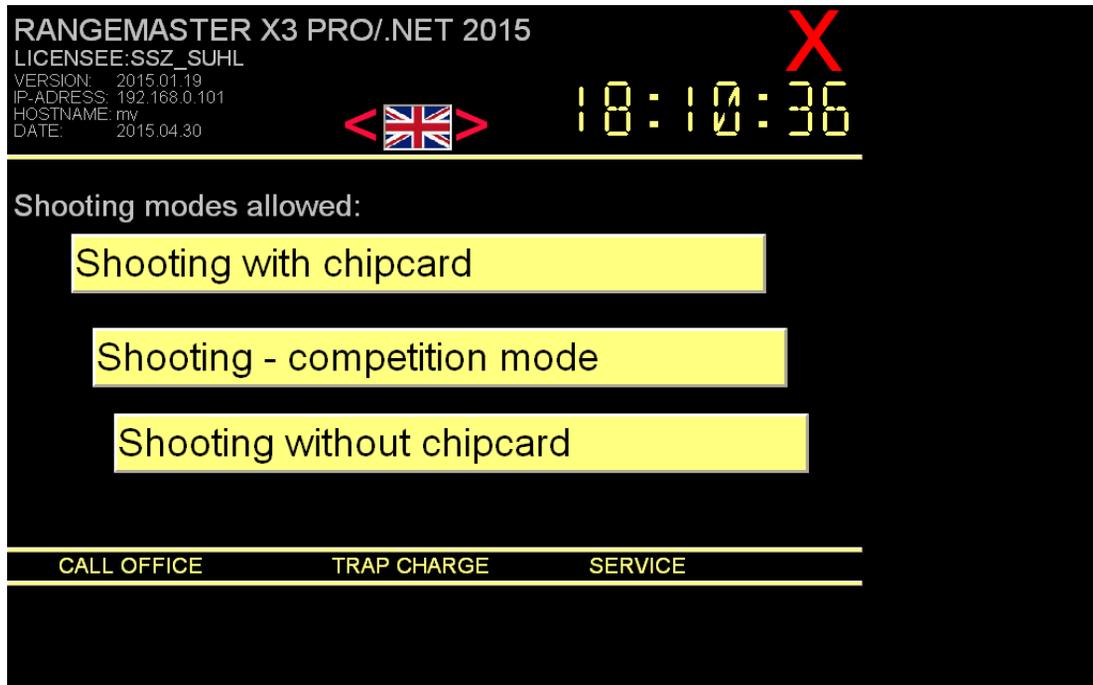


Here you need to tag all necessary modes for each computer on the layout:

- Payment mode (Shooting with chipcard)
- Competition mode
- Free mode (Shooting without chipcard)

Note: for running competitions it is enough to tag Competition and Free modes

That's how it looks like on the display of the computer on the layout:



3. ENTRY LIST

3.1 GENERAL INFORMATION

Here you can:

- Add/delete shooters to/from the competition
- Change information about shooters temporarily
- Hold the drawing of lots
- Print lists of participants and Bib numbers
- Correct results and etc.

List of shooters											
	UID	St.No.	Sq.P	Squad	Surname	First name	Cat.	BIB	Fed.ID.	Hits	D.o.B
Add a shooter to competition	44	99	4	11	Karhan	Herbert	3.10.10	3300		109	
Delete shooter	45	10	4	2	Kellner	Norbert	3.10.60	239		97	
Autom. drawing of lots	46	114	5	19	Kopf	Lukas	3.10.40	4031		107	
Autom. assign shooter's squad.pos.	47	7	1	2	Kraus	Andreas	3.10.50	5904		91	
Autom. squad assignment	48	74	5	16	Kulzer	Johannes	3.10.42	1142		115	
Delete BIB	49	69	4	12	Kunig	Peter	3.10.50	255		114	
Del. squad position	50	66	2	1	Kunig	Petra	3.10.11	6527		51	
Del. squad assignment	51	78	1	14	Kunig	Rudolf	3.10.10	5190		114	
Change class	52	25	1	5	Laber	Karl	3.10.60	5199		105	
Edit shooter's data	53	9	3	11	Loy	Wolfgang	3.10.50	780		113	
Manually preset BIB	54	55	2	18	Luw	Thomas	3.10.60	125		108	
Man. assign squad pos.	55	39	3	7	Malter	Georg	3.10.60	249		112	
Manually assign to squad	56	106	4	18	Mandl	Friedrich	3.10.60	260		115	
Print BIB portrait	57	64	4	1	Mayr	Ilona	3.10.11	2645		49	
Print BIBs landscape	58	80	3	14	Mirsberger	Hans	3.10.60	263		99	
Entry fee receipt	59	34	6	10	Montsch	Henrik	3.10.60	256		82	
List of shooters	60	42	5	8	Mannchen	Johannes	3.10.60	5908		111	
List of shooters with classes and enr.	61	28	4	5	Muller	Bernhard	3.10.60	4025		88	
Re-organize Hunter's trap - 2nd day	62	65	5	1	Muller	Helga	3.10.11	4027		49	
Change class assignment (A. D)	63	112	4	19	Naber	Karl-Heinz	3.10.60	3992		103	
Class assignment after drawing	64	48	4	8	Nahm	Oliver	3.10.50	241		107	
Print team captain list	65	12	6	2	Nahr	Kay-Gregor	3.10.10	244		95	
	66	109	1	19	Niebelschitz	Jsrgen	3.10.10	4030		97	
	67	11	3	15	Niedermeier	Korbinian	3.10.10	2922		117	
Entry fees	68	19	1	4	Niemietz	Nikolaus	3.10.60	250		118	
List of participants	69	102	6	17	Pielmeier	Manfred	3.10.10	4370		102	
Number of shooters:123	70	59	5	10	Poitner	Anton	3.10.60	785		111	
Search by Start number	71	82	5	14	Raimann	Matthias	3.10.42	1192		100	
Search by BIB	72	60	1	12	Richter	Roland	3.10.60	4024		96	
Search by Last name	73	72	2	4	Ringer	Stefan	3.10.50	1193		92	
Import Data SIUS	74	87	5	2	Rohe	Marcus	3.10.10	5901		78	
Import Data H+S	75	101	5	17	Rollmann	Alfons	3.10.50	5903		102	
Import Data XML (ISSF)	76	92	3	9999	Romano	Giuseppe	3.10.60	5902		0	
Import Data DAVID21											
Export Startlist XML											
Advanced menu (right click)											

3.2 SHOOTERS ` MAIN DATABASE

The program has central database for all participants who have ever shot on your shooting range (both competition and training, commercial activities, etc.).

You can add shooters for competition from the database or add new people, creating new account in the central database.

NOTE: after adding a shooter to the competition any change in the data can be entered only for exact competition, but not in the central database.

3.2.1 DELETING A SHOOTER FROM THE MAIN DATABASE

In order to delete shooter form the main database you need to refer to Sales program:

- Go to **Clients/Cards/Accounts** section

PID	Range	Discipline	Start-Time	N° of shooters	In use	Clays booked	Clays thrown
1	stand-a	Competition	22:15	2	busy	50	
2	stand-b		00:00		free		
3	stand-c		00:00		free		
4	stand-d		00:00		free		
5	stand-e		00:00		free		
6	MY	Man_Trap FO 15m	08:41	6	busy	150	

- Find the shooter you need to delete from the database and click twice his name or use the right click and choose **Shooter's details** option

Nr	Фамилия:	Имя:	Член клуба:	KG:	Дата рожда.:	Страна:	Почт.индекс:	Город:	Улица:	Баланс:
382	Altmann	Karl	Yes	A		GER				,00
1039	Alvaro	Pitas	Yes	A		GER				,00
1007	Ambühl	Hanspeter	Yes	A		GER				,00
1012	Ambühl	Juri	Yes	A		GER				,00
1035	Amherd	Stefan	Yes	A		GER				,00
998	Ammerer	Stefan	Yes	A		GER				,00
861	ATACAN	Ahmet	Yes	A		DSB				,00
908	Auer	Helmut	Yes	A		GER				,00
875	BARTHEL	Karl	Yes	A		BR				,00
899	Bauer	Konrad	Yes	A		GER				,00
962	Bauer	Kurt	Yes	A		GER				,00
893	BECKMANN	Jana	Yes	A		GER				,00
954	Berr	Konrad	Yes	A		GER				,00
922	Bicking	Hans Joachim	Yes	A		GER				,00
1031	Binger	Andre	Yes	A		GER				,00
848	BRAND	Daniel	Yes	A		WF				,00
968	Brinkmann	Walter	Yes	A		GER				,00
173	BSSB-FURNIER	FURNIER GERHARD	Yes	F		GER				-2,00
178	BSSB-GOLDBRUNNE	GOLDBRUNNER HAI	Yes	F		GER				9 495,00
181	BSSB-HORNEBER	HORNEBER RALF	Yes	F		GER				435,00
825	BSSB-SCHLECH	SCHLECH JOSEF	Yes	F		GER				-4 921,50
15	BSSB-WEBER	WEBER HELMUT	Yes	F		GER				5 776,00
850	BUTTERER	Paul	Yes	A		TH				,00
953	Carliez	C.	Yes	A		GER				,00
923	Cartani	Armando	Yes	A		GER				,00
1038	Carvalho	Antonio	Yes	A		GER				,00
1013	Cerato	Antonio	Yes	A		GER				,00
833	CYRUS	Arne	Yes	A		DSB				,00
1045	Czasuy		Yes	A		GER				,00
894	DAMME	Rene	Yes	A		TH				,00
1003	Dehrungs	Markus	Yes	A		GER				,00
831	DILSNER	Paul	Yes	A		DSB				,00
1005	Dippold	Hubert	Yes	A		GER				,00
889	Drutschmann	Gerhard	Yes	A		BR				,00
174	DSB 1	T-CARD	Yes	F		GER				492,00

- Click on **Edit data** option

Edit data:	Print chipcard:	Aquire picture:	X
Last Name: ALEKSEEV First Name: ANDREY Title: <input type="text"/> Date of birth: <input type="text"/> <input type="button" value="Clear"/> Customer group: <input type="text"/> First visit: 04.05.2015 Street: <input type="text"/> ZIP: <input type="text"/> City: <input type="text"/> Country: RUS <input checked="" type="checkbox"/> Club member Club ID: <input type="text"/> Members since: <input type="text"/> <input type="button" value="Clear"/> Club member before (date): <input type="text"/> <input type="button" value="Clear"/> TMGS: Last TMGS activated: <input type="checkbox"/> TMGS exclusion: <input type="checkbox"/> Permanent TMGS Excludid <input type="checkbox"/> Bonification: No Bonification in %: ,00% Mode of payment allowed: Pre-paid: <input checked="" type="checkbox"/> Shoot with dedit: <input checked="" type="checkbox"/> Free of charge: <input type="checkbox"/> (Do not use !) Multi-charge per round: <input type="checkbox"/> Account locked: <input type="checkbox"/> Credit (no '): 10,00 Bank data: <input type="checkbox"/> Account id: <input type="text"/> Bank ID: <input type="text"/> Account name: <input type="text"/> Credit: <input type="text"/> ,00 + Chipcard: <input type="button" value="Delete Shooter"/>	Gun license data: Legitimation: <input type="text"/> issuing authority: <input type="text"/> Date of issue: <input type="text"/> <input type="button" value="Clear"/> Doc Number: <input type="text"/> Date of birth: <input type="text"/> -- Competition data: Club: <input type="text"/> State: <input type="text"/> Fed id: <input type="text"/> ISSF-ID: <input type="text"/> Data aquisition: <input type="checkbox"/> -- Card number: <input type="text"/> Date of issue: <input type="text"/> <input type="button" value="Clear"/> issuing authority: <input type="text"/> Valid till: <input type="text"/> <input type="button" value="Clear"/> Sport shooter: <input type="checkbox"/> Hunter: <input type="checkbox"/> Pistol shooter: <input type="checkbox"/> Rifle shooter: <input type="checkbox"/> Discipline 1: <input type="text"/> Discipline 2: <input type="text"/> Discipline 3: <input type="text"/> Disziplin 4: <input type="text"/> Ext. search: <input type="text"/> Club: <input type="checkbox"/> Company: <input type="checkbox"/> Mailing accepted: <input type="checkbox"/> Ist Instruktor: <input type="checkbox"/>	Telecom-Data: Phone: <input type="text"/> Cell phone: <input type="text"/> Fax: <input type="text"/> E-Mail: <input type="text"/> mail: Web access: <input type="checkbox"/> Web pin: <input type="text"/> Gen Mail: Picture: <input type="text"/> Remarks: <input type="text"/>	

Note: Shooter cannot access credit and check in:

- Press **Delete Shooter**

<input checked="" type="checkbox"/> Club member Club ID: <input type="text"/> Members since: <input type="text"/> <input type="button" value="Clear"/> Club member before (date): <input type="text"/> <input type="button" value="Clear"/>	State: <input type="text"/> Fed id: <input type="text"/> ISSF-ID: <input type="text"/> Data aquisition: <input type="checkbox"/>
TMGS: Last TMGS activated: <input type="checkbox"/> TMGS exclusion: <input type="checkbox"/> Permanent TMGS Excludid <input type="checkbox"/> Bonification: No Bonification in %: ,00%	-- <input checked="" type="checkbox"/> Card number: <input type="text"/> <input type="button" value="Clear"/> Date of issue: <input type="text"/> <input type="button" value="Clear"/> issuing authority: <input type="text"/> Valid till: <input type="text"/> <input type="button" value="Clear"/>
Mode of payment allowed: Pre-paid: <input checked="" type="checkbox"/> Shoot with dedit: <input checked="" type="checkbox"/> Free of charge: <input type="checkbox"/> (Do not use !) Multi-charge per round: <input type="checkbox"/> Account locked: <input type="checkbox"/> Credit (no '): 10,00	Sport shooter: <input type="checkbox"/> Hunter: <input type="checkbox"/> Pistol shooter: <input type="checkbox"/> Rifle shooter: <input type="checkbox"/> Discipline 1: <input type="text"/> Discipline 2: <input type="text"/> Discipline 3: <input type="text"/> Disziplin 4: <input type="text"/> Ext. search: <input type="text"/> Club: <input type="checkbox"/> Company: <input type="checkbox"/> Mailing accepted: <input type="checkbox"/> Ist Instruktor: <input type="checkbox"/>
Bank data: <input type="checkbox"/> Account id: <input type="text"/> Bank ID: <input type="text"/> Account name: <input type="text"/> Credit: <input type="text"/> ,00 + Chipcard: <input type="button" value="Delete Shooter"/>	

Note: Shooter cannot access credit and check in:

3.3 ADD A SHOOTER TO COMPETITION

3.3.1 ADD A NEW SHOOTER TO COMPETITION



RANGEMASTER EASYSORE X3 PRO/.NET

Add a shooter to this competition

Shooter:

GER

Cancel Add a new shooter to main database Add this shooter to this competition

If a shooter is not in the main database you need to add him first:

- Press **Add a new shooter to main database**
- Fill all information about the shooter



Rangemaster EasyScore- Shooter's Data:

Shooter's Data: ? X

Last Name

First Name

Title

Street

ZIP Code

City

Country

Date of Birth

Region

ID by Fed.

Club:

ISSF-ID:

Shooter is female:

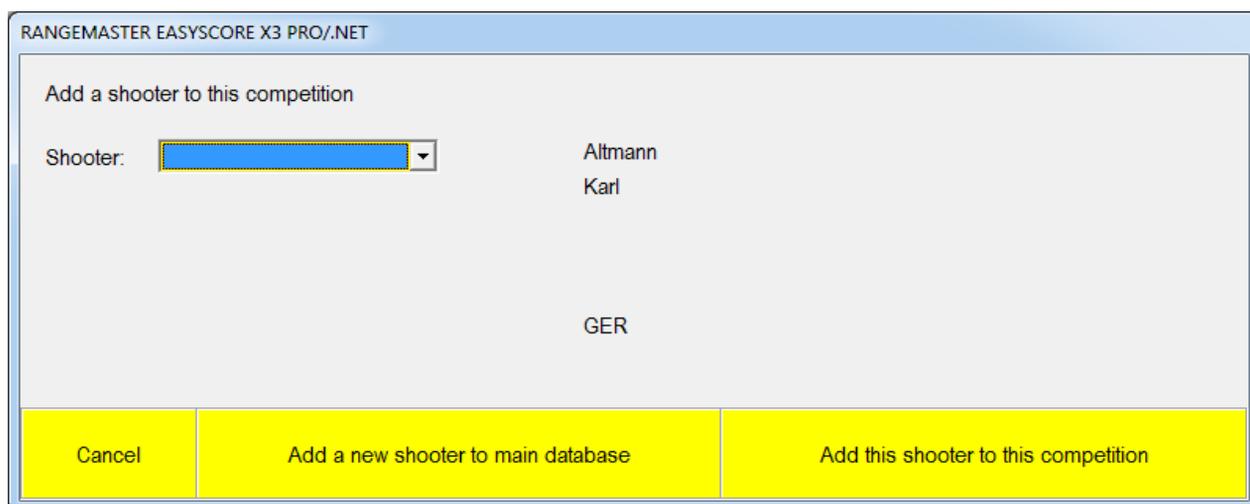
CLOSE

- Go back to the **Entry list** in Main menu
- Press **Add a shooter to competition** and find the shooter you have just added to the main database.

NOTE: Shooter is female tag helps to classify shooter according to his gender and when printing result list you can use filter for MEN or WOMEN only, but not according to the category (junior, senior etc.)

3.3.2 ADD A SHOOTER FROM THE CENTRAL DATABASE

When you open a new window, you can easily select the shooter from the central database by typing the first letter of his last name.



If an incorrect letter is typed - press **ESC** key button.
 If you cannot find the certain shooter in the database - add him to the database.
 After choosing the shooter's name press **Add this shooter to this competition** or **Enter** key button.
 After that you will see the following window with classification:

Here you need to select the right class for the shooter.
 To select the class you need to click twice.
 If you need to add new/edit class [refer to 2.15](#)



3.4 CHANGE INFORMATION ABOUT THE PARTICIPANT

Double-click on the highlighted shooter or the button "Edit shooter's data" on the left side opens a window where you can change all information about the participant:

- Start number
- Position within squad
- Squad
- Bib number
- Last name
- First name
- Class
- Shooter's ID
- Date of birth
- ISSF ID
- ISSF CT
- Country
- Entry fee
- Club (abbreviation & full form)

Here you can edit shooter's scores if necessary. About editing scores [refer to chapter 6](#).

Rangemaster EasyScore- Shooters Data:

KEEP IN MIND: Changes made in this form will be valid for this competition only, but those changes will not be stored in main shooter's database!

<table style="width: 100%; border-collapse: collapse;"> <tr><td>Start Number:</td><td><input type="text" value="2"/></td></tr> <tr><td>Position within Squad:</td><td><input type="text" value="2"/></td></tr> <tr><td>Squad:</td><td><input type="text" value="1"/></td></tr> <tr><td>BIB:</td><td><input type="text"/></td></tr> <tr><td>Shooter is female:</td><td><input type="checkbox"/></td></tr> <tr><td colspan="2"><hr/></td></tr> <tr><td>Last Name:</td><td><input type="text" value="BARTHEL"/></td></tr> <tr><td>First Name:</td><td><input type="text" value="Karl"/></td></tr> <tr><td>Class:</td><td><input type="text" value="MEN"/></td></tr> <tr><td>Shooter's ID (by Fed.):</td><td><input type="text" value="Männer"/></td></tr> <tr><td>Date of Birth:</td><td><input type="text" value="MEN"/></td></tr> <tr><td>ISSF ID:</td><td><input type="text" value="LK weiblich"/></td></tr> <tr><td>ISSF CT:</td><td><input type="text" value="WOMEN MQS"/></td></tr> <tr><td colspan="2"><hr/></td></tr> <tr><td>Country:</td><td><input type="text" value="BR"/></td></tr> <tr><td>Entry Fee:</td><td><input type="text" value="0,00"/></td></tr> <tr><td>Club (abb.):</td><td><input type="text"/></td></tr> <tr><td>Club (long):</td><td><input type="text"/></td></tr> <tr><td>State:</td><td><input type="text" value="BR"/></td></tr> <tr><td>David-21-Class:</td><td><input type="text"/></td></tr> <tr><td>David-21-ID:</td><td><input type="text"/></td></tr> </table>	Start Number:	<input type="text" value="2"/>	Position within Squad:	<input type="text" value="2"/>	Squad:	<input type="text" value="1"/>	BIB:	<input type="text"/>	Shooter is female:	<input type="checkbox"/>	<hr/>		Last Name:	<input type="text" value="BARTHEL"/>	First Name:	<input type="text" value="Karl"/>	Class:	<input type="text" value="MEN"/>	Shooter's ID (by Fed.):	<input type="text" value="Männer"/>	Date of Birth:	<input type="text" value="MEN"/>	ISSF ID:	<input type="text" value="LK weiblich"/>	ISSF CT:	<input type="text" value="WOMEN MQS"/>	<hr/>		Country:	<input type="text" value="BR"/>	Entry Fee:	<input type="text" value="0,00"/>	Club (abb.):	<input type="text"/>	Club (long):	<input type="text"/>	State:	<input type="text" value="BR"/>	David-21-Class:	<input type="text"/>	David-21-ID:	<input type="text"/>	<table style="width: 100%; border-collapse: collapse;"> <tr><td>Round 1:</td><td><input type="text" value="01"/><input type="text" value="02"/><input type="text" value="03"/><input type="text" value="04"/><input type="text" value="05"/><input type="text" value="06"/><input type="text" value="07"/><input type="text" value="08"/><input type="text" value="09"/><input type="text" value="10"/><input type="text" value="11"/><input type="text" value="12"/><input type="text" value="13"/><input type="text" value="14"/><input type="text" value="15"/><input type="text" value="16"/><input type="text" value="17"/><input type="text" value="18"/><input type="text" value="19"/><input type="text" value="20"/><input 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S/O BM:	<input type="text" value="01"/> <input type="text" value="02"/> <input type="text" value="03"/> <input type="text" value="04"/> <input type="text" value="05"/> <input type="text" value="06"/> <input type="text" value="07"/> <input type="text" value="08"/> <input type="text" value="09"/> <input type="text" value="10"/> <input type="text" value="11"/> <input type="text" value="12"/> <input type="text" value="13"/> <input type="text" value="14"/> <input type="text" value="15"/> <input type="text" value="16"/> <input type="text" value="17"/> <input type="text" value="18"/> <input type="text" value="19"/> <input type="text" value="20"/> <input type="text" value="21"/> <input type="text" value="22"/> <input type="text" value="23"/> <input type="text" value="24"/> <input type="text" value="25"/> <input type="text" value="00"/>																																																																				
GMM:	<input type="text" value="01"/> <input type="text" value="02"/> <input type="text" value="03"/> <input type="text" value="04"/> <input type="text" value="05"/> <input type="text" value="06"/> <input type="text" value="07"/> <input type="text" value="08"/> <input type="text" value="09"/> <input type="text" value="10"/> <input type="text" value="11"/> <input type="text" value="12"/> <input type="text" value="13"/> <input type="text" value="14"/> <input type="text" value="15"/> <input type="text" value="16"/> <input type="text" value="17"/> <input type="text" value="18"/> <input type="text" value="19"/> <input type="text" value="20"/> <input type="text" value="21"/> <input type="text" value="22"/> <input type="text" value="23"/> <input type="text" value="24"/> <input type="text" value="25"/> <input type="text" value="00"/>																																																																				
S/O GM:	<input type="text" value="01"/> <input type="text" value="02"/> <input type="text" value="03"/> <input type="text" value="04"/> <input type="text" value="05"/> <input type="text" value="06"/> <input type="text" value="07"/> <input type="text" value="08"/> <input type="text" value="09"/> <input type="text" value="10"/> <input type="text" value="11"/> <input type="text" value="12"/> <input type="text" value="13"/> <input type="text" value="14"/> <input type="text" value="15"/> <input type="text" value="16"/> <input type="text" value="17"/> <input type="text" value="18"/> <input type="text" value="19"/> <input type="text" value="20"/> <input type="text" value="21"/> <input type="text" value="22"/> <input type="text" value="23"/> <input type="text" value="24"/> <input type="text" value="25"/> <input type="text" value="00"/>																																																																				

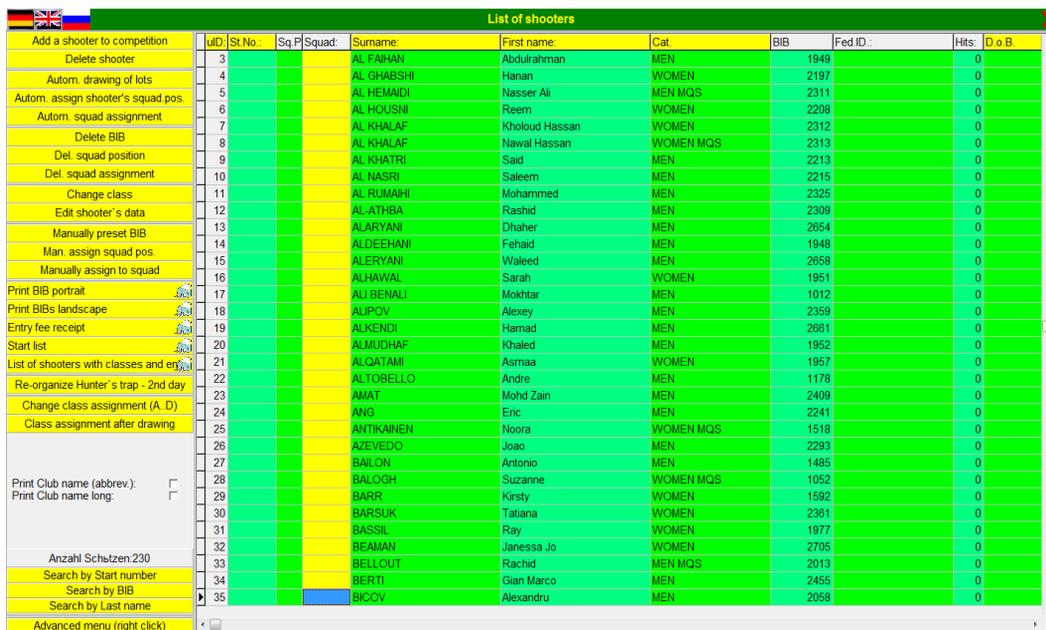
R1:	R2:	R3:	R4:	R5:	PEN:	R/PEN:	TOTAL:	S/O1:	S-FIN:	S/O2:	BMM:	SOBM:	GMM:	SOGM:
<input type="text"/>	<input type="text" value="0"/>													

CLOSE

3.5 DRAWING OF LOTS PROCEDURE

For national competitions and Grand Prix you can use **Automatic drawing of lots**

This method means the draw without filtering according to nationality within the team.



uID	St.No.	Sq P	Squad	Surname	First name	Cat.	BIB	Fed ID.	Hits	D o B
3				AL FAHAN	Abdulrahman	MEN	1949		0	
4				AL GHABSHI	Hanan	WOMEN	2197		0	
5				AL HEMAIDI	Nasser Ali	MEN MQS	2311		0	
6				AL HOUSNI	Reem	WOMEN	2208		0	
7				AL KHALAF	Kholoud Hassan	WOMEN	2312		0	
8				AL KHALAF	Nawal Hassan	WOMEN MQS	2313		0	
9				AL KHATRI	Said	MEN	2213		0	
10				AL NASRI	Saleem	MEN	2215		0	
11				AL RUMAHI	Mohammed	MEN	2325		0	
12				AL ATHBA	Rashid	MEN	2309		0	
13				ALARYANI	Dhafer	MEN	2654		0	
14				ALDEEHANI	Fehaid	MEN	1948		0	
15				ALRYANI	Waleed	MEN	2658		0	
16				ALHAWAL	Sarah	WOMEN	1951		0	
17				ALI BENALI	Mokhtar	MEN	1012		0	
18				ALPOV	Alexey	MEN	2359		0	
19				ALKENDI	Hamad	MEN	2661		0	
20				ALMUDHAF	Khaled	MEN	1952		0	
21				ALQATAMI	Asmaa	WOMEN	1957		0	
22				ALTOBELLO	Andre	MEN	1178		0	
23				AMAT	Mohd Zain	MEN	2409		0	
24				ANG	Eric	MEN	2241		0	
25				ANTIKAINEN	Noora	WOMEN MQS	1519		0	
26				AZEVEDO	Joao	MEN	2293		0	
27				BAILON	Antonio	MEN	1485		0	
28				BALOGH	Suzanne	WOMEN MQS	1052		0	
29				BARR	Kirsty	WOMEN	1592		0	
30				BARSUK	Tatiana	WOMEN	2361		0	
31				BASSIL	Ray	WOMEN	1977		0	
32				BEAMAN	Janessa Jo	WOMEN	2705		0	
33				BELLOUT	Rachid	MEN MQS	2013		0	
34				BERTI	Gian Marco	MEN	2455		0	
35				BICOV	Alexandru	MEN	2058		0	

Open **Entry list**

- Press **Autom. Drawing of lots**

You can also use **Automatically assign shooter's squad positions** and **Automatic squad assignment**, but first you need to set the number of shooters in the squad.

NOTE: Make sure there are no 2 shooters of the same nationality in one squad.

If you add any changes to the squad positions please be aware of sequence: it should be strictly in numerical order.

3.5.1 CREATING 3 SETS OF DRAWING FOR ISSF COMPETITIONS

During ISSF competitions you can create three different sets of drawing of lots for jury members to choose.

To create 3 different sets of drawings:

- Create a competition ([refer to 2](#))
- Hold the draw ([refer to 3.5](#))
- Clone the competition ([refer to 2.16](#))
- Clone the start list ([refer to 2.16](#))
- Hold the draw ([refer to 3.5](#))
- Clone the competition again, clone the start list and hold the drawings

As a result you have 3 similar competitions but with different drawings.

When jury members decide which set of drawing is used just delete 2 other competitors.

3.6 SHORTCUT MENU

Right-click on the table opens shortcut menu that gives you the following options:

- Add new shooter
- Delete shooter
- Change classification
- Edit shooter's data
- Manually preset back number
- Manually preset squad positions
- Manually preset squad N

- Print shooter's back number-portrait
- Print shooter's back number-landscape
- Print money receipt for selected shooter

- Add OFFSET to Start numbers
- Add OFFSET to Squad numbers
- Move shooter to next squad
- Move shooter to previous squad
- Change position of 2 shooters
- Close

Add new shooter

[Refer to 3.3](#)

Delete shooter

Here you can remove the shooter from the list if applicable

Change classification

[Refer to 2.15.](#)

Edit shooter's data

[Refer to 3.4.](#)

3.6.1 MANUALLY PRESET BACK NUMBER

Here you can manually preset shooter's back number

Competition selected:
 ISSF WORLD CUP MUNICH/GERMANY
 TRAP

RANGEMASTER

List of shooters								
	uiD:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.	BIB
Add a shooter to competition								
Delete shooter	17				ALI BENALI	Mokhtar	MEN	
Autom. drawing of lots	61				DE LEIRA	Joao Paulo	MEN	
Autom. assign shooter's squad.pos.	65							
Autom. squad assignment								
Delete BIB	132							
Del. squad position	28							
Del. squad assignment	1							
Change class	179							
	131				MCCLOY	Teegan	WOMEN	

Man. pre-set back number	Man. preset squad pos.	Man. preset squad n°	Add new shooter Strg+N	Delete shooter Strg+X	Change class	Edit shooter's data	Print shooter's back number - portrait	Print shooter's back number - landscape	Print money receipt for selected shooter	Add OFFSET to Start numbers	Add OFFSET to Squad numbers	Move shooter to next squad	Move shooter to previous squad	Change position of 2 shooters	CLOSE	Strg+F4
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RANGEMASTER
35
ENG.doc

List of shooters							
Add a shooter to competition	uID:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.
Delete shooter	17				ALI BENALI	Mokhtar	MEN
Autom. drawing of lots	61	1030			DE LEIRIA	Joao Paulo	MEN
Autom. assign shooter's squad.pos.	65				DIAMOND	Michael	MEN
Autom. squad assignment					TOMAS ROCA	Joan	MEN
Delete BIB	132				MCNABB	Michael	MEN
Del. squad position	28				BALOGH	Suzanne	WOMEN MQS
Del. squad assignment	1				AL ABDULLA	Amna	WOMEN
Change class	179				SCANLAN	Laetisha	WOMEN
Change class	131				MCCLOY	Teegan	WOMEN

When you preset the back number of this shooter he will be excluded from drawing and maintain his preset number and this number will not be given to any other shooter.

3.6.2 MANUALLY PRESET SQUAD POSITIONS

Here you can manually preset shooter's position inside the squad

- Right click the name of the shooter and select **Man.pre-set squad position**
- Enter the number

Competition selected:
 C-ISSF WORLD CUP MUNICH/GERMANY
 TRAP

RANGEMASTER EA

List of shooters							
Add a shooter to competition	uID:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.
Delete shooter	1				ATACAN	Ahmet	MEN
Autom. drawing of lots	2						
Autom. assign shooter's squad.pos.	3						
Autom. squad assignment	4						
Delete BIB	5						
Del. squad position	6						
Change class	7						

Add new shooter	Strg+N	Print shooter's back number - portrait	Add OFFSET to Start numbers
Delete shooter	Strg+X	Print shooter's back number - landscape	Add OFFSET to Squad numbers
Change class		Print money receipt for selected shooter	Move shooter to next squad
Edit shooter's data			Move shooter to previous squad
Man. pre-set back number			Change position of 2 shooters
Man. preset squad pos.			CLOSE
Manually preset squad n*			Strg+F4

List of shooters							
Add a shooter to competition	uID:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.
Delete shooter	1		1		ATACAN	Ahmet	MEN
Autom. drawing of lots	2				BARTHEL	Karl	MEN
Autom. assign shooter's squad.pos.	3				EIDEKORN	Steve	MEN
Autom. squad assignment	4				FAULSTICH	Luca	MEN
Delete BIB	5				HILMER	Christin	MEN
Del. squad position	6				JAHN	Stephanie	MEN
Change class	7				REINEKE	Phillip	MEN

3.6.3 MANUALLY PRESET SQUAD NUMBER

Here you can manually preset shooter's squad number

- Right click the name of the shooter and select **Manually preset squad N**
- Enter the number

Competition selected:
C-ISSF WORLD CUP MUNICH/GERMANY
TRAP

RANGEMASTER EASYSC

List of shooters										
	uID	St.No.	Sq.	P	Squad	Surname	First name	Cat.	BIB	Fed.ID.
Add a shooter to competition	1									
Delete shooter	2									
Autom. drawing of lots	3									
Autom. assign shooter's squad_pos.	4									
Autom. squad assignment	5									
Delete BIB	6									
Del. squad position	7									

Add new shooter Strg+N Print shooter's back number - portrait Add OFFSET to Start numbers
 Delete shooter Strg+X Print shooter's back number - landscape Add OFFSET to Squad numbers
 Change class Print money receipt for selected shooter
 Edit shooter's data
 Man. pre-set back number
 Man. preset squad pos.
 Manually preset squad n° CLOSE Strg+F4

Competition selected:
C-ISSF WORLD CUP MUNICH/GERMANY
TRAP

RANGEMA

List of shooters									
	uID	St.No.	Sq.	P	Squad	Surname	First name	Cat.	
Add a shooter to competition	1								
Delete shooter	2								
Autom. drawing of lots	3								
Autom. assign shooter's squad_pos.	4								
Autom. squad assignment	5								
Delete BIB	6								
Del. squad position	7								

X	1				5	ATACAN	Ahmet	MEN	
	2					BARTHEL	Karl	MEN	
	3					EIDEKORN	Steve	MEN	
	4					FAULSTICH	Luca	MEN	
	5					HILMER	Christin	MEN	
	6					JAHN	Stephanie	MEN	
	7					REINEKE	Phillip	MEN	

3.6.4 PRINT MONEY RECEIPT FOR SELECTED SHOOTER

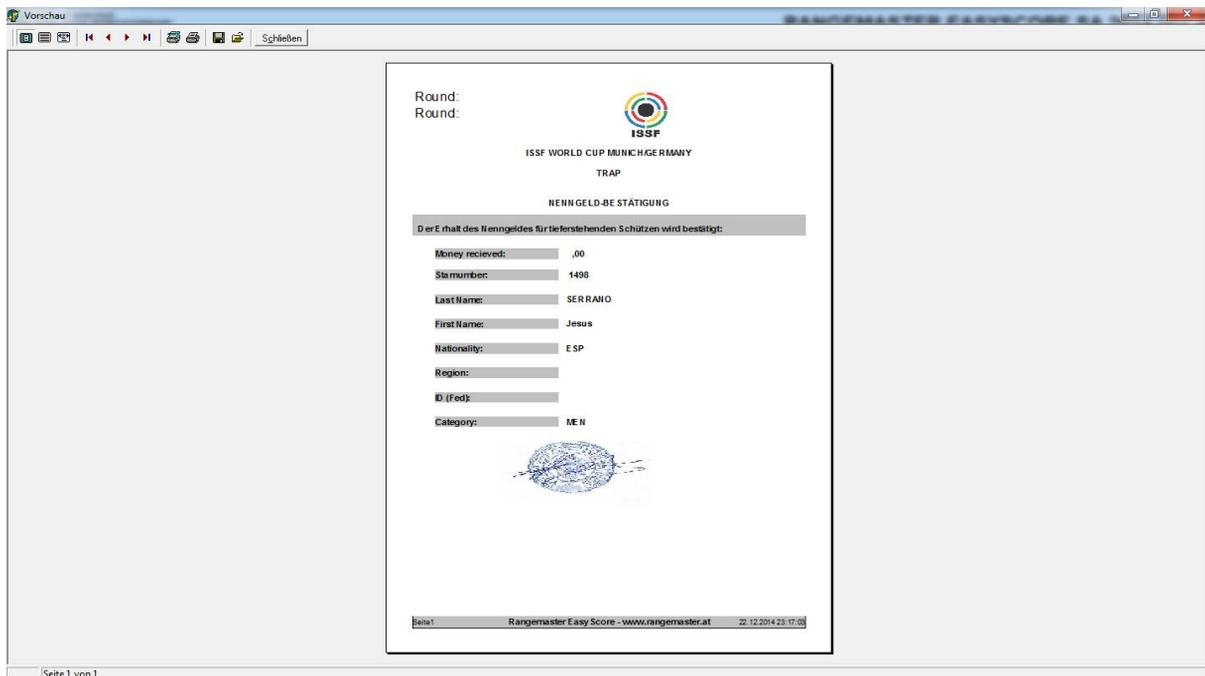
It is possible to print money receipt for the selected shooter if applicable:

- Click the name of the shooter and select **Print money receipt for selected shooter**

182	1332	4	14	SEDMAK	Sasa	MEN	MQS	1332
183	2460	6	11	SELVA	Stefano	MEN		2460
▶ 184	1498	1	27	SEBRANO	Luca	MEN		1498
185	1089	5						
186	1783	2						
187	2637	1						
188	1066	4						
189	2536	2						
190	2484	5						
191	1786	5	11	SODHI	Birendeeep	MEN		1786
192	1090	1	17	SOLYOM	Laszlo	MEN		1090

Add new shooter Strg+N Print shooter's back number - portrait Add OFFSET to Start numbers
 Delete shooter Strg+X Print shooter's back number - landscape Add OFFSET to Squad numbers
 Change class Print money receipt for selected shooter
 Edit shooter's data Move shooter to next squad
 Man. pre-set back number Move shooter to previous squad
 Man. preset squad pos. Change position of 2 shooters
 Manually preset squad n° CLOSE Strg+F4

- The following receipt appears



Press "Print"



How to print money receipt for the team:
please, [refer to 3.6.4](#)

3.6.5 ADD OFFSET TO START NUMBER. ADD OFFSET TO SQUAD NUMBER

Adding an offset both to start numbers and squad numbers is a very useful feature in case you are running two separate competitions (most likely in different disciplines) on one or two days on your shooting ground (e.g. Trap and Skeet). To avoid any confusion among shooters and referees, we recommend you to use the offset feature implemented in **Rangemaster EasyScore X3 Pro/.net**.

First, do the start list and the squading for both competitions.

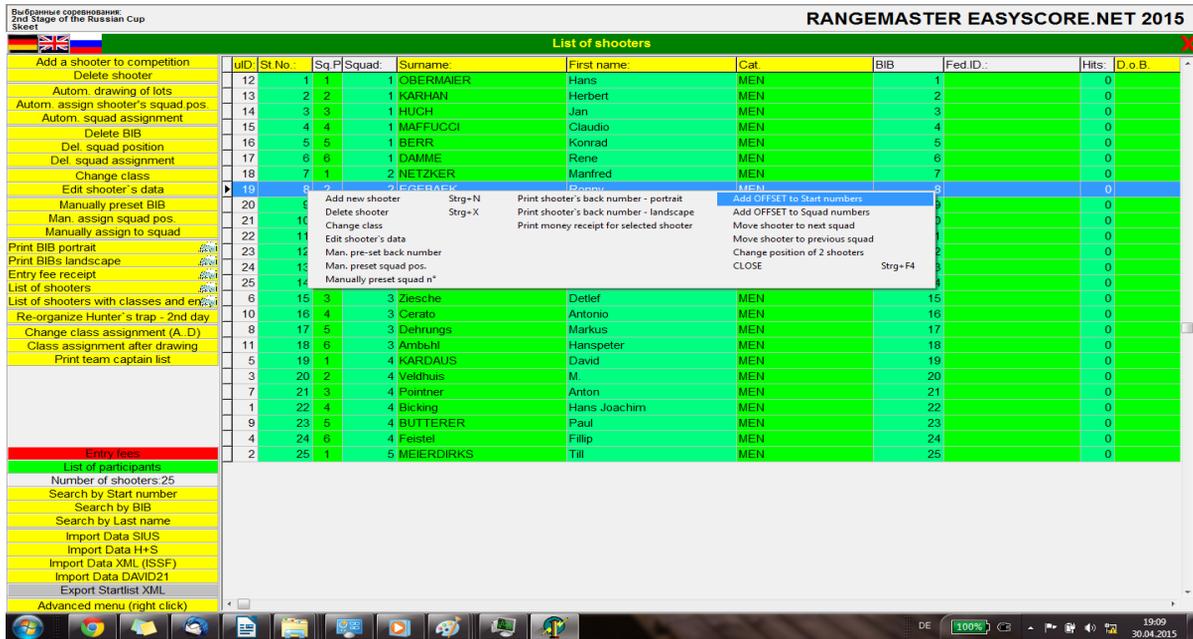
Then add e.g. an offset of 1000 to the start numbers of the first competition and an offset of 100 to the squads for your 1st competition.

For the second competition, you will add an offset of 2000 to the start numbers of the second competition and an offset of 200 to the squad numbers.

So now I'll show you how to make different start numbers according to different classes:

- First open **Entry list**

- Right click opens the additional menu
- Select **Add OFFSET to Start number** and



RANGEMASTER EASYSORE.NET 2015

Выбранные соревнования:
2nd Stage of the Russian Cup
Skeet

uid	St.No.	Sq.F	Squad	Surname	First name	Cat	BIB	Fed.ID.	Hits	D o.B
12	1	1	1	OBERMAIER	Hans	MEN	1		0	
13	2	2	1	KARHAN	Herbert	MEN	2		0	
14	3	3	1	HUCH	Jan	MEN	3		0	
15	4	4	1	MAFFUCCI	Claudio	MEN	4		0	
16	5	5	1	BERR	Konrad	MEN	5		0	
17	6	6	1	DAMME	Rene	MEN	6		0	
18	7	1	2	NETZKER	Manfred	MEN	7		0	
19	8	2	2	EGEBAEK	Ronny	MEN	8		0	
20	9	3	2	FACCHINI	Luciano	MEN	9		0	
21	10	4	2	ENDNER	Edda	MEN	10		0	
22	11	5	2	ATACAN	Ahmet	MEN	11		0	
23	12	6	2	RAPP	Martin	MEN	12		0	
24	13	1	3	AUER	Hilbert	MEN	13		0	
25	14	2	3	CARLIEZ	IN	IN	14		0	
6	15	3	3	Ziesche	IN	IN	15		0	
10	16	4	3	Cerato	IN	IN	16		0	
8	17	5	3	Dehrungs	IN	IN	17		0	
11	18	6	3	Ambühl	IN	IN	18		0	
5	19	1	4	KARDAUS	IN	IN	19		0	
3	20	2	4	Veldhuis	IN	IN	20		0	
7	21	3	4	Pointner	Anton	MEN	21		0	
1	22	4	4	Bicking	Hans Joachim	MEN	22		0	
9	23	5	4	BUTTERER	Paul	MEN	23		0	
4	24	6	4	Feistel	Filipp	MEN	24		0	
2	25	1	5	MEIERDIRKS	Till	MEN	25		0	

- Set the number which will be added to their present start numbers.



RANGEMASTER EASYSORE.NET 2015

Выбранные соревнования:
2nd Stage of the Russian Cup
Skeet

uid	St.No.	Sq.F	Squad	Surname	First name	Cat	BIB	Fed.ID.	Hits	D o.B
12	1	1	1	OBERMAIER	Hans	MEN	1		0	
13	2	2	1	KARHAN	Herbert	MEN	2		0	
14	3	3	1	HUCH	Jan	MEN	3		0	
15	4	4	1	MAFFUCCI	Claudio	MEN	4		0	
16	5	5	1	BERR	Konrad	MEN	5		0	
17	6	6	1	DAMME	Rene	MEN	6		0	
18	7	1	2	NETZKER	Manfred	MEN	7		0	
19	8	2	2	EGEBAEK	Ronny	MEN	8		0	
20	9	3	2	FACCHINI	Luciano	MEN	9		0	
21	10	4	2	ENDNER	Edda	MEN	10		0	
22	11	5	2	ATACAN	Ahmet	MEN	11		0	
23	12	6	2	RAPP	Martin	MEN	12		0	
24	13	1	3	AUER	Hilbert	MEN	13		0	
25	14	2	3	CARLIEZ	IN	IN	14		0	
6	15	3	3	Ziesche	IN	IN	15		0	
10	16	4	3	Cerato	IN	IN	16		0	
8	17	5	3	Dehrungs	IN	IN	17		0	
11	18	6	3	Ambühl	IN	IN	18		0	
5	19	1	4	KARDAUS	IN	IN	19		0	
3	20	2	4	Veldhuis	IN	IN	20		0	
7	21	3	4	Pointner	Anton	MEN	21		0	
1	22	4	4	Bicking	Hans Joachim	MEN	22		0	
9	23	5	4	BUTTERER	Paul	MEN	23		0	
4	24	6	4	Feistel	Filipp	MEN	24		0	
2	25	1	5	MEIERDIRKS	Till	MEN	25		0	

The same you can do with **Squad numbers**:

- Open **Entry list**
- Right click and open the additional menu
- Select **Add OFFSET to Squad number**

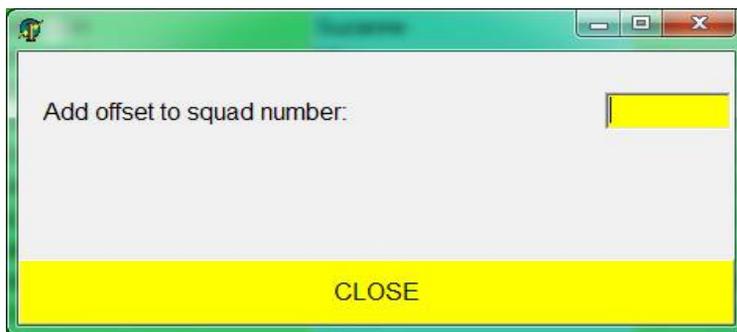


The screenshot shows the 'List of shooters' window in the RANGEMASTER EASYSORE.NET 2015 software. The window title is '2nd Stage of the Russian Cup Skeet'. The table below lists the shooters with their IDs, start numbers, squad numbers, surnames, first names, categories, BIB numbers, federation IDs, hits, and dates of birth.

uID	St.No.	Sq	P	Squad	Surname	First name	Cat.	BIB	Fed.ID.	Hits	D.o.B.
12	2001	1		1	OBERMAIER	Hans	MEN	1		0	
13	2002	2		1	KARHAN	Herbert	MEN	2		0	
14	2003	3		1	HUCH	Jan	MEN	3		0	
15	2004	4		1	MAELUCCI	Claudio	MEN	4		0	
16	2005	5		2	ATACAN	Ahmet	MEN	11		0	
17	2006	6		2	RAPP	Martin	MEN	12		0	
18	2007	1		3	AUER	Helmut	MEN	13		0	
19	2008	2		3	CARLIEZ	C	MEN	14		0	
20	2009	3		3	Ziesche	Detlef	MEN	15		0	
21	2010	4		3	Cerato	Antonio	MEN	16		0	
22	2011	5		3	Dehrungs	Markus	MEN	17		0	
23	2012	6		3	Ambuhl	Hanspeter	MEN	18		0	
24	2013	1		4	KARDAUS	David	MEN	19		0	
25	2014	2		4	Veldhuis	M	MEN	20		0	
26	2015	3		4	Pointner	Anton	MEN	21		0	
27	2016	4		4	Bicking	Hans Joachim	MEN	22		0	
28	2017	5		4	BUTTERER	Paul	MEN	23		0	
29	2018	6		4	Feistel	Fillip	MEN	24		0	
30	2019	1		5	MEIERDIRKS	Till	MEN	25		0	

The context menu is open over the row for shooter ID 15 (Claudio MAELUCCI). The menu options include: 'Add new shooter', 'Delete shooter', 'Change class', 'Edit shooter's data', 'Man. pre-set back number', 'Man. preset squad pos.', 'Manually preset squad n°', 'Print shooter's back number - portrait', 'Print shooter's back number - landscape', 'Print money receipt for selected shooter', 'Add OFFSET to Start numbers', 'Add OFFSET to Squad numbers', 'Move shooter to next squad', 'Move shooter to previous squad', 'Change position of 2 shooters', and 'CLOSE'. The 'Add OFFSET to Squad numbers' option is highlighted.

- Enter the number which will be added to all squad numbers:



The dialog box has a title bar with standard window controls. The main area contains the text 'Add offset to squad number:' followed by a yellow text input field. At the bottom of the dialog is a large yellow button labeled 'CLOSE'.

NOTE: If you add offset number to squad numbers use the same numbers when you set up a timetable!

List of shooters												
	uID	St.No.	Sq	F	Squad	Surname	First name	Cat.	BIB	Fed.ID.	Hits	D.o.B.
12	2001	1	201		OBERMAIER	Hans		MEN	2001		0	
13	2002	2	201		KARHAN	Herbert		MEN	2002		0	
14	2003	3	201		HUCH	Jan		MEN	2003		0	
15	2004	4	201		MAFFUCCI	Claudio		MEN	2004		0	
16	2005	5	201		BERR	Konrad		MEN	2005		0	
17	2006	6	201		DAMME	Rene		MEN	2006		0	
18	2007	1	202		NETZKER	Manfred		MEN	2007		0	
19	2008	2	202		EGBAEK	Ronny		MEN	2008		0	
20	2009	3	202		FACCHINI	Luciano		MEN	2009		0	
21	2010	4	202		ENDNER	Edda		MEN	2010		0	
22	2011	5	202		ATACAN	Ahmet		MEN	2011		0	
23	2012	6	202		RAPP	Martin		MEN	2012		0	
24	2013	1	203		AUER	Helmut		MEN	2013		0	
25	2014	2	203		CARLIEZ	C.		MEN	2014		0	
6	2015	3	203		Ziesche	Detlef		MEN	2015		0	
10	2016	4	203		Cerato	Antonio		MEN	2016		0	
8	2017	5	203		Dehrungs	Markus		MEN	2017		0	
11	2018	6	203		Ambshl	Hanspeter		MEN	2018		0	
5	2019	1	204		KARDAUS	David		MEN	2019		0	
3	2020	2	204		Veldhuis	M.		MEN	2020		0	
7	2021	3	204		Pointner	Anton		MEN	2021		0	
1	2022	4	204		Bicking	Hans Joachim		MEN	2022		0	
9	2023	5	204		BUTTERER	Paul		MEN	2023		0	
4	2024	6	204		Feistel	Filip		MEN	2024		0	
2	2025	1	205		MEIERDIRKS	Till		MEN	2025		0	

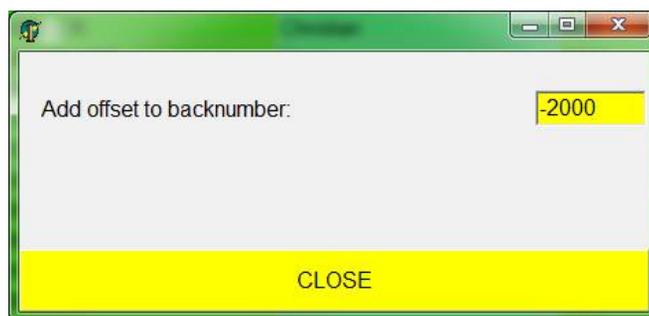
In case you need to remove offset use “- number” format.

E.g.: you added offset 2000 to back numbers and to delete this option you should:

- Right click and open the additional menu

- Select **Add OFFSET to Start number** and set the number you need to subtract using

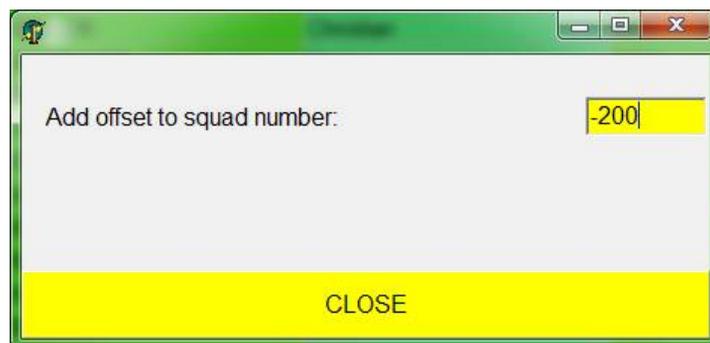
“- 2000” format:



List of shooters											
	UID	St.No.	Sq.P	Squad	Surname	First name	Cat	BIB	Fed.ID.	Hits	D.o.B.
Add a shooter to competition											
Delete shooter	12	1	1	201	OBERMAIER	Hans	MEN	2001		0	
Autom. drawing of lots	13	2	2	201	KARHAN	Herbert	MEN	2002		0	
Autom. assign shooter's squad.pos.	14	3	3	201	HUCH	Jan	MEN	2003		0	
Autom. squad assignment	15	4	4	201	MAFFUCCI	Claudio	MEN	2004		0	
Delete BIB	16	5	5	201	BERR	Konrad	MEN	2005		0	
Del. squad position	17	6	6	201	DAMME	Rene	MEN	2006		0	
Del. squad assignment	18	7	1	202	NETZKER	Manfred	MEN	2007		0	
Change class	19	8	2	202	EGEBAEK	Ronny	MEN	2008		0	
Edit shooter's data	20	9	3	202	FACCHINI	Luciano	MEN	2009		0	
Manually preset BIB	21	10	4	202	ENDNER	Edda	MEN	2010		0	
Man. assign squad pos.	22	11	5	202	ATACAN	Ahmet	MEN	2011		0	
Manually assign to squad	23	12	6	202	RAPP	Martin	MEN	2012		0	
Print BIB portrait	24	13	1	203	AUER	Helmut	MEN	2013		0	
Print BIBs landscape	25	14	2	203	CARLIEZ	C.	MEN	2014		0	
Entry fee receipt	6	15	3	203	Ziesche	Detlef	MEN	2015		0	
List of shooters	10	16	4	203	Cerato	Antonio	MEN	2016		0	
List of shooters with classes and enr.	8	17	5	203	Dehrungs	Markus	MEN	2017		0	
Re-organize Hunter's trap - 2nd day	11	18	6	203	Ambühl	Hanspeter	MEN	2018		0	
Change class assignment (A. D.)	5	19	1	204	KARDAUS	David	MEN	2019		0	
Class assignment after drawing	3	20	2	204	Veldhuis	M.	MEN	2020		0	
Print team captain list	7	21	3	204	Pointner	Anton	MEN	2021		0	
	1	22	4	204	Bicking	Hans Joachim	MEN	2022		0	
	9	23	5	204	BUTTERER	Paul	MEN	2023		0	
	4	24	6	204	Feistel	Fillip	MEN	2024		0	
Entry fees	2	25	1	205	MEIERDIRKS	Till	MEN	2025		0	
List of participants											
Number of shooters:25											
Search by Start number											
Search by BIB											
Search by Last name											
Import Data SIUS											
Import Data H+S											
Import Data XML (ISSF)											
Import Data DAVID21											
Export Startlist XML											
Advanced menu (right click)											

The same you need to do if you want to remove offset of squad number:

- Right click and open the additional menu
- Select **Add OFFSET to Start number** and set the number you need to subtract using “- number” format:



3.6.6 MOVE A SHOOTER FROM ONE SQUAD TO ANOTHER



The screenshot shows the 'List of shooters' window in the RANGEMASTER EASYSORE.NET 2015 application. The window displays a table of shooter information with columns for ID, St No., Sq, Squad, Surname, First name, Cat, BIB, Fed ID, Hits, and D.o.B. A context menu is open over the shooter with ID 20, Squad 3, and Surname FACCHINI. The menu options include 'Add new shooter', 'Delete shooter', 'Change class', 'Edit shooter's data', 'Man. preset squad pos.', 'Manually preset squad n*', 'Add OFFSET to Start numbers', 'Add OFFSET to Squad numbers', 'Move shooter to next squad', 'Move shooter to previous squad', 'Change position of 2 shooters', and 'CLOSE'. The 'Move shooter to next squad' option is highlighted in blue.

ID	St No.	Sq	Squad	Surname	First name	Cat	BIB	Fed ID	Hits	D.o.B
12	1	1	1	OBERMAIER	Hans	MEN	2001		0	
13	2	2	1	KARHAN	Herbert	MEN	2002		0	
14	3	3	1	HUCH	Jan	MEN	2003		0	
15	4	4	1	MAFFUCCI	Claudio	MEN	2004		0	
16	5	5	1	BERR	Konrad	MEN	2005		0	
17	6	6	1	DAMME	Rene	MEN	2006		0	
18	7	1	2	NETZKER	Manfred	MEN	2007		0	
19	8	2	2	EGEBAEK	Ronny	MEN	2008		0	
20	9	3	2	FACCHINI	Luisana	MEN	2009		0	
21	10	4							0	
22	11	5							0	
23	12	6							0	
24	13	1							0	
25	14	2							0	
6	15	3							0	
10	16	4	3	Cerato	Antonio	MEN	2016		0	
8	17	5	3	Dehrungs	Markus	MEN	2017		0	
11	18	6	3	Ambshi	Hanspeter	MEN	2018		0	
5	19	1	4	KARDAUS	David	MEN	2019		0	
3	20	2	4	Velthuis	M.	MEN	2020		0	
7	21	3	4	Pointner	Anton	MEN	2021		0	
1	22	4	4	Bicking	Hans Joachim	MEN	2022		0	
9	23	5	4	BUTTERER	Paul	MEN	2023		0	
4	24	6	4	Feistel	Filip	MEN	2024		0	
2	25	1	5	MEIERDIRKS	Till	MEN	2025		0	

If you need to move shooters from one squad to the other to change the number of shooters in the squad you should:

- Go to **Entry list**
- Find the shooter on the list and click on it with the right button (it opens shortcut menu)
- Click **Move shooter to the next squad** or **Move shooter to the previous squad**.

E.g.: There are 31 participants. After automatic drawing of lots you have 5 squads with 6 shooters in each squad and the 6th squad with only one shooter. In this case you need to move the 6th shooters from 4 squads to the next squad using „Move shooter to the next squad“ button. As a result you'll have 1 squad with 6 shooters and 5 squads with 5 shooters.

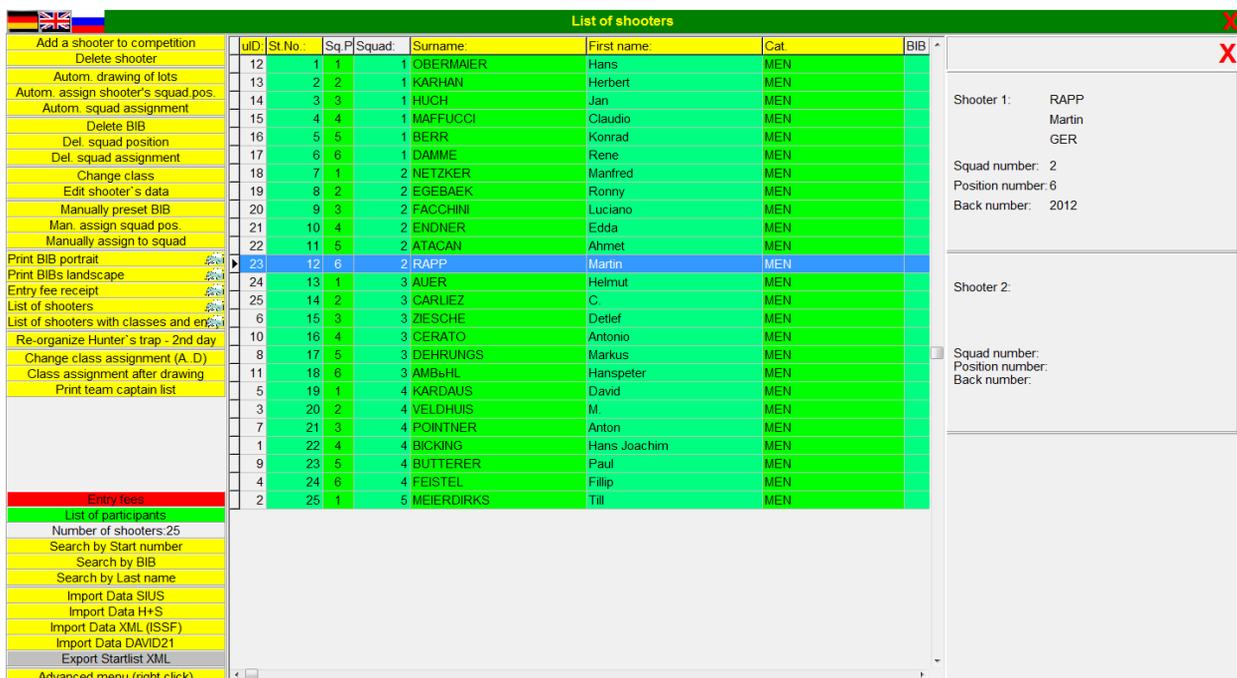
NOTE: You should do it before competition starts !

3.6.7 CHANGE POSITION OF 2 SHOOTERS

List of shooters								
uiD:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.	BIB	Fec
1	22	4	4	Altmann	Karl	Klasse B		
2	3	3	1	Alvaro	Pitas	Klasse D		
3	5	5	1	Ambühl	Jöri	Klasse D		
4	15	3	3	Amherd	Stefan	Klasse B		
5	27	3	5	ATACAN	Ahmet	Klasse A		
6	2	2	1	BARTHEL	Karl	Klasse A		
7								
8								
9								
10								
11								
12								
13								
14	17	5	3	Geißler	Christian	Klasse C		
15	11	5	2	KARDAUS	David	Klasse B		

Add new shooter	Strg+N	Print shooter's back number - portrait	Add OFFSET to Start numbers
Delete shooter	Strg+X	Print shooter's back number - landscape	Add OFFSET to Squad numbers
Change class		Print money receipt for selected shooter	Move shooter to next squad
Edit shooter's data			Move shooter to previous squad
Man. pre-set back number			Change position of 2 shooters
Man. preset squad pos.			CLOSE
Manually preset squad n°			Strg+F4

- On the right side of the window you'll see a small window. **Shooter 1** is the shooter whose name you clicked
- Click the name that **Shooter 1** will change position with.



- Shooters have changed positions.

Close

Using this option you close the window and go back to Main menu

You also can use **Ctrl+F4** key combination

3.7 PRINTING START LISTS/LIST OF SHOOTERS. BACK NUMBERS (BIBS)

3.7.1 PRINTING START LIST

- Go to Main menu
- Open **Entry list**
- Press **Start list**

List of shooters											
	UID	St No.	Sq P	Squad:	Surname:	First name:	Cat	BIB	Fed.ID.:	Hits:	D.o.B.
Add a shooter to competition	12	101	1	1	OBERMAIER	Hans	MEN	101		0	
Delete shooter	13	102	2	1	KARHAN	Herbert	MEN	102		0	
Autom. drawing of lots	14	103	3	1	HUCH	Jan	MEN	103		0	
Autom. assign shooter's squad pos.	15	104	4	1	MAFFUCCI	Claudio	MEN	104		0	
Autom. squad assignment	16	105	5	1	BERR	Konrad	MEN	105		0	
Delete BIB	17	106	1	2	DAMME	Rene	MEN	106		0	
Del. squad position	18	107	2	2	NETZKER	Manfred	MEN	107		0	
Del. squad assignment	19	108	3	2	EGEBAEK	Ronny	MEN	108		0	
Change class	20	109	4	2	FACCHINI	Luciano	MEN	109		0	
Edit shooter's data	21	110	5	2	ENDNER	Edda	MEN	110		0	
Manually preset BIB	22	111	1	3	ATACAN	Ahmet	MEN	111		0	
Man. assign squad pos.	23	112	2	3	RAPP	Martin	MEN	112		0	
Manually assign to squad	24	113	3	3	AUER	Helmuth	MEN	113		0	
Print BIB portrait	25	114			ARJUEZ	C.	MEN	114		0	
Print BIBs landscape	26	115			ARJUEZ	Detlef	MEN	115		0	
Entry fee receipt	27	116			CERATO	Antonio	MEN	116		0	
List of shooters	28	117			DEHRUNGS	Markus	MEN	117		0	
List of shooters with classes and entries	29	118			AMBSHL	Hanspeter	MEN	118		0	
Re-organize Hunter's trap - 2nd day	30	119			KARDAUS	David	MEN	119		0	
Change class assignment (A, D)	31	120			VELDHUIS	M.	MEN	120		0	
Class assignment after drawing	32	121			POINTNER	Anton	MEN	121		0	
Print team captain list	33	122			BICKING	Hans Joachim	MEN	122		0	
	34	123			BUTTERER	Paul	MEN	123		0	
	35	124			FEISTEL	Filip	MEN	124		0	
	36	125			MEIERDIRKS	Till	MEN	125		0	

- Select the output to be sorted by:

To sort

Output to be sorted by:

Start number

= Squad

= Last name

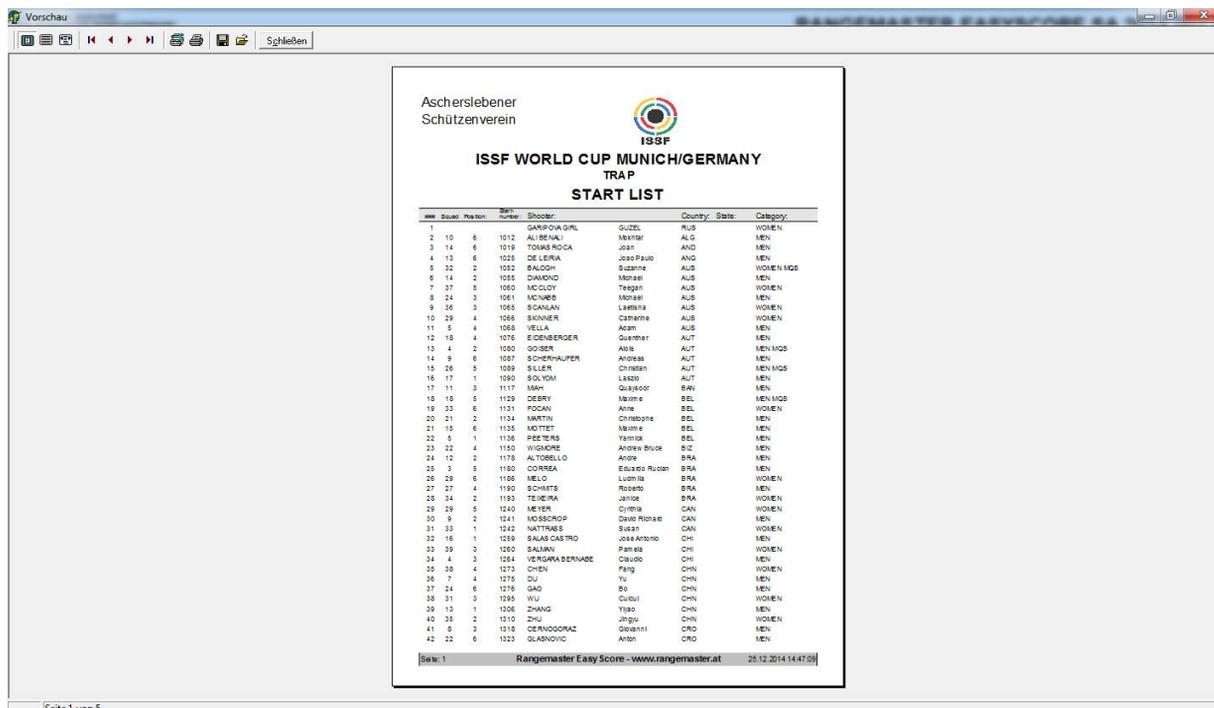
= Category

= NOC

= Result

Cancel Continue with printout

- Press **Continue with printout**



Ascherslebener
Schützenvereine

ISSF

ISSF WORLD CUP MUNICH/GERMANY
TRAP
START LIST

Rank	Bib number	Shooter	Country	State	Category
1		GARFIP/DIA GIRL	FLUS		WOMEN
2	10	6 ALI BE NALI	MAKRAF	ALG	MEN
3	14	6 1019 TOMAS RODA	JOSE	AND	MEN
4	13	6 1035 DE LERIA	Jose Paulo	ANG	MEN
5	32	2 1032 BALOGH	Suzanne	AUS	WOMEN MGS
6	14	2 1050 DIAMOND	Michael	AUS	MEN
7	37	5 1060 MC CLOY	Teggan	AUS	WOMEN
8	24	3 1061 MCNABE	Michael	AUS	MEN
9	36	3 1065 S GANLAN	Lieslana	AUS	WOMEN
10	29	4 1066 SKINNER	Catherine	AUS	WOMEN
11	5	4 1068 VELLA	Adam	AUS	MEN
12	18	4 1076 E GEBERGER	Guenter	AUT	MEN
13	4	2 1080 GOBER	Aiba	AUT	MEN MGS
14	9	6 1087 SCHENKHAUER	Andreas	AUT	MEN
15	26	5 1088 SILLER	Christian	AUT	MEN MGS
16	17	1 1090 SOLVOM	Luislo	AUT	MEN
17	11	3 1117 MARI	Guisepp	BRN	MEN
18	18	5 1129 DEBRV	Naomie	BEL	MEN MGS
19	35	6 1131 FODAN	Anne	BEL	WOMEN
20	21	2 1134 MARTIN	Christophe	BEL	MEN
21	15	6 1135 MOTTET	Marine	BEL	MEN
22	5	1 1136 PETERS	Yannik	BEL	MEN
23	22	4 1150 WIGMORE	Andrew Bruce	BIZ	MEN
24	12	2 1178 ALTABELLO	Anne	BRA	MEN
25	3	5 1190 CORRERA	Equipo Rucan	BRA	MEN
26	29	6 1166 MELO	Luonila	BRA	WOMEN
27	27	4 1190 SCHMITS	Roberto	BRA	MEN
28	34	2 1193 TEJERA	Janice	BRA	WOMEN
29	29	5 1240 MEYER	Cynthia	CAN	WOMEN
30	9	2 1241 MOSSCHOP	Davis Richard	CAN	MEN
31	33	1 1242 NATTRES	Susan	CAN	WOMEN
32	16	1 1259 SALAS CASTRO	Jose Antonio	CHI	MEN
33	29	3 1260 SALMAN	Pamela	CHI	WOMEN
34	4	3 1264 VERGARA BERNARDE	Cisulio	CHI	MEN
35	38	4 1273 CHEN	Fang	CHN	WOMEN
36	7	4 1275 ZHU	Yu	CHN	MEN
37	24	6 1276 GAO	Bo	CHN	MEN
38	31	3 1285 WU	Cunli	CHN	WOMEN
39	13	1 1306 ZHANG	Yibo	CHN	MEN
40	35	2 1310 ZHU	Jingyi	CHN	WOMEN
41	8	3 1318 CERNIGORAZ	Gianmari	CRO	MEN
42	22	6 1323 GLASNOVIC	Anton	CRO	MEN

Seite 1 von 5

- Print Start list

3.7.2 PRINT SHOOTERS` BACK (BIB) NUMBERS - PORTRAIT

If applicable you can print shooters' back numbers using portrait page orientation

- Go to Main menu

- Open **Entry list**

- Press **Print Bib portrait**

In this case, you can print Bib numbers for all participants in the list.

But if you need to print bib number for a certain shooter only please refer to 3.7.4.

List of shooters								
Add a shooter to competition	uID	St No.:	Sq. P	Squad:	Surname:	First name:	Cat.	BIB
Delete shooter	12	101	1	1	OBERMAIER	Hans	MEN	101
Autom. drawing of lots	13	102	2	1	KARHAN	Herbert	MEN	102
Autom. assign shooter's squad_pos.	14	103	3	1	HUCH	Jan	MEN	103
Autom. squad assignment	15	104	4	1	MAFFUCCI	Claudio	MEN	104
Delete BIB	16	105	5	1	BERR	Konrad	MEN	105
Del. squad position	17	106	1	2	DAMME	Rene	MEN	106
Del. squad assignment	17	106	1	2	DAMME	Rene	MEN	106
Change class	18	107	2	2	NETZKER	Manfred	MEN	107
Edit shooter's data	19	108	3	2	EGEBAEK	Ronny	MEN	108
Manually preset BIB	20	109	4	2	FACCHINI	Luciano	MEN	109
Man. assign squad pos.	21	110	5	2	ENDNER	Edda	MEN	110
Manually assign to squad	22	111	4	3	CATACAN	Ahmet	MEN	111
Print BIB portrait	23	112	3	3	SAUER	Martin	MEN	112
Print BIBs landscape	24	113	3	3	SAUER	Helmut	MEN	113
Entry fee receipt	25	114	4	3	CARLIEZ	C.	MEN	114
List of shooters	6	115	5	3	ZIESCHE	Detlef	MEN	115
List of shooters with classes and en	10	116	1	4	CERATO	Antonio	MEN	116
Re-organize Hunter's trap - 2nd day	8	117	2	4	DEHRUNGS	Markus	MEN	117
Change class assignment (A. D.)	11	118	3	4	AMBöHL	Hanspeter	MEN	118
Class assignment after drawing	5	119	4	4	KARDAUS	David	MEN	119
Print team captain list	3	120	5	4	VELDHUIS	M.	MEN	120
	7	121	1	5	POINTNER	Anton	MEN	121
	1	122	2	5	BICKING	Hans Joachim	MEN	122
	9	123	3	5	BUTTERER	Paul	MEN	123
	4	124	4	5	FEISTEL	Filip	MEN	124

- Select the output to be sorted by:

To sort

Output to be sorted by:

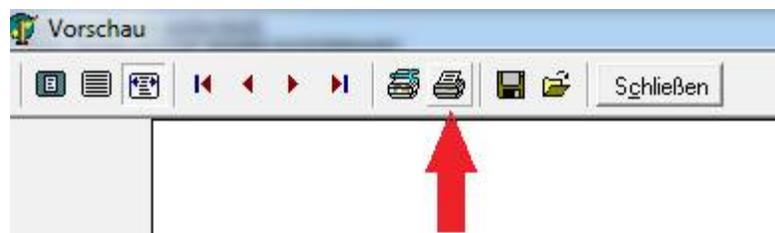
- Start number
- = Squad
- = Last name
- = Category
- = NOC
- = Result

Cancel
Continue with printout

- Press **Continue with printout**



- Press **Print**



3.7.3 PRINT SHOOTERS` BACK NUMBERS - LANDSCAPE

If applicable you can print shooters' back numbers using landscape page orientation

- Go to Main menu
- Open **Entry list**
- Press **Print Bib landscape**

List of shooters							
Add a shooter to competition	uid:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.
Delete shooter	12	101	1	1	OBERMAIER	Hans	MEN
Autom. drawing of lots	13	102	2	1	KARHAN	Herbert	MEN
Autom. assign shooter's squad.pos.	14	103	3	1	HUCH	Jan	MEN
Autom. squad assignment	15	104	4	1	MAFFUCCI	Claudio	MEN
Delete BIB	16	105	5	1	BERR	Konrad	MEN
Del. squad position	17	106	1	2	DAMME	Rene	MEN
Del. squad assignment	18	107	2	2	NETZKER	Manfred	MEN
Change class	19	108	3	2	EGEBAEK	Ronny	MEN
Edit shooter's data	20	109	4	2	FACCHINI	Luciano	MEN
Manually preset BIB	21	110	5	2	ENDNER	Edda	MEN
Man. assign squad pos.	22	111	1	3	ATACAN	Ahmet	MEN
Manually assign to squad	23	112	2	3	ATACAN	Ahmet	MEN
Print BIB portrait	24	113	3	3	ATACAN	Martin	MEN
Print BIBs landscape	25	114	4	3	CARLIEZ	Helmut	MEN
Entry fee receipt	26	115	5	3	CARLIEZ	C.	MEN
List of shooters	27	116	5	3	ZIESCHE	Detlef	MEN
List of shooters with classes and en	28	117	1	4	CERATO	Antonio	MEN
Re-organize Hunter's trap - 2nd day	29	118	2	4	DEHRUNGS	Markus	MEN
Change class assignment (A..D)	30	119	3	4	AMB&HL	Hanspeter	MEN
Class assignment after drawing	31	120	4	4	KARDAUS	David	MEN
Print team captain list	32	121	5	4	VELDHUIS	M.	MEN
	33	122	1	5	POINTNER	Anton	MEN
	34	123	2	5	BICKING	Hans Joachim	MEN
	35	124	3	5	BUTTERER	Paul	MEN
	36	125	4	5	FEISTEL	Fillip	MEN

In this case, you can print Bib numbers for all participants in the list.

But if you need to print bib number for a particular shooter only [refer to 3.7.4.](#)

- Select the output to be sorted by:

To sort

Output to be sorted by:

Start number

Squad

Last name

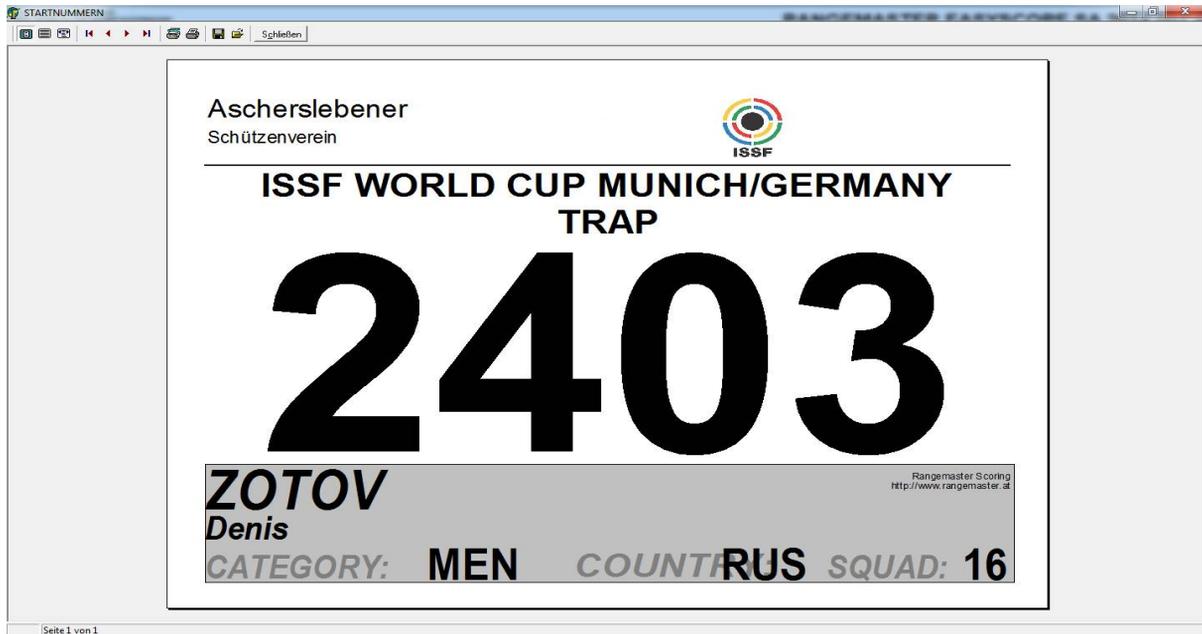
Category

NOC

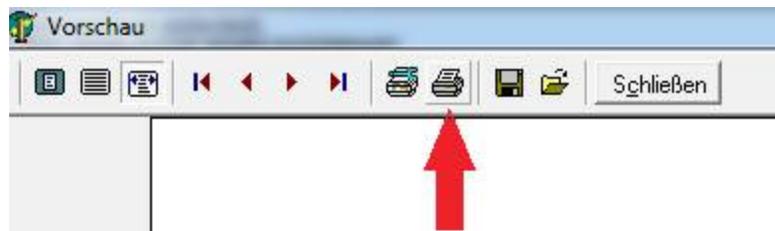
Result

Cancel
Continue with printout

- Press **Continue with printout**



- Press **Print**



3.7.4 PRINT BIB NUMBER ONLY FOR ONE SHOOTER

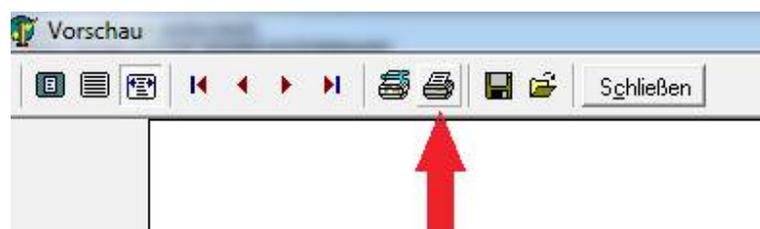
It is possible to print shooter's Bib number only for one (selected) shooter if necessary:

- Go to **Entry list**
- Select the shooter
- Right click shooter's name
- Press **Print shooter's back number – portrait** or **Print shooter's back number – landscape**

List of shooters											
	uID	St. No.	Sq. P	Squad	Surname	First name	Cat.	BIB	Fed. ID.	Hits	D.o.B.
Add a shooter to competition	198	2538	1	30	STEFECEKOVA	Zuzana	WOMEN	2538		72	
Delete shooter	199	1788	3	18	SUSHEEL SHARAN	Gyanchand	MEN MQS	1788		115	
Autom. drawing of lots	200	1730	2	5	SZOLLAR	Andras	MEN	1730		119	
Autom. assign shooter's squad pos.	201	1580	1	23	TACHIN	Vincent	MEN	1580		117	
Autom. squad assignment	202	1193	2	34	TEIXEIRA	Janice	WOMEN	1193		66	
Delete BIB	203	2095	6	4	TOCA TREVINO	Ramon	MEN	2095		108	
Del. squad position	204	1790	3	34	TOMAR	Varsha	WOMEN	1790		62	
Del. squad assignment	205	1019	6	14	TOMAS ROCA						
Change class	206	2248	3	6	TOPACIO						
Edit shooter's data	207	1545	2	2	TORNROOS						
Manually preset BIB	208	2282	2	20	TRZEBINSKI						
Man. assign squad pos.	209	2640	1	22	TUZUN						
Manually assign to squad	210	2396	3	30	VALEEVA						
Print BIB portrait	211	2542	2	16	VARGA						
Print BIBs landscape	212	2397	1	3	VASICHKIN	Viktor	MEN	2397		119	
	213	1068	4	5	VELLA	Adam	MEN	1068		123	



- Press **Print**



3.8 ADVANCED MENU

Using advanced menu you can:

- Use shooters' Bib numbers as Start numbers
- Use shooters' Start numbers as Bib numbers
- Delete all Start numbers
- Delete all Bibs
- Sort shooters by nationality
- Convert names to Caps
- Setup filter
- Delete filter
- Copy State to Country
- Delete all shooters
- Set filter ISSF MEN
- Set filter ISSF WOMEN
- Clone Starter list from other competitions

3.8.1 USE SHOOTERS` BIB NUMBERS AS START NUMBERS

If applicable, use shooters' Bib numbers as Start numbers.

3.8.2 USE SHOOTERS` START NUMBERS AS BIB NUMBERS

If applicable, use shooters' Start numbers as Bib numbers.

3.8.3 DELETE ALL START NUMBERS

If applicable, delete All Start numbers

3.8.4 DELETE ALL BIBS

If applicable, delete all Bib numbers

3.8.5 SORT SHOOTERS BY NATIONALITY

Here you can sort shooters by nationality so that the list of shooters will be set according to their countries alphabetically

List of shooters									
Squad:	Surname:	First name:	Cat.	BIB	Fed.ID.:	Hits:	D.o.B.	Country:	State:
1	HUDAK TEST	Franz	MEN	103		112	25.08.1966	AUT	NOE
1	BARTHEL	Karl	MEN	101		116		BR	BR
1	JAHN	Stephanie	MEN	108		116		BR	BR
1	DILSNER	Paul	MEN	112		43		DSB	DSB
1	EIDEKORN	Steve	MEN	113		38		DSB	DSB
1	PAETZOLD	Felix	WOMEN	4		41		DSB	DSB
2	WULPERN	Gerri	MEN	102		117		DSB	DSB
2	ALTMANN	Karl	WOMEN	9		38		GER	
2	AMBUHL	Jori	WOMEN	10		42		GER	
2	AMHERD	Stefan	WOMEN	5		38		GER	
2	BECKMANN	Jana	MEN	107		39		GER	
2	BERR	Konrad	MEN	114		32		GER	
3	BINGER	Andre	WOMEN	6		41		GER	
3	CARLIEZ	C.	MEN	111		36		GER	
3	FACCHINI	Luciano	WOMEN	7		46		GER	
3	FAULSTICH	Rainer	WOMEN	11		42		GER	HS
3	GEIBLER	Christian	WOMEN	14		40		GER	
3	GERTH	Bernd	WOMEN	1		72		GER	
4	GRAICHEN	Ronny	MEN	110		44		GER	
4	GRÜNER	Herber	WOMEN	13		42		GER	
4	MAFFUCCI	Claudio	WOMEN	12		46		GER	
4	OBERMAIER	Hans	MEN	109		34		GER	
4	ZIMMERMANN	Hubert	WOMEN	8		38		GER	
4	HAAGA	Vincent	MEN	115		117		ND	ND
5	ZOURS	Paul	WOMEN	3		43		ND	ND
5	GRAF	Vinzenz	MEN	105		43		NS	NS
5	GARIPOVA	GUZEL	WOMEN	15		116		RUS	
5	WALDCHEN	Nico	WOMEN	2		39		SC	SC
5	DAMME	Rene	MEN	104		37		TH	TH
5	BRAND	Daniel	MEN	116		41		WF	WF
6	WESTENDORF	Christian	MEN	106		111		WF	WF

3.8.6 CONVERT NAMES TO CAPS

In case the last names of the shooters in the main database were written with different letters (lowercase and capital) to make the starts list look better use this option to make all shooters' last names to be written with capital letters.

Before:

List of shooters							
uID:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.	BIB
1				Alvaro	Pitas	MEN	
2				ATACAN	Ahmet	MEN	
3				Auer	Helmut	MEN	
4				BARTHEL	Karl	MEN	

After:

List of shooters							
uID:	St.No.:	Sq.P	Squad:	Surname:	First name:	Cat.	BIB
1				ALVARO	Pitas	MEN	
2				ATACAN	Ahmet	MEN	
3				AUER	Helmut	MEN	
4				BARTHEL	Karl	MEN	

3.8.7 SETUP FILTER

Here you can set the filter according to class/category.

This feature might be used for example when you have man and women categories in one team and you want to hold drawing of lots separately and set up different squads.



3.8.8 DELETE FILTER

Here you can switch off the filter

3.8.9 COPY STATE TO COUNTRY

If applicable, column with Countries might be replaced with States (e.g.: for national competitions)

3.8.10 DELETE ALL SHOOTERS

This will empty the starter's list

Warning: Be aware of what you are doing, as all data might be lost!

3.8.11 SET FILTER ISSF MEN

If applicable, set filter to see on the list men shooters only

3.8.12 SET FILTER ISSF WOMEN

If applicable, set filter to see on the list women shooters only

3.8.13 CLONE START LIST FROM OTHER COMPETITIONS

In case it is necessary to import the list of participants from the other competition please [refer to 2.16](#)

3.9 IMPORT FILTER

EasyScore X3 Pro/.net provides the possibility to import files created by SIUS, H+S, David21 and XML (ISSF).

List of shooters											
	uID	St.No.:	Sq.F	Squad	Surname	First name	Cat	BIB	Fed.ID.:	Hits:	D.o.B.
Add a shooter to competition	12	101	1	1	OBERMAIER	Hans	MEN	101		0	
Delete shooter	13	102	2	1	KARHAN	Herbert	MEN	102		0	
Autom. drawing of lots	14	103	3	1	HUCH	Jan	MEN	103		0	
Autom. assign shooter's squad pos.	15	104	4	1	MAFFUCCI	Claudio	MEN	104		0	
Autom. squad assignment	16	105	5	1	BERR	Konrad	MEN	105		0	
Delete BIB	17	106	1	2	DAMME	Rene	MEN	106		0	
Del. squad position	18	107	2	2	NETZKER	Manfred	MEN	107		0	
Del. squad assignment	19	108	3	2	EGEBAEK	Ronny	MEN	108		0	
Change class	20	109	4	2	FACCHINI	Luciano	MEN	109		0	
Edit shooter's data	21	110	5	2	ENDNER	Edda	MEN	110		0	
Manually preset BIB	22	111	1	3	ATACAN	Ahmet	MEN	111		0	
Man. assign squad pos	23	112	2	3	RAPP	Martin	MEN	112		0	
Manually assign to squad	24	113	3	3	AUER	Helmut	MEN	113		0	
Print BIB portrait	25	114	4	3	CARLIEZ	C.	MEN	114		0	
Print BIBs landscape	6	115	5	3	ZIESCHE	Detlef	MEN	115		0	
Entry fee receipt	10	116	1	4	CERATO	Antonio	MEN	116		0	
List of shooters	8	117	2	4	DEHRUNGS	Markus	MEN	117		0	
List of shooters with classes and enr.	11	118	3	4	AMB&H	Hanspeter	MEN	118		0	
Re-organize Hunter's trap - 2nd day	5	119	4	4	KARDAUS	David	MEN	119		0	
Change class assignment (A..D)	3	120	5	4	VELDHUIS	M.	MEN	120		0	
Class assignment after drawing	7	121	1	5	POINTNER	Anton	MEN	121		0	
Print team captain list	1	122	2	5	BICKING	Hans Joachim	MEN	122		0	
	9	123	3	5	BUTTERER	Paul	MEN	123		0	
	4	124	4	5	FEISTEL	Fillip	MEN	124		0	
Entry fees	2	125	5	5	MEIERDIRKS	Till	MEN	125		0	
List of participants											
Number of shooters:25											
Search by Start number											
Search by BIB											
Search by Last name											
Import Data SIUS											
Import Data H+S											
Import Data XML (ISSF)											
Import Data DAVID21											
Export start XML											
Advanced menu (right click)											

4. TEAM LIST (TEAM ADMINISTRATION)

4.1 GENERAL INFORMATION

Here you can create squads for the team event with 3 (4) shooters in the squad.

4.2 ADD / DELETE SQUADS

If you need to create a new team:

- Go to Main menu and find **Team list** box
- Click it

You see the following:



- First press **Add a new team** and fill the following table (Team name, Country, State, and Class):

Team name:	GERMANY I	Last Name:	Geißler	First Name:	Christian	Country:	GER	State:	
Country:	GER		Bauer		Konrad		GER		
State:	BAV		Maffucci		Claudio		GER		
Class:	MEN	Delete shooter							

- To add the shooter to the team: find a shooter in the list below and add him by double clicking.
- To make finding the shooter in the list easier use the below **Search by last name/ Search by Bib/ Search by start number** buttons or you can press the buttons on the top of the column (e.g. "Last name" so that the list is sorted alphabetically).
- Double-click shooter's name again; it will delete him from a list or press **Delete shooter** button
- To add a new team press **Add a new team** button

- To delete a team press **Delete team** button

Example:

Team name: "Italy" or "City"

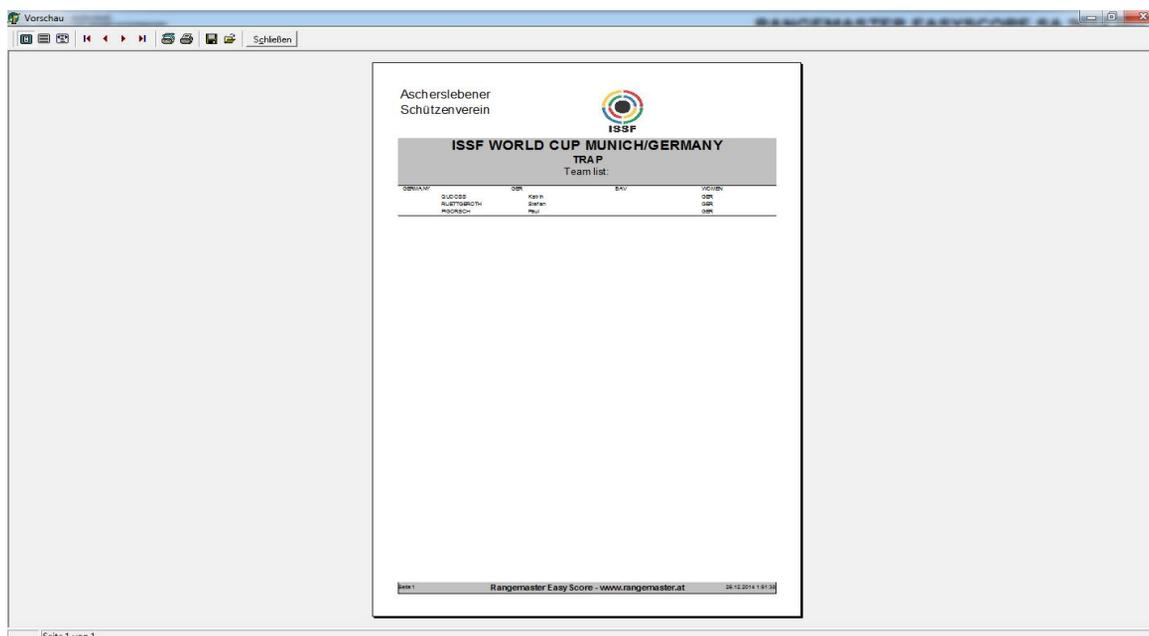
Country: Use the abbreviation of the 3-digit ISO code («ITA»)

Region: «AL» or other - important for regional competition.

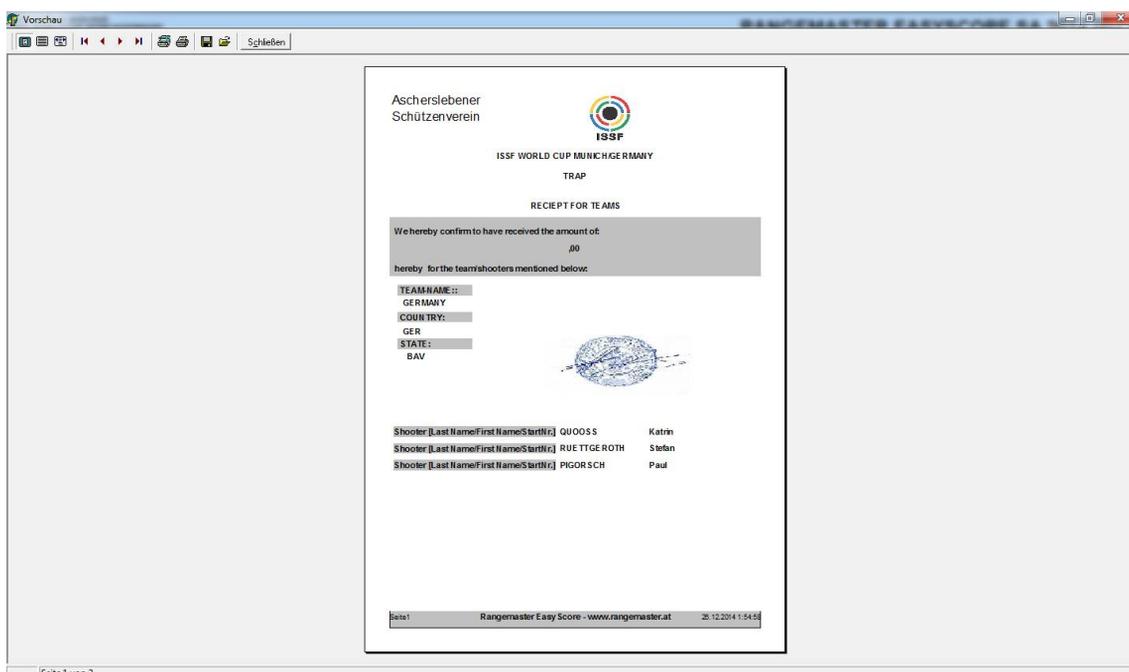
Category: «MAN» or «JUNIOR», etc.

4.3 PRINTOUTS

- If you need to print Team list press **Team list**



- Press **Receipt** to print receipt for the team.



5. TIMETABLE AND SCORE - SHEETS

5.1 GENERAL INFORMATION

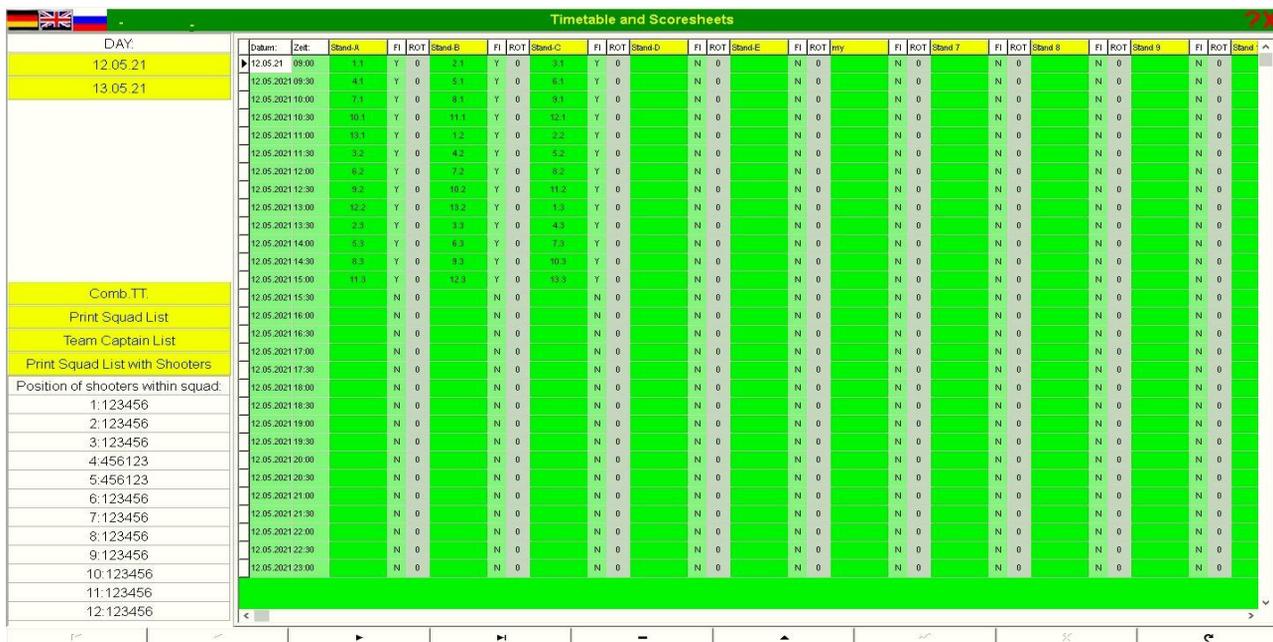
This section allows you to:

- Create a timetable
- Set the shooting time, range and number of rounds for each squad.
- Print score-sheets and etc.

5.2 CREATING A TIMETABLE

Here you can create a timetable for the competition.

- First select the day of the competition (e.g. DAY 1:06.06.14)
- When you press you will see the following table:



- Here you should create the timetable of the competition using the following format:
squad_number:round_number

For example:

23.5 = represents round number 5 for squad 23

NOTE: Use correct format: 1.1, 1_1, 1:1, 1-1

The **FI** column can display 2 values: Y or N.

FI: Y - the round has started

FI: N - the round hasn't started yet

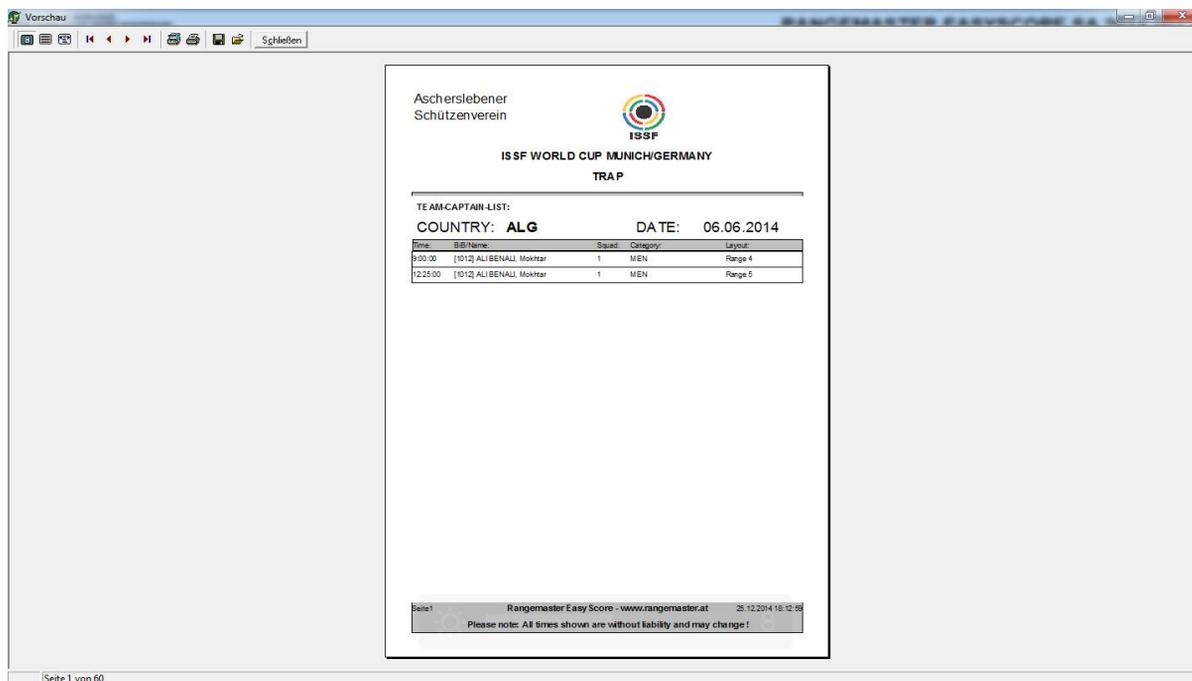
By replacing Y with N you can reset the round on the layout and start it again.

The **ROT** column defines the rotation of the shooters in the team. If the number is 0, then the standard rotation specified in the settings will be used.

If you need to make an individual rotation (for example, for Compaq sporting), you can replace 0 with 1 and for this team the scheme # 1 will be used for rotation within squad.

5.3 TEAM CAPTAIN LIST

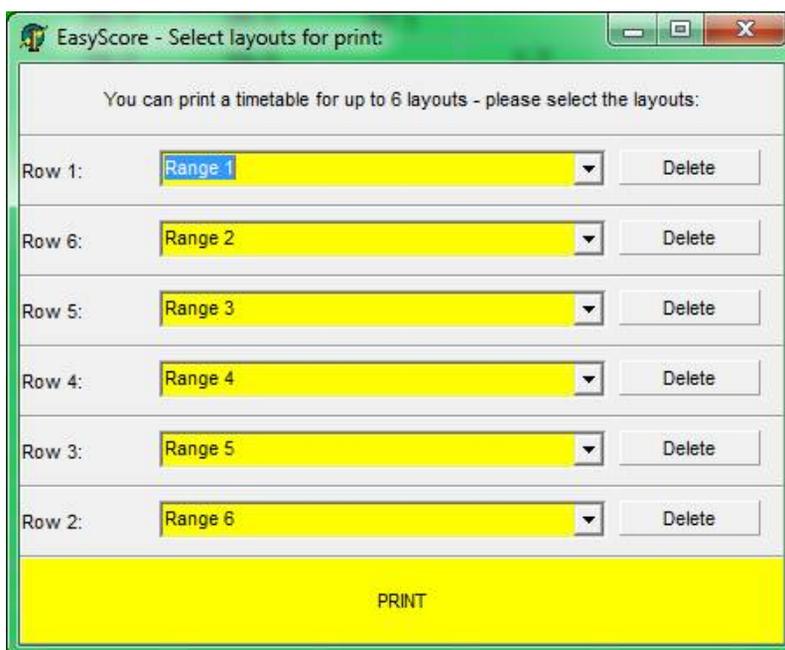
Here you can print Team captain list, which allows seeing a timetable for all of his shooters – enabling him to see who shoots (where and when).



5.4 PRINT SQUAD LIST

Here you can print squad list with shooters.

When you press it you see the following window where you can select the layouts to be shown:



In case you run the competition, for example, on ranges 3 to 7 you can select Row 1 for layout/range No3

ZEITPLAN: 06.06.2014 ISSF WORLD CUP MUNICH/GERMANY TRAP

Stand 1:	Stand 2:	Stand 3:	Stand 4:	Stand 5:	Stand 6:
8:30: ROTTE 38 / RUNDE 1	Rotte 38 / Runde 1	Rotte 39 / Runde 1	Rotte 40 / Runde 1	Rotte 41 / Runde 1	Rotte 42 / Runde 1
271 POL KOVACZYK, Piotr	226 POR OLIVEIRA, Mauro	213 QAT AL-KHAYAT, Nassir Hassan	RUS GARINOV, GILJAZEL	106 AUS VECCHIET, Tegan	100 AUS VECCHIET, Tegan
280 POL WADZIMSKI, Krzysztof	202 QAT AL-ABDULLA, Amir	205 QAT AL-KHAYAT, Nassir Hassan	102 AUS AL-BENALI, Mohamed	101 AUS BUCHHEIT, Mirjam	101 AUS BUCHHEIT, Mirjam
282 POL WIZNIEWSKI, Jakub	208 QAT AL-KHAYAT, Nassir Hassan	202 QAT AL-KHAYAT, Nassir Hassan	109 AND TOMAS, RICARDO	106 AUS BUCHHEIT, Mirjam	106 AUS BUCHHEIT, Mirjam
285 POL WOLCZKOWSKI, Jaroslaw	209 QAT AL-ATHBA, Rania	205 QAT AL-KHAYAT, Nassir Hassan	102 ANG DELERA, Leo Paulo	106 AUS BUCHHEIT, Mirjam	106 AUS BUCHHEIT, Mirjam
293 POR AZEVEDO, Joao	211 QAT AL-HEMADI, Hassan Ali	201 RUS BABUKIN, Tatyana	102 AUS BUCHHEIT, Mirjam	106 AUS BUCHHEIT, Mirjam	106 AUS BUCHHEIT, Mirjam
294 POR BRUNCO, Paulo Jose Mendes	212 QAT AL-KHAYAT, Nassir Hassan	201 RUS BABUKIN, Tatyana	102 AUS BUCHHEIT, Mirjam	106 AUS BUCHHEIT, Mirjam	106 AUS BUCHHEIT, Mirjam
8:30: ROTTE 39 / RUNDE 1	Rotte 39 / Runde 1	Rotte 39 / Runde 1	Rotte 39 / Runde 1	Rotte 39 / Runde 1	Rotte 39 / Runde 1
278 RUS KRASHENINNIKOVA, Alena	212 SIN CHOO, Choon Sang	207 SUI HANICIN, Marija	103 AUT DOBER, Alois	113 BEL FOCAN, Anne	113 BEL FOCAN, Anne
289 RUS KRASHENINNIKOVA, Alena	213 SIN CHOO, Choon Sang	208 SIN PERELLU, Alessandra	105 AUT DOBER, Alois	114 BEL MATHY, Christophe	114 BEL MATHY, Christophe
296 RUS VABZALOVA, Elena	214 SIN CHOO, Choon Sang	209 SIN PERELLU, Alessandra	109 AUT SILLER, Christian	114 BEL MATHY, Christophe	114 BEL MATHY, Christophe
297 RUS VABZALOVA, Elena	214 SIN CHOO, Choon Sang	210 SUI HANICIN, Marija	109 AUT SILLER, Christian	114 BEL MATHY, Christophe	114 BEL MATHY, Christophe
303 RUS ZHIVONINA, Marina	215 SIN CHOO, Choon Sang	211 SUI HANICIN, Marija	111 BAN UHAI, Gayathri	115 BEL PETERS, Yvanho	115 BEL PETERS, Yvanho
309 SIN ANANTANANDAN, Chan	216 SIN CHOO, Choon Sang	212 SIN CHOO, Choon Sang	112 BEL PETERS, Yvanho	115 BEL PETERS, Yvanho	115 BEL PETERS, Yvanho
8:30: ROTTE 34 / RUNDE 1	Rotte 35 / Runde 1	Rotte 36 / Runde 1	Rotte 37 / Runde 1	Rotte 38 / Runde 1	Rotte 39 / Runde 1
264 SRI SILLANANCHANTRA, P	207 SRI SILLANANCHANTRA, P	202 SRI SILLANANCHANTRA, P	118 BRA CORREA, Estacio Rucan	124 CAN WATTS, Susan	124 CAN WATTS, Susan
269 SRI SILLANANCHANTRA, P	208 SRI SILLANANCHANTRA, P	203 SRI SILLANANCHANTRA, P	118 BRA CORREA, Estacio Rucan	124 CAN WATTS, Susan	124 CAN WATTS, Susan
201 SUI HANICIN, Marija	203 SRI SILLANANCHANTRA, P	204 SRI SILLANANCHANTRA, P	118 BRA CORREA, Estacio Rucan	124 CAN WATTS, Susan	124 CAN WATTS, Susan
211 SUI HANICIN, Marija	204 SRI SILLANANCHANTRA, P	205 SRI SILLANANCHANTRA, P	118 BRA CORREA, Estacio Rucan	124 CAN WATTS, Susan	124 CAN WATTS, Susan
224 SRI SILLANANCHANTRA, P	205 SRI SILLANANCHANTRA, P	206 SRI SILLANANCHANTRA, P	118 BRA CORREA, Estacio Rucan	124 CAN WATTS, Susan	124 CAN WATTS, Susan
10:20: ROTTE 27 / RUNDE 1	Rotte 28 / Runde 1	Rotte 29 / Runde 1	Rotte 30 / Runde 1	Rotte 31 / Runde 1	Rotte 32 / Runde 1
231 TUR UVAH, Ferit	250 UAE KERRY, Yusef	271 USA NANNI, Ryan	128 CHN GAO, Bin	133 CRO CRO, RNDJ, Davor	133 CRO CRO, RNDJ, Davor
231 TUR UVAH, Ferit	250 UAE KERRY, Yusef	271 USA NANNI, Ryan	128 CHN GAO, Bin	133 CRO CRO, RNDJ, Davor	133 CRO CRO, RNDJ, Davor
231 TUR UVAH, Ferit	250 UAE KERRY, Yusef	271 USA NANNI, Ryan	128 CHN GAO, Bin	133 CRO CRO, RNDJ, Davor	133 CRO CRO, RNDJ, Davor
231 TUR UVAH, Ferit	250 UAE KERRY, Yusef	271 USA NANNI, Ryan	128 CHN GAO, Bin	133 CRO CRO, RNDJ, Davor	133 CRO CRO, RNDJ, Davor
231 TUR UVAH, Ferit	250 UAE KERRY, Yusef	271 USA NANNI, Ryan	128 CHN GAO, Bin	133 CRO CRO, RNDJ, Davor	133 CRO CRO, RNDJ, Davor
10:45: ROTTE 10 / RUNDE 1	Rotte 11 / Runde 1	Rotte 12 / Runde 1	Rotte 13 / Runde 1	Rotte 14 / Runde 1	Rotte 15 / Runde 1
171 CZE VECCHIET, Tegan	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo
176 CZE VECCHIET, Tegan	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo
176 CZE VECCHIET, Tegan	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo
176 CZE VECCHIET, Tegan	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo
176 CZE VECCHIET, Tegan	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo	143 CHN ZHANG, Yibo
11:10: ROTTE 16 / RUNDE 1	Rotte 17 / Runde 1	Rotte 18 / Runde 1	Rotte 19 / Runde 1	Rotte 20 / Runde 1	Rotte 21 / Runde 1
150 FRA COUDY, Marine	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois
163 FRA COUDY, Marine	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois
163 FRA COUDY, Marine	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois
163 FRA COUDY, Marine	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois
163 FRA COUDY, Marine	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois	167 GER SCHUBERT, Alois
11:45: ROTTE 8 / RUNDE 1	Rotte 9 / Runde 1	Rotte 10 / Runde 1	Rotte 11 / Runde 1	Rotte 12 / Runde 1	Rotte 13 / Runde 1
115 ITA BURNETT, Denise	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana
103 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana
103 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana
103 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana
103 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana	100 ITA STAVCO, Silvana

Here you can print squad list (without shooters' names)

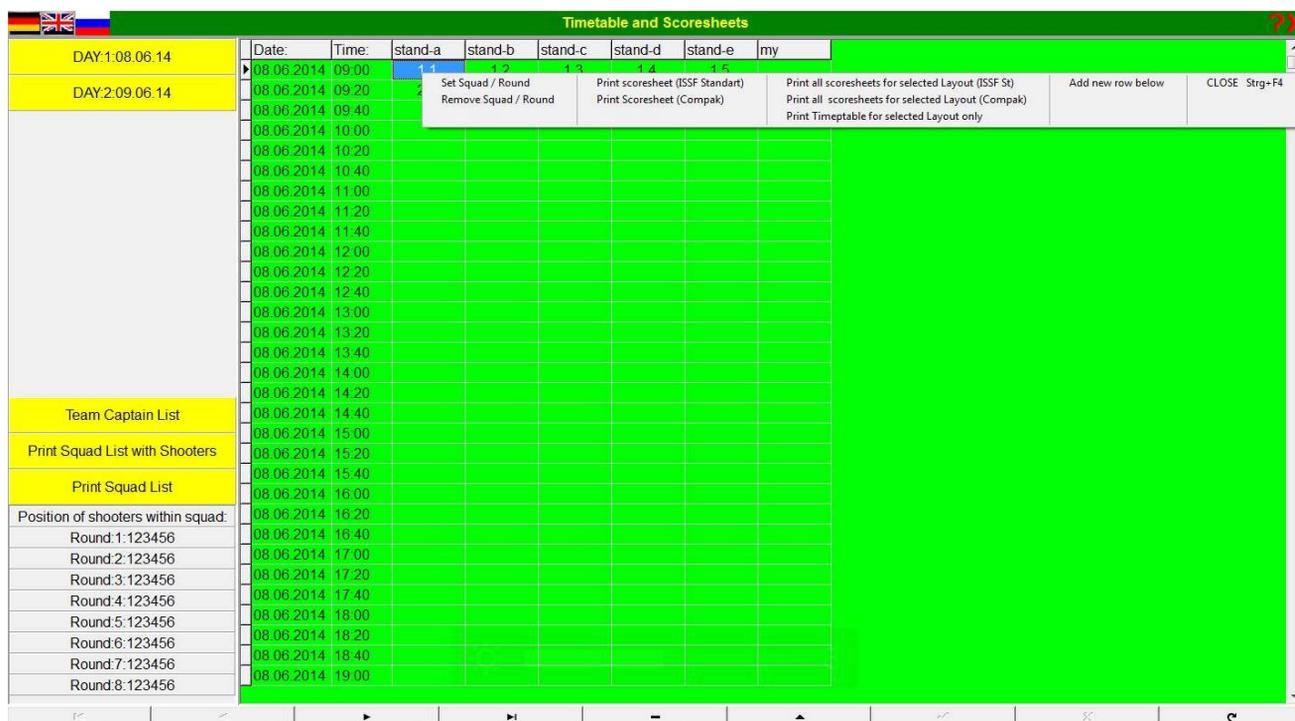
TIMETABLE: ISSF WORLD CUP MUNICH/GERMANY TRAP

Date	Time	Layout 1	Layout 2	Layout 3	Layout 4	Layout 5	Layout 6	Layout 7	Layout 8	Layout 9	Layout 10	Layout 11	Layout 12
15.01.2015	09:00	28	29	30	1	2							
15.01.2015	09:30	31	32	33	3	4							
15.01.2015	10:00	34	35	36	5	6							
15.01.2015	10:30	37	38	39	7	8							
15.01.2015	11:00	9	10	11	12	13							
15.01.2015	11:30	14	15	16	17	18							
15.01.2015	12:00	19	20	21	22	23							
15.01.2015	12:30	24	25	26	27								
15.01.2015	13:00	30	28	29	1								
15.01.2015	13:30	33	31	32	11	3							
15.01.2015	14:00	36	34	35	15	5							
15.01.2015	14:30	39	37	38	19	7							
15.01.2015	15:00	2	9	10	28	12							
15.01.2015	15:30	4	14	15	13	17							
15.01.2015	16:00	6	19	20	19	22							
15.01.2015	16:30	6	24	25	23	27							
15.01.2015	17:00	28	30	30	25								
15.01.2015	17:30	32	33	33	31								
15.01.2015	18:00	36	36	36	34								
15.01.2015	18:30	39	39	39	37								
15.01.2015	19:00												
15.01.2015	19:30												
15.01.2015	20:00												
15.01.2015	20:30												
15.01.2015	21:00												
15.01.2015	21:30												
15.01.2015	22:00												
15.01.2015	22:30												
15.01.2015	23:00												

Description of colours: Round 1 Round 2 Round 3 Round 4 Round 5 Round 6 Round 7 Round 8

Seite1 Rangemaster Easy Score - www.rangemaster.at 27.01.2015 13:52:36

5.5 SHORTCUT MENU



If you click right button shortcut menu is opened.

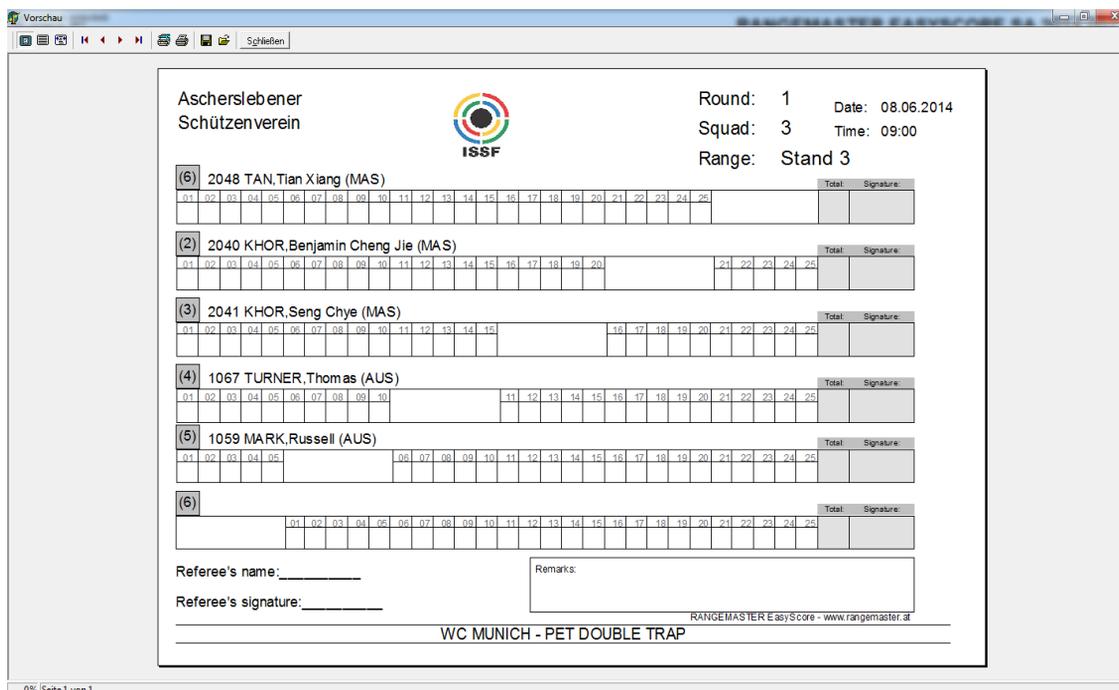
Using shortcut menu you can:

- Set squad/round
- Remove squad/round
- Print score-sheet (ISSF Standard)
- Print score-sheet (Compak)
- Print all score-sheets for selected Layout (ISSF St)
- Print all score-sheets for selected Layout (Compak)
- Print Timetable for selected Layout only
- Add a new row below
- Close CTRL+F4

5.6 TYPES OF COMPETITION SCORE-SHEETS

To run the competition you can select between three types of score-sheets:

- FITASC (Compak Sporting)



Ascherslebener Schützenverein

ISSF

Round: 1 Date: 08.06.2014
Squad: 3 Time: 09:00
Range: Stand 3

(6) 2048 TAN, Tian Xiang (MAS)

(2) 2040 KHOR, Benjamin Cheng Jie (MAS)

(3) 2041 KHOR, Seng Chye (MAS)

(4) 1067 TURNER, Thomas (AUS)

(5) 1059 MARK, Russell (AUS)

(6)

Referee's name: _____
Referee's signature: _____

Remarks:

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WC MUNICH - PET DOUBLE TRAP

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NOTE: the number of targets per round entered in the competition setup (25/30/50) ([refer to 2.5.](#)) will automatically bring up the right ISSF score-sheet upon printing.

To print score-sheet you need:

- Go to **Timetable and Scoresheets** section
- Select **DAY** of the competition by clicking the yellow buttons (e.g.: DAY 1:06.06.14)



Date:	Time:	stand-a	stand-b	stand-c	stand-d	stand-e	my
DAY 1:06.06.14							
DAY 2:06.01.15							

Position of shooters within squad:	
Round:1:123456	
Round:2:123456	
Round:3:432165	
Round:4:432165	
Round:5:432165	
Round:6:123456	
Round:7:123456	
Round:8:123456	

- Select the layout (stand-a, stand-b, etc.) and click on one the box in the column with the right button so that shortcut menu appears.
- Select **Print scoresheet (ISSF Standard)** or **Print Scoresheet (Kompak)**.
- Or select **Print all scoresheets for selected Layout (ISSF Standard)** or **Print all scoresheets for selected Layout (Kompak)**.

Competition selected: EUROPEAN CHAMPIONSHIP TRAP		RANGEMASTER EAS										
Timetable and Scoresheets												
DAY:1:18.02.15	Date:	Time:	Range-1	Range-2	Range-3	Range-4	Range-5	Range-6	Range-7	Range-8	Range-9	
DAY:2:19.02.15	18.02.2015	09:00			1.1	2.1	3.1					
	18.02.2015	09:30			4.1	5.1	6.1					
	18.02.2015	10:00			7.1	8.1	9.1					
	18.02.2015	10:30										
	18.02.2015	11:00										
	18.02.2015	11:30			5.3	6.3	4.3					
	18.02.2015	12:00										
	18.02.2015	12:30										
	18.02.2015	13:00										
	18.02.2015	13:30										
	18.02.2015	14:00										
	18.02.2015	14:30										
	18.02.2015	15:00										
	18.02.2015	15:30										
	18.02.2015	16:00										
	18.02.2015	16:30										
	18.02.2015	17:00										
Team Captain List	18.02.2015	17:30										
Print Squad List with Shooters	18.02.2015	18:00										
	18.02.2015	18:30										

6. VERIFYING RESULTS

6.1 GENERAL INFORMATION

In this section you will learn how to edit scores in the program.

It might be useful in case if the wrong push button has been pressed during the competition and you need to correct results.

There are two options to edit the scores:

- Using **Edit shooter's data**
- Using **Modify results (rounds only)**

6.2 EDITING SCORES ON A SHOT PER SHOT BASIS (IN THE ENTRY LIST)

- Go to Main menu and click on **Entry list**
- Select shooter and double click
- or
- Right button click on it (opens shortcut menu)
- Select and click on **Edit shooter's data**
- On the right side of the panel you will see the following:

Round 1:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	21	
Round 2:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	20	
Round 3:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	19	
Round 4:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	
Round 5:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	
S/O 1:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	25	
S-Fin.	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	
S/O 2:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	
BMM:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	
S/O BM	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	
GMM:	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	
S/O GM	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	00	

- Here you can modify results but first you need to press the left box at the beginning of the row to start modifying so that the row turns green (all targets are hit).

- If there is any miss you need to click the box with the number of the shot and click it so that box turns red (target is missed)

6.3 EDITING RESULTS ON A „PER ROUND“ BASIS

Editing results using Modify results (rounds only):

- Go to Main menu and click **Modify results (rounds only)**
- Add shooters' scores to each box for each round.

NOTE: when you enter result to the last box make sure you press **Enter**; otherwise it (last box result) is not saved.

Manual edit																									
No.	Start Nu	Squad	BIB	Last name	First name	Count	R1	R2	R3	R4	R5	R6	R7	R8	Penalty	Penalty	Tot1	SHOOT	SEMIFIN	SHOOT(BRON	SOBRG	GOLDM	SOGOLD	Shoot	
2	211	23		Altmann	Karl	GER	21	19									40	0	0	0	0	0	0	0	
3				Alvaro	Pitas	GER	14	19									33	0	0	0	0	0	0	0	
4				Ambühl	Jöri	GER	16	21									37	0	0	0	0	0	0	0	
5				Amherd	Stefan	GER	23	22									45	0	0	0	0	0	0	0	
6	218	23		ATACAN	Ahmet	DSB	24	23									47	0	0	0	0	0	0	0	
7	210	21		BARTHEL	Karl	BR	24										24	0	0	0	0	0	0	0	
8	217	23		Bauer	Konrad	GER	19										19	0	0	0	0	0	0	0	
9				Bicking	Hans Joachim	GER	16										16	0	0	0	0	0	0	0	
10				Carvalho	Antonio	GER	18										18	0	0	0	0	0	0	0	
11	215	22		DAMME	Rene	TH	16										16	0	0	0	0	0	0	0	
12				DILSNER	Paul	DSB	20										20	0	0	0	0	0	0	0	
13				Egebaek	Ronny	GER	23										23	0	0	0	0	0	0	0	
14				EHRlich	Lucas	NS	11										11	0	0	0	0	0	0	0	
15	214	22		Geißler	Christian	GER	19										19	0	0	0	0	0	0	0	
16	220	21		KARDAUS	David	SC	23										23	0	0	0	0	0	0	0	
17	212	23		LAMBERS	Julian	WF	22										22	0	0	0	0	0	0	0	
18	219	21		Maffucci	Claudio	GER	21										21	0	0	0	0	0	0	0	
19				Obermaier	Hans	GER	21										21	0	0	0	0	0	0	0	
20				PAETZOLD	Felix	DSB	17										17	0	0	0	0	0	0	0	
21	209	21		QUOOß	Laura	BR	25										25	0	0	0	0	0	0	0	
22	213	22		Rapp	Martin	GER	21										21	0	0	0	0	0	0	0	
23				Saidier	Pavel	GER	22										22	0	0	0	0	0	0	0	
24				Texeira	Duarte	GER	25										25	0	0	0	0	0	0	0	
25	216	22		Veldhuis	M.	GER	18										18	0	0	0	0	0	0	0	
26				Waitl	Florian	GER	19										19	0	0	0	0	0	0	0	
27				Weber	Christian	GER	20										20	0	0	0	0	0	0	0	
28				Wolferseder	Niklas	GER	24										24	0	0	0	0	0	0	0	
29				WULPERN	Gerr	DSB	15										15	0	0	0	0	0	0	0	
30				Ziesche	Detlef	GER	18										18	0	0	0	0	0	0	0	

Search by Last name
Import results from other competition
Update

TIP: Before the start of the competition, print out the competition schedule and cross out each group that you have checked, so you will know if all the protocols are in your hands and if all of them have been verified. Sign all verified protocols in pencil to avoid confusion. If you have doubts about the correctness of the protocol, check with the layout judge judge or the head judge.

7. RESULT LIST (RESULTS OF INDIVIDUAL SHOOTERS)

7.1 GENERAL INFORMATION

It is a section where you can:

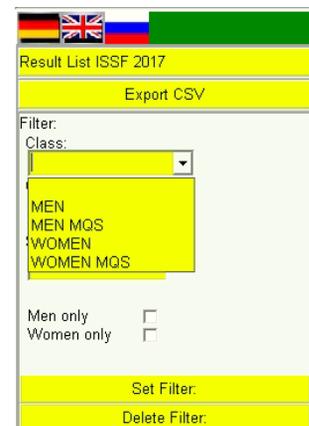
- print results
- export data
- prepare shoot offs and finals

Ergebnisse einzel																								
Print Results A4	Place	ST	FI	SO	Last Name	First Name	ST.N°:	BIB:	Region	Country	Class	R1	R2	R3	R4	R5	R6	R7	R8	Total	S/O	Semi-F	S/O	BT
Print Results A3	1	*			Filipovic	Mario	41	41		SLO	Klasse A	25	25	23	25	25	24	24	23	194	0	0	0	0
Result List (all class)	2	*			Heese	Heinz	62	62		GER	Klasse A	24	25	24	25	23	22	24	23	190	0	0	0	0
Result List ISSF 2013/14	3	*			Trzebinski	Jakub	53	53		POL	Klasse A	24	25	25	22	21	22	25	25	189	0	0	0	0
HTML-Export (not ISSF)	4	*			Varga	Vojtech	20	20		SLO	Klasse A	24	23	24	25	22	24	23	24	189	0	0	0	0
HTML-Export all class (not ISSF)	5	*			Niemietz	Nikolaus	85	85		GER	Klasse A	22	23	25	24	25	22	25	23	189	0	0	0	0
HTML-Export (ISSF 2013)	6	*			Zimmermann	Hubert	32	32		CH	Klasse A	23	24	22	25	22	23	25	23	187	0	0	0	0
EXCEL-Export	7	*			Kunig	Rudi	55	55		GER	Klasse B	24	20	22	22	21	24	24	22	179	0	0	0	0
Filter:	8	*			Gbnther	Manfred	54	54		GER	Klasse B	23	22	21	22	20	19	22	24	173	0	0	0	0
Class:	9	*			Aleksic	Zoran	50	50		SRB	Klasse B	25	21	21	21	20	23	20	22	173	0	0	0	0
Country:	10	*			Schumertl	Florian	12	12		GER	Klasse B	23	21	19	20	23	19	23	25	173	0	0	0	0
State:	11	*			Schifferl	Michi	7	7		GER	Klasse B	22	22	19	20	22	20	25	23	173	0	0	0	0
Sortiere nach Ergebnis+Stechen+ Deckserie:	12	*			Dsrr	Willi	18	18		GER	Klasse B	24	20	20	20	22	24	23	19	172	0	0	0	0
Nur Manner	13	*			Wolferseder	Niklas	44	44		GER	Klasse C	19	17	22	19	21	23	22	25	168	0	0	0	0
Nur Frauen	14	*			Thomson	Lance	9	9		USA	Klasse C	16	20	22	20	21	23	20	23	165	0	0	0	0
Set Filter:	15	*			Piereij	Jo	63	63		NL	Klasse C	19	20	22	21	16	23	20	21	162	0	0	0	0
Delete Filter:	16	*			Wiesheu	Georg	84	84		GER	Klasse C	20	19	20	21	19	24	19	20	162	0	0	0	0
EXPORT David21	17	*			Galimand	Jacky	4	4		FRA	Klasse C	21	20	20	23	18	22	20	18	162	0	0	0	0
Export XML ISSF	18	*			Richter	R.	71	71		GER	Klasse C	19	19	19	22	22	19	23	18	161	0	0	0	0
* Shoot off before final (pre 2013 rules)	19	-			Kupkovic	Martin	76	76		SLO	Klasse A	24	23	20	24	24	25	22	25	187	0	0	0	0
* Shoot off before semi final (2014 rules)	20	*			Verheyden	Francis	5	5		BEL	Klasse A	24	25	23	23	21	23	22	24	185	0	0	0	0
* Semi-Final-2014	21	*			Koons	Donald	2	2		USA	Klasse A	24	24	23	22	23	23	24	22	185	0	0	0	0
** FINAL (before 2013)	22	*			Kuhler	Phillip	56	56		GER	Klasse A	24	22	25	22	23	24	23	22	185	0	0	0	0
	23	*			Pilicki	Jakub	82	82		POL	Klasse A	24	23	24	20	23	24	24	22	184	0	0	0	0
	24	*			Thurigen	Jan	87	87		GER	Klasse A	23	23	23	22	21	25	24	22	183	0	0	0	0
	25	*			Weber	Christian	66	66		GER	Klasse A	22	23	21	23	25	22	22	24	182	0	0	0	0
	26	*			Krzysztof	Radzinski	22	22		POL	Klasse A	23	21	23	23	24	23	21	23	181	0	0	0	0
	27	*			Hiermann	Richard	29	29		GER	Klasse A	24	22	22	23	24	22	23	21	181	0	0	0	0
	28	*			Granata	Nelson	21	21		POR	Klasse A	24	21	23	25	22	24	21	21	181	0	0	0	0
	29	*			Zabranski	Milan	89	89		SLO	Klasse A	23	22	23	22	23	23	20	24	180	0	0	0	0
	30	*			Wolferseder	Adolf	38	38		GER	Klasse A	23	21	25	24	21	21	22	23	180	0	0	0	0
	31	*			Dippold	Hubert	43	43		GER	Klasse A	23	23	25	22	24	22	21	20	180	0	0	0	0
	32	*			Koprovic	Leschek	64	64		POL	Klasse A	23	24	22	23	20	21	22	23	178	0	0	0	0

7.2 PRINTOUT OF RESULTS

Press **Print results**

Use a filter, if necessary, to print the results separately for each class.



NOTE: Filter by country should have the format of ISO (e.g. «ITA»)

- If necessary, mark what information should be indicated in the list of results: **Region, Country, ID by Federation**



Vorschau

Ascherslebener Schützenverein



ISSF

ISSF WORLD CUP MUNICH/GERMANY

TRAP

Alle Klassen Ergebnisliste: Alle Nationen

Pos.	Schütze	BSP.	Vb-Nr.	Bundes-Nr.	RL	KZ	RL	KZ	RL	KZ	Pen.	Tot.	St.	Pl.	10z.	St.	Klasse
1	DOBROSTVOICH Roman	2062			RUS	21	21	21	21	21		124					MEN M20
2	MAUR, Jacek	1850			CZE	24	24	24	24	24		123					MEN M20
3	CASADEI, Lorenzo	2456			SVK	23	23	23	23	23		121					MEN M20
4	CASPER, Maxime	1129			BEL	22	22	22	22	22		121					MEN M20
5	GESE, Roman	2227			SVK	23	23	23	23	23		121					MEN M20
6	SEDIKAK, Srisi	1332			CRO	24	24	24	24	24		120					MEN M20
7	HVIC, Milan	1872			CZE	23	23	24	24	24		119					MEN M20
8	FAULSTICH, Luca	1651			GER	23	23	23	23	23		119					MEN M20
9	JURKOVIC, Benjamin	2029			SVK	23	23	23	23	23		119					MEN M20
10	HENRIK, Priso	1602			GER	24	24	23	23	24		119					MEN M20
11	CHAUVEDEUX, Jean-Pierre	1857			FRA	24	24	22	22	23		119					MEN M20
12	BELLOUT, Radosl	2013			MAR	24	24	24	24	24		117					MEN M20
13	SINILUA, Mika	1838			FIN	22	22	23	23	24		117					MEN M20
14	SU BHIEL, SHARAN, Gianchand	1788			IND	23	22	22	21	23		115					MEN M20
15	ISMERKIC, Mica	2142			MNE	22	22	22	24	24		115					MEN M20
16	AL HEBIAZI, Nassar Ali	2311			QAT	23	23	23	23	23		114					MEN M20
17	SULLER, Christian	1909			AUT	23	24	22	22	22		113					MEN M20
18	KACZORNY, Krzysztof	2000			POL	21	21	22	24	24		111					MEN M20
19	MARKVIC, Zvija	2142			MNE	24	21	20	20	21		111					MEN M20
20	ORONCHIKOV, Janko	2089			POL	23	24	24	20	20		111					MEN M20
21	FORNIEA, Paul	2102			MAL	22	22	21	19	21		110					MEN M20
22	MATTIKAINEN, Veikko	1837			FIN	21	23	24	19	23		110					MEN M20
23	GOSSEN, Axel	1000			AUT	21	22	23	21	21		108					MEN M20
24	SALONENSON, Christer	2574			SWE	20	21	23	19	23		108					MEN M20
25	HAPPANI, Zobe	2073			MAR	0	0	0	0	0		0					MEN M20
1	BALON, Andrej	1848			ESP	25	24	25	24	25		124					MEN
2	FABRIZI, Massimo	1888			ITA	25	24	25	24	25		124					MEN
3	ALGHEMNI, Renaud	1942			KWJ	25	24	24	25	25		124					MEN
4	UNIC, Edward	1812			GER	25	24	25	24	25		124					MEN
5	KOSTELCZYK, David	1976			CZE	25	24	25	25	25		124					MEN
6	QUARANTA, Adam	1023			CRO	25	24	24	25	25		124					MEN
7	DIAKID, Michael	1058			AUS	24	24	25	25	25		124					MEN
8	ALPOV, Arseny	2399			RUS	24	24	25	25	25		123					MEN
9	VERSA, Erik	2642			SVK	24	24	25	25	25		123					MEN
10	GACH, Jiri	1399			CZE	24	24	26	25	25		123					MEN
11	HAGDEN, Ryan	2716			USA	24	24	25	25	25		123					MEN
12	KONAROVIC, Mirjan	2031			SVK	24	24	25	25	25		123					MEN
13	KAMAR, Amro	1460			EGY	24	24	24	25	25		123					MEN
14	BRUNO PERA, Jose Manuel	2264			POR	24	24	24	25	25		123					MEN
15	VELLA, Adam	1068			AUS	24	24	24	25	25		123					MEN

Rangemaster Easy Score - www.rangemaster.at
 Seite 1
 25.12.2014 19:38:29

Seite 1 von 5

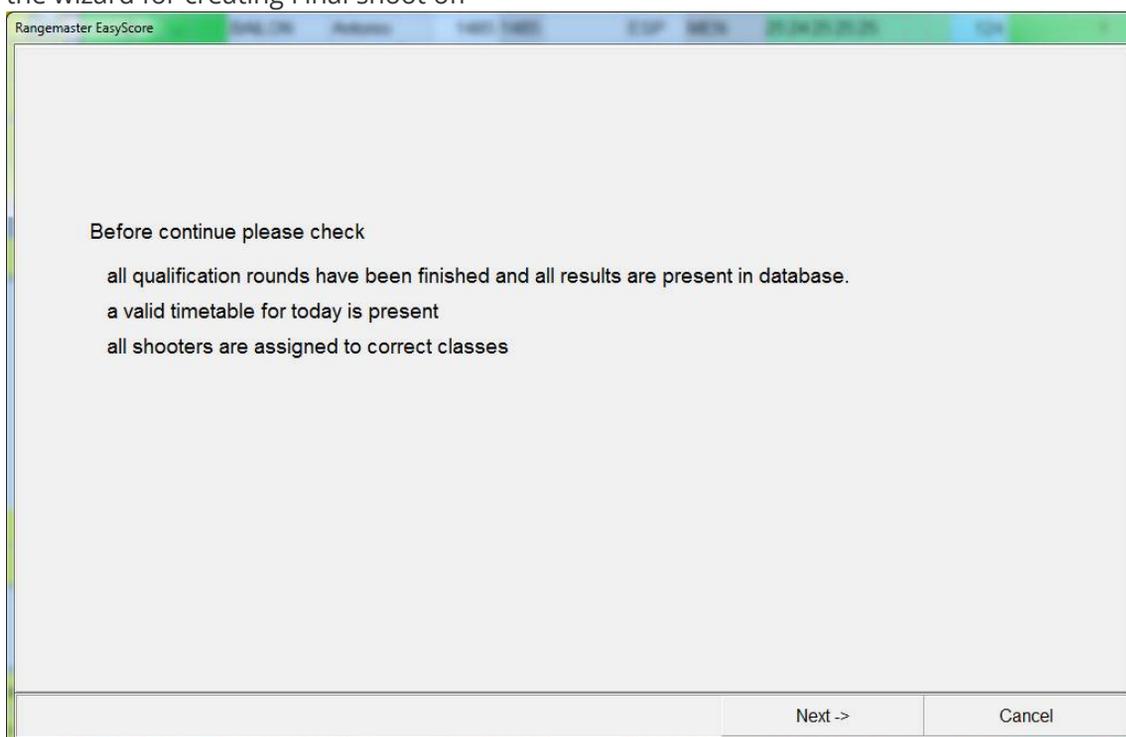
7.3 SETTING UP SEMI-FINALS/FINALS/SHOOT OFFS AND GENERATING SCORE-SHEETS:

7.3.1 SCORE - SHEETS FOR SHOOT OFFS AFTER QUALIFICATION

Individual results:																							
Pos.:	ST:	FI:	SO:	Last Name:	Frist name:	St. Nr.:	BIB:	State:	Country:	Class:	R1:	R2:	R3:	R4:	R5:	Penalty:	Total:	S/off1:	S/off2:	Stage1:	Stage2:	S/off1:	
1	-	*		EGOROV	Petr	13	13	YAK	RUS	MEN	23	24	22	22	24		115	-	-	-	15	46	
2	-	*		SHAKIROV	AIRAT	23	23	UDM	RUS	MEN	22	25	23	23	23		116	-	-	-	17	47	
3	-	*		EVGRAFOVA	Elizaveta	46	46	TAT	RUS	WOMEN	23	21	23	25	21		113	-	-	-	14	47	
4	-	*		KUSHAGIN	Ilya	3	3	TAT	RUS	MEN	23	23	23	21	20		110	-	-	-	16	96	
5	-	*		KOLESNIKOVA	Anna	38	38	TAT	RUS	WOMEN	22	24	19	17	16		98	-	-	-	12	94	
6	-	*		SERGEEV	VIACHESLAV	18	18		RUS	MEN	21	22	22	22	22		109	-	-	-	15	90	
7	-	*		PICHKO	Ylia	47	47	CHE	RUS	WOMEN	18	21	17	19	17		92	-	-	-	13	29	
8	-	*		BELYAEVA	Anna	45	45	TAT	RUS	WOMEN	18	20	18	22	19		97	-	-	-	11	23	
9	-	*		ANANENOK	Timur	5	5		RUS	MEN	24	21	22	22	24		113	-	-	-	15	21	
10	-	*		KORSAKOVA	Veronika	40	40	TAT	RUS	WOMEN	20	18	15	19	21		93	-	-	-	11	16	
11	-	*		KRASNOV	Andrew	20	20	TAT	RUS	MEN	22	24	21	19	22		108	-	-	-	11	11	
12	-	*		Kvartalova	Landysh	37	37	TAT	RUS	WOMEN	19	21	20	22	19		101	-	-	-	10	10	
13	-	*		LJAVIN	Kirill	11	11	TAT	RUS	MEN	24	24	17	22	21		108	-	-	-	-	-	
14	-	*		IVANOV	Egor	2	2	TAT	RUS	MEN	22	22	20	23	20		107	-	-	-	-	-	
15	-	*		PETROV	Alexei	27	27	TAT	RUS	MEN	23	21	20	19	22		105	-	-	-	-	-	
16	-	*		NEZH DANOV	Marat	17	17	TAT	RUS	MEN	21	24	21	15	20		101	-	-	-	-	-	
17	-	*		SHAKIROV	Timur	25	25	TAT	RUS	MEN	20	19	18	21	21		99	-	-	-	-	-	
18	-	*		LJAVIN	Andrey	24	24	TAT	RUS	MEN	15	23	20	17	23		98	-	-	-	-	-	
19	-	*		SERGEEV	Kirill	7	7		RUS	MEN	21	19	16	20	20		96	-	-	-	-	-	
20	-	*		SARBAEV	Maksim	10	10		RUS	MEN	17	20	18	22	19		96	-	-	-	-	-	
21	-	*		MIKHAILOV	Vladimir	1	1	TAT	RUS	MEN	17	20	20	21	18		96	-	-	-	-	-	
22	-	*		SOMOV	Egor	21	21	TAT	RUS	MEN	19	18	18	17	20		92	-	-	-	-	-	
23	-	*		POZNDYAKOV	Andrei	16	16	KRS	RUS	MEN	23	20	20	15	14		92	-	-	-	-	-	
24	-	*		SABIROV	Danil	30	30		RUS	MEN MGS	17	19	18	20	17		91	-	-	-	-	-	
25	-	*		KIRILLOV	Kirill	32	32	TAT	RUS	MEN MGS	21	17	18	17	16		89	-	-	-	-	-	
26	-	*		SHIGAPOV	IL'GIZ	4	4	TAT	RUS	MEN	17	19	15	19	17		87	-	-	-	-	-	
27	-	*		HAIRULLIN	Kamil	36	36		RUS	MEN MGS	16	20	18	16	15		85	-	-	-	-	-	
28	-	*		HALTOV	Razil'	22	22	TAT	RUS	MEN	15	16	18	19	15		83	-	-	-	-	-	
29	-	*		ZILYAEV	Ilgiz	26	26	TAT	RUS	MEN	19	17	14	18	14		82	-	-	-	-	-	
30	-	*		GARANINA	Alina	51	51	TAT	RUS	WOMEN M	18	19	14	17	14		82	-	-	-	-	-	
31	-	*		FRANTSUZOV	Denis	29	29		RUS	MEN MGS	15	17	15	16	18		81	-	-	-	-	-	
32	-	*		PORTNOV	Maksim	9	9		RUS	MEN	15	17	19	18	11		80	-	-	-	-	-	
33	-	*		ABSALHOV	Rustem	8	8	TAT	RUS	MEN	17	17	14	13	17		78	-	-	-	-	-	
34	-	*		SOKOLOV	Gleb	42	42		RUS	MEN	18	13	15	14	16		76	-	-	-	-	-	
35	-	*		PODAKOV	Nikita	28	28		RUS	MEN MGS	13	17	14	15	16		75	-	-	-	-	-	

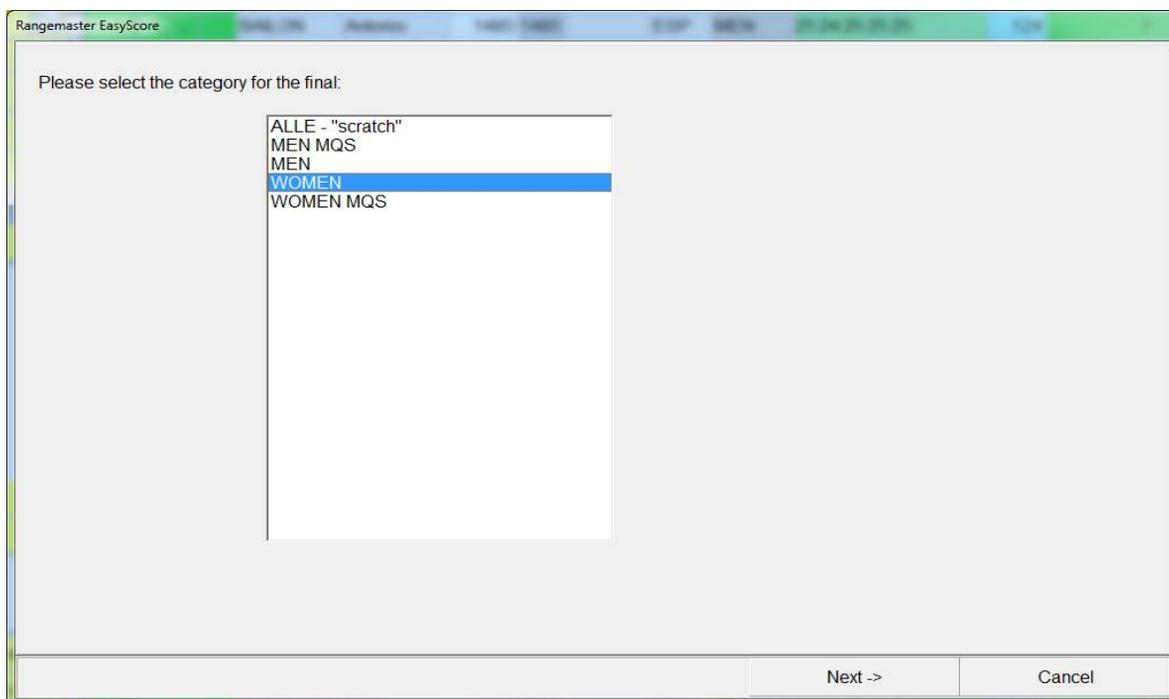
Here you can make score-sheets for shoot-offs after qualifications:

- Go to **Results of Individual Shooters** on Main menu
- Click **Shoot-offs before final** or **Shoot-offs before semi-final (2014 rules)** button
- Follow the wizard for creating Final shoot off

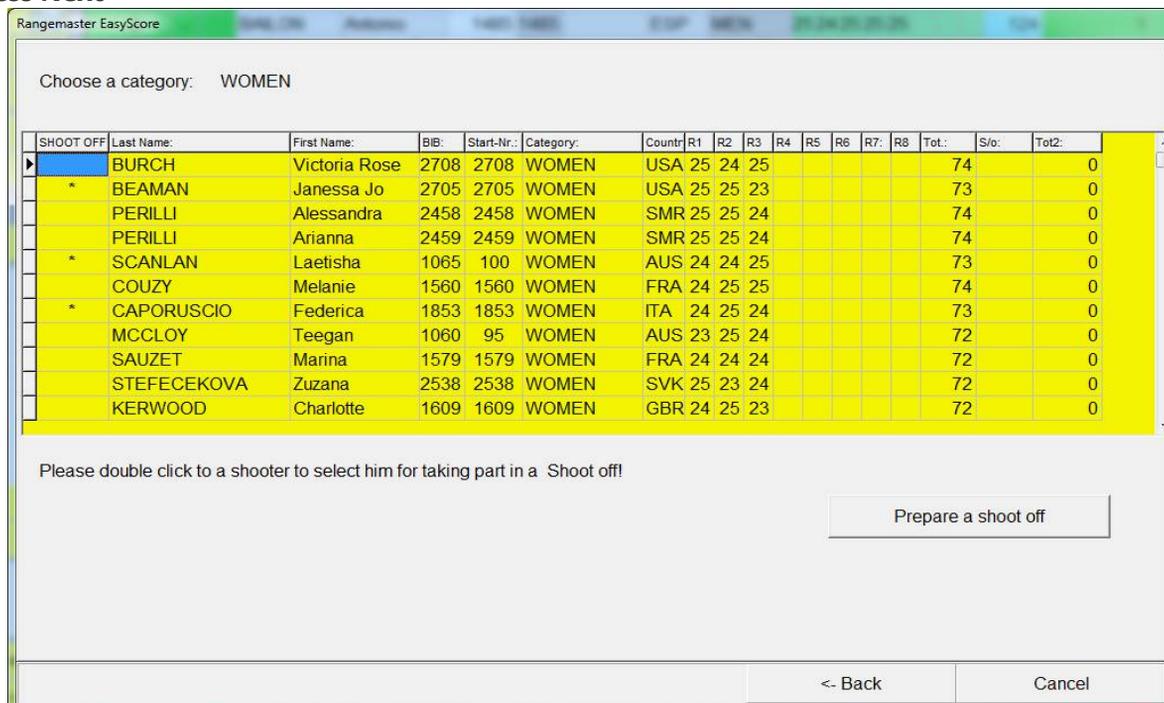


- If everything's correct press **Next**

- Select the category:



- Press **Next**



- Double click a shooter to select him for taking part in a Shoot off

- Press **Prepare a shoot off**

- **Enter the following number** on the correct layout row at the correct time

RANGEMASTER X3 PRO/.NET - SHOT OFF BEFORE FINAL-WIZARD:

Now enter following number on the correct layout-row at the correct time!

803

Print scoresheet
END

Date:	Time:	Layout 1	Layout 2	Layout 3	Layout 4	Layout 5	Layout 6	Layout 7	Layout 8	Layout 9	Layout 10	Layout 11	Layout 12
06.01.2015	09:30	31.1	32.1	33.1	3.1	4.1							
06.01.2015	10:00	34.1	35.1	36.1	5.1	6.1							
06.01.2015	10:30	37.1	38.1	39.1	7.1	8.1							
06.01.2015	11:00	9.1	10.1	11.1	12.1	13.1							
06.01.2015	11:30	14.1	15.1	16.1	17.1	18.1							
06.01.2015	12:00	19.1	20.1	21.1	22.1	23.1							
06.01.2015	12:30	24.1	25.1	26.1	27.1								
06.01.2015	13:00	30.2	28.2	29.2		1.2							
06.01.2015	13:30	33.2	31.2	32.2	11.2	3.2							
06.01.2015	14:00	36.2	34.2	25.2	16.2	5.2							
06.01.2015	14:30	39.2	37.2	38.2	21.2	7.2							
06.01.2015	15:00	2.2	9.2	10.2	26.2	12.2							
06.01.2015	15:30	4.2	14.2	15.2	13.2	17.2							
06.01.2015	16:00	6.2	19.2	20.2	18.2	22.2							
06.01.2015	16:30	8.2	24.2	25.2	23.2	27.2							
06.01.2015	17:00												
06.01.2015	17:30			803									

- Press **Print score-sheet**

Vorschau

Ascherslebener Schützenverein



Shoot off

(1) [1853] CAPORUSCIO, Federica (ITA) SCORE:73

(2) [1065] SCANLAN, Laetisha (AUS) SCORE:73

(3) [2705] BEAMAN, Janessa Jo (USA) SCORE:73

(4)

(5)

(6)

Referee's name: _____ Remarks: _____

Referee's signature: _____

RANGEMASTER EasyScore - www.rangemaster.at

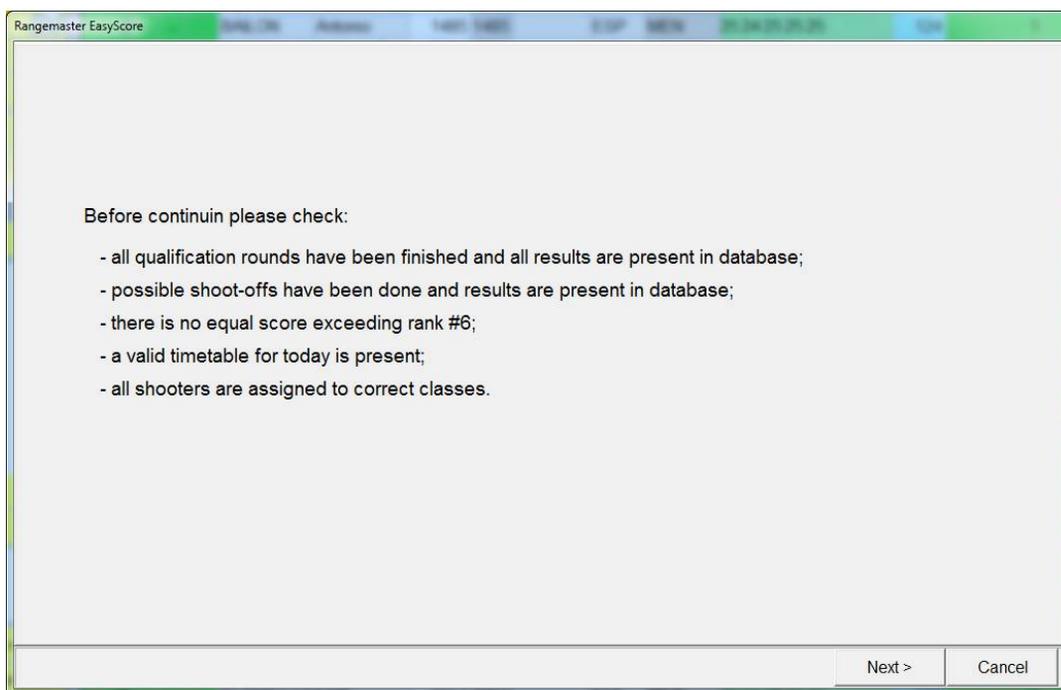
ISSF WORLD CUP MUNICH/GERMANY TRAP

0% | Seite 1 von 1

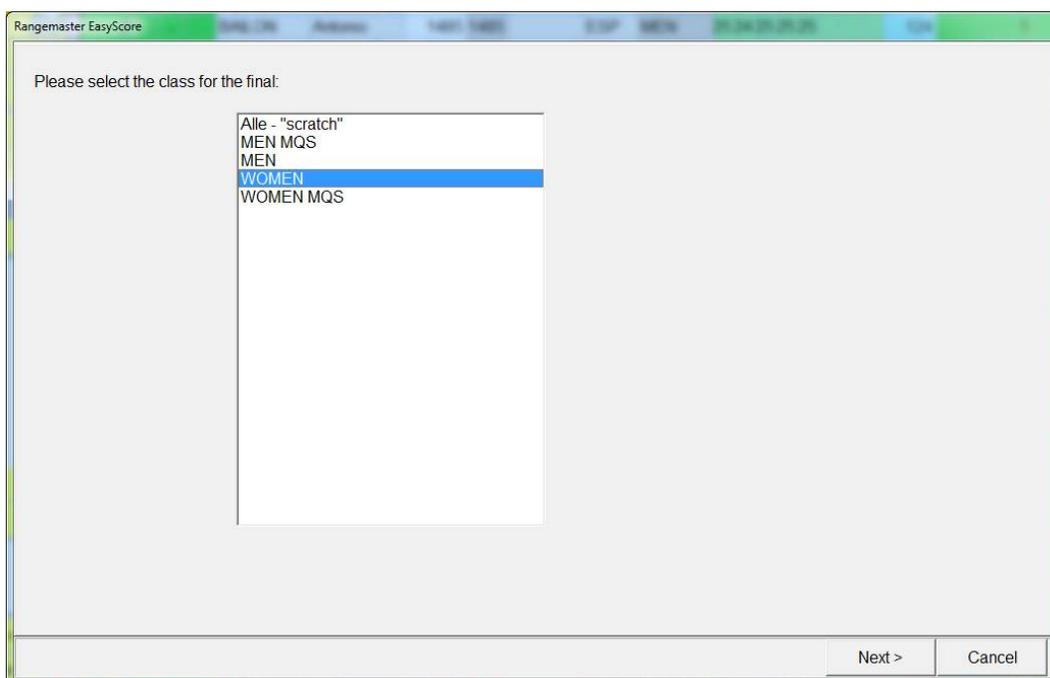
7.3.2 SCORE - SHEETS FOR FINALS

Here you can create Final score-sheets

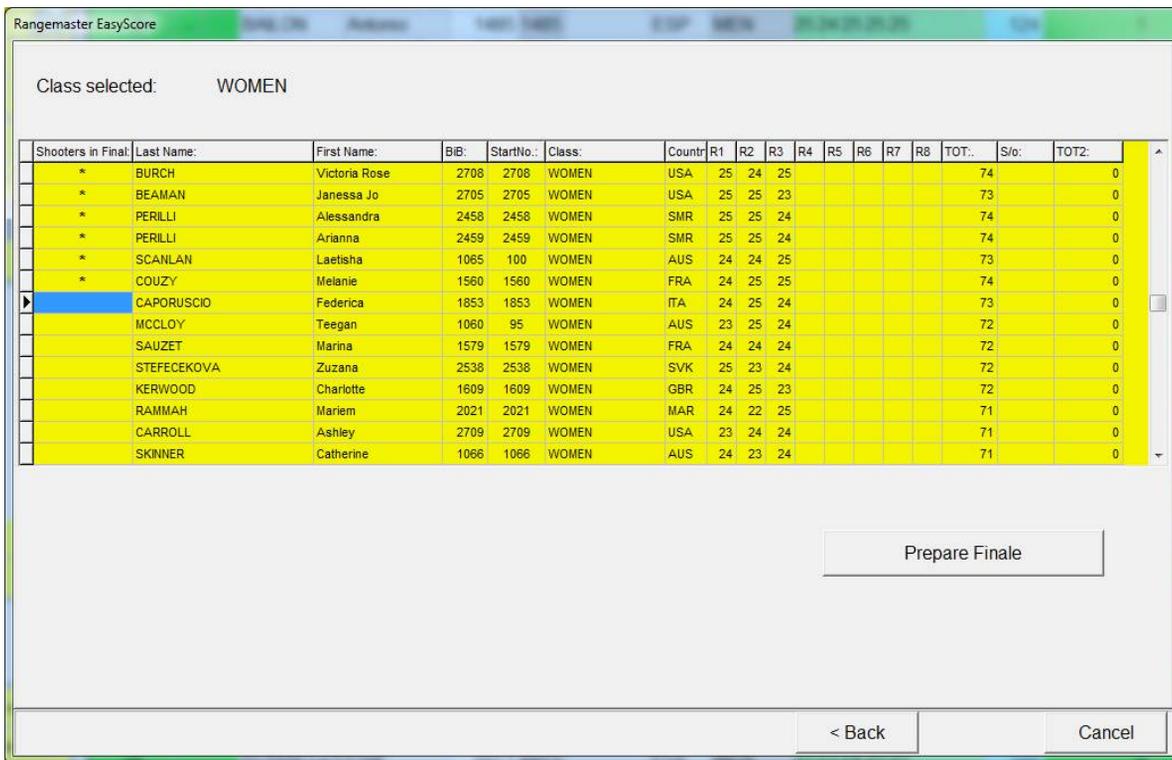
- Go to **Results of Individual Shooters** on Main menu
- Click **Final**
- Follow the wizard for preparing Final



- If everything's correct press **Next**
- Select the category:



- Press **Next**



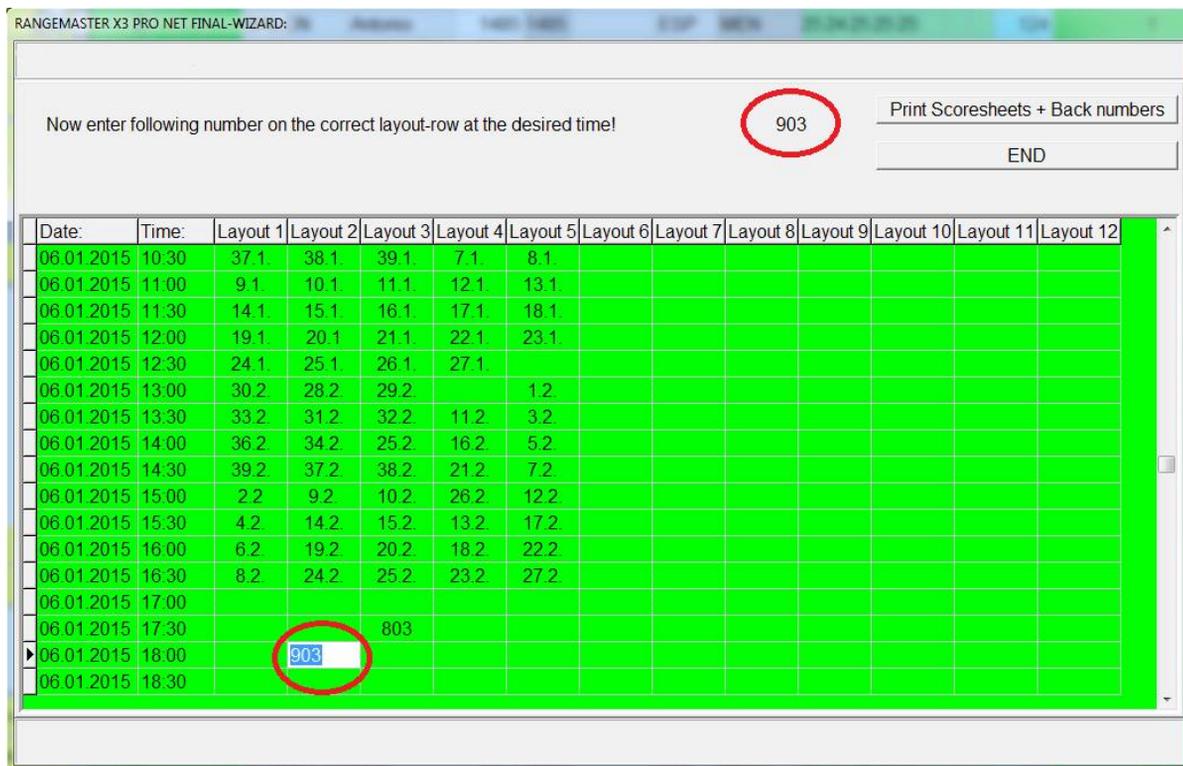
Class selected: **WOMEN**

Shooters in Final:	Last Name:	First Name:	BIB:	StartNo.:	Class:	Countr	R1	R2	R3	R4	R5	R6	R7	R8	TOT.:	S/o:	TOT2:
*	BURCH	Victoria Rose	2708	2708	WOMEN	USA	25	24	25						74		0
*	BEAMAN	Janessa Jo	2705	2705	WOMEN	USA	25	25	23						73		0
*	PERILLI	Alessandra	2458	2458	WOMEN	SMR	25	25	24						74		0
*	PERILLI	Arianna	2459	2459	WOMEN	SMR	25	25	24						74		0
*	SCANLAN	Laetisha	1065	100	WOMEN	AUS	24	24	25						73		0
*	COUZY	Melanie	1560	1560	WOMEN	FRA	24	25	25						74		0
	CAPORUSCIO	Federica	1853	1853	WOMEN	ITA	24	25	24						73		0
	MCCLOY	Teegan	1060	95	WOMEN	AUS	23	25	24						72		0
	SAUZET	Marina	1579	1579	WOMEN	FRA	24	24	24						72		0
	STEFCEKOVA	Zuzana	2538	2538	WOMEN	SVK	25	23	24						72		0
	KERWOOD	Charlotte	1609	1609	WOMEN	GBR	24	25	23						72		0
	RAMMAH	Mariem	2021	2021	WOMEN	MAR	24	22	25						71		0
	CARROLL	Ashley	2709	2709	WOMEN	USA	23	24	24						71		0
	SKINNER	Catherine	1066	1066	WOMEN	AUS	24	23	24						71		0

Prepare Finale

< Back Cancel

- Press **Prepare Final**



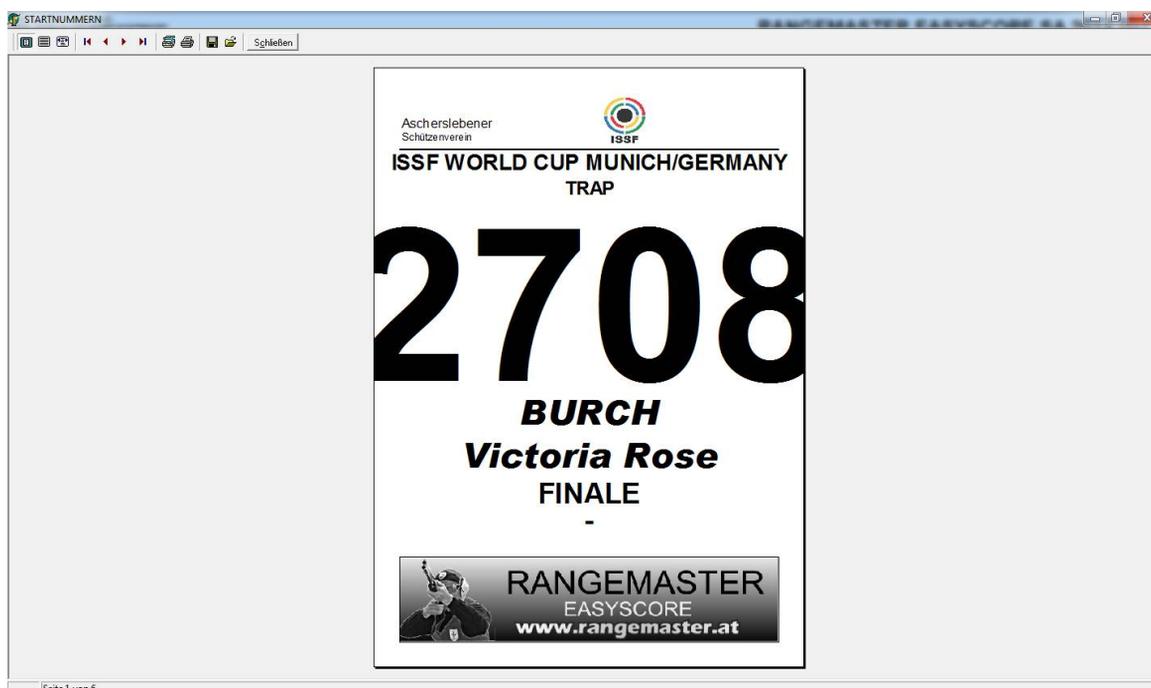
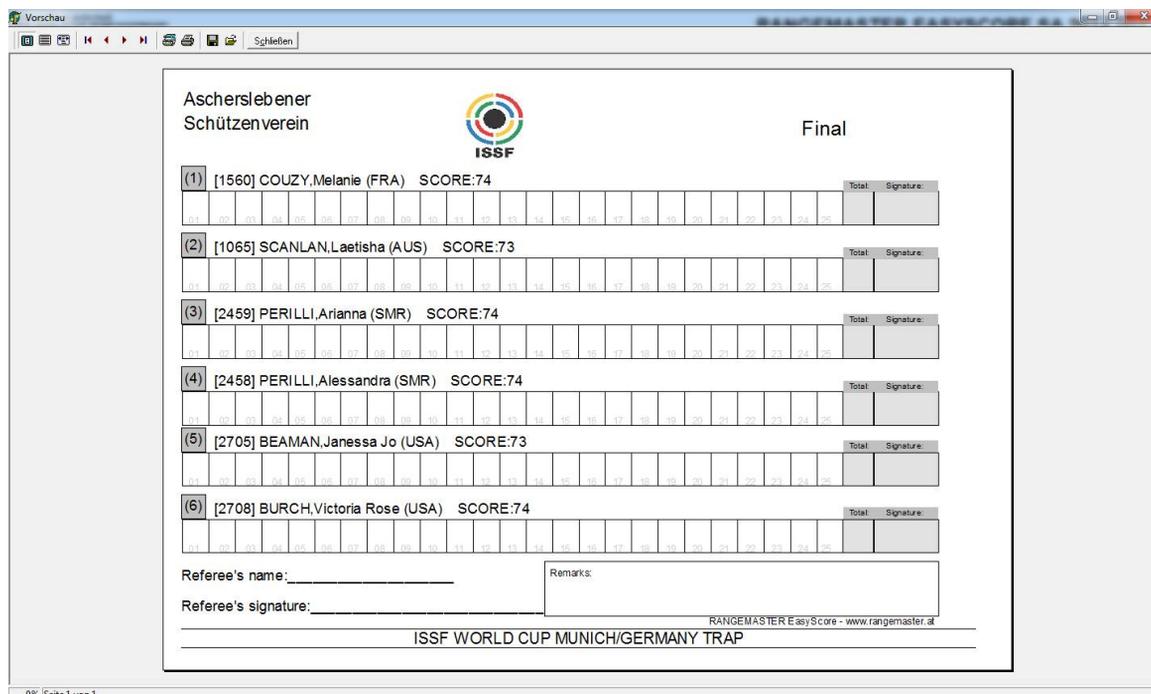
Now enter following number on the correct layout-row at the desired time!

903 Print Scoresheets + Back numbers

END

Date:	Time:	Layout 1	Layout 2	Layout 3	Layout 4	Layout 5	Layout 6	Layout 7	Layout 8	Layout 9	Layout 10	Layout 11	Layout 12
06.01.2015	10:30	37.1	38.1	39.1	7.1	8.1							
06.01.2015	11:00	9.1	10.1	11.1	12.1	13.1							
06.01.2015	11:30	14.1	15.1	16.1	17.1	18.1							
06.01.2015	12:00	19.1	20.1	21.1	22.1	23.1							
06.01.2015	12:30	24.1	25.1	26.1	27.1								
06.01.2015	13:00	30.2	28.2	29.2		1.2							
06.01.2015	13:30	33.2	31.2	32.2	11.2	3.2							
06.01.2015	14:00	36.2	34.2	25.2	16.2	5.2							
06.01.2015	14:30	39.2	37.2	38.2	21.2	7.2							
06.01.2015	15:00	2.2	9.2	10.2	26.2	12.2							
06.01.2015	15:30	4.2	14.2	15.2	13.2	17.2							
06.01.2015	16:00	6.2	19.2	20.2	18.2	22.2							
06.01.2015	16:30	8.2	24.2	25.2	23.2	27.2							
06.01.2015	17:00												
06.01.2015	17:30			803									
06.01.2015	18:00	903											
06.01.2015	18:30												

- Enter the following number on the correct layout row at the correct time
- Press **Print score-sheets + Back numbers**



- Press **CLOSE**

7.4 HTML- EXPORT & EXCEL – EXPORT

All results (Team/Individual) may be exported to HTML- files.

- Go to Main menu and open **Results of Individual shooter**

Licencee:
1. Salzburger Jagd-und Wurf-Tauben-Club

Select/Add new competition

Edit competition setup

Entry list

Team list

Timetable + Scoresheets

Modify results (rounds only)

Results for Teams

Results of Individual Shooters



According to the mode chosen (ISSF/ non – ISSF) ([refer to 2.11](#)) you can see different options for data exporting:

ISSF Mode

Non-ISSF Mode

Result List ISSF 2013/14	Place	ST	FI	SO	Last Name	First Name
HTML-Export (ISSF 2013)	1	*			Reichert	Dimitri
EXCEL-Export	2	*			Grombach	Philipp
	3	*			Mühlbauer	Martin
	4	*			Sperber	Jürgen
	5	*			Edelmann	Andreas
	6	*			Steinbauer	Helmut
	7				Seeberger	Herbert
	8				Ell	Gerhard
	9				Danner	Dieter
	10				Rieger	Peter
	11				Hennenhüfer	Ralf
	12				Hartmann	Christian
	13				Nahm	Oliver
	14				Zetterer	Andreas
	15				Poitner	Anton
	16				Macher	Andreas
	17				Thanner	Max
	18				Vaitl	Hermann
	19				Kirschbauer	Ralf
	20				Winter	Max
	21				Keck	Peter
	22				Surowiec	Gerald
	23				Zippert	Daniel
	24				Hübner	Herbert
	25				Raufer	Harald
	26				Lcw	Andreas
	27				Zaindl	Josef
	28				Steinbauer	Johann
	29				Tyllmann	Moritz
	30				Wolferseeder	Niklas
	31				Christl	Otto
	32				Koch	Thomas

Print Results A4	Place	ST	FI	SO	Last Name	First Name
Print Results A3	1	*			Reichert	Dimitri
Result List (all class)	2	*			Grombach	Philipp
	3	*			Mühlbauer	Martin
HTML-Export (not ISSF)	4	*			Sperber	Jürgen
HTML-Export all class (not ISSF)	5	*			Edelmann	Andreas
EXCEL-Export	6	*			Steinbauer	Helmut
	7				Seeberger	Herbert
	8				Danner	Dieter
	9				Ell	Gerhard
	10				Hennenhüfer	Ralf
	11				Rieger	Peter
	12				Hartmann	Christian
	13				Nahm	Oliver
	14				Zetterer	Andreas
	15				Poitner	Anton
	16				Macher	Andreas
	17				Thanner	Max
	18				Vaitl	Hermann
	19				Kirschbauer	Ralf
	20				Winter	Max
	21				Keck	Peter
	22				Surowiec	Gerald
	23				Zippert	Daniel
	24				Hübner	Herbert
	25				Raufer	Harald
	26				Lcw	Andreas
	27				Zaindl	Josef
	28				Steinbauer	Johann
	29				Tyllmann	Moritz
	30				Wolferseeder	Niklas
	31				Christl	Otto
	32				Koch	Thomas

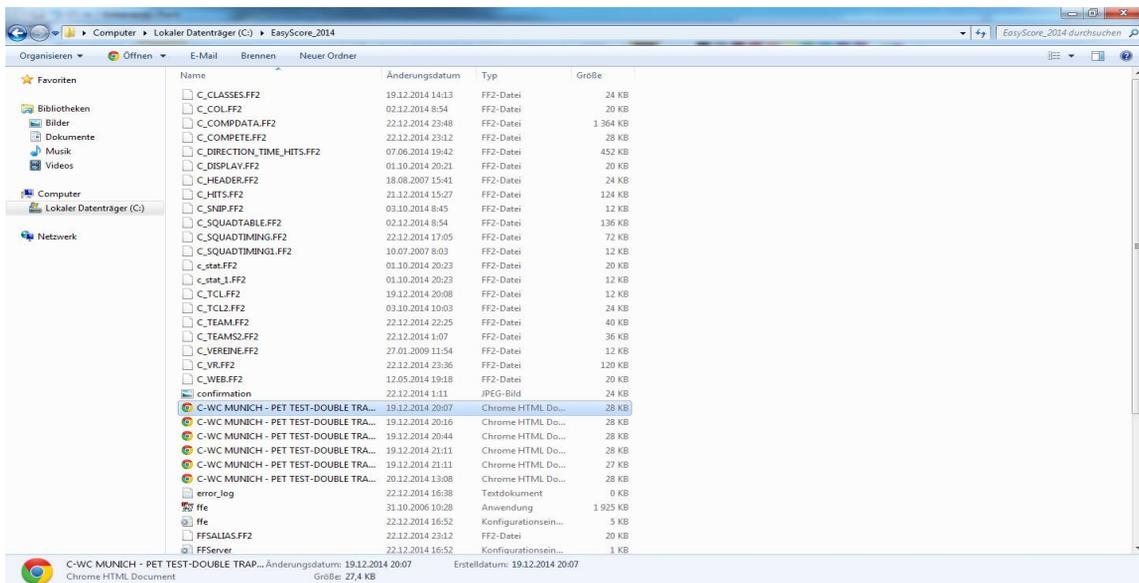
HTML - Export all classes (not ISSF) creates a single HTML file with all rankings of different classes.

HTML - Export (not ISSF) creates a file according to the selected/filtered classes.

HTML - Export (ISSF 2013) creates a file showing semi-finals and Bronze medal matches results as well as Gold medal matches results.

EXCEL – Export creates spreadsheets in Excel format.

All HTML files will be exported and saved in the following folder: [C:\Easyscore 20XX](#)



7.5 EXPORT DAVID21/XML ISSF

EasyScore X3 Pro/.net provides the possibility to export files to be used by David21 and XML ISSF.

	Place	ST	FI	SO	Last Name	First Name
Print Results A4						
Print Results A3	1	*			Reichert	Dimitri
Result List (all class)	2	*			Grombach	Philipp
HTML-Export (not ISSF)	3	*			Mühlbauer	Martin
HTML-Export all class (not ISSF)	4	*			Sperber	Jürgen
EXCEL-Export	5	*			Edelmann	Andreas
Filter:	6	*			Steinbauer	Helmut
Class:	7				Seeberger	Herbert
Country:	8				Danner	Dieter
State:	9				Ell	Gerhard
Sortiere nach Ergebnis+Stechen+ Deckserie:	10				Hennenhüfer	Ralf
Nur Männer <input type="checkbox"/>	11				Rieger	Peter
Nur Frauen <input type="checkbox"/>	12				Hartmann	Christian
Set Filter:	13				Nahm	Oliver
Delete Filter:	14				Zetterer	Andreas
Sort by result:	15				Poitner	Anton
	16				Macher	Andreas
	17				Thanner	Max
	18				Vaitl	Hermann
	19				Kirschbauer	Ralf
	20				Winter	Max
	21				Keck	Peter
	22				Surowiec	Gerald
	23				Zippert	Daniel
	24				Hübner	Herbert
	25				Raufner	Harald
	26				Luw	Andreas
	27				Zaindl	Josef
	28				Steinbauer	Johann
EXPORT David21	29				Tillmann	Moritz
Export XML ISSF	30				Wolferseder	Niklas
* Shoot off before final (pre 2013 rules)	31				Christl	Otto
** FINAL (before 2013)	32				Koch	Thomas

All files will be exported and saved in **Rangemaster** folder

8. RESULTS FOR TEAMS

This section is used to:

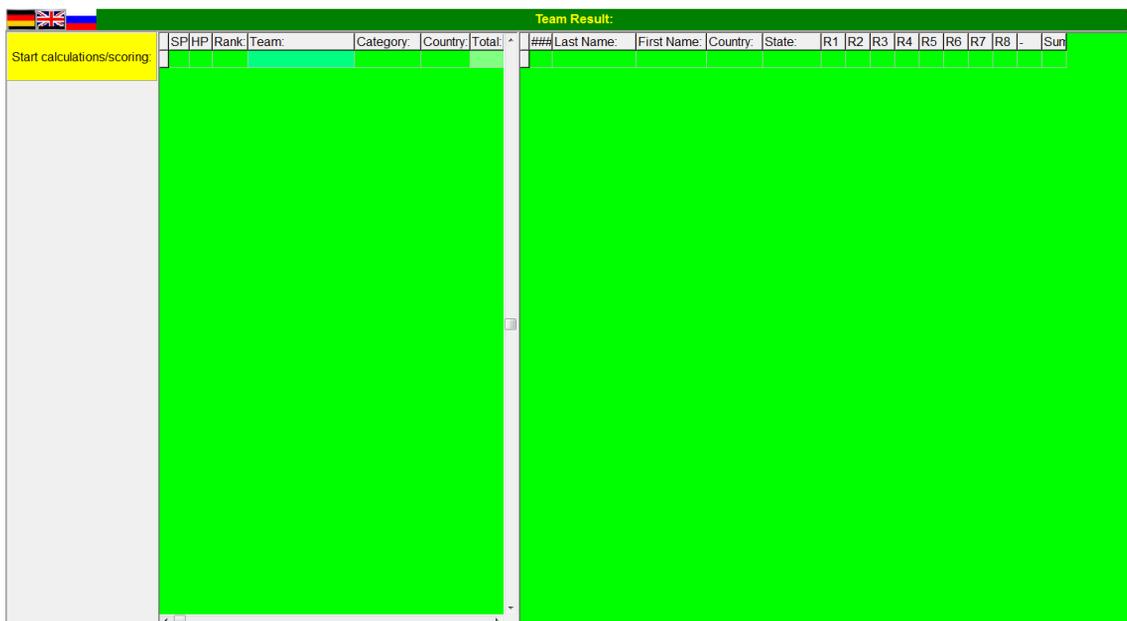
- Create team result list
- Print team results
- Do HTML and EXCEL export

If you need to create a new team:

- Go to Main menu and find **Results for Teams** box

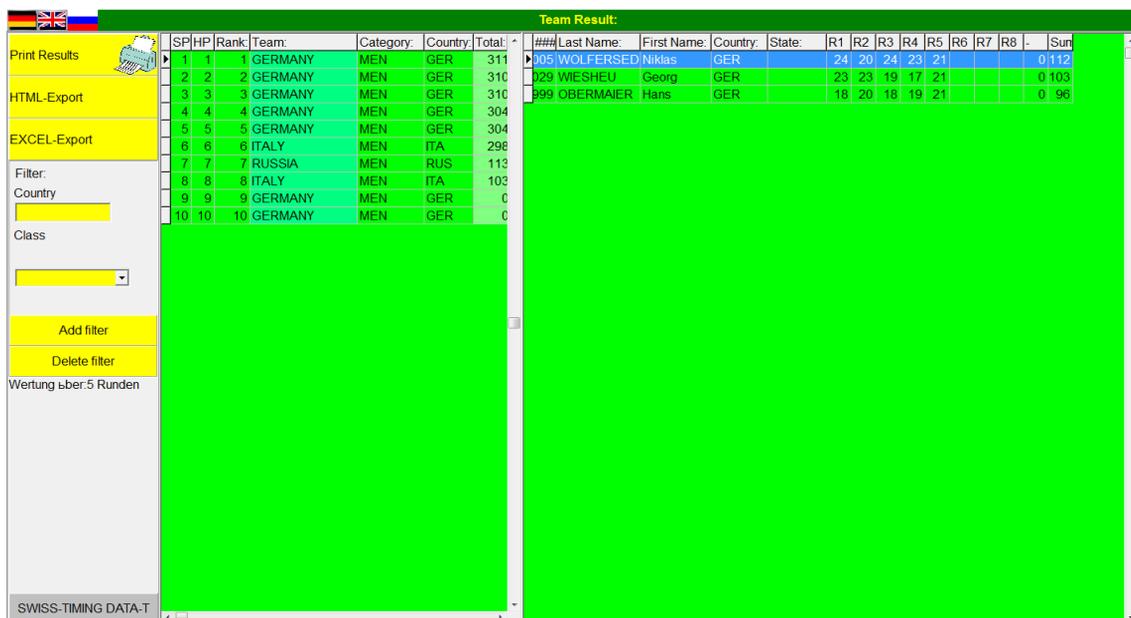
Licencee: ASANOV Shooting Club Almaty/ Kazakhstan
Select/Add new competition
Edit competition setup
Entry list
Team list
Timetable + Scoresheets
Modify results (rounds only)
Results for Teams
Results of Individual Shooters
Stats of Competition - Results
Stats of Competition - Shooters/Class
Post-competition output for shooters

When you click it you will see the following window:



After pressing **Start calculations/scoring** you will see the ranked list of teams with the total scores on the left side.

On the right side you will see the team members of the chosen team with their personal scores.

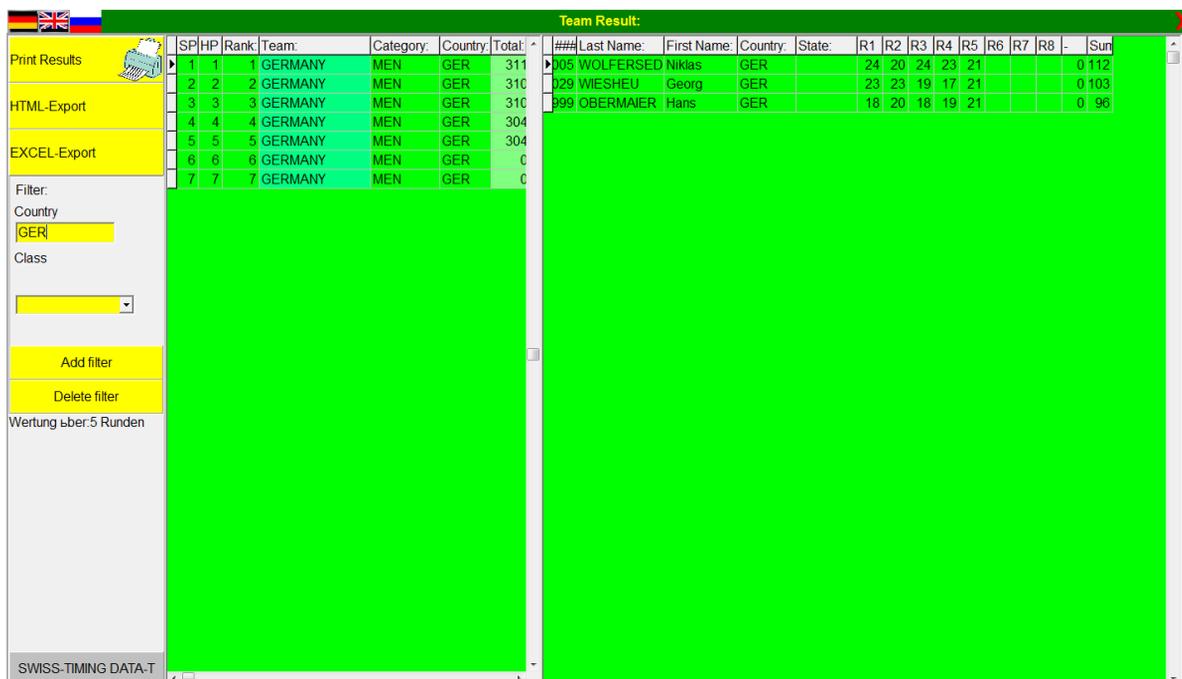


To print team results use **“Print Results”** option

If you need to export data, use **HTML-Export** or **EXCEL-Export** according to the format you need. All data is exported to *Rangemaster* folder.

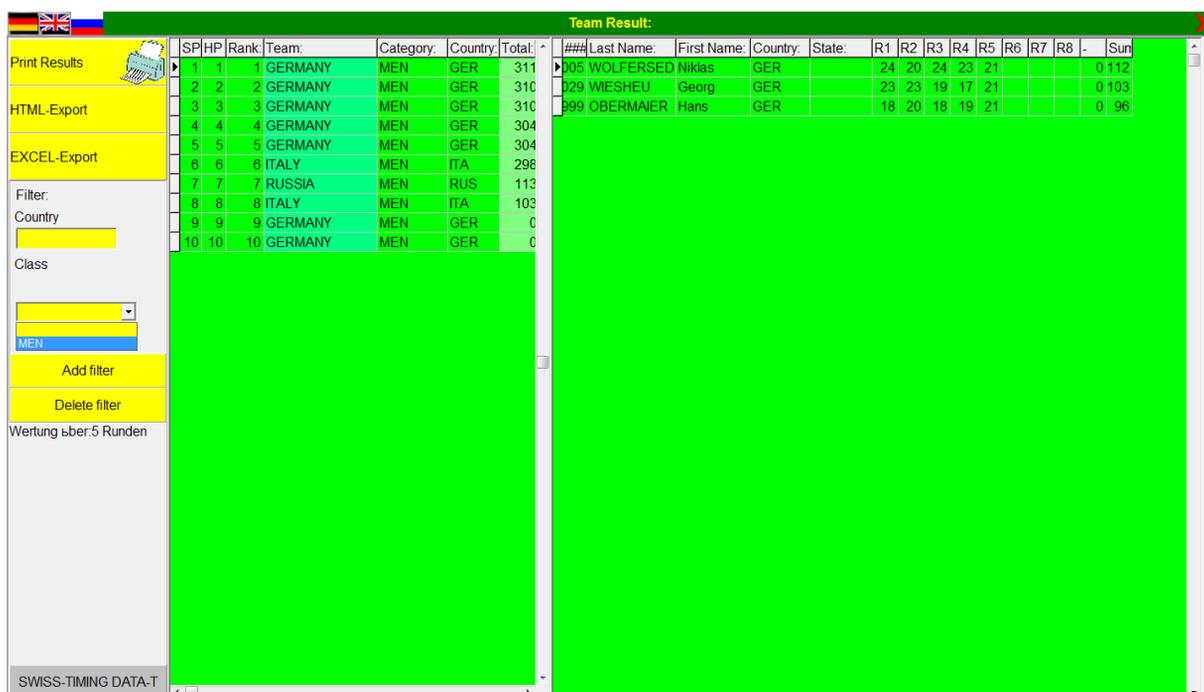
For your comfort you can use filter according to Class or Country:

- if you want to apply Country enter the abbreviation of the 3-digit ISO code (e.g.:«GER») and press **Add filter**.



SP	HP	Rank	Team	Category	Country	Total	###	Last Name	First Name	Country	State	R1	R2	R3	R4	R5	R6	R7	R8	-	Sun		
1	1	1	GERMANY	MEN	GER	311	005	WOLFERSED	Niklas	GER		24	20	24	23	21					0	112	
2	2	2	GERMANY	MEN	GER	310	029	WIESHEU	Georg	GER		23	23	19	17	21						0	103
3	3	3	GERMANY	MEN	GER	310	999	OBBERMAIER	Hans	GER		18	20	18	19	21						0	96
4	4	4	GERMANY	MEN	GER	304																	
5	5	5	GERMANY	MEN	GER	304																	
6	6	6	GERMANY	MEN	GER	0																	
7	7	7	GERMANY	MEN	GER	0																	

- if you want to apply Class filter use the scroll bar and choose the class you want to use and press **Add filter**.



SP	HP	Rank	Team	Category	Country	Total	###	Last Name	First Name	Country	State	R1	R2	R3	R4	R5	R6	R7	R8	-	Sun			
1	1	1	GERMANY	MEN	GER	311	005	WOLFERSED	Niklas	GER		24	20	24	23	21						0	112	
2	2	2	GERMANY	MEN	GER	310	029	WIESHEU	Georg	GER		23	23	19	17	21							0	103
3	3	3	GERMANY	MEN	GER	310	999	OBBERMAIER	Hans	GER		18	20	18	19	21							0	96
4	4	4	GERMANY	MEN	GER	304																		
5	5	5	GERMANY	MEN	GER	304																		
6	6	6	ITALY	MEN	ITA	298																		
7	7	7	RUSSIA	MEN	RUS	113																		
8	8	8	ITALY	MEN	ITA	103																		
9	9	9	GERMANY	MEN	GER	0																		
10	10	10	GERMANY	MEN	GER	0																		

To switch off the filter press **Delete filter**.

9. STATS OF COMPETITION - RESULTS

This is the option which gives you an opportunity to see the result statistics of the competition according to the results.

Tore Brovold
DEMO VERSION



**3RD ASIAN CHAMPIONSHIP
SHOTGUN
ALMATY, KAZ
1 OCT - 10 OCT 2013**

3RD ASIAN CHAMPIONSHIP SHOTGUN

Results statistics:

Class:	Shooter:	[25]	[24]	[23]	[22]	[21]	[20]	[19]	[18]	[17]	[16]	[15]	[14]	[13]	[12]	[D1]	[D2]
MEN	119	130	162	134	78	47	23	14	4	3	0	0	0	0	0	0	115,73 23,15
MEN MQS	18	11	19	25	16	11	4	2	2	0	0	0	0	0	0	0	113,50 22,70
WOMEN	54	10	40	29	22	25	16	8	4	4	2	1	1	0	0	0	66,91 13,18
WOMEN MQS	6	1	4	0	5	3	3	1	1	0	0	0	0	0	0	0	66,17 13,03

20.07.2015 22:31:55

RANGEMASTER EASYSORE
www.rangemaster.at

10. STATS OF COMPETITION - SHOOTERS/CLASS

This is the option which gives you an opportunity to see the result statistics of the competition according to nationalities and category.



**3RD ASIAN CHAMPIONSHIP
SHOTGUN
ALMATY, KAZ
1 OCT - 10 OCT 2013**

Tore Brovold
DEMO VERSION

3RD ASIAN CHAMPIONSHIP SHOTGUN

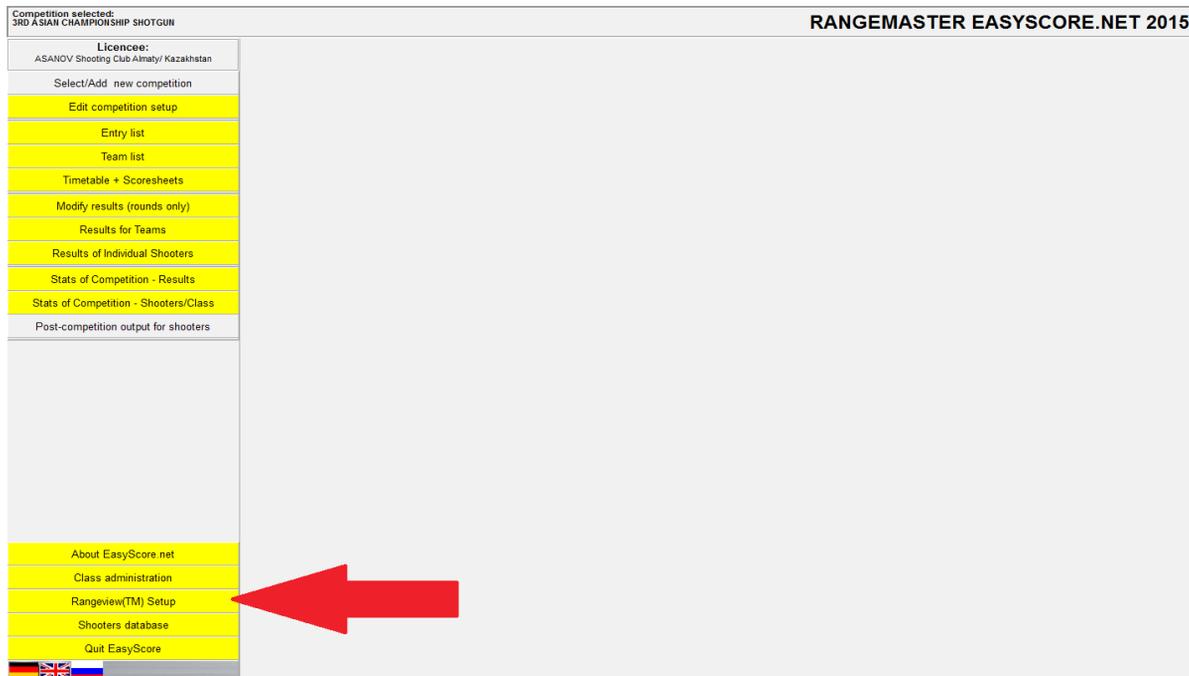
Participant's report by nationality and category

Nation	Sum	MEN	MEN MD5	WOMEN	WOMEN MD5
ARG	2	2			
AUS	4	2		2	
AUT	4	3	1		
AZE	4	2		2	
BAN	2	2			
BRA	1			1	
BRN	6	3		3	
CAN	2	2			
CHI	3	2		1	
CHN	6	3		3	
CYP	6	3		3	
CZE	7	3	2	2	
DEN	2	2			
DOM	2	2			
EGY	3	3			
ESP	2	2			
EST	1	1			
FIN	6	3	2	1	
FRA	5	3		2	
GBR	10	3	2	3	2
GEO	6	3	2	1	
GER	10	3	2	3	2
GRE	3	3			
HUN	3	2		1	
IND	4	3		1	
IRL	2	2			
ISL	1	1			
ITA	6	3		3	
JPN	3	2		1	
KAZ	2	2			
KSA	1	1			
KUW	6	3		3	
LIB	1	1			
MAS	1	1			
MDA	1	1			
MEX	4	3		1	
MLT	1	1			
NED	1	1			
NOR	4	3		1	
OMA	2	2			
PAR	1	1			
PER	3	3			
PHI	3	3			
POL	5	3	1	1	
QAT	6	3	1	2	
ROU	2	1		1	

20.07.2015 22:30:46 RANGEMASTER EASYSORE
www.rangemaster.at

11. SET UP RANGEVIEW MONITORS FOR COMPETITIONS

To set up monitors which show the results in a real time mode you should go to **“Rangemaster(TM) Setup”**.

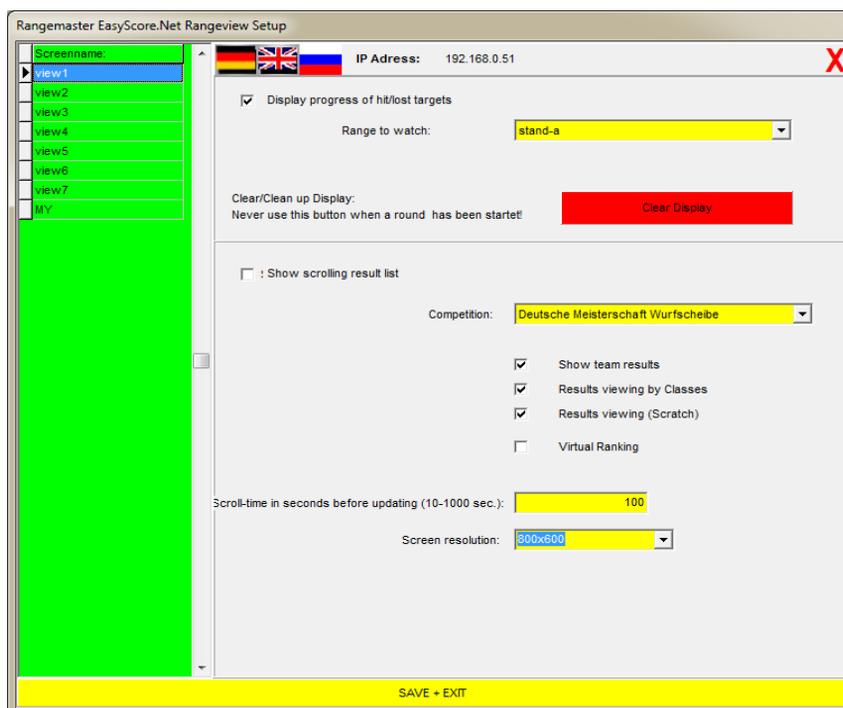


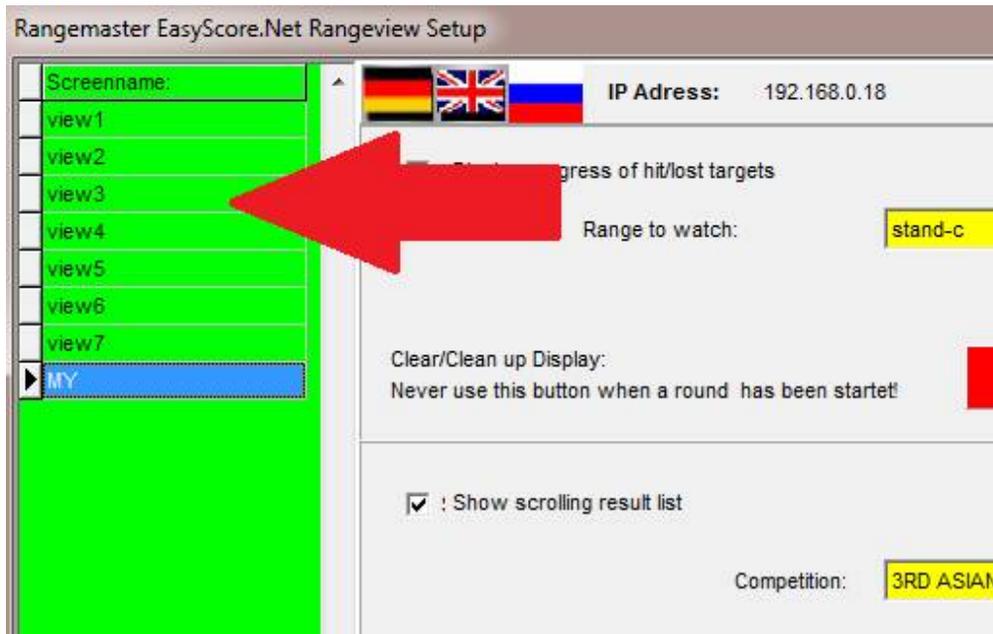
When you click it you will see the following window:

On the left side you can see the **Screenname section**.

Here you can choose the monitor for setting.

E.g.: You click “View1” to set the first screen and etc.





Now you need to choose between two modes:

- Display progress of hit/lost targets
- Show scrolling result list



If you have all monitors set to 800x600 resolution, you can switch between two modes using the same screen. If you have a resolution (windows resolution) higher than 800x600, then you should run result list mode only.

After selecting **Display progress of hit/lost targets** choose the shooting range to display (to show progress)

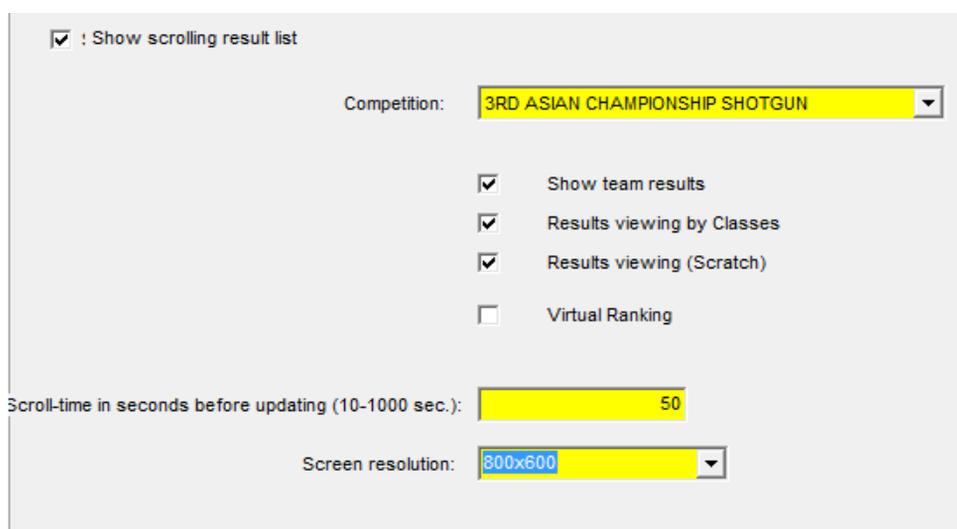
Clear display button is used to clean all data from the previous competition in case the server wasn't rebooted early in the morning at 6:31 (it is a daily procedure).

In case the database cleanup has not been made (e.g.: server was shut down at 6:31), use this button in order to avoid having last day's shooting progress shown on the corresponding monitor.

It also removes the data from last day's last round

NOTE: Never use **Clean up Display** button when a round has been started!

If you tag **Show scrolling result list** choose the name of the competition



: Show scrolling result list

Competition: 3RD ASIAN CHAMPIONSHIP SHOTGUN

Show team results

Results viewing by Classes

Results viewing (Scratch)

Virtual Ranking

Scroll-time in seconds before updating (10-1000 sec.): 50

Screen resolution: 800x600

Also you need to tag types of results are shown on the monitor.

There are three types:

- Show team results

3rd ASIAN SHOTGUN CHAMPIONSHIPS TRAP										
08.- 09.10.2013 Almaty/Kazakhstan										10:00:32
Results Teams/MEN:										
Team	R1:	R2:	R3:	R4:	R5:	R6:	R7:	R8:	pen.:	Tot.:
1. INDIA	72	74	74	73	72					365
SANDHU Manavjit Singh. IND	25	24	25	25	25					124
SANDHU Zoravar Singh. IND	24	25	24	23	25					121
SINGH Mansher. IND	23	25	25	25	22					120
2. KUWAIT	72	69	73	73	70					357
ALDEEHANI Fehaid. KUW	24	22	25	25	25					121
AL FAIHAN Abdulrahman. KUW	24	24	25	24	23					120
ALMUDHAF Khaled. KUW	24	23	23	24	22					116
3. U.ARAB EMIRATES	69	68	70	73	71					351
ALKENDI Hamad. UAE	24	24	24	23	25					120
ALARYANI Dhaher. UAE	23	24	23	25	22					117
MEJREN Ahmed. UAE	22	20	23	25	24					114
4. CHINA	70	69	74	69	69					347

- Results viewing by Classes

3RD ASIAN CHAMPIONSHIP SHOTGUN															
												19:57:29			
Klasse: MEN															
Pos	Name:	###	Nat:	R1:	R2:	R3:	R4:	R5:	R6:	R7:	R8:	Pe.	QS:	Fin.:	Tot:
1.	PERRY D.	2726	USA	25	24	25	25	25							124
2.	SYCHRA J.	1392	CZE	25	24	24	25	25							123
3.	JIN D.	1280	CHN	25	25	23	25	25							123
4.	KUNTSCHIK S.	1082	AUT	24	25	25	24	25							123
5.	CHAPESHIS A.	1350	CYP	25	24	25	24	25							123
6.	RAMELLA F.	2512	SUI	25	25	24	24	25							123
7.	THOMPSON F.	2733	USA	25	25	25	24	24							123
8.	AHMAD M.	2649	UAE	25	25	23	24	25							122
9.	JANSSON H.	2557	SWE	23	25	25	25	24							122
10.	CHASIKOS A.	1351	CYP	25	25	23	25	24							122
11.	NILSSON S.	2565	SWE	24	25	25	25	23							122
12.	LODDE L.	1865	ITA	24	24	23	25	25							121
13.	INESHIN A.	1506	EST	25	22	25	24	25							121

- Results viewing (Scratch)

3RD ASIAN CHAMPIONSHIP SHOTGUN														20:03:59			
SCRATCH																	
Pos	Name:	###	Nat:	R1:	R2:	R3:	R4:	R5:	T:	SF	SO	BF	SO	GM	SO		
1.	RHODE K.	2727	USA	24	25	25			74	15				16	6		
2.	DROZD B.	2713	USA	24	24	24			72	15				16	4		
3.	SYCHRA J.	1392	CZE	25	24	24	25	25	123	15	12			14			
4.	JIN D.	1280	CHN	25	25	23	25	25	123	16				13			
5.	KUNTSCHIK S.	1082	AUT	24	25	25	24	25	123	15	11	15					
6.	DUNN H.	2714	USA	24	24	24			72	13		15					
7.	PERRY D.	2726	USA	25	24	25	25	25	124	15	9	13					
8.	SHAKIROVA A.	2390	RUS	25	24	25			74	13		11					
9.	CHAPESHIS A.	1350	CYP	25	24	25	24	25	123	14							
10.	THOMPSON F.	2733	USA	25	25	25	24	24	123	14							
11.	JARMOLINSKA A.	2267	POL	25	24	25			74	12							
12.	BACOSI D.	1885	ITA	23	25	25			73	12							
13.	RAMELLA F.	2512	SUI	25	25	24	24	25	123								
14.	AHMAD M.	2649	UAE	25	25	23	24	25	122								
15.	JANSSON H.	2557	SWE	23	25	25	25	24	122								
16.	CHASIKOS A.	1351	CYP	25	25	23	25	24	122								
17.	NILSSON S.	2565	SWE	24	25	25	25	23	122								
18.	LODDE L.	1865	ITA	24	24	23	25	25	121								
19.	INESHIN A.	1606	EST	25	22	25	24	25	121								

- Virtual Ranking (according to the shooters' misses scores will be taken from the maximum score):

www.rangemaster.at								
RK	NAT	BIB	NAME	MAX SCORE	HITS	LOSTS	%	
1	FRA	1581	TERRAS Anthony	125	75	0	100.00 %	
2	USA	2733	THOMPSON Frank	125	75	0	100.00 %	
3	SWE	2565	NILSSON Stefan	124	99	1	99.00 %	
4	USA	2726	PERRY Dustin David	124	99	1	99.00 %	
5	ESP	1484	ARAMBURU Juan Jose	124	74	1	98.67 %	
6	AUT	1082	KUNTSCHIK Sebastian	124	74	1	98.67 %	
7	CYP	1350	CHAPESHIS Anastasios	123	98	2	98.00 %	
8	CYP	1351	CHASIKOS Andreas	123	98	2	98.00 %	
9	SWE	2557	JANSSON Henrik	123	98	2	98.00 %	
10	CHN	1280	JIN Di	123	98	2	98.00 %	
11	SUI	2512	RAMELLA Fabio	123	98	2	98.00 %	
12	SWE	2575	SVENSSON Marcus	123	98	2	98.00 %	
13	CZE	1392	SYCHRA Jan	123	98	2	98.00 %	
14	UAE	2649	AHMAD Mohamed	123	73	2	97.33 %	
15	EGY	1463	MEHELEBA Azay	123	73	2	97.33 %	
16	NED	2155	MOORLAG Douwe Hendrik	123	73	2	97.33 %	
17	RUS	2392	SKORODKOV Aleksy	123	73	2	97.33 %	
18	UAE	2665	ALMAKTOUM Saeed	122	97	3	97.00 %	
19	ITA	1854	CASSANDRO Tamaro	122	97	3	97.00 %	
20	DOM	1424	DUJARRIC L. Julio Elizardo	X	122	97	3	97.00 %
21	AZE	1104	JAFAROV Emin	X	122	97	3	97.00 %
22	CZE	1383	NYDRLE Tomas	X	122	89	3	96.74 %
23	GEO	1630	KVATADZE David	X	122	72	3	96.00 %
24	CYP	1348	ACHILIOS Georgios	122	72	3	96.00 %	
25	AUS	1051	ADAMS Paul	122	72	3	96.00 %	
26	BRN	1214	ALWATI Tamar	122	72	3	96.00 %	
27	IRL	1819	CHRISTIE David	122	72	3	96.00 %	
28	ARG	1032	GAZZOTTI Fernando Luis	122	72	3	96.00 %	
29	QAT	2330	HAMAD Rashid	X	121	96	4	96.00 %
30	EST	1506	INESHIN Andrei	121	96	4	96.00 %	
31	FIN	1529	KEMPEAINEN Marko	121	96	4	96.00 %	
32	PER	2239	KEMPEAINEN Marko	121	96	4	96.00 %	
33	RUS	2391	SHOMIN Valeriy	X	121	82	4	95.35 %
34	IND	1759	KHAN Mairaj Ahmad	X	121	82	4	95.35 %
35	ROU	2344	TOMAN Ioan	X	121	71	4	94.67 %
36	KUW	1953	ALMUTAIRI Salah	121	71	4	94.67 %	
37	GBR	1594	BIRD Jeremy Harry	121	71	4	94.67 %	
38	KUW	1964	HABIB Saud	121	71	4	94.67 %	
39	NOR	2176	JENSEN Tom Beier	121	71	4	94.67 %	
40	ITA	1865	LODDE Luigi	121	71	4	94.67 %	
41	GRE	1701	MITAS Efthimios	120	95	5	95.00 %	
42	KUW	1958	ALRASHIDI Abdullah	120	95	5	95.00 %	
43	RSA	2351	CHERRY Kristian Daniel	120	95	5	95.00 %	
44	MEX	2072	GALLARDO O. Luis Raul	120	95	5	95.00 %	
45	ARG	1033	GIL Federico	120	95	5	95.00 %	
46	NOR	2173	HALLE Viktor	120	95	5	95.00 %	
47	QAT	2329	HAMAD Masoud	120	95	5	95.00 %	
48	EGY	1458	HAMDY Mostafa	120	95	5	95.00 %	

Scroll-time in seconds before updating (10-1000 sec.)

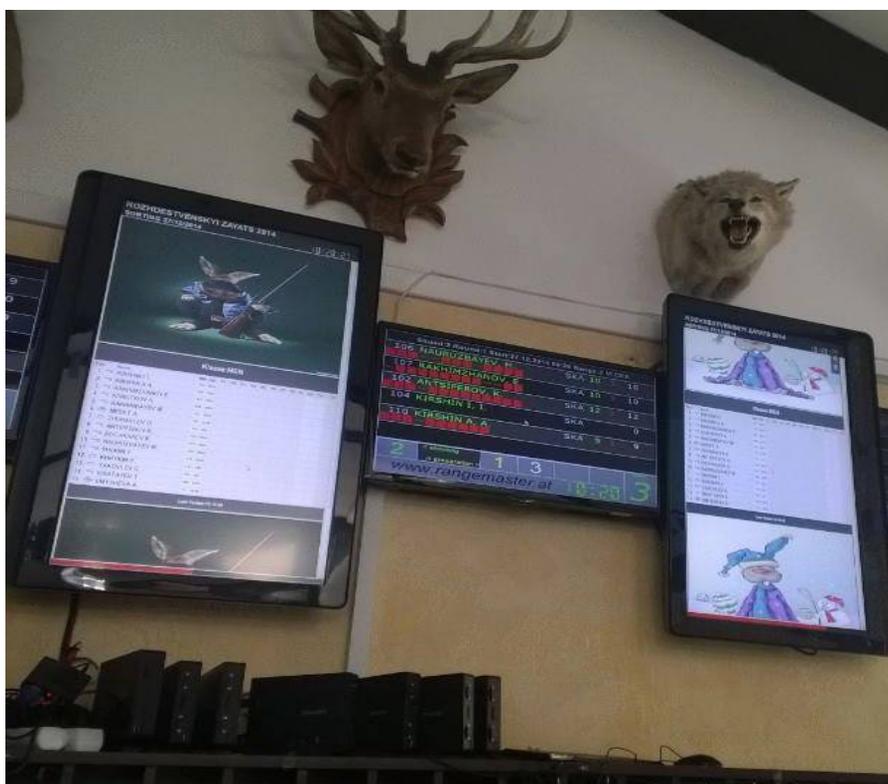
In this section you need to choose the suitable time to be able to see the whole list of shooters with their results.

In case you don't set the right timing spectators will not be able to see the whole result list

Screen resolution

Using scroll bar you need to choose the suitable resolution for the monitor.

Progress of hit/missed targets and result list modes



12. ADDITIONAL OUTPUTS BEFORE, DURING AND AFTER THE COMPETITION

While running the competition using Rangemaster EasyScore X3 PRO/ .net system you are able to have the following printouts and outputs for different stages of the competition.

Before the competition:

Team captain list

Allows to see a timetable for all of his shooters – enabling him to see who shoots + where and when.

[Refer to 5.3](#)

Scoresheets

To run the competition you can select between three types of score-sheets:

ISSF 25 targets, ISSF 30/50 targets (Double trap), FITASC (Compak Sporting).

[Refer to 5.6](#)

Timetable with or/and without shooters

[Refer to 5.4](#)

Start list

[Refer to 3.7.1](#)

During the competition:

Intermediate results/result lists

[Refer to 7.2](#)

At the end of the first day:

New start list for the 2nd day

[Refer to 3.7.1](#)

New timetable with shooters

[Refer to 5.4](#)

After competition:

Result lists

[Refer to 7.2](#)

Team results

[Refer to 8](#)

13. BRIEF OVERVIEW: HOW TO RUN A COMPETITION

Step by step guideline

1. Start the program
2. Add a competition
3. Set up a competition
4. Create an entry list
5. Drawing of lots
6. Print start list
7. Print Start numbers/Bibs
8. Create a timetable
9. Print score-sheets
10. Optional: Add teams in case of a team event and print team start lists
11. Set up rangeview computers
12. Set up online live results for viewers via internet (remote viewers)
13. Verifying incoming results with scoresheets
14. Print results after qualification
15. Optional: print final team results
16. Generate score-sheets for shoot offs/semi-finals/finals
17. Verifying possible results for shoot offs and finals
18. Print final result lists to be published
19. Optional: HTML export for websites

14. TROUBLESHOOTING

№	PROBLEM	POSSIBLE REASON	SOLUTION
1.	Wrong type of score sheets is printed for double trap	Wrong number of clays per round is set.	Change number of clays per round in competition setup to 30
2.	After the entry list and the timetable were set up, no squads are displayed on the layouts	Wrong date of competition	Check the date of competition set up in the competition setup and enter the right date for competition
3.	I need to run separate semi finals/medal matches/finals in the cloned competition. Printed the score sheets, but cannot enter the code in the time table.		Create an empty timetable for the day you want to run the semi-finals.
4.	I have cloned a competition and set up everything correctly. Now added squads are shown twice on the ranges.	The same timetable was entered twice.	Create an empty timetable without entering the squads rounds
5.	While running a competition in accordance to ISSF rules score sheets do not show bib numbers.	Bib numbers are missing.	Copy the start numbers to the bib row (see section: 3.8)
6.	There are more than 2 shooters which represent the same country		Manually change the positions of shooters (see section: 3.6.7)

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