



F3Ascore

V1.12 beta 1

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1. Introduction

After spending some time searching for modern software to handle the score processing for all kind of precision aerobatics contest, I could not find something that was really user friendly and had the TBL score calculations in it.

For that reason, and because of my experiences with developing score- and contest software for the F3J class of thermal gliding (see www.f3jscore.com), I started to develop this 'F3Ascore' software. This *F3Ascore* can be used for all kind of contest where pilots have to fly a certain schedule in front of a group of judges.

The winter of 2006 we used the software for keeping track of the scores for the F3P (indoor) competition, and the upcoming outdoor season the software will be used for the dutch F3A competition and the Belgium F3M.

The current version (v1.12) has got all the needed functionality for handling the scores of normal contests. Also v1.12 has got the TBL calculation method that is used for F3A competitions.

During the competition season I will keep track of further needed functionality and include that as soon as possible.

If you have wishes, remarks, problems or whatever concerning this software, please contact me at wjpadevries@yahoo.com

2. The main-screen

After starting the F3Ascore.exe program, you will see the small startup screen. From here you will navigate through the steps needed to setup and run a contest. These needed steps will be discussed throughout this document.



3. Prepare a contest.

This chapter will describe the needed steps to setup a contest.

To setup a contest you need to specify four things:

- 1) A schedule (a group of manoeuvres) the pilots have to fly
- 2) Judges that will give score (points) for each pilot flying the schedule
- 3) Pilots that are competing.
- 4) The method in which the score is calculated.

3.1. Create the needed 'schedule'

A schedule is a group of figures that each pilot has to fly and which are scores by the judges. A schedule has to be created only once, and can then be used for multiple contests from that moment on.

With the installation of the software some schedules are already created. You can use these schedules straight away when setting up a contest.

To add your own schedules please follow the steps below.

3.1.1. Adding a schedule

From the main-screen select *Configure->Schedules*. This form will look like below.

SchedName	SchedDiscription
RC3	Rc3 2006
RC2-2006	Rc2 based on P07
F3P-A	F3P 'A' program
F3P-C	F3P 'C' Program
P07	FAI-P07
F3A-X	F3A-X programma
F3M-2006	Large scale aerobatics
F3M-Known	Known F3M program
F3M-Unknowr	Unknown F3M program
F3M-Freestyle	Freestyle for F3M

Order	Description	K
1	Start sequence	2
2	Omgekeerde cubaanse 8 met halve rollen	4
3	Meskant bocht met 1/4 rollen	3
4	Lus met halve rol	4
5	stall-turn vanuit rugvlucht, halve rol	3
6	driehoeklus met halve rol op bovenlijn	5
7	halve rugvlucht cirkel	2
8	Rollende cirkel met 1 roll geïntegreerd	5
9	Hoge hoed met 1/4rollen	4
10	2 pt van een 4pt rol	3
11	Humpty Bump, push, push, pull	3
12	Torque roll (1 omwenteling)	6
13	Landings procedure	2

On the left you will see the list with available schedules. By clicking on a schedule in the list on the left, the detail information of this schedule will be shown on the right of the form.

Perform the next steps to create a new schedule :

1. Press the [Add] button, the fields on the right of the form will become active now.
2. Enter a schedule 'Name'
3. Enter a schedule 'Description'
4. Press the [OK] button.

You just created an empty schedule.

Now add the figures for this schedule :

1. Select the just created Schedule in the list on the left.
2. Click the [Edit] button, or double click the name the line of the schedule you just created. The fields on the right of the form will become active now.
3. Enter the figures for this schedule, you can add a new line by clicking the [+]
 - Use the 'order' field the specify the order in which the figures should be shown.
 - Enter a description,
 - Enter the K-factor for this figure.
4. Press the 'cursor-down' key to add more figures.
5. Repeat steps 4 and 5 until all figures are entered.

6. Press [OK]

Reminder:

It can happen that the last line of the figures list is blanc. Please remove this line by pressing the [-] key at the bottom of the list.

This finishes the setup of the Schedule.

3.1.2.Export a schedule to CSV

To be able to share already existing schedules between contest directors, you can export a schedule to a so called CSV file (Comma Separated Values). This file can then be send via email to somebody else running F3Ascore. To export a schedule, select the correct schedule and select menu option 'Actions->Export.....'

3.1.3.Import a schedule from CSV

When you have received or downloaded a schedule in CSV format, you can import the CSV file into your list of schedules.

To do this, create a new schedule and select it. Then use the menu item 'Action->Import...'
Now select the file.

The figures in the CSV file will be added to the selected schedule.

3.1.4.Changing figures of a schedule

De figures and K-factors of a schedule can be changed. But please keep in mind that changes to the schedule are not automatically enforced on the existing contests.

When you made changes to a schedule that was already used for a contest, you should decide if you want to enforce the changes to the contest is the past.

For this reason, you can select two options before you press the [Perform Update] button.

If 'Only update contest in the future' is selected, the update will not change contest that are older as today. If the 'Update All Competitions' is selected, then all contests will be updated.

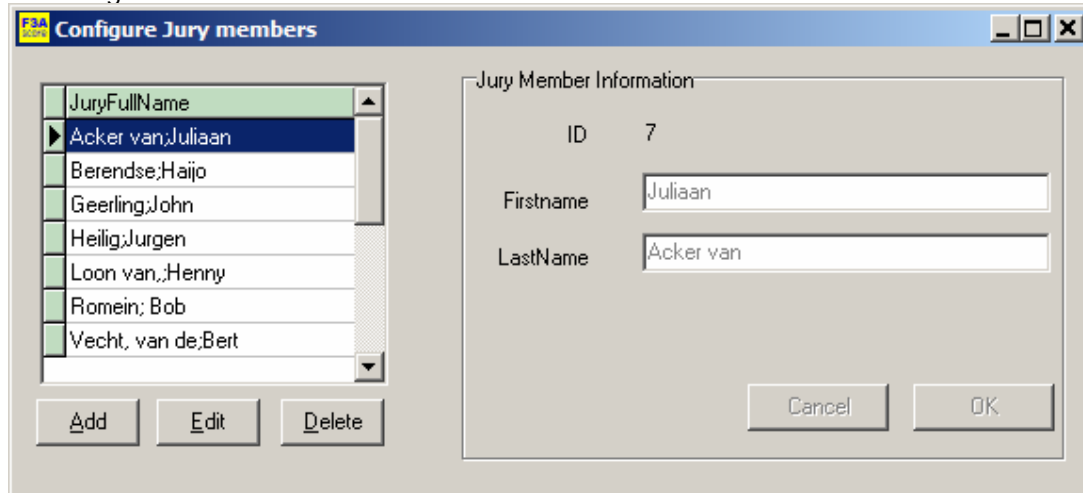
There is one exception to the above rule: When a contest is locked, no changes will be made, no matter which option was selected. More about locking a contest will be described in the chapter about the contest setup.

3.2. Creating Judges

Creating judges is an easy task, you only need to specify the name of each judge.

To activate the judge screen, you select *Configure-> Jury* from the main screen. A form like below will appear.

The Judges that are available can be used for all contests.



The screenshot shows a window titled "Configure Jury members" with a list of jury members on the left and a form for editing a selected member on the right. The list includes names like "Acker van,Juliaan" and "Berendse,Haijo". The form shows the selected member's ID as 7, first name as "Juliaan", and last name as "Acker van".

3.2.1. Add a Judge

Add a new judge by pressing the [Add] button. The right of the screen will become active. Enter the first and lastname of the judge and press [OK].

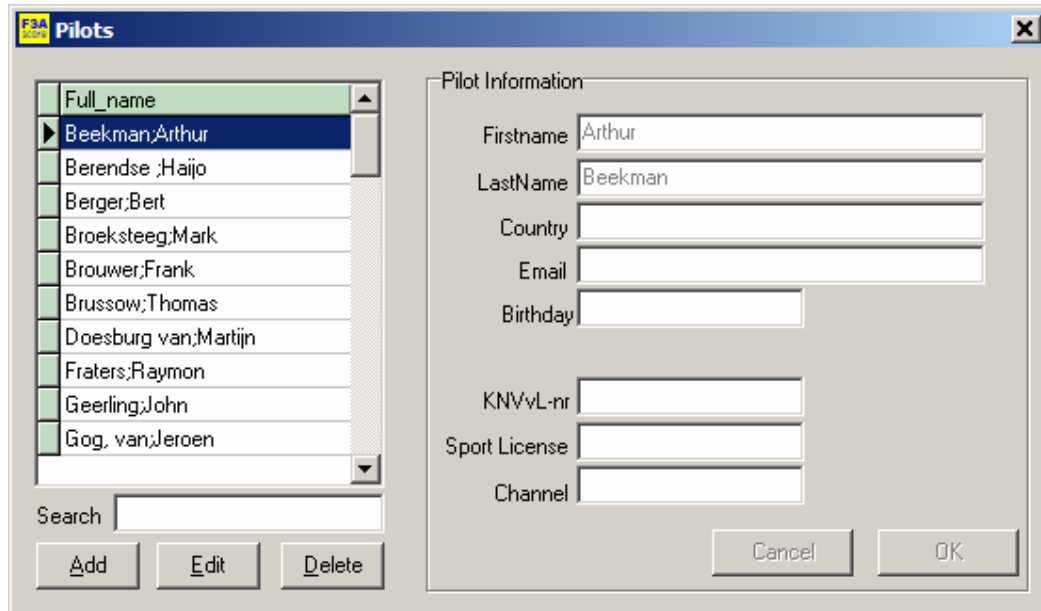
3.2.2. Changing a Judge's name

Select the judge and press [Edit] or double click the judge to change. Make the changes and press [OK]

3.3. Creating Pilots

Adding the pilots is as easy as adding Judges. Activate the pilot screen by selecting [Configure-> Pilots](#) from the main screen. A form like below will appear.

The Pilots that are available can be used for all contests.



3.3.1. Adding pilots

A new pilot can be added by clicking the [Add] button. Enter the needed fields and press [OK] when finished.

For most contests it's important that the pilot specifies the frequency he is using. With this you can change the start-order so that there is a frequency gap between two pilots having the same frequency.

3.3.2. Changing pilots information

Select the pilot and press [Edit] or double click the judge to change. Make the changes and press [OK]

3.4. Create a contest

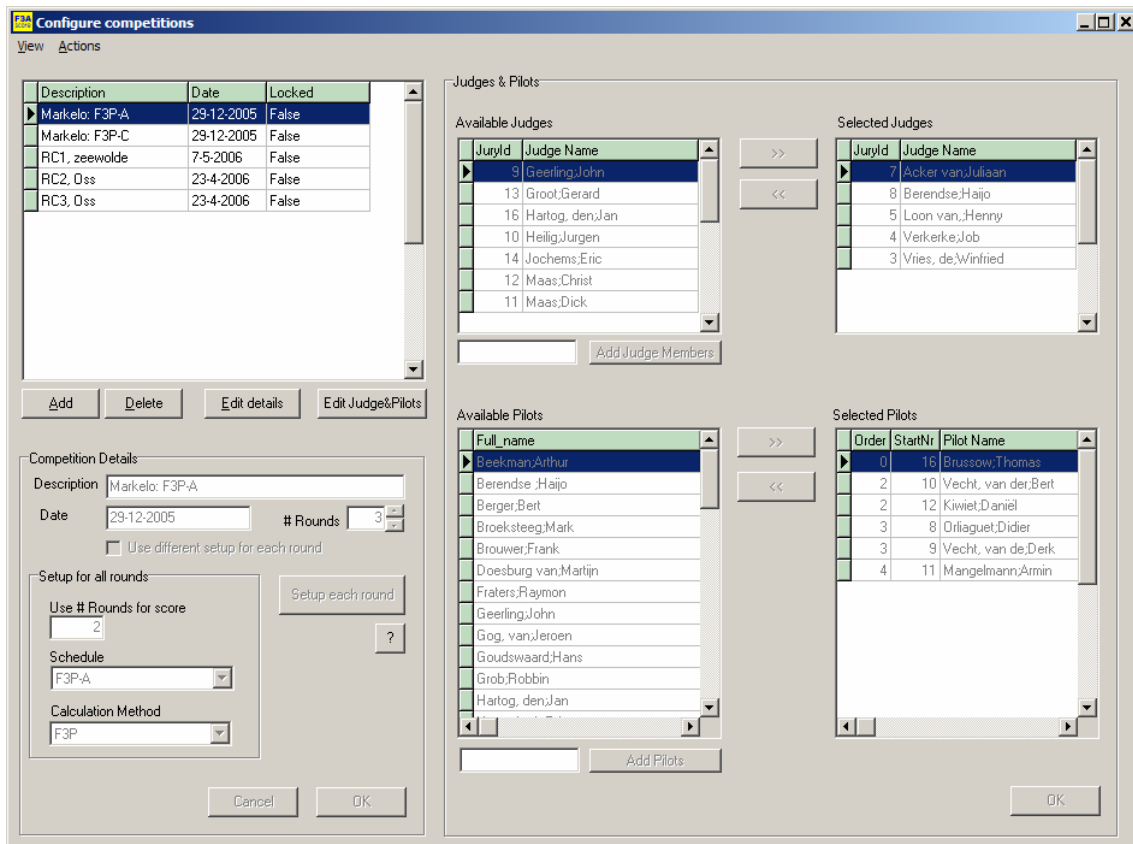
Now all parts (Schedule, Judges and Pilots) for a contest are defined, we can create a contest. From the main menu select *Configure->Competition*. The screen as shown below will appear.

If we take a look at this screen you will see the following 'blocks'.

On the top-left you will see the list with already created contests. Here you select the contest for which you want to add/change information. You will see the other blocks change there displayed information.

Below that list you will see the block with the so called 'Contest Details'. Here you can specify the schedule to fly, how many rounds must be flown and are counting for the total result. The *Calculation Method* and most important, the contest date. (see further on: about grouping contests and 'start numbers').

On the right you will see the Block 'Judges and Pilots'. Here you can add/change the judges for the selected contest, and the pilots that fly in the contest.



3.4.1. Create a new Contest.

As an example we will now walk through the steps needed to create a new contest.

1. Press the [Add] button below the list with available contests. The Contest details will become active now
2. Specify a unique description for this contest. Call it 'Test-F3A' for now.
3. Specify the Contest date. The date is used as a method of grouping contest that are flown on the same day, but that is having a different schedule and pilots. For example you will see that contest for intermediate and advanced are flown on the same day, but are having separate pilots and results. More about this grouping later.
4. Select a schedule from the list.
5. Select a Calculation Method. (See 3.6 Calculation method)
6. Specify the number of rounds that you intent to fly (#Rounds)
7. Specify the number of rounds that must count for the total score. (*Use # rounds for score*) With the combination of 'Number of rounds' and 'Use # rounds' you can take care a scratch round is used. The lowest scoring round for a pilot will not be used for the total score.

Press [OK] at the bottom of the '*Contest Details*' block to save the information.

Adding judge members to the contest.

Take the following steps to add judge members to the contest.

1. Press the [Edit Judge&Pilots] button below the available contests.
2. Select a judge from the Judge list on the left and press the [>>] button. (Or double click the judge you want). The selected judge will now move from the judge window on the left to the judge window on the right.
3. Repeat step 2 until all the judges for this contest are shown in the Judge window on the right.

Furthermore you can quickly find a judge by typing some characters of the judge his last name in the Judge search window. The Judge search window is the text-box below the 'available judges' list. For example, if you search for a judge with as last name 'Smith' you type '*Smi*' in the judge search box, only those judges with a lastname starting with 'Smi' are shown.

Adding Pilots to the contest.

Adding pilots is as easy as adding judges. Take care that the 'Judge& Pilots' block is active (press the [Edit Judge&Pilots] button if not)

1. Select the pilot to add. Double click or press the [> >] button next to the Available Pilots list. The pilot will get the first highest Start-Number assigned. (See chapter 3.5 How about the start numbers?)

A pilot can be removed from the list by selecting the correct pilot in the window on the right and then double-click that Pilot. Or press the [< <] button.

A pilot can be searched for by typing some characters of his last name in the pilot search text box.

3.4.2. Grouping contests

The value that is specified in the contest details date field is used to group contests together. This is done for two reasons:

1. To make it easier to switch between contests (classes) while entering the scores
2. To be able to assign unique start numbers to the pilots that are flying in different classes on the same day.

To make it more clear :

a contest-day can have several classes. But in the F3Ascore software each class is a contest on it's own, flown on the same day as possible other contests

3.5. How about the start numbers?

To explain how the logic of the start numbers is intended I would like to give an example.

Imagine the following:

On 'April 1 2007' you want to organize a competition in three different classes.

- Class one is for beginners, flying a simple schedule
- Class two is for intermediate, flying some figures from P07
- Class three is for expert, flying the FAI –P07 program.

Each class has got it's own pilots and scoring, but on the day itself you want to be able to identify the pilots based on there start number. So the start numbers must be unique throughout all three classes. This is where the contest date is kicking in.....

To setup the contest for this example you will have to create three contests, each with its own name. Call them 'Beginners', 'Intermediate' and 'Expert'. Each contest must get 'April 1 2007' assigned as contest date. Also assign the appropriate Schedule to each class (contest). Up to this point you created just three contests which are on the same date.

Now, when adding a pilot to one of these contests, the pilot will get a start number assigned. This start number is one higher then the highest already assigned start number in one of these contests.

So to stick with the example:

When you add the first pilot to say the 'beginners' contest, this pilot will get start number #1.

When you add a second pilot to the 'beginners' contest, it will be number #2

Now, when you add a pilot to say, the 'Expert' contest, it will get the next free start number of the three contest, meaning #3.

I hope this makes it all clear.

3.5.1. Start Order

Where the pilot start number is meant as a Pilot identifier, the '*Start Order*' is used to create a list in which order the pilots will fly. This order can be created for each contest itself.

At most competitions, the Start Order is created by random. This can also be done in F3Ascore. From the Contest screen use the option '*Actions -> Create Random Start Order*'.

The pilots will keep there start number, but the order is now based on the *Start Order*.

To view the list in the start order, choose '*view->Start List*'

To remove the *Start Order* use '*Actions->reset Random Start Order*'

3.6. Calculation Methods

There are several ways in which the scores the pilots receives can be used to calculate a score for a round, and for the total.

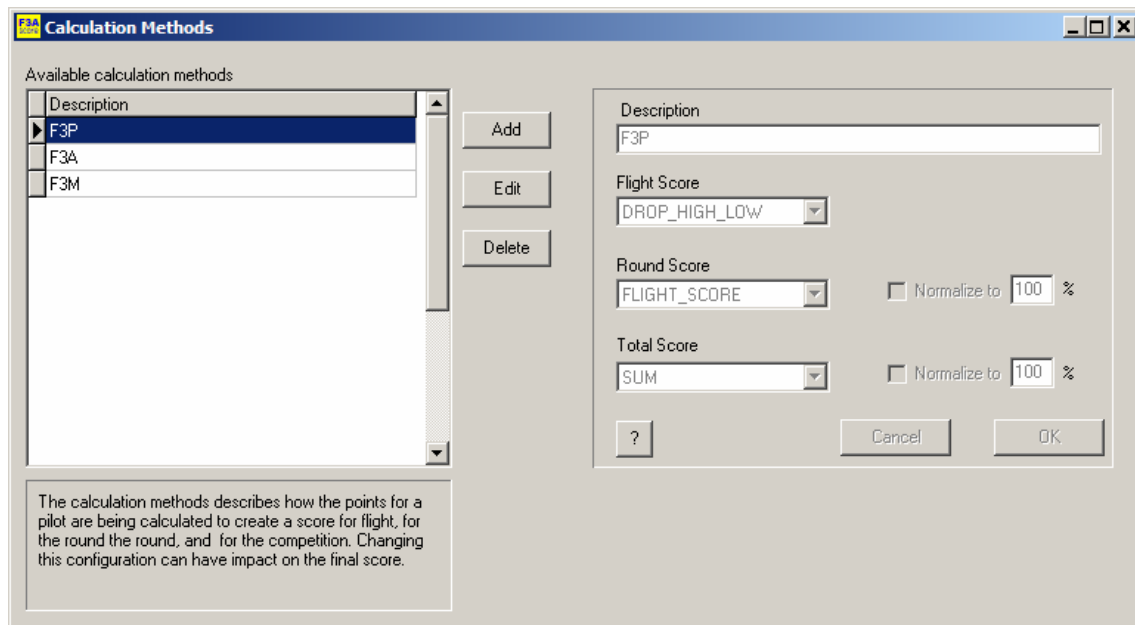
By defining a so called '*Calculation Method*' you can create the definition once, and use that for multiple contests.

By defining a Calculation Method you have full control how the score for the competition is being calculated.

It is possible to change the calculation method even when a contest has been flown. When you ask the overviews of the scores, the scores will be recalculated using the currently assigned values.

This can be a nice feature: When a contest has been flown using one way of calculating, you can make changes and see if the end-result changes.

The calculation Method window looks like below:



- On the left you see a list with Calculation Methods that are already created.
- On the right you see the values of the selected calculation method.

The idea behind the Calculation Methods is a tree stage calculation.

- 1) From Judge scores create a *FlightScore* for each pilot
- 2) From flightscores calculate the *RoundScore*
- 3) From roundscore calculate the *TotalScore*

Each stage is discussed below.

FlightScore

This is the score a pilot receives for his flight. This score can be used as three different values:

- *SUM*, this is the total of the sum of the score for each judge
- *AVERAGE*, this is the total of all judges divided by the number of judges.
- *DROP_HIGH_LOW*, with this method you always get an 'Average'. The method is as follows:

When 5 judges are available, the highest and lowest score per figure are removed, the score for the figure is the average from the remaining 3 judges.

When 4 judges are available, the same applies as with 5 judges, only the score for the figure is the average of the remaining 2 judges.

When 3 judges are available, no scores will be dropped. And the score for the figure is the average of the score of all 3 judges.

Below 3 judges is not allowed.

When you print the flight score of a pilot, the above calculations are visible on the print.

3.6.1. Round Score

The round score is always based on the flight score.

The pilot with the highest flight score will be on top.

If TBL has to be applied to the scores, then this is the moment. Because TBL works with a matrix off scores. This matrix is then used to perform special calculations.

These TBL calculations will rule out possible advantages given from a judge to a pilot.

If TBL is chosen, then the result of the TBL calculation is used for the round score.

Normalize round score

On top of the choice for using the straight 'flight score' or the TBL-score, you can decide to normalize the round score to a certain value. With normalizing you give the normalize-base (normally 100%) to the pilot with the highest score. The next pilot receives a score that is related to this 100%.

3.6.2. Total Score

The total score is based on the Round Score.

Again a choice can be made between using the *sum* or *average* of the Round score.

When creating the competition, it's also possible to specify how many rounds should count for the total score.

This '*Use # rounds for score*' is both used for the *sum* and *average*.

Pay attention:

The choice for the calculation method is of influence for the end-result of the contest.

If the contest is a contest on it's own then it is not that important, because the different ways of calculating the scores are not causing to big a difference in the final standing of the pilots.

But the actual points on which the final standing is based will differ per calculation method.

So, if you are running a series of contests, which results are used for an overall standing, then it's important to use the same calculation method for each contest.

3.7. Nice to know.....

Hieronder staan een aantal zaken die goed zijn om te weten en geven meer inzicht in de werking van software.

- Op het moment dat een piloot en/of jurylid aan een wedstrijd wordt toegekend wordt in de database tabellen voor elke jury/piloot combinatie de benodigde records aangemaakt. Dus als er op het laatste moment een piloot wilt meedoen, kan deze alsnog worden toegevoegd.

Zodra een jury en/of piloot wordt verwijderd uit een wedstrijd, worden de records uit de database verwijderd. Eventuele scores worden daarmee ook verwijderd.

3.8. Lists and overviews

Before a contest is started some paperwork has to be done. These overviews can be found from the 'Configure->Contest' window, under the menu 'view'.

Start List	Show a list with the pilots using the start order. If no start order is created (using Actions->Create random start order') then the list will use the Start Number.
Competitors list (Number)	Show a list of pilots on Start Number. This list will contain all pilots for a certain contest date and is mostly used for keeping track of the entry fees.
Competitors list (Channel)	Show a list of pilots sorted on there frequency.
Judge List	Show a list with the judge ID's. these ID's are used when empty score forms are used. See 'Running a contest'

3.8.1. Score forms

There are three sets of score forms available from the software:

- 1) *Empty score forms, one for each round.*

You need to print or copy these empty score forms for each judge/pilot/round. So 5 judges, 10 pilots, 3 rounds is 150 sheets of paper. The disadvantage of using a lot of paper will bring the advantage that the paper flow is only from the judges to the computer room. No paper has to get back to the judges.

This method of working will be described later (See 'Running a contest').

To print the empty score forms for the schedule to be flown, go to the 'schedule' configuration and select '*Print -> Single Round Score Form*'

2) *Pre-filled score forms.*

The pre-filled score forms have the Round, Judge name and Id and Pilot Name and Id already filled in. One sheet is used for multiple rounds. So this saves paper, but will bring some more work to the organization. Because between every round the score forms has to be redistributed over the judges again. When also a change of start order is applied you will be in for a tread!!!

The pre-filled score forms can be printed from the 'Contest' window, then select '*Print -> Score forms with judge and pilot*'.

3) *Empty score forms*

The last option is to have the same score forms as with above, only the Judge and Pilot are not filled in. These score forms are used for pilots that enter the competition late. So the score forms could not be prepared.

The empty score forms can be printed from the 'Contest' window, then select '*Print -> Empty Score forms*'.

4. Running a contest

Now that all preparation has been done, it's time to take a look at the tasks that appear during contest time. The biggest task is of course to enter the scores for the pilots.

The Contest window can be found from the main menu '*Contest -> Run Contest*'. A window like below will appear.

From this window all tasks that has to be done at contest time can be performed.

Process Scores

Select View Print Actions

Competition Date: 29-12-2005

Current Competition: Markelo: F3P-A

Round: 1 Schedule: F3P-A

Judges:

Id	Judge
3	Vries, de; Winfried
4	Verkerke; Job
5	Loon van; Henry
7	Acker van; Juliaan
8	Berendse; Haijo

Pilots:

#	Pilot
16	Brussow; Thomas
10	Vecht, van der; Bert
12	Kiewiet; Daniël
8	Orliaguet; Didier
9	Vecht, van de; Derk
11	Mangelmann; Armin

Pilot Score:

Round: 1 Judge: 3 Vries, de; Winfried Pilot: 16 Brussow; Thomas

Enter Pilots Score

Nr	Description	K	Score	Remark
1	Start sequence	2	10	
2	Omgekeerde cubaanse 8 met halve rollen	4	6	
3	Meskant bocht met 1/4 rollen	3	4	
4	Lus met halve rol	4	3	
5	stall-turn vanuit rugvlucht, halve rol	3	7	
6	driehoeklus met halve rol op bovenlijn	5	5	
7	halve rugvlucht cirkel	2	7	
8	Rollende cirkel met 1 roll geïntegreerd	5	7	
9	Hoge hoed met 1/4rollen	4	NO	
10	2 pt van een 4pt rol	3	5	
11	Humpty Bump, push, push, pull	3	5	
12	Torque roll (1 omwenteling)	6	0	
13	Landings procedure	2	10	

Read-Out Cancel Ready Ready & Next

4.1. Score forms

The judges or scribes need to have some paperwork where they can write down the scores for each pilot. F3Ascore can create the needed score forms for you. See 3.8.1 Score forms.

4.2. Selecting the correct contest

4.3. Processing the scores

As said before, most time will be spent in entering the scores for the pilots. For that reason I spend a lot of attention to this process. Basically all you need are the numeric and the enter key to get the scores entered.

I would recommend that you practice the steps a couple of times. This will make you very secure about entering the scores. And you will see that it can go quick.

The best way of entering the scores for one pilot is as follows:

1. After a pilot has finished his flight the score forms for that pilot are collected from the judges.
2. The Score-Keeper (the person who is entering the scores) will need to sort the score-forms in order of judge-ID, the lowest judge ID will go on top.
The reason for this is that the judges are in this order in the screen also.
3. Next, take care that :
 - the correct round is selected
 - the correct judge is selected
 - the correct pilot is selected (use the start number)
4. Press the button [*Enter Pilots score*]. This will de-activate the left side of the screen, and activate the right side of the screen.
5. Take care the cursor is at the first figure.
6. Now the routine starts:
 - Enter the score
 - press enterrepeat this until you are at the last figure.
7. When you have entered the score for the last figure, you can press Enter once more. This will bring you to the [Ready and Next] button. Press Enter again to 'Click' this button.

When [Ready and Next] is pressed, the scores for the pilot are saved, and automatically the next judge and first figure is selected.
Now you can start at #7 again.

Let op:

Als je gebruik maakt van de Ready and Next knop gebeurt er na het invoeren van de scores voor het laatste jurylid nog twee dingen automatisch.

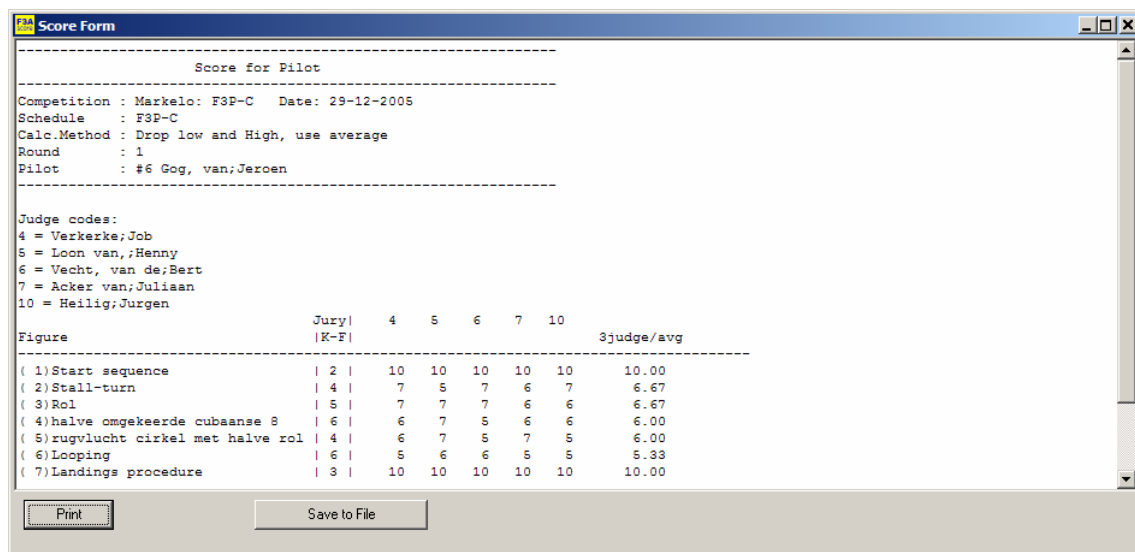
- 1) Er wordt gevraagd of je de scores voor deze ronde, voor deze piloot wilt printen.
(Zie 4.4.1, Scores voor deze ronde)
- 2) Er wordt gevraagd of de volgende piloot geselecteerd moet worden.

Deze stappen maken het leven van de persoon die de scores invoeren een stuk eenvoudiger.

Bovenstaande klinkt misschien complex, maar als je dit een paar keer hebt gedaan zal je zien dat e.e.a. erg snel verloopt.

4.4. Score overzichten

Nadat de scores zijn ingevoerd kunnen er verschillende score overzichten uitgedraaid worden. De diverse overzichten komen altijd in een zelfde scherm.



Score for Pilot

Competition : Markelo: F3P-C Date: 29-12-2005
Schedule : F3P-C
Calc.Method : Drop low and High, use average
Round : 1
Pilot : #6 Gog, van;Jeroen

Judge codes:
4 = Verkerke;Job
5 = Loon van;;Henny
6 = Vecht, van de;Bert
7 = Acker van;Juliaan
10 = Heilig;Jurgen

Figure	Jury (K-F)	4	5	6	7	10	3judge/avg
(1)Start sequence	2	10	10	10	10	10	10.00
(2)Stall-turn	4	7	5	7	6	7	6.67
(3)Rol	5	7	7	7	6	6	6.67
(4)halve omgekeerde cubaanse 8	6	6	7	5	6	6	6.00
(5)rugvlucht cirkel met halve rol	4	6	7	5	7	5	6.00
(6)Looping	6	5	6	6	5	5	5.33
(7)Landings procedure	3	10	10	10	10	10	10.00

Print Save to File

Onder op het overzicht scherm staan twee knoppen:

Print en Save to file

De Print knop zal het overzicht printen naar de windows printer die als 'default' ingesteld staat. Mocht de verkeerde printer ingesteld staan dan kan dit binnen windows gewijzigd worden. F3Ascore moet dan wel even afgesloten en opnieuw opgestart worden.

De Save to File knop zal eerst vragen om een bestands locatie en daarna de gegevens uit het overzicht scherm als tekst bestand opslaan. Hierna kan dit tekst bestand met de gebruikelijke software (notepad/word) worden verwerkt.

4.4.1. Scores voor deze Piloot

Dit overzicht wordt normaler wijze voor iedere piloot, na iedere ronde uitgeprint. Dit overzicht is op te vragen door 'View -> Scores for this Pilot' . Deze functie gebruikt alle gegevens van het scherm. Dus : de geselecteerde wedstrijd, de geselecteerde ronde en de geselecteerde piloot.

Dit overzicht ziet er als volgt uit.

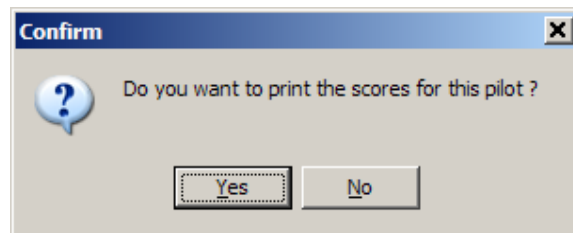
```
-----
                          Score for Pilot
-----
Competition : Markelo: F3P-C   Date: 29-12-2005
Schedule    : F3P-C
Calc.Method : Drop low and High, use average
Round       : 1
Pilot       : #6 Gog, van;Jeroen
-----

Judge codes:
4 = Verkerke;Job
5 = Loon van;Henny
6 = Vecht, van de;Bert
7 = Acker van;Juliaan
10 = Heilig;Jurgen

Figure          Jury | 4  5  6  7  10      3 judge/avg
                |K-F|
-----
( 1)Start sequence | 2 | 10 10 10 10 10      10.00
( 2)Stall-turn    | 4 | 7  5  7  6  7       6.67
( 3)Rol           | 5 | 7  7  7  6  6       6.67
( 4)halve omgekeerde cubaanse 8 | 6 | 6  7  5  6  6       6.00
( 5)rugvlucht cirkel met halve rol | 4 | 6  7  5  7  5       6.00
( 6)Looping       | 6 | 5  6  6  5  5       5.33
( 7)Landings procedure | 3 | 10 10 10 10 10     10.00

Total: 202.0000
Average: 202.0000
```

Wanneer bij het ingeven van de scores de knop **Ready and next** wordt gebruikt, zal na het invoeren van de scores voor het laatste jurylid gevraagd worden of de scores voor deze piloot geprint moeten worden.



Als er op deze vraag met Yes geantwoord wordt, zal het overzicht rechtstreeks naar de in windows ingestelde 'default' printer worden afgedrukt.

4.4.2. Scores voor deze Ronde

Nadat de scores voor alle piloten van 1 ronde zijn ingevoerd kan het ronde resultaat worden geprint. Dit overzicht is te vinden onder '[view->Scores for this Round](#)' .

Het kan even duren voordat dit overzicht verschijnt omdat alle scores opnieuw berekend worden. Onder in het scherm loopt een teller die laat zien hoe ver dit berekenen gevorderd is.

Het overzicht ziet er als volgt uit

```
-----  
                          Score for Round  
-----  
Competition  : Markelo: F3P-C   Date: 29-12-2005  
Schedule     : F3P-C  
Calc. Method : Drop low and High, use average  
Round       : 1  
-----  
Pos Pilot           Total      Average   Procent  
-----  
1  Splinter;Koen    209.67   209.6667 1000.0000  
2  Grob;Robbin     203.67   203.6667  971.3800  
3  Gog, van;Jeroen 202.00   202.0000  963.4300  
4  Kip;Harmen      199.67   199.6667  952.3100  
5  Vries, de;Winfried 182.67   182.6667  871.2200  
6  Sloot, van der;Rick 177.00   177.0000  844.2000  
7  Fraters;Raymon  161.67   161.6667  771.0700  
8  Berendse ;Haijo  52.00    52.0000  248.0100  
9  Veldhuis;Han    36.00    36.0000  171.7000  
10 Verkerke;Job    0.00     0.0000   0.0000  
-----
```

4.4.3. Total scores

Zodra er twee ronden zijn gevlogen wordt het ook interessant om de totaal score te printen. De totaal score gebruikt de eerder ingestelde waarde 'Use # rounds for score'. In onderstaand overzicht is dit als voorbeeld te zien. Voor iedere piloot staat zijn laagste ronde tussen () en wordt niet gebruikt in de einduitslag.

```
-----  
                          Total Score  
-----  
Competition  : Markelo: F3P-C   Date: 29-12-2005  
Schedule     : F3P-C  
Calc. Method : Drop low and High, use average  
-----  
Pos Pilot           Total avg  Summary  
-----  
1  Splinter;Koen    425.3333  R3:215.66666 R1:209.66666 (R2:204)  
2  Grob;Robbin     421.6667  R3:218 R1:203.66666 (R2:203.33333)  
3  Gog, van;Jeroen 421.3333  R2:212.66666 R3:208.66666 (R1:202)  
4  Vries, de;Winfried 391.6667  R3:200 R2:191.66666 (R1:182.66666)  
5  Kip;Harmen      385.6667  R1:199.66666 R3:186 (R2:149.66666)  
6  Sloot, van der;Rick 367.3333  R3:190.33333 R1:177 (R2:163.33333)  
7  Fraters;Raymon  322.0000  R1:161.66666 R2:160.33333 (R3:158.66666)  
8  Veldhuis;Han    305.6667  R3:155.66666 R2:150 (R1:36)  
9  Berendse ;Haijo  52.0000  R1:52 R2:0 (R3:0)  
10 Verkerke;Job    0.0000  R1:0 R2:0 (R3:0)  
-----
```

Vanzelfsprekend is het een beslissing van de organisatie om ná alle ronden de totaal uitslag nog even geheim te houden.

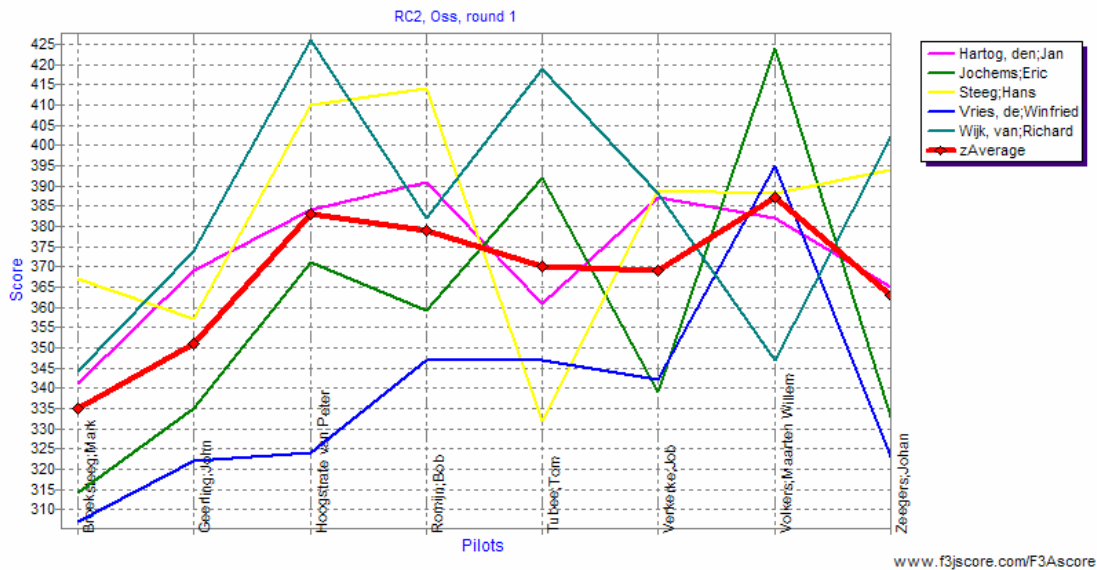
4.4.4. Jury analyse

Na de wedstrijd kan het slim zijn om de jury analyse te bekijken. De jury analyse laat de afwijkingen van de diverse juryleden per piloot zien. Het interpreteren van deze analyse is een vak op zich, en moet met enige voorzichtigheid worden gelezen.

Het kan bijvoorbeeld zijn dat 1 jury enorm afwijkt van de andere juryleden. Dat betekend echter niet dat dit jurylid fout zat. Misschien was dit jurylid juist wel erg scherp en heeft als enige gezien dat een figuur niet juist gevlogen werd, en dat met een 0 beoordeeld.

Dit jurylid zal dan een grote afwijking vertonen.

Maar ook als een jurylid wat zuinig is met zijn cijfers, of juist gul, zal dit opvallen in het overzicht, maar dat betekent niet dat dit fout is.



5. Running a contest

Een nadeel van deze ingevulde formulieren is dat deze, na het verwerken van de scores, terug naar de juryleden moeten, en dan ook nog eens in de juiste volgorde.

Een alternatief voor deze manier van werken, is om met blanco score formulieren te werken, waarop maar voor 1 ronde de scores ingevuld worden. De jury of schrijver van de jury vult op dat formulier zijn jury nummer in, het startnummer van de piloot die voor hem staat, en de ronde.

De formulier stroom is op die manier alleen van de jury naar score verwerking. Ook kan de startvolgorde gemakkelijk per ronde gewisseld worden.