28 July 2022

REFERENCE MANUAL

SHOOT'N SCORE IT

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INTRODUCTION

This is the reference manual for Shoot'n Score It (https://shootnscoreit.com).

This manual will state what all options and settings are for and give some important hints and tricks for how to use them. This manual is NOT an instruction manual on how to create a successful competition; our goal with Shoot'n Score It is that it shall be so easy to use that you do not need this.

The document starts with generic features and settings of any match or series, competitors or squads and then the details for individual sports such as IPSC, USPSA, IDPA, PPC, SASS and Steel Challenge. The manual then ends with Match Shop, individual settings and a chapter on availability and security of Shoot'n Score It.

When describing who can do what; 'anonymous' means anyone visiting the Shoot'n Score It website, 'shooter' means a registered user that is logged in, 'organizers' references a shooter that is associated with administering the match or series (see role for further details).

Any comments, ideas or questions – please get in touch with us at:

mailto: support@shootnscoreit.com

Facebook https://www.facebook.com/shootnscoreit

Have fun and shoot straight / Two Story Software AB.

MY SETTINGS

Under 'my settings' are all individual settings for a user / shooter within SSI. The following are available;

FIRST NAME

First name or surname.

LAST NAME

Last name or given name.

EMAIL

Email address. This is the email address used by shooter when logging in and for all information etc. send out from within SSI to this shooter.

VISIBILITY

Visibility of your personal details within SSI. Public means your information and details is searchable and shown to any other shooter in SSI. Restricted means you are searchable but only information provided to an event is visible at this event, and all details is not shown to any other shooter. Private means that you will not appear in any searches (e.g. when someone is searching and trying to add you to a match or similar) and no information except that shown within the matches where you participate is shown.

CLUB

Club name.

PHONE

Telephone number consisting of country code and telephone number.

TIME ZONE

Time zone for the shooter. All times presented to shooter will be adjusted to this local time zone of the shooter.

REGION

Region or country of the shooter.

LANGUAGE

The language of the shooter. SSI is only in English but language is used to express the locale and SSI will present date/time formats, number formats according to locale. Also adjust if ',' or '.' is used as decimal separator.

CURRENCY

The preferred currency of the shooter. This is used when a shooter organizes an event and will be the default currency of this event (and for the match shop there).

SEX

Male or female.

ICS ALIAS

ICS Alias is a worldwide ID within IPSC. To get your personal ISC Alias visit www.ipsc.org. The ICS alias is not case sensitive (SSI will save it in lower case). It must be 4 to 16 alphanumeric characters (A-Z and 0-9 only, no spaces or special characters).

USPSA NUMBER

USPSA number is as unique number issued by USPSA and separate from ICS alias. To get your personal number - visit www.uspsa.org

IDPA NUMBER

IDPA number or IDPA# is as unique number / membership number issued by. To get your personal number - visit www.idpa.com and become a member.

WA1500 ID

World Association PPC 1500 ID is a unique id issued by wa1500 (PPC) and used to ranking individual shooters. To receive your personal WA1500 if please visit www.wa1500.org

SASS ALIAS

Your SASS Alias.

SASS NUMBER

Your SASS License number (6 digits).

SHOOTER INTEGRITY

Given the nature of our sports and the need for integrity of shooters, law enforcement and military personnel that can have benefit of competing and using Shoot'n Score It we have taken several steps to ensure this.

First, visibility to personal information about you as a shooter/user can be restricted as described below and is ONLY visible to other shooters using SSI (i.e. you need to be logged in to view this).

Secondly, if you are competing in a event then your competitor information (name, division, …) is visible to anyone (in competitor listings, results etc.) but any page containing personal information is tagged in such a way that it WILL NOT be indexed by Google, Bing or any other well-behaving search-engine. This means that if someone googles your name they will not get links to you and a shooting match and can connect you to weapons or sport shooting.

No web pages with personal information will be

indexed by search engines (Google, Bing etc)

Third, as a shooter/user within SSI you can restrict the visibility of your personal details and if organizers can search for you or not. Under your settings you can state that your information is 'public', 'restricted', 'private' or 'secret'.

- Public; your personal details will be visible to any other shooter if they click on your personal details anywhere, a organizers or someone managing a group can also search for you.

- Restricted; your personal details will NOT be shown to other shooters, but an organizers or someone managing a group can also search for you.

- Private; then no personal information is shown about you and you will not appear in any searches done within SSI. This last part will remove the ability for an organizer to add you to an event (as they will not be able to search and find your shooter) – so if set to 'private' you must yourself always register for events.

- Secret; same as private but when you register for a competition competing only your first name will be set and your last name 'NotKnown'. Note, match organizers will not see your name so in any contact with them you need to explain this and reference to your competitor number so they know who you are.

As organizer and if you need to register official results by for example exporting results to EWS or WinMSS and then uploading to USPSA or IPSC you can choose to convert the 'hidden' name to correct name. If you do this as organizer you are is responsible for informing the shooter about that this has happened and that this is ok.

*If you as match organizer do not allow 'secret' registration, tell the competitor to change settings from secret' to 'private' **and then edit the competitor and save him/her**.*

Note that information you have provided when registering a competitor is separate from your personal details and competitor information is always visible i.e. name, division, squad (but never search engine indexed) as this is the whole purpose with SSI. We do however restrict competitor information also so that if you are not 'public' then we will only show email and telephone to the organizers of the event.

GDPR & CCPA

For general usage of SSI (settings, armoury, classified, etc) SSI is 'Data Controller' towards you as user. This means users contacts us to remove data, learn what data we store about them and more.

But when a User of SSI is competing in a match or series or is member of a club/organization hosted within SSI – then you do this under a Data Policy Agreement between you as User and the organizers of event/club (and not directly with SSI) as they are 'Data Controllers' towards you.

Note that if you operate and arrange an event (match or series) or organization using SSI then this is done under a separate Data Processing Agreement between you as organizer and SSI. Here SSI is 'Data Processors' towards you that organize the event/club, and you are then 'Data Controller' towards the User and must follow the Default Data Policy of SSI (see separate agreement).

Enforcing this in its stricktets sense also means that SSI complies with California Consumer Protection Act (CCPA).

ORGANIZATIONS AND CLUB

Organizations are under constant development – see web for latest available features.

FEATURE DESCRIPTION TO BE ADDED.

Premium organization or club

Premium offer several advanced features for larger events. These are;

- TBD

- TBD

- TBD

Note that under the PayPal Acceptable Use Policy you **can not** use PayPal for transactions involving firearms, firearms parts or ammunition.

If you wish or need to handle firearms, firearms parts and/or match ammo you need to explicitly un-check 'online payment' for these merchandize items (can be done when creating or editing an merchandize item within a premium event). All such items with 'online payment' not checked can be ordered as usual from match shop but will be excluded from the online payment sum/service.

So for the shooter he/she can order it but not pay online for it, and you need to inform them about this and how they shall pay for these orders and then you will need to handle these orders manually within SSI.

Membership fees

TBD

Start using Premium

In order for you to upgrade your organization to premium you first need to pay the premium subscription fee.

Receiving Payments

Once you have done this you can enable and add settings for the payment methods of your choice. For details on this see separate Payment chapter in manual.

Making Payments

When a competitor or shooter has placed one or more order with your organization they can now pay these directly to your PayPal or Swish account.

A shooter can choose to pay from three places within SSI. They can do this from the (i) 'match shop', (ii) their individual competitor details or (iii) under 'my settings' – 'orders.

In each of these places they will see a 'pay now' button that will allow them to pay the total outstanding sum for all unpaid orders for the event using PayPal and to the PayPal account you have stated under premium settings or Swish..

Whenever a payment is received and completed for an order with PayPal, there will be an asynchrony call (IPN message) from PayPal to SSI allowing SSI will mark all the relevant orders as 'paid'. This will happen automatically but not instantly. There is no such call for Swish – so you need to manually tag orders as paid.

If the buyer completes the order directly it takes in range of 4-10 seconds. If for some reason PayPal could not connect to SSI, PayPal will continue to resend this for a total of 4 days.

In all circumstances you can always view the transaction under your PayPal account.

If you have added VAT/Tax to your merchandize or registration fees these will be added and explicitly set in payment and can easily be tracked.

Within SSI a shooter can make multiple orders for an event, e.g. 1 registration fee, 2 boxes of match ammo and 1 t-shirt and 2 lunch tickets (total of 4 merchandizes ordered). The Order then paid towards PayPal will be for the total value of all these but as a single item. The information regarding all individual items will exist within this order and PayPal will tell SSI to mark all four as 'paid' when the PayPal order is completed (and all four as refunded if the PayPal order is refunded).

If SSI discovers that there has been attempts to tamper or manipulate with the payments for premium fees or the merchandize fees SSI will inform the organizers and ask for them to correct this. If this not immediately corrected SSI have the right to lock the organizers accounts and remove the event.

Premium Fee for Organization or Club

You can upgrade any event to a premium event. You do this under event – edit event – upgrade to premium event. You will need to pay an Initial Minimum Payment or Estimated Final Payment.

As soon as you have upgraded to a premium, all premium features will be available to you without any limitations.

Prior to marking the event as completed you will need to make the Final Payment (if needed). Until you have made a Final Payment you will not be able to make the event as completed.

All premium fees are paid using PayPal to Two Story Software AB, the company that is developing and operating SSI, and VAT will be added to these fees. This means you can pay using any credit card or even from your PayPal account.

PRICE MODEL

TBD

REFUNDING OF THE PREMIUM FEE

The premium fees **can not be refunded**, the subscription can only be cancelled.

WHAT HAPPENS FOR MEMBERS IF PREMIUM IS CANCELLED

TBD

VERIFICATION OF SCORES

Traditionally you can request a shooter to sign the score sheet and with this action verify that he/she approves what is written there. This is really easy to do with the pre-filled score sheets you can download from reports for each event, as there are clear fields for range officer and shooter to sign.

SSI also offers competitors to 'verify' a score sheet (can only be done by the competitor and date/time is saved when this was done) online. Once a score sheet has been verified this is visible in all listings and cannot be un-done by anyone except an organizer of the event. Also if the score sheet is updated in anyway the verification is retracted automatically (as competitor you can be 100% sure that what you verified is what will be in the score sheet).

In order for a competitor to verify his/her scores he/she needs to login with SSI and can then do this under their competitor details or for each stage.

This meets all legal/rules requirements from sports for electronic signing of scores and results and can be used instead of physical signatures on paper.

As an alternative to logging in and verify a score sheet SSI offers the ability for you to sign a score sheet by using a 4 digit PIN code that is specific for your competitor. When a competitor signs a score sheet within a match the first time the PIN code he/she uses will be the one that is valid within this event and required. Only an organizer can reset the PIN code.

This PIN code concept means that a range officer can access SSI and be logged in (as he/she as organizer is allowed to enter/edit scores) but when verifying the score the competitor must issue his/her special code the only they know within the event.

[NOTE – PIN code is available in SSI API and will be supported by SSI Html5 client]

MATCHES AND SERIES (EVENTS)

The following are generic properties of any event (a match or a series);

NAME

Name of the event.

DESCRIPTION

A description of the event that is visible to everyone.

GEOGRAPHICAL LOCATION

Each event has a geographical location associated with it – a latitude and longitude down to 5 decimals. This is shown as a marker on the map.

PUBLIC

If the event is public it will be visible in listing of current events and can be found by shooters that searches for events within SSI. If the event is not public, you can only find the event if you have the web link to it.

MAX COMPETITORS

Max number of competitors that can be registered (pending or approved) for this event. When this number is reached anyone registering will be placed on the waiting list.

PRE-MATCH

Select if pre-match shall be enabled for the match or not. If enabled you can choose to include or exclude the results in the overall match. In case you exclude the results a competitor in the pre-match can only view his/her score on an individual stage but no results. In case you include them their scores will be included just like they would have shoot the main-match.

In case you run a pre-match all competitors and squads need to state if they are in main-match or in the pre-match and competitors registered in pre-match can only be added to pre-match squads etc.

MAX COMPETITORS IN PRE-MATCH

Max number of competitors that can be registered (pending or approved) in pre-match. When this number is reached anyone registering will be placed on the waiting list.

STATUS

The status of the event. Status can be one of the following;

Draft – your are still working with the event, will not be visible publicly anywhere.
Active – event is active and ongoing. Competitors can edit their entries (choose squad etc).
Active, no self-edit – event is active and ongoing but competitors can not edit their entries.
Preliminary – event is completed, but results are not yet considered as final.
Completed – event has been completed and results are final.
Cancelled – event is cancelled

Note: Important that you mark an event as completed (or initially Preliminary) when everything is done. When the event is marked as preliminary or completed SSI will lock certain elements,

calculate the scores according to current rules and more. If you do not mark an event as completed then there is a risk that if the rule changes the results will be recalculated according to current rules whenever someone views the results for this event. You also get much better web performance when event is marked as preliminary or completed.

STARTS

Start date and time for the event. The date and time will be assumed to be in same time zone as the shooter that creates the event. Required.

ENDS

End date and time for the event. The date and time will be assumed to be in same time zone as the shooter that creates the event.

REGISTRATION STARTS

Registration will be possible starting from this date and time. The date and time will be assumed to be in same time zone as the shooter that creates the event. Required.

REGISTRATION CLOSES

Registration will be possible up until this date and time. The date and time will be assumed to be in same time zone as the shooter that creates the event.

REGISTRATION

This is the status of the self-registration for an event. It can be;

Open, approved directly:
Registration is open and anyone that registers will be approved immediately until match is full, after this placed on waiting list.

If approved competitors are declined or placed on waiting, then you as organizer will need to decided if to approve other pending or waiting competitors and there is no magic in SSI that will take care of this (but do this directly when declining someone).

Open, required approval manually:
Registration is open. Anyone that registers will be marked as pending and an organizer will need to approve the competitor for this event.

Open, required approval manually, auto approved when reg-fee paid:
Registration is open. Anyone that registers will be marked as pending and an organizer will need to approve the competitor for this event. If you are using registration fees then whenever a registration fee is paid, then the competitor for this will be approved (if he/she is pending).

Open, all competitors placed on waiting list:
Registration is open. Anyone that registers will be marked as waiting. As organizer you could then make them pending and request payment and mark as approved when payment is received.

Open, all competitors placed on waiting, pending are auto approved when reg-fee paid:
Registration is open. Anyone that registers will be marked as waiting. As organizer you could then make them pending and request payment. If you are using registration fees then whenever a registration fee is marked as

paid, then the competitor for this will be approved (if he/she is pending). This setting is what we recommend for large events!

Closed:
Registration is closed. This means that web self-registration is closed. It is still possible for organizers to add competitors to the event.

Note that if registration is set to 'closed' this will over-rule the registration starts and stops dates.

MULTIPLE REGISTRATIONS ALLOWED

Can a shooter enter as multiple competitors (only once for each applicable division or similar in the sport) in an event or not. Typically this can allow you to allow a shooter to shoot e.g. both Open and Production in a match.

RESULTS

During an event you can limit the access to the results (place in competition) and scores (the points or hits a shooter have shot). You can have it set to the following;

'results and scores are shown to anyone' then anyone can view the current result (calculated each time based on all the entered scores)

'scores shown to anyone but results only to organizers' then anyone can view the scores/verifications but not the actual results (only shown to organizers).

'result and scores only shown to organizers' then only organizers can view results and scores.

Note that a individual shooter can at all times view his/her score disregarding settings above.

ALLOW TEAMS

If teams are supported by the sport, then you can enable or disable team support. When teams are enabled you as organizer can create teams and add team members or the individual competitors can do this.

NUMBER OF TEAM MEMBERS

This is available if teams are enabled and states how many that max can be in a team. Default 4.

SCORE # TEAM MEMBERS

This is available if teams are enabled and states how many 'n' in team that shall be used for scoring. If you want all to be required to score a team – set to same as team members, if lower only the best # will be used when calculating the team result. Default n=3.

REGION

The region or country where the event takes place.

CURRENCY

Currency used within the match shop of the event.

URL

To link SSI with your club or external event web site you can enter a web link or url here. It is on the format; http://www.myclubpage.com

URL DISPLAY

The name or text to be displayed for the URL. This text will be clickable and then open the web page of the URL in a separate web browser window.

SERIES

A series is a competition or event consisting of two or more component matches. The result for the series is calculated depending on the sport and type of series.

The following are applicable for series only.

Component Match

A component match is the relation between the series and one of the individual matches in the series. It has the following parameters;

NUMBER

The component match number

INCLUDE

If included is set, the match will be include in the result calculation and visible to all shooters as a component match in the series. If not set the match will only be visible to the organizers of the series.

The results in a Series are only available when all included component matches are marked as 'completed'.

This is also a requirement for being able to set the Series itself to 'completed'.

Adding or creating a Component Match

You can directly from your Series add an existing match to the series. When you choose 'add existing' you will see all matches that can be added to this Series where you are organizers. This makes it really easy to add an existing match that is to be shot or has been completed already to a Series.

You can also directly from the Series add a new component match. This match is then just like any other new match where within your sport.

Competing in a Series

For the individual Series you can set the 'Registration mode' that handles if competitors need to manually register in Series and the individual component matches or if there is some condition that will ensure that they are automatically registered in the Series or the component match. It is important that you think about this so you do not get some unwanted side effect and have to manually go over all registrations afterwards.

DQ, procedural errors and warnings in component matches

All disqualifications, procedural errors and warnings depending on your sport and within a component match is only valid within a component match. There is no logic or transferring of such from a component match up to the Series and if such is wanted this will need to be done manually.

COMPETITORS

FIRST NAME, LAST NAME, SEX, EMAIL, REGION, PHONE

All these are the same as under my settings for a shooter that has registered as a competitor. All of these for the competitor will derive from the shooter. When the event is marked as completed all of these will be copied over from the shooter to the competitor and will not change from this point forward.

Note that in case the shooter has set his/her visibility to 'secret' then their first and last name will be set to 'unknown' and not shown. Email and phone will still be visible for you as organizer so you can contact them.

If the shooter has selected to restrict his/hers visibility to the lowest possible – then their first and last name will be 'unknown'.

NUMBER

The competitor number or start number. Will be set automatically whenever someone registers but organizers can always change it. Must be unique within the match.

SQUAD

The squad of that the competitor belongs to.

STATUS

The status expresses the current status of a competitor. It can be one of the following;

Pending (P) – registration has not yet been approved.
Approved (A) – registration is approved.
Waiting list (W) – registration is on waiting list.
Declined (D) – registration has been declined.
Deleted (X) – registration has been deleted.

Competitors can never be deleted, their status only changes.

In case a shooter has registered, then cancelled their registration and want to re-register – they might email you and as why they cannot register. All you need to do then is to change the status of their existing registration from declined or deleted to the appropriate status.

Only approved competitors can be scored and will be included in results.

Organizers can view all competitors but other shooters viewing the competitor list will only view those who are approved. As a competitor you can always view your own registration and the status of it (except if it has been deleted/removed, then only organizers can view it).

CODE

The code of a competitor is only for organizers. It can be set to a number of types like VIP, Staff, Sponsor and more. This allows you to keep track of competitors separate different types of competitors.

PAID

The competitor can be paid or not paid. In the simple case this is just true or false and can be toggled by the organizers. If the shooter for the competitor has made any orders in the event, then paid will be derived from the individual payment status of all of these orders; if all are paid then competitor is paid, if one or more is not paid then the competitor will not be paid.

Note: an order is associated with a shooter or a user in SSI and not an individual competitor. If the shooter only has entered one as one competitor then this is the same but in case the shooter has entered as two competitors (e.g. shooting both Open and Production divisions in the IPSC match).

STAGES

If the sport event has stages, the following are the generic features of any stage.

NUMBER

A unique number for this stage within the event.

NAME

The name of this stage within the event. Optional.

INCLUDED

If included is set, the stage will be include in the result calculation and visible to all shooters as a stage in the match and competitors can be scored for the stage. If not set the stage will only be visible to the organizers of the event and competitors cannot be scored for this stage.

PROCEDURE

Description of how stage shall be shot. Optional.

START ON

When shall shooting of stage start (e.g. on signal). Optional.

START POSITION

How/where shall shooter and weapon be positioned at start. Optional.

STOP ON

When is stage done (e.g. on last shot). Optional.

PENALTIES

Any special instructions regarding penalties. Optional.

SETUP NOTES

Info concerning the setup of the stage. Optional.

IMAGE

An image (uploaded) that is shown for this stage. Optional. When uploading an image it will be reformatted to correct size (while keeping proportions on height x width).

BANNER IMAGE

A banner image (uploaded) that is shown for this stage. Optional and only available for premium events.

BANNER URL

A URL (http:….) link that whenever a banner is clicked this link is opened in a separate web page. Great for generating traffic back to your sponsors web page. Optional and only available for premium events.

GROUPS

To help you administer an event you can distribute the workload over several other users/shooters of SSI but then you do need to control the authorization here.

Whenever you create an event you will become **Admin** for this event. You can invite others to join this group as **Admin**, **Staff** or **Member** and you can under the group details view the status of these invitations.

As a shooter you can request to join a group in the role of admin, staff or member and with a match official role (see later separate section on match officials).

Only an admin of a group can respond to requests or issue an invitation to join a group or exclude someone from a group.

You can save a group as a permanent group and use this for other events (new or existing). For example this allows you to have a group within you club that is used for all events you organize.

If you create an event you can change the group of this event to any other permanent group where you are admin (i.e. if you are admin of a group you can add events to this group).

Roles

The difference between the **Admin, Staff** and **Member** roles is that admin can do everything within the event but staff has some restrictions (less risk of error, less to learn), and last a member is only expected to be formally related to the event but never work within SSI with the event.

Depending on your role SSI will enforce access control to what information you can see and what actions you are allowed to take (compared with the different match official roles; RO, CRO etc. that are only used for reporting and have impact on access within SSI).

The intention is that you can be a few match organizers that are **admin** and then you scale the **staff** as needed to enter scores, take care of match shop and more. This means that you do not need to train the staff as much as the simply can not do that much harm anyway ;-) Last you can use **member** to formally associate shooters/users with an event for reporting etc.

The table below outlines the different authorizations for Admin, Staff, Member and for approved Competitors in an event:

Authorization \ Role	Admin	Staff	Assistant	Member	Comp
View all details of match or a series	Yes	Yes	Yes	Yes	(Yes)
Edit match or series details	Yes	No	No	No	No
Delete match or series	Yes	No	No	No	No
Create and edit geographical position for match or series	Yes	No	No	No	No
Change group used to administer match	Yes	No	No	No	No
Add, edit or delete match official roles in group	Yes	No	No	No	No
Add, edit or delete competitor	Yes	Yes	No	No	Self
Add, edit or delete event image & banner	Yes	No	No	No	No
Add, edit or delete stage	Yes	No	No	No	No
Enter, edit or delete scores	Yes	Yes	(enter)	No	No
Verify score	No	No	No	No	Self
Un-verify score	Yes	Yes	No	No	No
Add, edit or delete squads	Yes	Yes	No	No	No

Add, edit or delete team	Yes	Yes	No	No	Yes
Add, edit or delete team member	Yes	Yes	No	No	Self
Add / remove competitors from squads	Yes	Yes	No	No	Self
Add, edit, delete merchandize in match shop	Yes	No	No	No	No
Add, edit, delete registration fees for event	Yes	No	No	No	No
Add, edit or delete orders for shooters	Yes	Yes	No	No	Self
Invite to join a group	Yes	No	No	No	No
Respond to request to join a group	Yes	No	No	No	No
Generate reports	Yes	Yes	No	No	No
Delete group if no longer referencing any event	Yes	No	No	No	No
View/edit/pay for Premium	Yes	No	No	No	No

It is also possible under certain conditions for the shooter to edit / delete own competitor registrations or orders, registration fees.

Authorization \ Role	Shooter
Edit or delete own competitor registration	Yes, but only until approved or last registration date
Edit or delete own order	Yes, but only until paid or delivered or last order date.

You can only delete a group if and only if it is no longer reference by any event.

Only Admin for this group can do this.

Match Officials

To help with planning and also reporting to sport organization of an event you can assign one or more match official roles to all members within the group. This is separate form the roles within the group that can be; admin, staff or member as the role within the group is used to handle access control within SSI.

The usage and requirements of these roles are up to each sport. You can do this when inviting them to the group or later. To accommodate for a wide range of sport the following match officials can be set.

RANGE OFFICER ("RO")

Issues range commands, oversees competitor compliance with the written stage briefing and closely monitors safe competitor action. He also declares the time, scores and penalties achieved by each competitor and verifies that these are correctly recorded on the competitor's score sheet (under the authority of a Chief Range Officer and Range Master).

CHRONO OFFICER ("CO")

The range officer in charge of the chronograph.

CHIEF RANGE OFFICER ("CRO")

Is the primary authority over all persons and activities in the courses of fire under his control, and oversees the fair, correct and consistent application of these rules (under the authority of the Range Master).

SAFETY OFFICER ("SF")

Similar to range officer. SF is abbreviation is used to avoide confusion with Stats Officer in USPSA/IPSC even if e.g. IDPA uses SO for Safety Officer.

CHIEF SAFETY OFFICER ("CSF")
Similar to chief range officer.

STATS OFFICER ("SO")
Collects, sorts, verifies, tabulates and retains all score sheets and ultimately produces provisional and final results. Any incomplete or inaccurate score sheets must be promptly referred to the Range Master (under direct authority of the Range Master).

CHIEF STATS OFFICER ("CSO")
Primary authority over all SO in case of many stats officers.

QUARTERMASTER ("QM")

distributes, repairs and maintains all range equipment (e.g. targets, patches, paint, props etc.), Range Officer appliances (e.g. timers, batteries, staplers, staples, clipboards etc.) and Range Officer rations (under direct authority of the Range Master).

RANGE MASTER ("RM")

Has overall authority over all persons and activities within the entire range, including range safety, the operation of all courses of fire and the application of these rules. All match disqualifications and appeals to arbitration must be brought to his attention. The Range Master is usually appointed by and works with the Match Director, however, in respect of IPSC sanctioned Level IV or higher matches, the appointment of the Range Master is subject to the prior written approval of the IPSC Executive Council.

MATCH DIRECTOR ("MD")

Handles overall match administration including squadding, scheduling, range construction, the coordination of all support staff and the provision of services. His authority and decisions will prevail with regard to all matters except in respect of matters in these rules which are the domain of the Range Master. The Match Director is appointed by the host organization and works with the Range Master.

SERIES DIRECTOR ("SD")

As Match Director but for series (cup, league, tournaments etc).

For sports that require reporting and rating from events of match officials (e.g. IPSC IROA) you can download applicable reports from a group using the above match official terms.

Permanent groups

A permanent group (i.e. a group that you as organizer can assign to your events) can be created from scratch or you save an existing event group as a permanent group. A permanent group has the following settings;

NAME

This is the name of the group.

ACTIVE

If the group is active or not.

DESCRIPTION

A description of the group.

PUBLIC

If the group is public, it will be among the groups that any shooter can search in SSI and request to join. If it is not public the match will not be among the results when a shooter searches for groups (i.e. for a shooter to join this group he/she needs to be invited to it).

SQUADS

NUMBER

The squad number. Will be unique within an event.

MAX COMPETITORS

Max competitors that can be within this squad.

COMMENT

Comment is just a free text for this squad.

REGISTRATION

Registration expresses if 'anyone' can self-register for this squad or if the registration is 'restricted'. Restricted means that only organizers can allocate competitors to this squad. Typically restricted can be used for Pre-match squads, VIP squads or Super Squads where you as organizer wishes to have full control over the participants.

Note: Squads are renamed 'Posses' in CAS/SASS due to the nature of the sport.

TEAM

NUMBER

The team number. Will be unique within an event.

NAME

The team name. Will be unique within an event.

NUMBER OF TEAM MEMBERS

A limit or requirement on number of team members. The meaning is up to each individual sport.

STATUS

Can be 'pending', 'approved' or 'declined'. In case a competitor attempts to create a team, the team status will be set according to the registration is manage within event (approved direct, require manual approval etc.). Approved means that team have been approved by event organizers and will be included in scoring and results.

REGION

If set, this is the region that team competes for. Will require that all competitors that join as team members of team will have this region.

PAID

A true/false of if the team has paid. Only used for administrative purposes.

ORG COMMENT

Comment is just a free text for this squad. Only visible for organizers of the event.

TEAM MEMBER

STATUS

The status can be 'accepted', 'rejected' or 'pending'. Accepted means that the competitor has accepted to participate in team. Pending means still unknown etc.

ORG COMMENT

Comment is just a free text for this squad. Only visible to organizers of event.

IPSC

IPSC matches can be created according to all latest rules from IPSC (www.ipsc.org); Handgun, Rifle, Mini Rifle, Shotgun, Action Air or Tournament Match.

SSI is approved by multiple IPSC regions for official usage under rule 9.1 and has been used for thousands of matches and series and from everything from club matches to national championships and is 1:1 compliant with WinMSS for generating results.

IPSC Match

When creating a match you start by deciding the type of match (handgun, rifle, air etc). The following are the features:

LEVEL

The level of the match; Level I to Level V.

DIVISIONS

Depending on the type of match you can select the available firearm divisions for this match. Those that are selected will be the only ones available for competitors when registering. (Note SSI also has a 'custom' division and the meaning of this is up to organizers).

FIREARMS

This is only available in case of a Tournament Match you start with deciding the available firearms for the match. After you have done this all divisions for each firearm will be available so you need to edit the match if you wish to restrict the divisions for individual firearms. These firearms and division are the only that will be available when a competitor registers.

Important – when you mark a IPSC match as 'completed' or 'preliminary' all points and percentages for all competitors, all stages, all teams, all division including combined are calculated and fixed. This is VERY computationally expensive and for a large match of 200 shooters and 15 stages this can take up to 60 seconds. Do not interrupt this action by going to another web page or similar.

If you do this there is a chance some will get 0p/0% in score. To fix this problem – simply mark match as 'active' and save, then mark as 'completed' and save and now let it calculate all things. Toggling the status will force recalculation of all points and percentages.

LIMIT FOR CATEGORY RESULTS

This is the minimum amount of competitors in a category and specific division for results to be generated. Default and according to IPCS rules this is 5. If you do not wish to generate category results set this to something high e.g. 999.

IPSC Competitor

DIVISION

The division of the competitor.

POWER FACTOR

The power-factor of the competitor (minor or major if applicable)

CATEGORY

The category (as defined in IPSC)

CLASSIFICATION

The classification (of the shooter in this division according to IPSC org)

ICS ALIAS

The ICS Alias of the shooter.

IPSC Stage

SCORING

Scoring of the stage, can be Comstock, Virginia count, or Fixed Time

COURSE

Type of stage; short, medium, long or standard.

PAPER

Number of paper targets in stage.

POPPER

Number of poppers in stage.

PLATE

Number of plates in stage.

FRANGIBLE

Number of frangible targets in stage.

10P TARGETS

IPSC Rifle ONLY: Number of existing targets (popper, plate, frangible) that are to be awarded with 10p when/if hit. For example if a popper is to be awarded this then popper must be 1 and 10p target also set to 1.

DISAPPEARING

Number of disappearing paper targets in stage.

NO-SHOOTS

Number of No-shoots (formerly known as PT or penalty targets) in stage.

MINIMUM ROUNDS

Minimum round. This will be calculated (as equal to amount of 2 x Paper + 1 x Popper + 1 x Plate + 1 x Frangible) if nothing special. You can you can set it e.g. if the stage requires to shoot target with more then two rounds or in multiple strings.

The maximum rounds are minimum rounds + 2xDisappearing targets. Max points of a stage is maximum rounds x 5p.

In a tournament match you can set the firearm to be used in a stage.

IPSC Classifier Stage

All classifier stages as defined by IPSC org are available within SSI and can easily be added to your match.

IPSC Score sheet

Will be adapted for the individual stage and allow for entering of scores, procedurals, warnings, comments and a DQ reason.

IPSC Rifle ONLY: If you are using 10p targets on a stage (popper, plate, frangible), a hit to each one of these targets must be marked as +1 A and +1 in the 10p target field.

If you check 'Received warning' on a score sheet this will be visible in verification listings for stage and competitor but have no further impact. It is up to organizer to keep track and enforce any action in case of multiple warnings.

Verification can only be done by the competitor, un-verification only by organizers.

IPSC Team

A team of up to 4 competitors in the event. Best 3 results will be added up to team points. This is default under IPSC rules but you can change this if you like.

DIVISION

The division that team competes in.

CATEGORY

If set, the category the team competes in.

CLASSIFICATION

If set, the classification the team competes in.

IPSC Team Member

Connects a team with a competitor. A competitor can only belong ('accepted') to one team.

IPSC SERIES

When creating an IPSC series you first of all decide which type of series that it is; league, grand tournament or cup. For the individual series the following can be set;

LEVEL

The level of the series, can be Level I to Level V.

FIREARM

Depending on the type of series you can select the available firearms. This is used so you only can add existing matches as component matches with correct firearm.

DIVISION

The available divisions for the firearms within the series.

REGISTRATION MODE

To make it easy for competitors and organizers to enter into multiple matches within a series you can choose the following modes;

'all will be automatically registered in all component matches'
This means that when a competitor registered for the series they will be added to all component matches where registration is possible. Also, if you add a component match (new or existing) and registration is possible for this match then all competitors from series will be added. In both cases there will be no duplicate registration if competitor is already registered.

'be automatically registered if shooting two [one] or more component matches'

This means that any shooter that shoots two (one) or more component matches will be added as competitor in the series. This is only applicable for cup and leagues. This removes the need for a competitor to register for both component matches and the series. The competitors in the series are update when; a component match is added, when a component match is marked as completed/preliminary completed or when the series is marked as completed or preliminary completed. This can mean that before these events have happened not all who have shoot two or more matches are competitors in the series but they will be before the result is generated.

'need to manually register for each component match'

This means that each competitor will need to register for each individual component match separately.

If registration mode is set to 'All' when you add an existing match (and not choose 'create new component match') these competitors will be added.

When the results are calculated any applicable scores within a component match will be added (if division in the match is matches the competitor in the series) – but if the competitor changes division in the component match this means that they will no longer get results from this component match.

The same is the other way around – if the division is changed for competitor in the series, this does not change the competitor division in component matches.

IPSC League

Consists of two or more IPSC matches of a single firearm type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.

IPSC Grand Tournament

Consists of two or more firearm specific matches (e.g. a handgun match and a shotgun match, or a handgun match, a rifle match and a shotgun match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the IPSC Grand Tournament Rules.

IPSC Cup

Consists of three or more IPSC matches of a single firearm type held at different locations and on different dates. The total sum of the best N (see below) match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.

The best calculated matches can be set depending on the total number of component matches but a recommendation is somewhere around 2/3 of the total of component matches.

A Cup is very suitable for distributed series.

The following can be set for a cup;

BEST #MATCHES COUNTED

The number of matches counted among the component matches.

USPSA

USPSA matches can be created according to all rules from USPSA (www.uspsa.org); Handgun, Rifle, Shotgun, Precision Rifle or Multi-gun match. Shoot'n Score It was in 2012 approved for official usage by USPSA President for Level 1 and Level 2 matches. Shoot'n Score it is proven 1:1 compatible with EzWinScore and has several ways to export/import to and from EzWinScore and Practiscore.

USPSA Match

When creating an match you start by deciding the type of match (handgun, rifle etc). The following are the features:

LEVEL

The level of the match; Level I to Level III or Nationals.

DIVISIONS

Depending on the type of match you can select the available firearm divisions for this match. Those that are selected will be the only ones available for competitors when registering.

FIREARMS

This is only available in case of a Multi-Gun Match you start with deciding the available firearms for the match. After you have done this all divisions for each firearm will be available so you need to edit the match if you wish to restrict the divisions for individual firearms. These firearms and division are the only that will be available when a competitor registers.

Important – when you mark a IPSC match as 'completed' or 'preliminary' all points and percentages for all competitors, all stages, all teams, all division including combined are calculated and fixed. This is VERY computationally expensive and for a large match of 200 shooters and 15 stages this can take up to 60 seconds. Do NOT interrupt this action by going to another web page or similar.

If you do this there is a chance some will get 0p/0% in score. To fix this problem – simply mark match as 'active' and save, then mark as 'completed' and save and now let it calculate all things. Toggling the status will force recalculation of all points and percentages.

LIMIT FOR CATEGORY RESULTS

This is the minimum amount of competitors in a category and specific division for results to be generated. Default and according to USPSA rules this is 5. If you do not wish to generate category results set this to something high e.g. 999.

USPSA Competitor

DIVISION

The division for the competitor.

POWER FACTOR

The power factor of the competitor (minor or major if applicable)

CATEGORY

The category (as defined in USPSA)

CLASSIFICATION

The classification (of the shooter in this division according to USPSA org)

USPSA NUMBER

The USPSA Number of the shooter.

USPSA Stage

SCORING

Scoring of the stage, can be Comstock, Virginia Count, Time Plus or Fixed Time

COURSE

Type of stage; short, medium, long or standard.

PAPER

Number of paper targets in stage.

POPPER

Number of poppers in stage.

PLATE

Number of plates in stage.

FRANGIBLE

Number of frangible targets in stage.

DISAPPEARING

Number of disappearing paper targets in stage.

NO-SHOOTS / PT

Number of No-shoots or PT in stage.

ENHANCED VALUE TARGETS 10/15/20/25/30/35/40

States how many many of previously defined targets that shall have an enhanced value and what their value is.

MINIMUM ROUNDS

Minimum round. This will be calculated (a 2xPaper + 2xPopper + Plate + Frangible) if nothing special but you can set it e.g. if the stage requires to shoot target with more then two rounds or in multiple strings.

The maximum rounds are minimum rounds + 2 x Disappearing targets. Max points of stage will be maximum rounds x 5 + any enhanced value targets. Note Time Plus scoring has 100p as fixed for all stages.

FIREARMS

In a tournament match you can set the firearms to be used in a stage. In case of multiple firearms and the chance that you shoot e.g. some targets with minor handgun and then some targets with major rifle in same stage you will be allowed to enter a power-factor correction under San Angelo rules (=all targets score as major, and you state how many points if any at all that shall be deducted for any minor hits).

USPSA Classifier Stage

All classifier stages as defined by USPSA org are available within SSI and can easily be added to your match.

USPSA Score sheet

Will be adapted for the individual stage and allow for entering of scores and a DQ reason.

Only the competitor can do verification and only organizers un-verification.

TIME PLUS SCORING

For a time-plus stage you can enter Target Not Hit (TNH), Target Not Neutralized (TNN), Target Not Engaged (TNE), Stage Not Fired (SNF) and state how many targets that was not hit and so on. The time-plus penalty/rewards will be calculated by the system so you only enter how many TNE, TNN and so on (not points).

ENHANCED VALUE TARGETS 10/15/20/25/30/35/40

If stage has any enhanced value targets – you will score them both first as A in case they are hit and M if missed and then you add the amount of EVT that was hit for each points also. So in case a plate is EVT 40 and it was hit you enter A 1 and EVT40 1 for this, if missed M 1 and EVT40 0.

PF CORRECTION

In case of a multigun stage where you might have some targets with minor handgun and then some targets with major rifle in same stage you enter a power-factor correction under San Angelo rules as in assume all targets score as major, and you state how many points if any at all that shall be deducted for any minor hits). Lets say you have a stage with 3 paper targets, 1 shot with handgun and 2 rifle. If a shooter shoots +handgun and –rifle and hits only 2B + 2B + 2B you score as 6B but also add a PF correction of 4 as the competitor hit total of 4B that will need to be reduced with 4p from major to minor rifle.

USPSA Team

A team of up to 4 competitors in the event. Best 3 results will be added up to team points

DIVISION

The division that team competes in.

CATEGORY

If set, the category the team competes in.

CLASSIFICATION

If set, the classification the team competes in.

USPSA Team Member

Connects a team with a competitor. A competitor can only belong ('accepted') to one team.

USPSA SERIE

USPSA League

Consists of two or more USPSA matches of a single firearm type held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.

USPSA Tournament

Consists of two or more firearm specific matches (e.g. a handgun match and a shotgun match, or a handgun match, a rifle match and a shotgun match). The individual match results achieved by a competitor in each component match will be used to declare an overall tournament winner, in accordance with the USPSA Grand Tournament Rules.

USPSA Cup

Consists of three or more USPSA matches of a single firearm type held at different locations and on different dates. The total sum of the best N (see below) match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner.

The best calculated matches can be set depending on the total number of component matches but a recommendation is somewhere around 2/3 of the total of component matches.

A Cup is very suitable for distributed series.

The following can be set for a cup;

BEST #MATCHES COUNTED

The number of matches counted among the component matches.

IDPA

IDPA matches can be created according to all rules from IDPA (www.idpa.com) for Handgun and Defensive Multi-Gun (or DMG) matches.

IDPA Match

When creating a match you start by deciding the type of match (handgun or dmg). The following are the features:

LEVEL

The level of the match; Level I to Level V.

DIVISIONS

Depending on the type of match you can select the available firearm divisions for this match. Those that are selected will be the only ones available or recognized for competitors when registering.

CATEGORY

The selected categories are those that will be the only ones available or recognized for competitors when registering.

MAX ALLOWED IN CATEGORY

How many categories can a competitor register and compete in. Default is 1 but common to allow for 2 also.

MIN IN CATEGORY FOR SCORE

How many competitors must minumum compete in a category for it to be scored and generated results for. Defaults to 5.

IDPA Competitor

DIVISION

The division of the competitor. Depending on if a handgun or DMG match and what divisions that are recognized.

CATEGORY

The category of the competitor within the match.

CLASSIFICATION

The classification (of the shooter in this division according IDPA)

IDPA NUMBER OR IDPA#

The IDPA membership number of the shooter.

IDPA Stage

SCORING

Scoring method for the stage, can be Vickers Count or Limited Vickers Count.

PAPER

Number of paper targets in stage.

POPPER

Number of poppers in stage.

PLATE

Number of plates in stage.

FRANGIBLE

Number of frangible targets in stage (only available for stages in a DMG match).

NO-SHOOTS /

Number of No-shoots or PT in stage.

MINIMUM ROUNDS

Minimum round. This will be calculated if nothing special but you can also set it e.g. if the stage requires to shoot target with more then two rounds or in multiple strings.

STRINGS

Number of strings that stage shall be shoot.

FIREARMS

This is only available in for a DMG match stage. Allows you to define what firearms to be used at this stage.

NO-SHOOTS

Number of No-shoot targets in stage.

IDPA Classifier Stage

All classifier stages as defined by IDPA org are available within SSI and can easily be added to your match.

IDPA Score sheet

Will be adapted for the individual stage and allow for entering of scores and a DQ reason. Allows for entering the; raw time (sum of strings if applicable) in seconds, no of points down or PD (multiplied x 0.5), procedural errors (multiplied with x 3.0), hit on non-threat target or HNT (multiplied with x 5.0), failure to neutralize or FTN (multiplied with x 5.0), failure to do right or FTDR (multiplied with 20.0).

The sum of all PD, FTN, procedural, HNT, FTDR multiplied with their penalty or time factor is then referenced as the 'Incurred time'.

The score for a stage is the sum of the raw time + the incurred time.

You can also mark the stage as DNF or did not finish under IDPA rulebook appendix 4 section C and if this is marked the best score of the two scenarios will be the score of the stage (if you check this, then you can enter time and points-down and also FTN and SSI will score according to C.1. or C.2. – whichever gives best score, if not time is entered C.2. is assumed).

Only the competitor can do verification and only organizers un-verification.

IDPA Team

A team of up to 4 competitors in the event. Best 3 results will be added up to team points. This is default under IDPA rules but you can change this if you like.

All teams will compete against each other disregarding any division, category or classification restrictions. If you need to state team division winners this needs to be done separately.

DIVISION

The division that team competes in. Default is mixed allowing any division in the team, if set only competitors of this division can join team.

CATEGORY

If set, the category the team competes in. Default is mixed allowing any category in the team, if set only competitors of matching category can join team.

CLASSIFICATION

If set, the classification the team competes in. Default is mixed allowing any classification in the team, , if set only competitors of this division can join team.

IDPA Team Member

Connects a team with a competitor. A competitor can only belong ('accepted') to one team.

PPC

The PPC sport formats follows the rules of WA1500 organization.

PPC Match

For the PPC match you can set the following settings;

WEAPON CLASSES

The available weapon classes within this match.

PPC Competitor

WEAPON CLASS

The Weapon class or match the competitor is shooting.

CLASSIFICATION

The classification of shooter by WA1500 org.

CLUB

Club that competitor is competing for.

WA1500 ID

WA1500 ID of shooter. Will allow reporting of match results to WA1500 organization.

PPC Squad

WEAPON CLASS

You can set the weapon class of a squad to ensure that only competitors shooting same match will enter the same squad. Will help to organize matches where multiple weapon classes are shoot.

PPC Score sheet

Will be adapted to the competitor and weapon class / match and allow for entering of scores and a DQ reason.

Only the competitor can do verification and only organizers un-verification.

PPC Team

A team of up to 4 competitors in the event. Best 3 results will be added up to team points. This is default under PPC rules but you can change this if you like.

All teams will compete against each other disregarding any division, category or classification restrictions. If you need to state team division winners this needs to be done separately.

WEAPON CLASS

XXX

CLASSIFICATION

XXX

PPC Team Member

Connects a team with a competitor. A competitor can only belong ('accepted') to one team.

PPC SERIES

When creating an PPC series you first of all decide which type of series that it is; league or cup. For the individual series the following can be set;

WEAPON CLASSES

Depending on the type of series you can select the available weapon classes. This is used so you only can add existing matches as component matches with correct firearm. Only results from weapon classes in series will be used to calculate result. A component match can have more or less classes.

REGISTRATION MODE

To make it easy for competitors and organizers to enter into multiple matches within a series you can choose the following modes;

'all will be automatically registered in all component matches'
This means that when a competitor registered for the series they will be added to all component matches where registration is possible. Also, if you add a component match (new or existing) and registration is possible for this match then all competitors from series will be added. In both cases there will be no duplicate registration if competitor is already registered.

'be automatically registered if shooting two or more component matches'

This means that any shooter that shoots two or more component matches will be added as competitor in the series. This is only applicable for cup and leagues. Makes it easy and removes the need for a competitor to register for both component matches and the series. The competitors in the series is update when; a component match is added, when a component match is marked as completed or when the series is marked as completed. This can mean that before these events have happened not all who have shoot two or more matches are competitors in the series but they will be before the result is generated.

'need to manually register for each component match'

This means that each competitor will need to register for each individual component match separately.

Important - if registration mode is set to 'All' when you add a existing match (and not choose 'create new component match') then will competitors be added.

When the results are calculated any applicable scores within a component match will be added (if division in the match is according to the competitor in series) – but if the competitor changes division in the match this could mean that they will no longer get results from this component match.

The same is the other way around – if the division is change for competitor in series, this does not change the competitor division in component matches.

PPC League

Consists of two or more PPC matches, each with one or more weapon classes from the League. Can be held at different locations and on different dates. The total sum of match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner. First total points will be compared, then X, then 9 and so on until all competitors have been ordered.

PPC Cup

Consists of three or more PPC matches of a single firearm type held at different locations and on different dates. The total sum of the best N (see below) match results attained by each competitor at component matches specified by the league organizers will be accumulated to determine a league winner. First total points will be compared, then X, then 9 and so on until all competitors have been ordered.

The best calculated matches for a competitor is also set by comparing points, X, 9 and so on. The best matches counted can be set depending on the total number of component matches but a recommendation is somewhere around 2/3 of the total of component matches.

A Cup is very suitable for distributed series.

The following can be set for a cup;

BEST #MATCHES COUNTED

The number of matches counted among the component matches.

STEEL CHALLENGE MATCH

Steel Challenge matches are according to the Steel Challenge Shooting Association (SCSA, http://steelchallenge.com).

Steel Match

DIVISIONS

The available divisions with the match

Steel Competitor

DIVISION

The division of the competitor.

CATEGORY

The category of the competitor.

Steel Stage

SCORING

How is that stage scored, can be 'sound' or 'impact' or 'sound with correction'

STRINGS

Number of strings to shoot in stage (default 5)

COUNTED STRINGS

Best strings that will be counted (default 4)

DISTANCE STOP PLATE (FEET)

Distance to stop plate in feet. Used to calculate sound correction if none is provided.

SOUND CORRECTION (SEC)

The fixed sound correction if stated. This will be calculated otherwise as; correction (in seconds) = distance to stop plate / 800 + 0.015 sec. This is to mimic the flight time of a bullet travelling 800 fps and add a typical reaction time of hardware of 0.015 seconds.

Standard Stage

All standard stages from Steel Challenge are available to be easily added to your match.

Steel Score Sheet

Will be adapted for the individual stage and allow for entering of correct amount of strings, time and a DQ reason.

Only the competitor can do verification and only organizers un-verification.

SASS / CAS

SASS (Single action shooting society) matches can be created according to all rules from SASS (www.sassnet.com) for Main match, side match, mounted match and long rifle match.

SASS Match

When creating a match you start by deciding the type of match (main, side, mounted or long). The following are the features:

LEVEL

The level of the match; Level I to Level V.

CATEGORY

The selected categories are those that will be the only ones available or recognized for competitors when registering.

SCORING

Scoring of the match can be time or rank.

SASS Competitor

CATEGORY

The category of the competitor in the match.

SASS ALIAS

Your SASS name or alias, this is the only name shown to other shooters and competitors. Only organizers will see full name. Required and used everywhere instead

SASS NUMBER

SASS license number of shooter

SASS Posse

Has same field as a squad.

SASS Stage

PAPER

Number of paper targets in stage.

POPPER

Number of poppers in stage.

PLATE

Number of plates in stage.

FRANGIBLE

Number of frangible targets in stage (only available for stages in a DMG match).

NO-SHOOTS /

Number of No-shoots or penalty target (PT) in stage.

MINIMUM ROUNDS

Minimum round. You need to set this in order to be able to calculate stage time in case of stage DQ under time scoring.

FIREARMS

Firearms to be used at stage.

SASS Score sheet

Only the competitor can do verification and only organizers un-verification.

TIME / RAW TIME

Time in seconds with two decimals

MISSES

Number of misses

MINOR SAFETY

Minor safety failts

PROCEDURE

If there was a procedure fault or not

FAILURE TO ENGAGE (FTE)

If you failed to engage target/targets or not

SPIRIT OF THE GAME (STG)

Broke spirit of the game or not

Your total time for the stage is then calculated as follows:

Total time = raw time + 5 x misses + 10 x safety (+ 10 if procedure) (+ 30 if FTE or STG) seconds

If you have DQ'ed on the stage the the total time is:

If rank scoring, total time = 999 seconds, if time scoring it is 30 + 5 x rounds at stage

MATCH SHOP AND REGISTRATION FEES

The match shop allows you to create registration fees and various items that the shooters or competitors can order from the match shop and it also helps you track payments, delivery and much more.

Merchandize

To start with you need to create the item you wish to offer and there are three types of merchandize templates available to use; Size, Amount and Yes/no.

The following parameters are generic for all types of merchandize;

NAME

Name of the merchandize.

DETAILS

Short description of the merchandize.

OFFERED

Offered states when the merchandize shall be offered. It can be the following;

Always – always both during registration and in the match shop
Only during registration – only when a competitors registers and not anytime else.
Anytime but registration – only in match shop and not during registration

The merchandize will only be offered in the defined date interval according to the above. Not offered at all has precedence over the dates.

OFFERED TO

There are two choices; 'anyone' means that anyone can order the merchandize and 'competitors only' means that only registered competitors in event will be offered the merchandize.

ACTIVE

If set the merchandize is active and will be shown as offered and during dates an shown. Use this hide merchandize when you are creating it, if not set only organizers of event will see the merchandize.

PRICE (NET PRICE)

Price is the net price (price excluding taxes/VAT) for a single merchandize and can be expressed with two decimals.

VAT

VAT (Value Added Tax) expresses the tax in %-age (0-99%) that shall be added on top of the net price to give the gross or total price.

CURRENCY

Currency will be derived from the currency of the event. There can only be one currency for all merchandize within the match shop.

ALLOW COMMENT

If set, there will be a comment field next to the merchandize so that a shooter can add a comment when ordering the merchandize.

This is the text that will be prefilled in the comment field, it will not be saved in any way and disappear as soon as someone tries to enter text in the comment field. Allows you to state thing like for a t-shirt to have a pre-set text 'enter your name to written on chest'.

OFFER STARTS

End date and time for the event. The date and time will be assumed to be in same time zone as the shooter that creates the merchandize.

OFFER ENDS

End date and time for when the merchandize will not longer be offered. The date and time will be assumed to be in same time zone as the shooter that creates the merchandize.

ONLINE PAYMENT

This is only shown/available for merchandize within a 'Premium' event. Expresses if merchandize shall be included or excluded in online payments for orders. If excluded shooters/competitors can order item as usual but they will not be able to pay online for these orders. (e.g. PayPal does not allow payment transactions involving firearms, firearms parts or ammo) and you will have to handle payments for these orders separately. Default value is True or checked.

Registration Fee

If there are active registration fees these will be shown to a shooter that attempts to register as competitor. The competitor MUST choose one and only one of the available registration fees. Registration fees are only offered when registering and not within the general 'match shop' for an event.

If you wish to manage team registration fees – recommendation is that you create a 'yes/no merchandize' with comments and request that they add team name in comment.

Size Merchandize

Size merchandize is for you to offer anything with a size. Sizes can be expressed in S…XXL and they can order 1 or more of the same size.

AVAILABLE SIZES

The available sizes are where you mark the sizes that shall be available for ordering.

Amount Merchandize

An amount merchandize is anything you offer where they can order 1 or more of the same.

Yes/No Merchandize

A yes/no merchandize is something they can only order or not.

Orders

An order is for a single registration fee or merchandize. It has the obvious information like amount, comment, price, total price as applicable. An order can never be fully deleted and removed from the system. Only the status of an order can be changed. This is to allow for traceability for repayments etc.

STATUS

The order has a status and when someone creates an order it is set to 'ordered'**.** The status can then be set to 'accepted', 'delivered' or 'deleted'. Whenever a shooter deletes an order for him/herself the status will be 'deleted' and order will not be visible to the shooter but remain visible to the organizers.

It is up to the organizers how to enforce and update the individual order status.

Orders are never deleted, their status only changes.

PAYMENT

The status for the payment of an order is default set to 'unpaid' when an order is created. As organizer you can then change this to 'paid' or 'refunded'. The payment status is visible both to the shooter and the organizers.

An order is associated with a shooter (or user in SSI) and not a specific competitor.
This allows non-competitors to order things from a match and not only competitors.
Also if the same shooter has registered for competing twice in an event and has made
multiple orders these will be visible under both competitor details.

PREMIUM EVENTS

Premium Events offer several advanced features for larger events. These are;

- Present dedicated images (banners) for individual stages and the event that are clickable opening another web page.

- Receive payments from shooters/competitors to your own PayPal account or Swish account

- Any payments received for orders or match fees will - when received at your PayPal or Swish account - be automatically marked as paid within the event.

- Detailed listings for each individual payment will always be available within the event, for a individual shooter or a competitor

The above will dramatically reduce the time needed for managing match fees, lunch tickets and all related merchandize you offer and allow shooters from anywhere pay with any credit card or their PayPal account or Swish.

You can present images for sponsors of the event and individual stages – and allow these images to be clickable and opening a new web page (e.g. the home page of your sponsor or some other dedicated offering for the event). These images and web links will also be available in generated stage descriptions.

*Note that under the PayPal Acceptable Use Policy you **can not***
use PayPal for transactions involving firearms, firearms parts or ammunition.

Premium features are only available for premium events.

If you wish or need to handle firearms, firearms parts and/or match ammo you need to explicitly un-check 'online payment' for these merchandize items (can be done when creating or editing an merchandize item within a premium event). All such items with 'online payment' not checked can be ordered as usual from match shop but will be excluded from the online payment sum/service.

So for the shooter he/she can order it but not pay online for it, and you need to inform them about this and how they shall pay for these orders and then you will need to handle these orders manually within SSI.

Start using Premium
In order for you to upgrade your event – you first need to pay the minimal applicable 'premium fee'.

Receiving Payments
Once you have done this you can enable and add settings for the payment methods of your choice. For details on this see separate Payment chapter in manual.

Setting Images + URL

For a stage in a premium event you can add another separate banner image and also associate this image with a web link (URL). This allows you e.g. to add a sponsor logo for this stage and also a link to the sponsor home page or similar. Great way to give traffic and interest to your sponsors!

Making Payments

When a competitor or shooter has placed one or more order with your event they can now pay these directly to your PayPal or Swish account.

A shooter can choose to pay from three places within SSI. They can do this from the (i) 'match shop', (ii) their individual competitor details or (iii) under 'my settings' – 'orders.

In each of these places they will see a 'pay now' button that will allow them to pay the total outstanding sum for all unpaid orders for the event using PayPal and to the PayPal account you have stated under premium settings or Swish..

Whenever a payment is received and completed for an order with PayPal, there will be an asynchrony call (IPN message) from PayPal to SSI allowing SSI will mark all the relevant orders as 'paid'. This will happen automatically but not instantly. There is no such call for Swish – so you need to manually tag orders as paid.

If the buyer completes the order directly it takes in range of 4-10 seconds. If for some reason PayPal could not connect to SSI, PayPal will continue to resend this for a total of 4 days.

In all circumstances you can always view the transaction under your PayPal account.

If you have added VAT/Tax to your merchandize or registration fees these will be added and explicitly set in payment and can easily be tracked.

Within SSI a shooter can make multiple orders for an event, e.g. 1 registration fee, 2 boxes of match ammo and 1 t-shirt and 2 lunch tickets (total of 4 merchandizes ordered). The Order then paid towards PayPal will be for the total value of all these but as a single item. The information regarding all individual items will exist within this order and PayPal will tell SSI to mark all four as 'paid' when the PayPal order is completed (and all four as refunded if the PayPal order is refunded).

If SSI discovers that there has been attempts to tamper or manipulate with the payments for premium fees or the merchandize fees SSI will inform the organizers and ask for them to correct this. If this not immediately corrected SSI have the right to lock the organizers accounts and remove the event.

Premium Fee for event

You can upgrade any event to a premium event. You do this under event – edit event – upgrade to premium event. You will need to pay an Initial Minimum Payment or Estimated Final Payment.

As soon as you have upgraded to a premium event, all premium features will be available to you without any limitations.

Prior to marking the event as completed you will need to make the Final Payment (if needed). Until you have made a Final Payment you will not be able to make the event as completed.

All premium fees are paid using PayPal to Two Story Software AB, the company that is developing and operating SSI, and VAT will be added to these fees. This means you can pay using any credit card or even from your PayPal account.

PRICE MODEL

The premium price model

1. Upgrade to premium and make the **Initial Payment*** of one max registration fee, if none set then10 EUR or 15 USD (or roughly equivalent in your currency).

   Access to all premium features without restrictions for all competitors, arrange the match, receive payments, shoot the match, generate preliminary results

2. Prior to marking a premium match as completed, you must have made a **Final Payment**. You will not be able to mark a premium event as completed until this payment has been made.

Your **Final Payment** will be based on**; number of approved competitors in event (both pre- and main-match), max registration fee (if none then minimal fee of 10 EUR or 15 USD used here)

For up to 50 approved competitors you pay 1 max registration fee. After this one additional max registration fee for every +75 competitors. Any Initial Payment will be included in the Final Payment.

N = approved competitors, MRF = max registration fee

N in range 1…50, then Final Payment = MRF

N > 50…125, then Final Payment = MRF + MRF x (N-50)/75

The premium fee is calculated as the highest net fee for main match or pre-match in the currency of the event but this match fee must be above the 'least applicable fee' as listed below or this 'least applicable fee will be used'. The 'least applicable fee' fee is 10 EUR or 15 USD or roughly the equivalent in the currency in use for the event.

Examples;

You charge 5 USD in registration fee and your match gets 40 approved competitors. You will pay 10 USD in Initial Payment when upgrading to premium and there will be no need for a Final Payment.

You charge 25 USD in registration fee and your match gets 40 approved competitors. You had not decided on registration fee when upgrading so you will pay 10 USD in Initial Payment and will need to pay another 15 USD in Final Payment (25 – 10 = 15 USD). If you had decided on the registration fee prior to upgrading the Initial Payment would have been 25 USD and there would have been no need for an Final Payment.

You charge 25 USD in registration fee and your match gets 180 approved competitors. You will pay 10 USD in Initial Payment when upgrading to premium and will need to pay another 58 USD in Final Payment (25 – 10 + 25 x (180-50)/75 = 58 USD)

Once you have upgraded an event to premium you must make a Final Payment in order to complete match. You cannot downgrade from premium and then mark as completed.

25% VAT will be added to the above premium fee by Two Story Software due to Swedish Law disregarding of if you are an individual or organization or where in the world you are located. This will be clearly stated on all receipts allowing you to reclaim this.

If you have set your match fees, upgraded to premium, and then change you match fees to become higher or lower then previously, the Final Payment will be based on the max registration fee paid or used within event.

Failure to comply with rules or attempt to circumvent this by changing registration fees after competitors have used them will be considered a breach of Terms of Use and can result in SSI closing the event and locking the

REFUNDING OF THE PREMIUM FEE

The fees for a premium event **can only be refunded** in case the event has not started and has been cancelled. No partial or other fees then this will be refunded.

In order to request a refund – send details and description to info@shootnscoreit.com and we will get back to you on solving this.

WHAT TO DO AFTER THE EVENT IS COMPLETED

When your event is completed and you no longer wish or need to receive or refund PayPal payments in association with this event, remember to disable IPN for you PayPal account when event is completed or cancelled. If this is not don PayPal will call SSI with each transaction received from your PayPal account. This will not cause any problems but is unnecessary.

INTERNATIONALIZATION & LOCALIZATION

SSI is fully internationalized and localized. It supports all time zones, character sets and more. All reports and external data formats are in UTF-8.

Whenever you enter a date or a time anywhere in SSI you always do this in your own local time zone. You state your local time zone under 'my settings'.

Whenever a date or a time is presented anywhere in SSI it is always shown in your local time zone unless time zone is explicitly stated with date/time.

This means that a organizer in US who enters a start date/time for an event does so in his/her local time, then when a shooter in England views this it can be that this time is translated from EST and shown in GMT

To avoid confusion in the match detail pages the start date/time is shown with explicit time zone set to that of the shooter that created the event (assuming that this is the same time zone to that where event will occur).

PAYMENTS

SSI gives you the ability as a shooter to make payments and as organizer, club or organization to also receive payments.

This feature is only available for Premium Events and Premium Organization/Clubs and for details of how to become this see other sections in manual.

For matches, series, organization and clubs the payment settings are the same and they are outlined here.

Enable payment methods of your choice

Under your premium profile your first choice is which payment method shall be offered by you. Available choices are; Shoot'n Score It Payment Processing (default) and PayPal.

Select the one you want – and save – and then the applicable settings will become available.

We recommend that you allow us to handle and forward payments to you (Shoot'n Score It Payment Processing (Worldline)) as this works with least effort on your side.

PayPal works in most cases and accepts most credit cards worldwide. Automatically integrated so payments received are marked as paid within SSI. However, you do need to ensure PayPal allow you to take payments for sport shooting related things and they tend to have a restricted policy on this.

Swish Handel / Företag support has been deprecated (June 2022), instead use Shoot'n Score It Payment Processing (Worldline) that supports Swish.

Getting started allowing SSI to handle payments for you

Select "Shoot'n Score It Payment Processing (Worldline)" and then we will take care of payments for you and forward to a bank account of your choice. Allows you to accept payments in EUR, USD, SEK, NOK, DKK and be paid with credit cards, Swish, Mobile Pay or VIPPS.

For more details and terms see separate manual on this.

Getting started with PayPal

Note that under the PayPal Acceptable Use Policy you __can not__

use PayPal for transactions involving firearms, firearms parts or ammunition.

If you wish or need to handle firearms, firearms parts and/or match ammo you need to explicitly un-check 'online payment' for these merchandize items (can be done when creating or editing an merchandize item within a premium event). All such items with 'online payment' not checked can be ordered as usual from match shop but will be excluded from the online payment sum/service.

So for the shooter he/she can order it but not pay online for it, and you need to inform them about this and how they shall pay for these orders and then you will need to handle these orders manually within SSI.

GETTING STARTED WITH PAYPAL

You need to take the following actions to be able to receive payments:

1. MAKE SURE YOU HAVE A PAYPAL ACCOUNT

You must have a valid PayPal Business account (www.paypal.com) to which you will receive all payments. This only takes 5 minutes to create at their website.
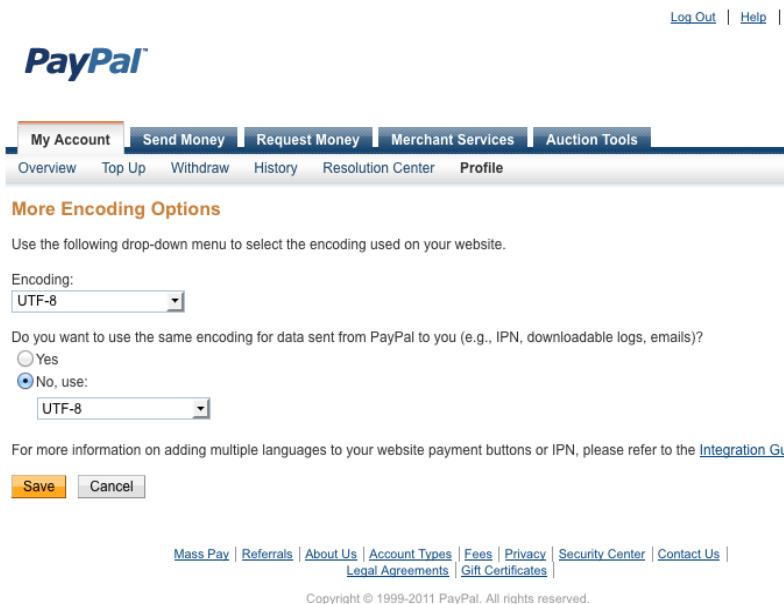
Note that you must have a Business Account in order to be able to receive payments.

We recommend you take the time also to 'verify' your account even if this is not required. The email used to login to this account will be needed in SSI.

2. SET UTF-8 LANGUAGE ENCODING FOR YOUR PAYPAL ACCOUNT

PayPal default setting uses a very limiting character set and as SSI support any character set you MUST correct your PayPal account to support this. You do this by setting the Language Encoding to UTF-8 when logged in to your PayPal account. You do this in your PayPal account under;

1. Profile → Account settings (icons top right menu bar)
2. More selling tools → PayPal button language encoding
3. More Options → select Encoding UTF-8 and then 'Yes' or 'No, use UTF-8'

3. SET CORRECT CURRENCY IN PAYPAL ACCOUNT

Make sure you have the same currency in your PayPal account as for your event. This will ensure and reduce all your currency conversion fees – if any. You do this in PayPal under:

1. Profile → Account settings (icons top right menu bar)
2. My Money → PayPal Balance → Currencies
3. Now add currencies (all you wish to get paid in) and select which that shall be primary currency for your account.
4. Make Primary

4. SET ACCEPT ANY CURRENCY IN PAYPAL ACCOUNT

Set so that your account accepts payments in other currencies. You do this in PayPal under

1. Profile → Account settings (icons top right menu bar)
2. My selling tools
3. Getting paid and managing risk → block payments → update
4. set 'Block payments sent to me in a currency I do not hold' to
   'No accept them and convert to NNN' (NNN is your default currency)
5. Save

(If you do not wish to accept payments in other currencies (as this might occur a fee from PayPal) you still need to check this for premium to be available AND shooter can still attempt to pay you using another currency (you cannot stop them from doing this). If they do this their payment will be set to pending and only seen from your PayPal account and you need to manually accept or decline this order for anything to happen. If you accept PayPal will invoke SSI and mark orders as paid when payment is completed.)

If you fail to do this and a shooter pays in another currency the payment will remain 'pending' until you have accepted the transaction manually within you PayPal account.

5. ENABLE IPN WITH CORRECT HTTP LINK IN PAYPAL ACCOUNT

In order for your PayPal account to send notifications to SSI you must enable IPN (Internet Payment Notifications) and to the correct http. Do this in PayPal at;

1. Profile → Account settings (icons top right menu bar)
2. My selling tools
3. Getting paid and managing my risk → Instant payment notifications → Update or Edit
4. **add the following Notification URL `http://shootnscoreit.com/advanced/profile/ipn/`**
5. Save

Once this is done all payments you receive to PayPal will automatically update the status within SSI for the same orders. If not set, orders within SSI will not be marked as paid or refunded automatically.

Remember to disable IPN for you PayPal account when event is completed or cancelled,

if not PayPal will call SSI with each transaction within your PayPal account until disabled.

6. SET CORRECT PAYPAL IDENTITY (EMAIL) FOR EVENT IN SSI

Once the fees for your upgrade for Premium has been received you will be able to 'premium profile' insert your PayPal Identity (email) for your profile. Now all payments within this event or organization will be made to this PayPal account.

7. VERIFY YOUR PAYPAL ACCOUNT

Make sure you have verified you PayPal account. This means that you have done some additional verification towards PayPal regarding your account, the requirements varies from country to country for this so see PayPal help pages for more info. If your account is not verified there are limits on amount of money you can send from your account and also transaction limits on how many payments you can receive. So, make sure you verify your account and they both the competitors can pay without problems and you can access the funds easy.

CURRENCIES

The following are the available currencies that can be used and their minimal **Initial Payment** for premium event;

- Canadian Dollar (CAD),   15 CAD
- Euro (EUR),   10 EUR
- British Pound (GBP),   10 GBP
- U.S. Dollar (USD),   15 USD
- Japanese Yen (JPY),   1000 JPY
- Australian Dollar (AUD),   15 AUD
- New Zealand Dollar (NZD),   15 NZD
- Swiss Franc (CHF),   15 CHF
- Hong Kong Dollar (HKD),   10 HKD
- Singapore Dollar (SGD),   15 SGD
- Swedish Krona (SEK),   100 SEK
- Danish Krone (DKK),   100 DKK
- Polish Zloty (PLN),   50 PLN
- Norwegian Krone (NOK),   100 NOK
- Hungarian Forint (HUF),   3000 HUF
- Czech Koruna (CZK),   250 CZK
- Israeli New Shekel (ILS),   50 ILS
- Mexican Peso (MXN),   200 MXN
- Philippine Peso (PHP),   600 PHO
- New Taiwan Dollar (TWD),   400 TWD
- Thai Baht (THB),   450 THB

PayPal does not support Russian Ruble (RUB) and South African Rand (ZAR).

COMMON ISSUES

If you have never used your PayPal account to receive payments before you might need to login and accept one or more payments before they get automatically accepted. If all payments end up being 'pending' in SSI this could be the case.

You must have a business account.

If a single payment is marked as 'pending' for hours/a day, it could just mean that PayPal takes some time to verify that the payment is ok (verify credit card that is used or similar).

We have also had reports that depending on the 'language' you use the menu system in PayPal can differ.

Forgot to verify your account? See actions above on how to resolve this.

REFUNDING PAYMENTS

In case you as organizer need to refund a payment for an order you can do this from your PayPal account. There you can view all your transactions received and if it is possible to refund them.

When/if you refund an order then complete order will be marked as 'refunded' within SSI automatically and disregarding if you do a full or partial refund.

The terms and conditions on when/if to allow a shooter/competitor to get a refund is up to you as organizer for the event and/or the details in your agreement with PayPal. Two Story Software AB has no involvement in this.

The shooter can edit/delete their individual order up until they have been paid, delivered or the ordering date has passed. If a shooter wishes to request a refund for some orders they have paid (full or partial) they must contact the organizers regarding this – they can not do this from within SSI.

PAYPAL REFUNDING POLICY

When you receive a payment from a shooter from PayPal, PayPal will charge a fix fee in the range of 3 SEK or 0,5 USD (depending on your currency and account) and then a %-fee based on the amount (typically in range of 3-4%).

If you wish to refund the shooter for his/her payment you can do this. If you do a refund within 60 days you get the full amount refunded minus the fix fee that will be charged to you, if you do this after 60 days you will be charged both the fix and the %-fee.

For details on days and % and fix fee please see your individual agreement with PayPal.

We strongly recommend that you adapt your refunding policy and state something like 'refunding is only possible within NN days and whenever you ask for a refund we will refund this amount minus 1 USD'.

This will state a clear deadline for how long they can ask for a refund and also cover your fix fees in case of a refund (you will need to do some manual extra work to refund so this is fully motivated).

LIMITATIONS AND OTHER TERMS OR CONDITIONS

Competitor, member or shooter orders can max pay 25 orders at the same time. If more then 25 payments then the first 25 will be paid, and competitor will then need to pay again. The reason for this is size limitations in the messages that PayPal can receive.

When the payments are done to your payment account PayPal will charge some fees and this is up to your individual arrangement with PayPal. Two Story Software AB does not have any responsibility or ability to influence this. Remember to consider this when pricing your items and merchandize and match fees. Note that PayPal can also charge a currency conversion fee in case your PayPal account and the event is not in same currency. A rough estimate is that using premium with PayPal to receive payments will require you to add +4-6% to cover these overhead fees.

See license agreements and terms of usage.

If SSI discovers that there has been attempts to tamper or manipulate with the payments for premium fees or the merchandize fees SSI will inform the organizers and ask for them to correct this. If this not immediately corrected SSI have the right to lock the organizers accounts and remove the event or organization.

Getting started with Swish (deprecated June 2022)

Viewing Payments Received

As organizer for an event you can view all payments associated with this under the 'premium profile', i.e. all payments you have received for orders for.

For each individual payment you can view details on who paid, the individual orders that where paid and lots more. All payment details will also be found with your PayPal account.

As organizer you can also view all payments made for your profile (i.e. your or some other organizers payment to upgrade event or organization/club to a premium) under your 'premium profile'.

In case a payment is/was pending or refunded, this will generate a

separate transaction with same transaction id (TXN ID) but with different status.

Viewing Payments Made

As a competitor you can under your competitor or member details view all payments that have been made for your orders within only this event or organization..

As a shooter you can also under 'my settings' view all payments that have been made for all orders associated with the shooter (i.e. all orders for all events, premium shooters, and organizations).

REPORTS

All reports can be downloaded or email out from SSI in PDF, XLS or CSV format,

PDF is intended for 'official' usages and can be printed as A4 or Letter and handing out and in general contains the core information.

CSV or XLS is intended for 'admin' usages when you as organizer need to extract lists and do things with them and contains all information.

All these files are UTF-8 encoded.

There can be issues with importing UTF-8 encoded files into Microsoft Excel and if you experience this please install Open Office and it will work.

COPYRIGHTS AND IPR

Any stages or event descriptions you present within SSI (e.g. a stage drawing or stage description) is licensed under; Creative Commons Attribution-ShareAlike 3.0 Unported License

For full details on this license see; http://creativecommons.org/licenses/by-sa/3.0/deed.en_US

This license means that anyone can use what you have provided and change it as they need as long as they publish this under the same terms.

We have done this to ensure more people can benefit and publish stages and matches and use this freely and arrange matches and train more and better.

Our general idea for managing intellectual property rights (IPR) for things created within SSI is that this shall be shared with other shooters.

Shoot'n Score It and the Shoot'n Score It logo are trademarked and copyrighted and belongs to Two Story Software AB, a Swedish joint stock corporation that operates and develops SSI. If you want to use our logo or name – let us know and we can provide you with high quality TIFF images and the like as you need.

3RD PARTY AND API ACCESS TO SSI

Shoot'n Score It has public API GraphQL API that can be used by any 3rd party for accessing information within SSI. You find more information from SSI web site or contact us.

JSON/REST API is deprecated (may 2022).

INTEGRATION WITH CED 7000 PRO TIMER

The CED 7000 Pro timer is a IPSC and Steel Challenge Timer that allows you to import and export match, stage, competitor and scores to and from Shoot'n Score It.

This exchange of information is done by saving and uploading data files containing match information to and from SSI.

These files have will have names on the format 'inDDMMYY.inb' and 'exDDMMYY.exb'. The name stands for import (in) to CED Timer and export (ex) from CED Timer and then the date on format Day, Month and Year.

You can use CED 7000 Pro timer and Shoot'n Score It from any operating system that recognizes the CED 7000 PRO timer as a USB MSDC (i.e. a mass-storage device). To ensure that your PC, Mac or Linux does this first TURN ON THE TIMER and let it start, then insert the USB cables between timer and computers. If the timer states 'USB Mode' everything will work and you can find the timer in your explorer, finder or equivalent.

When importing match data (=scoring and results) from the timer it is assumed that you are doing this for an equivalent match and the competitor and stage numbers are used to track and enter scores correctly. It is not possible to start a match and create it in the timer only and then upload this to an 'empty' match in SSI. The use case support is to organize the match in SSI, export data to timer(s) and then import the scores from the timer for this match.

The instructions below outlines how to use the Timer by simply adding / copying files to and from it as a USB device and allows you to use any computer and operating system when doing this and there is no need to install additional 3rd party software or use the CED Data Transfer Application.

Export from SSI and import into Timer

EXPORT FROM SSI

1. Under your match go to 'report and score sheets' – 'ced timer'. This will open the page where you do all interaction with the timer.

2. Under 'Export to timer' you can select to 'export all stages and competitors' or open stage listing and competitor listing and then 'only export selected stages and competitors'

3. Decide on the above – and press the applicable 'export…' button. SSI will now start to generate the information file and download this using your browser. You might be asked to accept this download and also if you wish to save or open. Choose 'save' and place the file in a known location (as default it will be saved in your 'my download' folders or similar).

4. The file will always be 2.6 Mb so depending on your Internet access bandwidth this could take a few seconds.

5. You are now done and ready for importing this into your timer.

IMPORT TO TIMER

1. Turn on the timer, insert the USB cable between Timer and computer.

2. The timer should now state 'USB mode' and you can find the timer as a new USB device listed under 'my computer' under its default name CED7000PRO.

3. Click and open the folder for the Timer in the Explorer. If there are any existing old import or export files on the device do delete them now.

4. Drag the file (inDDMMYY.inb) you have exported from SSI and place it in the timer folder.

5. Disconnect the timer from the computer.

6. Start the timer again – if needed.

7. On timer press 'MENU' – 'Export/Import' – 'Import Data File'. Confirm you wish to overwrite existing records by selecting 'Yes'.

8. You should then receive a confirmation message and everything is done.

You have now completed a export of information from SSI and imported this to the Timer. You can now use the timer as needed and will find match/stage/competitor information.

Note: if there were any score sheets already entered for this match, their information will also be found in the timer.

If you attempt to import a file with wrong file name format
the timer can freeze and require a hard-reset.

Note: The file name MUST be on format inDDMMYY.inb (e.g. in220812.inb) if the import to timer is to work. If you save the same file again to a folder where file with name already exists the new will be named 'in220812 (1).inb' and this will not work.

Export from Timer and import to SSI

PREPARE TIMER AND CREATE EXPORT FILE

1. Turn on the timer and let it start up.

2. On timer press 'MENU' – 'Export/Import' – 'Export Data File'. Confirm you wish to overwrite existing records by selecting 'Yes'.

3. You should then receive a confirmation message that the export went ok.

4. Now insert the USB cable between Timer and computer (timer must remain turned on for this).

5. The timer should now state 'USB mode' and you can find the Timer as a new USB device listed under 'my computer' (or equivalent depending on operating system) as a device named CED7000PRO.

6. Click and open the folder for the Timer in the Explorer. There should only be one file here named exDDMMYY.exb.

7. Now drag and place this file in on your desktop or a folder of your choice.

You are now ready for importing this information to SSI. If importing from multiple timers, you can rename the files as long as you keep their file ending to as '.exb'.

IMPORT *.EXB FILE TO SSI

1. In SSI under your match go to 'report and score sheets' – 'ced timer'. This will open the page where you do all interaction with the timer.

2. Under 'Import from timer' press the 'import from timer' button.

3. Now you can 'choose file'. This upload page have the following selections.

   a. Choose file, browse on your computer and locate the file generated above. SSI allows any filename as long as it has '.exb' as ending (if exporting from multiple timers you can give the files appropriate names on your PC to avoid overwriting them by accident).

   b. You also have selections on how to handle conflicts and they are; (i) if a score sheet exists on SSI, leave as is on SSI and ignore score sheet in file, (ii) if score sheet exist on SSI, overwrite this with information from file, or (iii) if a duplicate exists, abort import and generate error message.

   c. You can also have SSI email you a log message for the import. This is recommended as this gives you a record with details on how the import went that you might need.

4. When all you have performed all the above, select 'import'. The file will now be uploaded and it will take a few second for all the information to be imported to SSI.

5. When done you will receive a detailed log page with information on how the different steps when with the import.

Important Information

ON LARGE MATCHES

Due to memory limitations in the Timer it is not possible to import any number of competitors or stages for IPSC and Steel Challenge. For details on this see IPSC and Steel sections here.

Fragmenting stages/competitors is a good idea if you are running large matches and multiple timers – as the options and selections will be less for the Range Officers in the menus of the timer. Just be careful - the timer will generate files with identical names and you might overwrite previous by accident! Once the file is on your PC you can rename them files and upload them to SSI since SSI is more forgiving and any file with a file ending of *.exb can be uploaded (each file contains

IPSC MATCH DETAILS

There are limits on how many score sheet records the timer can manage for a match. Overall there can be max 1500 competitors or 60 stages. These limits are absolute and any single timer cannot have more then any of these.

The following are the detailed limits on number of competitors vs. stages; 200:60, 400:30, 800:15, 1500:8.

So if you have 1400 competitors, each timer in use can max run 8 stages. If you have 350 competitors each timer can max have 30 stages.

Managing this is very easy, just select and download a limited number of stages to each timer using SSI. SSI has no limitations on competitors or stages and can import multiple files with score sheets for different stages and competitors.

STEEL CHALLENGE DETAILS

Steel Challenge is supported, but it must be a 8-stage match and stages will always be in same ordering.

IMPORTANT INFORMATION

Whenever you do an import to SSI you will view the import log and also receive an email with this information. This email can help you if there are duplicate or other information that you need to take action upon.

The matching of stage and competitor between SSI and the Timer is done by stage and competitor number. Do not change stage or competitor numbers when using the timer. Only do scoring using the timer, no other updates will propagate to SSI when importing data (i.e. if you for example change name or division in timer this will not be exported to SSI)

Due to limitations in the Timer it only support characters in A-Z and spaces. When generating a export file from SSI any character in a name that is not A-Z or space will be removed, e.g. the last name of 'Eklöf' will become 'Eklf'.

Due to this there will be no matching between names in timer and SSI. Also, if you update any name in the timer and then import this into SSI – the names will not be updated.

The Timer requires each competitor to be assigned to a squad. In case you have not assigned a squad to a competitor in SSI, this competitor will be assigned to squad '999' when exporting from SSI. When importing to SSI the squad number is not used or checked.

INTEGRATION WITH WINMSS

WinMSS is the official scoring software by IPSC.org. It is available from the www.ipsc.org website.

SSI allows for exporting of IPSC matches to WinMSS. This includes all data about the match including stage, competitor, scoring, team and squad information.

SSI can be used for IPSC scoring given after approval of your IPSC RD and many regions have approved it and are using it.

If you like SSI – let this be known to IPSC.org as SSI will be approved by IPSC.org after many RD has recommended it ☺ ☺ ☺

USAGE

The use-case for this is;

- Use SSI as the match administration service for registration etc or

- Use SSI for the full match including scoring and take regular back-ups of the match and have a local WinMSS installation as back-up.

- Export data from SSI to WinMSS and then update your classifiers

SYSTEM REQURIEMENTS AND 3RD PARTY SOFTWARE

WinMSS must be of version 8.0.0.9 or higher.

AlphaZip or ArcConvert installed or some other *.zip --> *.cab conversion software installed.

We recommend you get AlphaZip from http://www.alphazip.com/download.php or ArcConvert from http://archivconvert.sourceforge.net/#convert_arc . Instructions assumes one of these is installed.

You can also use e.g. the free web service http://www.zamzar.com to convert zip → cab files. (or just google for this, there are lots of alternatives out there).

DIVISION MAPPING

The following is a list of supported divisions in SSI and their related (as applicable) WinMSS division.

Note that SSI supports richer divisions and therefore in some cases will re-use another division in WinMSS when exporting competitors.

* shows divisions where SSI and WinMSS are not 1:1 mapping.

IPSC Handgun match to WinMSS division

Open	Open
Standard	Standard
Production	Production
Modified	Modified
Revolver	Revolver
Classic	Classic
Custom	Open *

IPSC Rifle match to WinMSS Rifle division

Semi-Auto Open	Open Semi-Auto
Semi-Auto Standard	Standard Semi-Auto
Manual Action Open	Open Manual
Manual Action Standard	Standard Manual
Manual Action Standard 10	Standard Manual *
Custom	Open Semi-Auto *

IPSC Shotgun match to WinMSS Shotgun division

Open	Open
Modified	Modified
Standard	Standard
Standard Manual	Standard Manual
Custom	Open *

IPSC Mini-rifle match to WinMSS Rifle division

Open	Open Semi-Auto
Standard	Standard Manual
Custom	Open Manual

Note that WinMSS has no support for Mini-rifle, so Rifle is used.

SSI IPSC Air match to WinMSS Handgun division

Open	Open
Standard	Standard
Production	Production
Custom	Modified

Note that WinMSS has no support for Air, so Handgun is used.

IPSC Tournament/Multi-gun match to WinMSS Handgun division

Open	Open
Modified	Modified
Standard	Standard
Production	Production
Restricted 1	Open
Restricted 2	Standard
Restricted 3	Modified
Restricted 4	Production
Restricted 5	Revolver

Note that WinMSS has no support for Tournament / Multi-gun, so Handgun is used.

IMPORTANT INFORMATION

- WinMSS only supports a first name to be 15 characters long, so longer names in SSI will be cropped.

- WinMSS only supports a last name to be 25 characters long, so longer names in SSI will be cropped.

- WinMSS only supports email to be 35 characters long, so longer emails will be cropped.

- SSI allows for a shooter to compete multiple times in different divisions in a match, this is not supported by WinMSS. We have done a workaround here so that in this case we will create multiple members in

WinMSS, one for each competitor. To ensure that the data can be imported to WinMSS requires all members to be unique (on ICS, name etc) so these members will *NOT* have ICS Alias, email and their first name will have a unique number appended to the end of them.

- SSI allows for IPSC Tournament and Air matches and even if they can be exported, WinMSS can-not import them.

- Only approved competitors are exported as enrolled or members (pending, deleted and rejected are not exported).

- SSI allows for handgun single-stack division, this is not supported by WinMSS and any SS shooter will be exported as Standard.

- SSI does not export or translate any field to WinMSS Tags, any SSI codes will be added to member comments.

- Any competitor marked as DQ in SSI will be marked as DQ in WinMSS with reason 'Other'. In WinMSS under Comment will the SSI DQ reason will be displayed.

- SSI supports 'frangible' but this is not available in WinMSS, no frangible will be exported but a note on that stage will express how many frangible was excluded so you can adapt this from within WinMSS.

- Classify, club and data not exported from SSI.

- MD/RD/SD; all these will be set to name of creator of match when exporting. Needs to be manually set in WinMSS if/as needed.

How to import/restore

1. Download the zipped backup file.
   Its name will be WinMSS.zip (name is important!) and typically it ends up in your Downloaded folder.
   Note: if you download multiple backups and they end up in the same place typically the will get an incremented number added to make their names unique (like WinMSS (1).zip and so on), before doing the next step you must change the name of the zip file to WinMSS.zip (exact!!!).

2. Convert zip->cab:
   Using ArcConvert: Start ArcConvert (click on file named 'arc_convert.exe'). Then in window choose 'Open Archive' and locate the downloaded WinMSS.zip file, next choose 'convert to' and set this to 'CAB', then press 'Convert' (and answer no to replacing old file). This will convert the zip file to a cab file that will be placed at the same folder/location as your zip file.

   OR

   Using Alpha-Zip: Locate the downloaded zip file and right click on it and select 'Alpha-Zip' - 'Convert Archive...' Then on the dialogue select 'cab' as compression format and press 'OK'. This will convert the zip file to a cab file that will be placed at the same folder/location as your zip file.

3. Import WinMSS.cab to WinMSS.

   You should now have a cab file with the name WinMSS.cab (rename it if needed).

   Start WinMSS and then from WinMSS menu select 'Competition' - 'Match' - 'Import/Restore'. Now browse

and select the 'Import folder' where you have placed the WinMSS.cab file. Note: you will not see this file and you need to select the folder where this is located in. Once this is done you will see the match name/date 'greyed' out in the bottom of the select window. If they are ok then press 'OK' and WinMSS will now import the match.

Check the Update Personal Information check-box if want your members personal information to be included and/or updated (home address, telephone number, etc.). If your WinMSS database already has one or more Matches with the same name and date, you will be asked if you want to replace all of them. Answering YES to this question will cause WinMSS to delete all of the existing Matches that have the same name and date and import the WinMSS match found in your Import Folder location.

Note: After you have successfully imported a Match into your WinMSS database, you should close WinMSS and compact your database.

Note: If you have opened the zip file you can select all the content of the file (all files named nnn.XML) and right-click, choose 'Alpha-Zip' - 'Compress Into' - 'nnn.cab'. This will create a cab file of all included files. Remember to rename it to WinMSS.cab before doing the import/restore. The same operation can be done using ArcConvert.

INTEGRATION WITH EZWINSCORE

EzWinScore (EWS) is the official scoring software by USPSA. It is available from the www.uspsa.org website. SSI allows for exporting of USPSA (and IPSC) matches to EWS. This includes all data about the match including stage, competitor, scoring, team and squad information.

USAGE

The use-case for this is;

- use SSI as the match administration service for registration etc or

- use SSI for the full match including scoring and take regular back-ups of the match and have a local EWS installation as back-up.

- export data from SSI to EWS and then update your classifiers

SYSTEM REQURIEMENTS

EzWinScore must be of version 4.0.5 or higher.

Some zip file archive tool must be installed, e.g. WinZIP from www.winzip.com. The instructions below assumes that this is installed.

IMPORTANT INFORMATION

- SSI supports UNICODE but EWS only ASCII (a-z). All non-ascii characters will be removed in name etc, e.g. LUNDSTRÖM will become LUNDSTRM when exported from SSI and imported into EWS.

- Due to limitations in EWS only ASCII characters are supported, all other characters will be ignored and removed from files

- EWS requires a strict and consecutive ordering of stage and competitor numbers from 1,2... and so on. If this is not the case you will not be able to import the file generated into EWS

- SSI does not track address, zip code, and age and this information can therefore not be exported

How to import/restore from SSI to EWS

1. Download zip file above- press the button above and download a zip folder that typically will end up in your Downloaded folder. Note: if you download multiple backups and they end up in the same place typically they will get an incremented number added to make their names unique (e.g. you can see EWS_matchname.zip, EWS_matchname (1).zip) and so on)

2. Unzip the zip file using e.g. winzip or similar tool. This will create a folder with the following files; X X X X X

IMPORT COMPETITORS TO EZWINSCORE
not ready for testing
IMPORT STAGES AND SCORES TO EZWINSCORE (EWS >=4.05)
Configure: start EWS and under 'setup' - 'match info' - 'palm' select the directory where you have unzipped the files above. Ignore any warnings on file name etc. but remember to press SAVE
Import: then select 'match' - 'palm' - 'import stages'

Division Mapping

The following is mapping from divisions supported in SSI to divisions supported in EWS.

* marks IPSC divisions mapping as you can export IPSC match to EWS also with SSI.

HANDGUN

Open	OPEN
Production	PROD
Revolver	REV
Single-stack	SS
Limited	LIM
Limited-10	LIM10
Tactical	TAC
Custom	OPEN
Standard*	OPEN
Modified*	OPEN

RIFLE

Open	OPEN
Limited	LIM
Tactical	TAC
Manually Operated	MANOPER
Custom	OPEN
Semi-Auto Open*	OPEN
Semi-Auto Standard*	OPEN
Manual Action Open*	OPEN
Manual Action Standard*	OPEN

SSI does not support the following EWS divisions; Heavy Metal Limited (HMLIM), Heavy Metal Tactical (HMTAC) and Manual Standard (MANSTD)

PRECISION RIFLE

Semi-Auto	OPEN
Manually Operated	MANOPER

SHOTGUN

Open	OPEN
Limited/Tactical	LIM
Heavy Metal	HMLIM
Custom	OPEN
Modified*	LIM
Standard*	LIM
Standard-Manual*	TAC

SSI does not support the following EWS divisions; Heavy Metal Tactical (HMTAC), Tactical

MULTI-GUN

Open   OPEN
Limited   LIM
Tactical   TAC
Heavy Metal   HM

Modified*   LIM
Standard*   TAC
Production*   HM