Guidelines for 2011 ITCC Scoring Program

Reference Guide

This reference guide is to assist the scorer in entering data into the 2011 Scoring Program. This is to act only as a guide into the input of scores (numbers) from the judges for each of the events. This Guide will not show you the “how to” of each of the formulas. The Scoring Program was written in MS Excel 9.0.

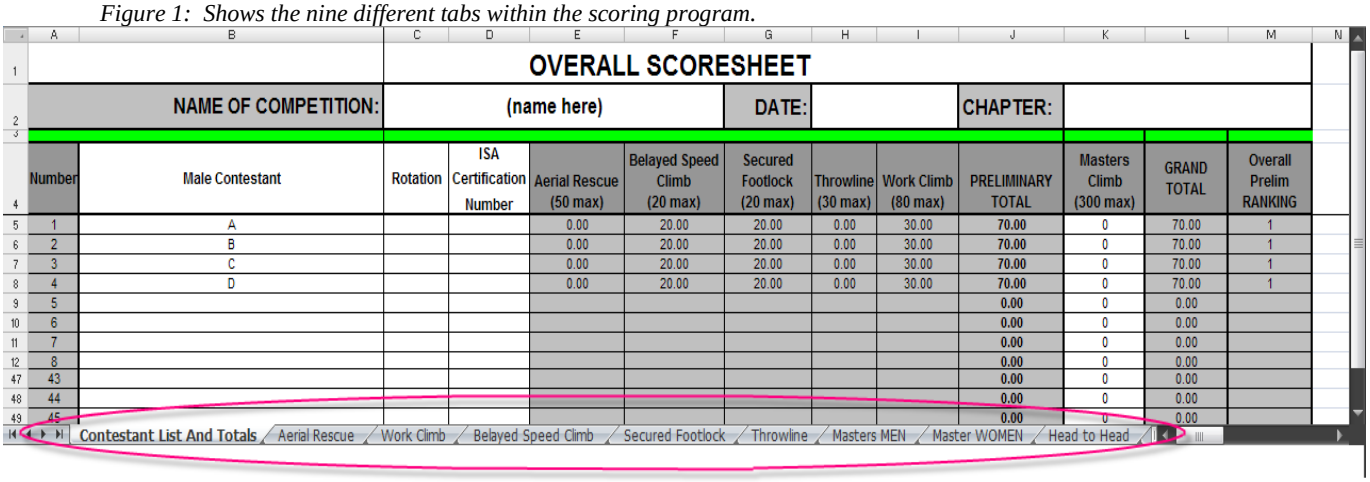
General Information:

The ITCC scoring program is simply a MS Excel workbook, consisting of 9 different worksheets or "tabs", which correspond to each event, and an additional page listing contestant names and score summary (Figure 1). The worksheets are as follows:

- Contestant List and Totals
- Aerial Rescue*
- Work Climb*
- Belayed Speed Climb*
- Secured Footlock*
- Throwline*
- Masters MEN
- Masters WOMEN
- Head to Head

* indicates Preliminary event tab.

Figure 1: Shows the nine different tabs within the scoring program.



OVERALL SCORESHEET

NAME OF COMPETITION:	(name here)	DATE:		CHAPTER:	

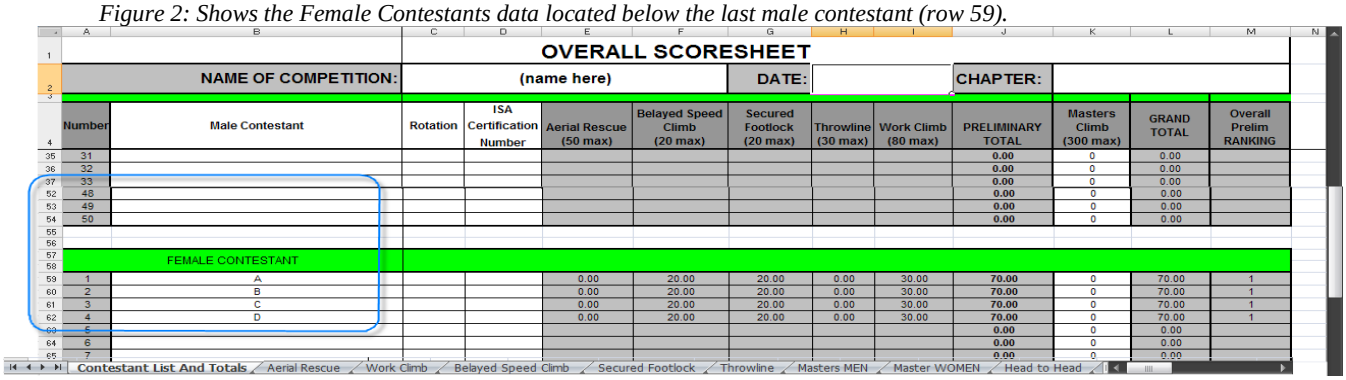
Number	Male Contestant	Rotation	ISA Certification Number	Aerial Rescue (50 max)	Belayed Speed Climb (20 max)	Secured Footlock (20 max)	Throwline (30 max)	Work Climb (80 max)	PRELIMINARY TOTAL	Masters Climb (300 max)	GRAND TOTAL	Overall Prelim RANKING
1	A			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
2	B			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
3	C			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
4	D			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
5									**0.00**	0	0.00	
6									**0.00**	0	0.00	
7									**0.00**	0	0.00	
8									**0.00**	0	0.00	
43									**0.00**	0	0.00	
44									**0.00**	0	0.00	
45									**0.00**	0	0.00	

Contestant List And Totals | Aerial Rescue | Work Climb | Belayed Speed Climb | Secured Footlock | Throwline | Masters MEN | Master WOMEN | Head to Head

This guide will quickly go through each tab to show you what needs to be done for the program to run smoothly. If required, any and all tabs could be changed if one knows MS EXCEL, or if ISA is given enough time to review the work order. But this may change the program's standing as an approved ITCC Scoring Program.

Each of the Preliminary worksheets and the "Contestant List and Totals" worksheet is set up for 50 male and 20 female competitors. Please note that the female competitor's list is located below the male competitor's list at the bottom of each worksheet (Figure 2). Separate programs for male and female competitors could be ran to assist with the sorting of winners.

Figure 2: Shows the Female Contestants data located below the last male contestant (row 59).



OVERALL SCORESHEET

NAME OF COMPETITION: (name here) DATE: CHAPTER:

Number	Male Contestant	Rotation	ISA Certification Number	Aerial Rescue (50 max)	Belayed Speed Climb (20 max)	Secured Footlock (20 max)	Throwline (30 max)	Work Climb (80 max)	PRELIMINARY TOTAL	Masters Climb (300 max)	GRAND TOTAL	Overall Prelim RANKING
31									0.00	0	0.00	
32									0.00	0	0.00	
33									0.00	0	0.00	
48									0.00	0	0.00	
49									0.00	0	0.00	
50									0.00	0	0.00	
FEMALE CONTESTANT												
1	A			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
2	B			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
3	C			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
4	D			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
5									0.00	0	0.00	
6									0.00	0	0.00	
7									0.00	0	0.00	

Contestant List And Totals | Aerial Rescue | Work Climb | Belayed Speed Climb | Secured Footlock | Throwline | Masters MEN | Master WOMEN | Head to Head

Also note that each of the worksheets has frozen cells and columns. Make sure you are on the correct row and column for each competitor and their scores. There are no hidden columns.

Within each of the worksheets for the five preliminary events and within the "Contestant List and Totals" a ranking calculator is available. Note that the ranking calculator found on the "Contestant List and Totals" worksheet is for the **Preliminary Totals** only. Not for the Grand Total. The reason for this is that a Chapter has a choice on using or not using the "new life" format for the overall winner. This scoring program is set up so that if the scorekeeper physically enters the score from the Masters worksheet to the "Contestant List and Totals" tab that the Grand Total will be the sum of the Preliminary total and the Masters total.

Also, the ranking calculator does **NOT** figure out ties. This will be the responsibility of the head scorekeeper. For example, in the throwline event: Contestant A scores 30 points in 5:45 minutes, Contestant B scores 27 points in 6:00 minutes, Contestant C scores 27 points in 4:20 minutes, Contestant D scores 27 points in 5:45 minutes, and Contestant E scores 25 points in 3:20 minutes. The ranking calculator will have Contestant A as 1st place and Contestants B, C, & D as 2nd place with Contestant E as 5th place. It will be the responsibility of the head scorekeeper to find which of the contestants with the same score had the fastest time. So that Contestant's placing would be A – 1st; C – 2nd; D – 3rd; B – 4th; and E – 5th.

There is no ranking calculator for either of the Masters worksheet or for the "Head to Head" tab. For each of these Worksheets the scorekeeper will need to evaluate the final scores to identify the winner.

With in **all** worksheets data must be entered "IN ORDER" or in sequence.

> If you have three judges enter the information in Judge 1, 2 and 3 rows. It does **not** require you to always enter Judge A's information into position 1, or Judge B's in position 2. Simply, if you have two judges score sheets – enter the information into position 1 and 2. If you have 4 judges, but only three score sheets, enter data into position 1, 2 and 3. Skip position 4 and 5. The program will average the number of judges used for that competitor.
>
> Same goes for timers, if you have three timers enter the data as timer 1, timer 2 and timer 3. If you have three timers BUT only two gave you times – enter data into timer 1 and timer 2 position (row). Even if the times came from timer 2 and timer 3.

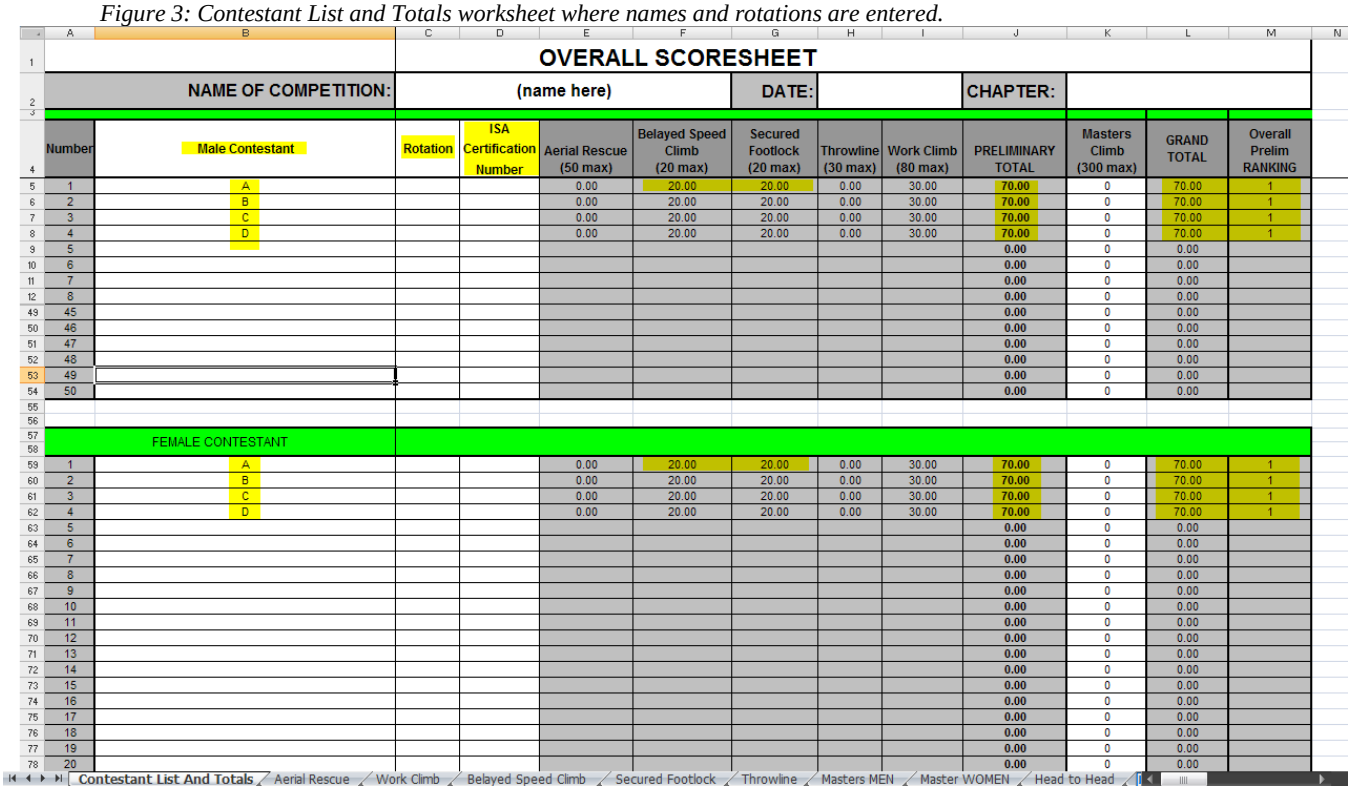
The order in which the score sheets come to the scorekeeper does NOT matter. The ORDER in which it is entered into the scoring program DOES. Fill in the first row first for each contestant and work your way down.

On each of the worksheets the cells that are white (not shaded) is where the data is entered. The shaded cells are protected because they contain formulas.

CONTESTANT LIST AND TOTALS:

This worksheet is the starting point for the scorekeeper. This is where the names are added and the rotation is listed (Figure 3).

Figure 3: Contestant List and Totals worksheet where names and rotations are entered.



OVERALL SCORESHEET

NAME OF COMPETITION:	(name here)	DATE:		CHAPTER:	

Number	Male Contestant	Rotation	ISA Certification Number	Aerial Rescue (50 max)	Belayed Speed Climb (20 max)	Secured Footlock (20 max)	Throwline (30 max)	Work Climb (80 max)	PRELIMINARY TOTAL	Masters Climb (300 max)	GRAND TOTAL	Overall Prelim RANKING
1	A			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
2	B			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
3	C			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
4	D			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
5									0.00	0	0.00	
6									0.00	0	0.00	
7									0.00	0	0.00	
8									0.00	0	0.00	
45									0.00	0	0.00	
46									0.00	0	0.00	
47									0.00	0	0.00	
48									0.00	0	0.00	
49									0.00	0	0.00	
50									0.00	0	0.00	

FEMALE CONTESTANT

Number												
1	A			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
2	B			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
3	C			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
4	D			0.00	20.00	20.00	0.00	30.00	70.00	0	70.00	1
5									0.00	0	0.00	
6									0.00	0	0.00	
7									0.00	0	0.00	
8									0.00	0	0.00	
9									0.00	0	0.00	
10									0.00	0	0.00	
11									0.00	0	0.00	
12									0.00	0	0.00	
13									0.00	0	0.00	
14									0.00	0	0.00	
15									0.00	0	0.00	
16									0.00	0	0.00	
17									0.00	0	0.00	
18									0.00	0	0.00	
19									0.00	0	0.00	
20									0.00	0	0.00	

Contestant List And Totals | Aerial Rescue | Work Climb | Belayed Speed Climb | Secured Footlock | Throwline | Masters MEN | Master WOMEN | Head to Head

As names are added to the rows the preliminary totals are populated, everyone on this page should be ranked #1 with 70 points. (These points are due to the events with the "fastest time" formula. Everyone is tied for the fastest time of 0.0 seconds.) As the competition gets started, the correct scores will be calculated, with the correct ranking.

The main issue on this worksheet is that once the name has been placed on the list -- **DO NOT CUT AND PASTE** the name to a new location. If you have to move the names around to get them in the correct order (rotation) – you will need to **COPY** and PASTE the names to the correct order, or you will need to re-type the names in order of their rotation. If you CUT and Paste, you will notice a "REF" error on the other worksheets/tabs under the name column. Keep in mind, that the rotation order does not affect your input. As head scoring judge, competitors score sheets will be coming at you in random order, or as they are collected by your runners. Therefore, one does not need to worry about rotation for the scoring. Rotation may be important for print-outs, and is important to the climbers.

If a cell(s) is to have no name, then make sure there is a "space" placed in that cell. DO NOT delete the name from the cell. If you do happen to delete the name, you will notice that the preliminary fields are populated (70 points) with no name associated with that row. To correct just simply hit the space bar for the name and all will disappear. So, if you have less then 50 male competitors, enter a space (" ") for the names. If you do not place a space in the cells beyond the number of competitors that are competing then those "deleted" name cells will have the fastest times. (Figure 4)

Figure 4: Contestant 5 (row 9) has a space in column 'B'. While Contestants 6, 7, 8 (rows 10-12) had their name in column 'B' deleted. Note the Prelim fields have been populated for contestants 6, 7, 8. Need to put a space in the Contestant cell for the program to run properly.

OVERALL SCORESHEET

NAME OF COMPETITION:	(name here)	DATE:		CHAPTER:	

Number	Male Contestant	Rotation	ISA Certification Number	Aerial Rescue (50 max)	Belayed Speed Climb (20 max)	Secured Footlock (20 max)	Throwline (30 max)	Work Climb (80 max)	PRELIMINARY TOTAL	Masters Climb (300 max)	GRAND TOTAL	Overall Prelim RANKING
1	A			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
2	B			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
3	C			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
4	D			0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
5									**0.00**	0	0.00	
6				0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
7				0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
8				0.00	20.00	20.00	0.00	30.00	**70.00**	0	70.00	1
45									**0.00**	0	0.00	
46									**0.00**	0	0.00	

The other white (non-shaded) cells are for the Rotation; ISA Certification #; and Master's score. Note that the ISA Certification column is optional. This can be any text such as where they are from (chapter), phone number, or just not used. The Masters column (column K) is just for those competing in the Masters. Remember the GRAND TOTAL is a combination of the Preliminary Totals and the Masters total, not the "new life" format.

AERIAL RESCUE:

The first thing that may jump out at you is that the scoring program is set-up with five judges (Figure 5). Do not worry; this is just the maximum number of judges that the program can handle. You can have any number of judges up to five. The program will take the average of how many judges that are used. If you have only one judge, just enter the data into Judge 1 position.

Figure 5: The number of Judges can be between 1 and 5. The average will be of the number of judges used.

AERIAL RESCUE

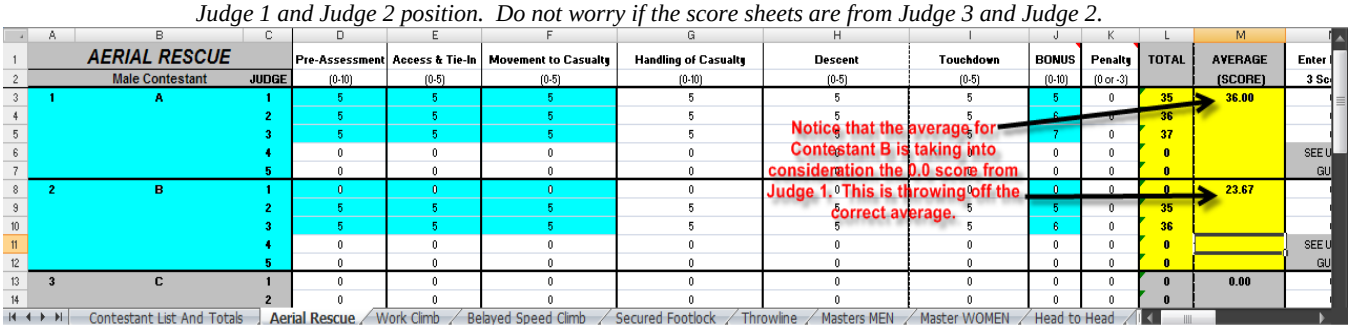
	Male Contestant	JUDGE	Pre-Assessment (0-10)	Access & Tie-In (0-5)	Movement to Casualty (0-5)	Handling of Casualty (0-10)	Descent (0-5)	Touchdown (0-5)	BONUS (0-10)	Penalty (0 or -3)	TOTAL	AVERAGE (SCORE)	Enter 3 Sc
1	A	1	5	5	5	5	5	5	5	0	**35**	**36.00**	
		2	5	5	5	5	5	5	6	0	**36**		
		3	5	5	5	5	5	5	7	0	**37**		
		4	0	0	0	0	0	0	0	0	**0**		SEE U
		5	0	0	0	0	0	0	0	0	**0**		GU
2	B	1	0	0	0	0	0	0	0	0	**0**	**0.00**	
		2	0	0	0	0	0	0	0	0	**0**		
		3	0	0	0	0	0	0	0	0	**0**		
		4	0	0	0	0	0	0	0	0	**0**		SEE U
		5	0	0	0	0	0	0	0	0	**0**		GU
3	C	1	0	0	0	0	0	0	0	0	**0**	**0.00**	
		2	0	0	0	0	0	0	0	0	**0**		
		3	0	0	0	0	0	0	0	0	**0**		
		4	0	0	0	0	0	0	0	0	**0**		SEE U
		5	0	0	0	0	0	0	0	0	**0**		GU
4	D	1	0	0	0	0	0	0	0	0	**0**	**0.00**	
		2	0	0	0	0	0	0	0	0	**0**		
		3	0	0	0	0	0	0	0	0	**0**		
		4	0	0	0	0	0	0	0	0	**0**		SEE U
		5	0	0	0	0	0	0	0	0	**0**		GU

Contestant List And Totals | Aerial Rescue | Work Climb | Belayed Speed Climb | Secured Footlock | Throwline | Masters MEN | Master WOMEN | Head to Head

The main issue with this worksheet is that you must enter the data "in order" (see above). Therefore, if you have 3 judges (A, B, C) then enter their information in Judge 1, 2, 3 positions.

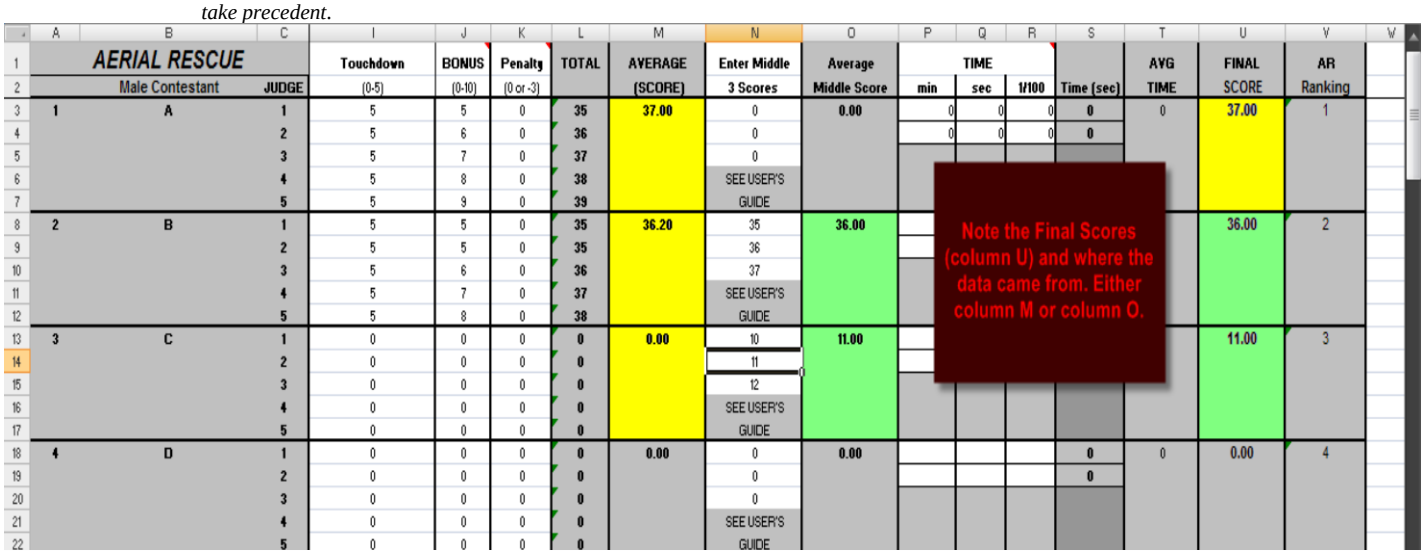
If for some reason, Judge A did not give you a score sheet, then judge B's score sheet needs to be entered in Judge 1 position and judge C's sheet into Judge 2 position. The program will just take the average of those two judges and Judge A's information is not required (Figure 6).

Figure 6: Must keep the input of data IN ORDER. If there is only two score sheets for a contestant, then enter the sheets into Judge 1 and Judge 2 position. Do not worry if the score sheets are from Judge 3 and Judge 2.



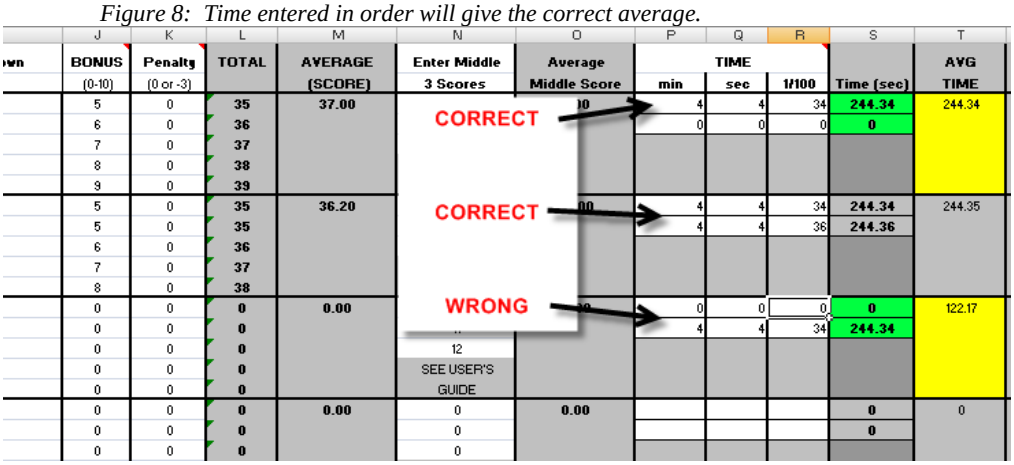
Column 'M' will give you the average of the total number of judges used. If your chapter wishes to throw out the high and low scores, the scorekeeper will have to determine the three middle scores and enter them into column 'N'. If data is entered into column 'N' (middle scores) then the Final Score and the Ranking will be based on the Average of the three middle scores (Column 'O'). If no data is entered into column 'N', then the Final Score and Ranking will be determined by the average score (column 'M') (Figure 7).

Figure 7: The Final score is determined by either the Average score or the Average Middle score. The Average Middle score will take precedent.



Time can be entered with just one or two timers. Again, keep them "in order". If you are using one timer enter in the time in Judge 1 position. If you are using 2 timers, then place the times in position 1 then position 2. The program will take the average of the number of timers that are entered "in order". **Do not** place a time in Judge 2 position with no time in Judge 1 position (Figure 8).

Figure 8: Time entered in order will give the correct average.

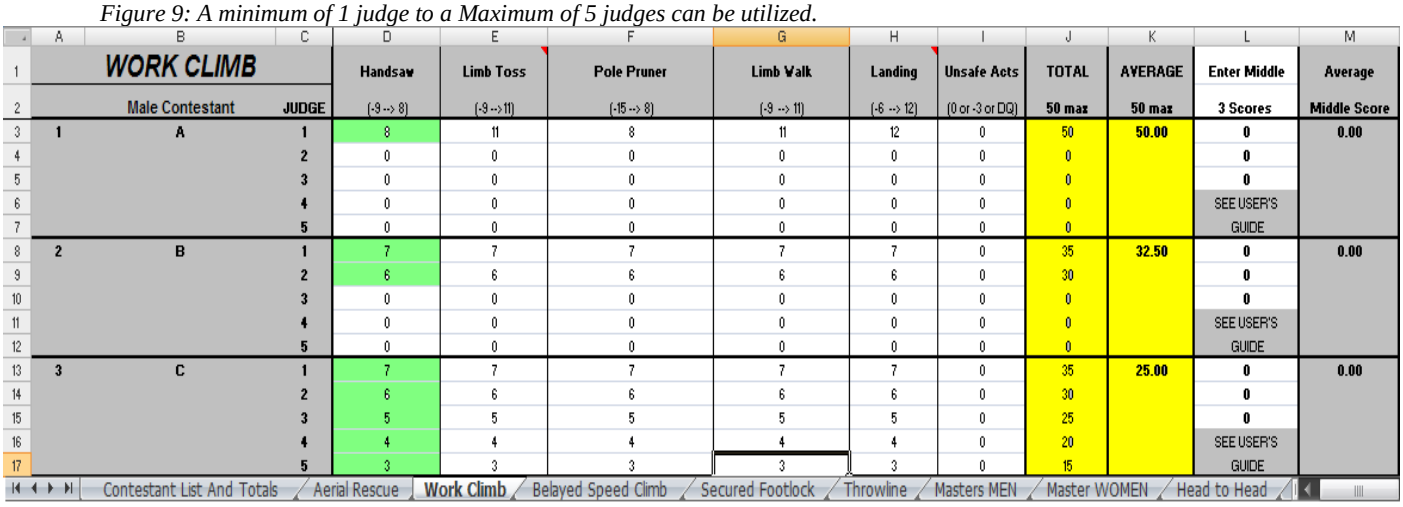


BONUS (0-10)	Penalty (0 or -3)	TOTAL	AVERAGE (SCORE)	Enter Middle 3 Scores	Average Middle Score	TIME min	TIME sec	TIME 1/100	Time (sec)	AVG TIME
5	0	35	37.00			4	4	34	244.34	244.34
6	0	36				0	0	0	0	
7	0	37								
8	0	38								
9	0	39								
5	0	35	36.20			4	4	34	244.34	244.35
5	0	35				4	4	36	244.36	
6	0	36								
7	0	37								
8	0	38								
0	0	0	0.00			0	0	0	0	122.17
0	0	0				4	4	34	244.34	
0	0	0		12						
0	0	0		SEE USER'S GUIDE						
0	0	0	0.00	0	0.00				0	0
0	0	0		0					0	
0	0	0		0						

WORK CLIMB:

The first thing that may jump out at you is that the scoring program is set-up with five judges (Figure 9). The same as in Aerial Rescue. This is just the Maximum number of judges that the program can handle. You can have any number of judges up to five. The program will take the average of how many judges that are used. If you have only one judge then just enter the data into Judge 1 position.

Figure 9: A minimum of 1 judge to a Maximum of 5 judges can be utilized.

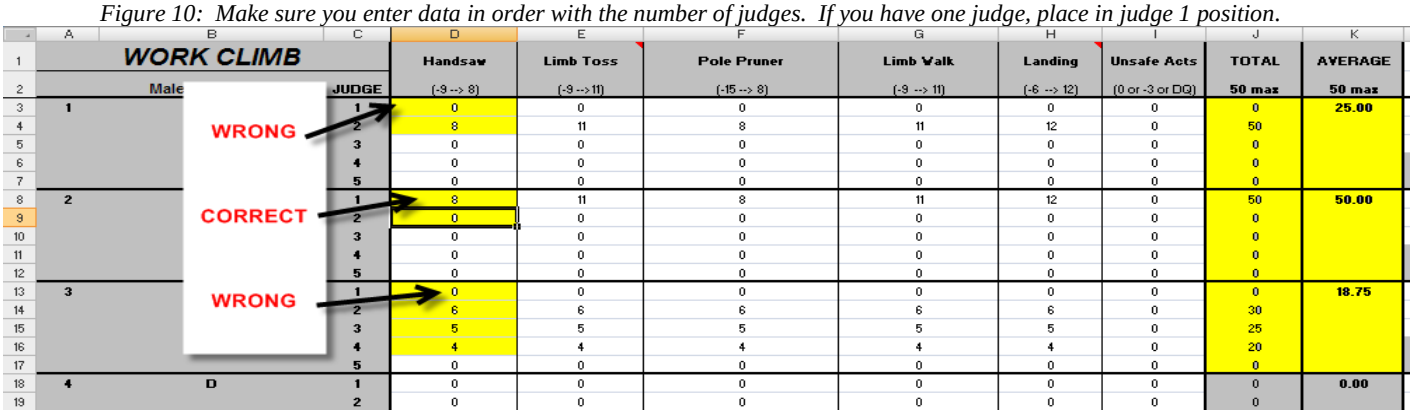


	WORK CLIMB Male Contestant	JUDGE	Handsaw (-9 --> 8)	Limb Toss (-9 --> 11)	Pole Pruner (-15 --> 8)	Limb Walk (-9 --> 11)	Landing (-6 --> 12)	Unsafe Acts (0 or -3 or DQ)	TOTAL 50 max	AVERAGE 50 max	Enter Middle 3 Scores	Average Middle Score
1	A	1	8	11	8	11	12	0	50	50.00	0	0.00
		2	0	0	0	0	0	0	0		0	
		3	0	0	0	0	0	0	0		0	
		4	0	0	0	0	0	0	0		SEE USER'S	
		5	0	0	0	0	0	0	0		GUIDE	
2	B	1	7	7	7	7	7	0	35	32.50	0	0.00
		2	6	6	6	6	6	0	30		0	
		3	0	0	0	0	0	0	0		0	
		4	0	0	0	0	0	0	0		SEE USER'S	
		5	0	0	0	0	0	0	0		GUIDE	
3	C	1	7	7	7	7	7	0	35	25.00	0	0.00
		2	6	6	6	6	6	0	30		0	
		3	5	5	5	5	5	0	25		0	
		4	4	4	4	4	4	0	20		SEE USER'S	
		5	3	3	3	3	3	0	15		GUIDE	

Contestant List And Totals | Aerial Rescue | Work Climb | Belayed Speed Climb | Secured Footlock | Throwline | Masters MEN | Master WOMEN | Head to Head

The main issue with this worksheet is that you enter the data / score sheets “in order”. SEE ABOVE in General Information section for definition. Figure 10 shows the right and wrong way.

Figure 10: Make sure you enter data in order with the number of judges. If you have one judge, place in judge 1 position.



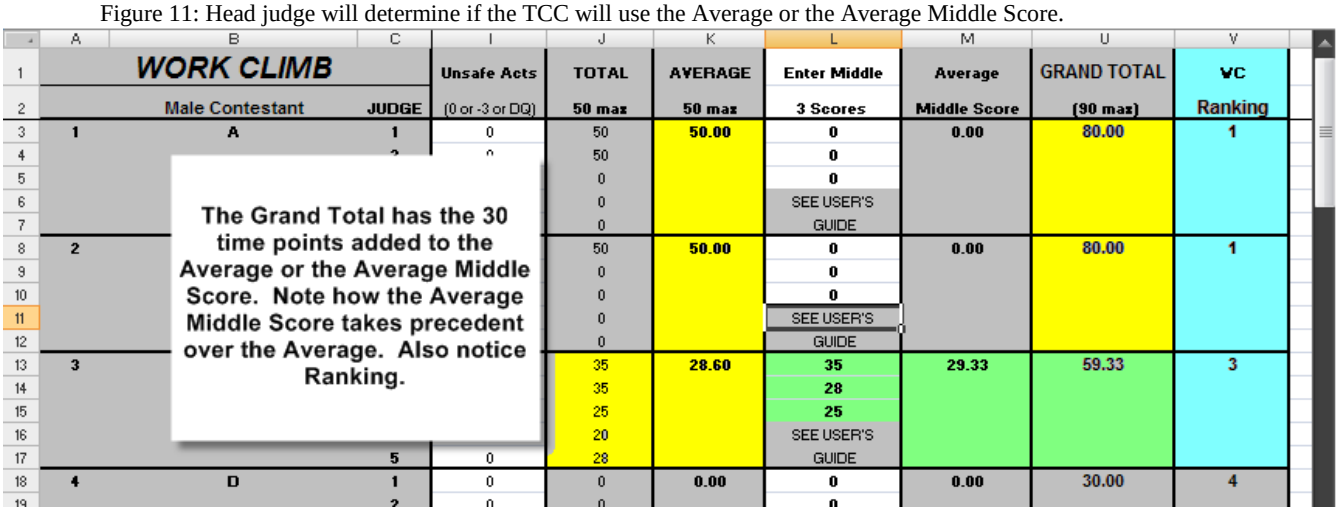
Simple math may be required if the judge did not add up the scores at each workstation. The program will tally up the scores for all the stations, but the judge or scorekeeper will need to add up the scores for each individual station. Columns D – I will require the judge or scorekeeper to subtotal the stations. Remember that negative numbers need to be entered in with a negative sign (-3, or –11).

Remember that as a scorekeeper, we do not worry about whose score sheet is whose. We just enter data "in order". The Head Judge or Head Chair is to worry about whose score sheet belongs to whom when there is a problem. If the scoring judges do their job and we do ours. NO PROBLEM.

Column 'I' is for Unsafe Acts. In this column you will have either 0, -3, or DQ. If you enter DQ, then the competitor's final score will be DQ. The scorekeeper will have to **enter "999"** into the minutes cell to ensure that this competitor does not end up with the fastest time. The program defaults to "999", but make sure.

Column 'K' will give you the average of the total number of judges used. If your chapter wishes to throw out the high and the low, the scorekeeper will have to determine the three middle scores and enter them into column 'L'. If data is entered into column 'L' (middle scores) then the Grand Total and the Ranking will be based on the Average of the three middle scores (Column 'U') (Figure 11). If no data is entered into column 'L', then the average scores (Column 'K') will be used to determine the Grand Total and Ranking.

Figure 11: Head judge will determine if the TCC will use the Average or the Average Middle Score.



Time can be entered with just one or two timers. Again, keep them "in order" SEE ABOVE.

If a competitor times out, does not go to all the stations, or is DQ'd, then enter "999" into the minutes column. This will keep the competitor from receiving time points (Figure 12). Remember -- there are points awarded to time. Be careful.

Figure 12: Enter "999" if contestant times out or is DQ'd. Notice the ranking due to time.

K	L	M	N	O	P	Q	R	S	T	U	V
AVERAGE	Enter Middle	Average	TIME				AVG	FASTEST	Total Points	GRAND TOTAL	VC
50 max	3 Scores	Middle Score	min	sec	1/100	Time (sec)	Time	TIME(sec)	for Time	(90 max)	Ranking
50.00	0	0.00	4	4	40	244.4	244.4	244.40	30.00	80.00	1
	0		0	0	0	0					
	0										
	SEE USER'S GUIDE										
50.00	0	0.00	4	4	40	244.4	245.45	244.40	29.90	79.90	2
	0		4	6	50	246.5					
	0										
	SEE USER'S GUIDE										
28.60	35	29.33	999	0	0	59940	59940	244.40	0.00	29.33	3
	28		0	0	0	0					
	25										
	SEE USER'S GUIDE										

BELAYED SPEED CLIMB:

Keep the times "in order". If you have one timer – put the time in timer A position. If you have 3 timers, but only get data for 2 timers on a competitor. Place the times in Timers A and B position. EVEN if there are three timers and the times are only from Timer B and C or Timer A and C – Enter the data into timer A and B position (Figure 13).

Figure 13: Enter time in order. Note the Avg Time for the 2nd verse 3rd Climber. They have the same two times.

	A	B	C	D	E	F	G	H	I	J	K
1	BELAYED SPEED CLIMB			TIME							Belayed
2		Male	TIMER	min	sec	1/100	Time (sec)	AVG Time	FASTEST TIME	SCORE	Ranking
3	1		A	0	20	0	20	20.00	20.00	20.00	1
4		CORRECT →	B	0	0	0	0				
5			C	0	0	0	0				
6	2		A	0	20	0	20	21.00	20.00	19.50	3
7		CORRECT →	B	0	22	0	22				
8			C	0	0	0	0				
9	3		A	0	20	0	20	20.00	20.00	20.00	1
10		WRONG →	B	0	0	0	0				
11			C	0	22	0	22				
12	4		A	0	0	0	0	999.00	20.00	0.00	4
13			B	0	0	0	0				
14			C	0	0	0	0				

If a competitor times out, or is DQ'd, then enter "999" into the minutes column.

SECURED FOOTLOCK:

The same as Belayed Speed -- keep the times "in order" (Figure 13). See Belayed Speed.

If a competitor times out or is DQ'd, then enter "999" into the minutes column.

THROWLINE:

Enter the points for side 1 total and side 2 total (scorekeeper may have to do some simple math if the judge did not).

Enter the fastest time on the score sheet into the "First Score Time" and the slowest time into the "Final Score Time" (Figure 14). As scorekeepers we need to make sure that the fastest time is put into "First Score Time". The Judge may have a side 1 and side 2 in his/her head and put the time down for *that side* in the wrong location. Example, if a competitor sets a line in side 2 **first** the judge may make a mistake and put that first time into the Final Score Time slot. See score sheets for how that may happen. As a scorekeeper, you need to be aware of which is the fastest time and enter it in the correct cell to ensure correct scoring.

Figure 14: Make sure the Fastest time is entered in the First Score Time cell. Note contestant B and D times. Fastest time needs to be the First Score Time. Also note, contestant C and D for they both timed out. If they time out, make sure that on the FINAL Score Time it is consistent.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1		THROWLINE	POINTS (0-15) each		First Score Time			Final Score Time			PENALTIES (Enter as negative number)					TOTAL
2		Male Contestant	Side 1 Total	Side 2 Total	min	sec	1/100	min	sec	1/100	No Climbing Line	Stuck Throwline	No Control - Throwline	Broken Limb	No Warning	SCORE
3	1	A	15	15	0	38	23	1	45	10	0	0	0	0	0	30
4	2	B	15	15	2	50	20	0	35	22	0	0	0	0	0	30
5	3	C	12	0	0	45	45	999	0	0	0	0	0	0	0	12
6	4	D	0	12	20	0	0	0	35	10	0	0	0	0	0	12
50	48		0	0	0	0	0	0	0	0	0	0	0	0	0	0

Contestant List And Totals | Aerial Rescue | Work Climb | Belayed Speed Climb | Secured Footlock | Throwline | Masters MEN | Master WOMEN | Head to Head

If a competitor times out, the scorekeeper may leave the final score time at "0" or put "999" into the minute column or put the maximum time allowed for that competition (i.e. 6 minutes)(Figure 14). Just be consistent, and remember that the final time is what determines the winner in case of a tie.

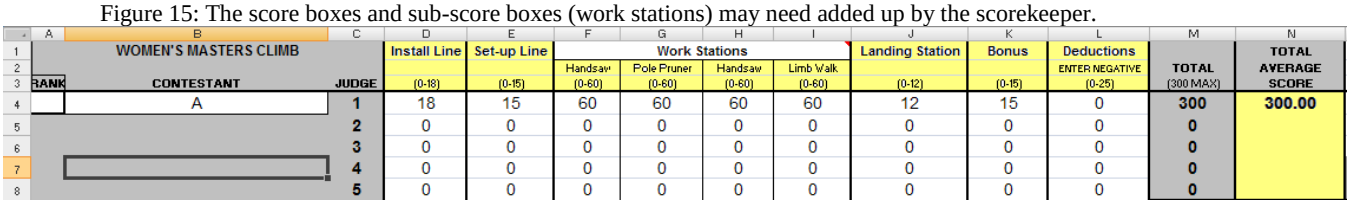
Penalties need to be entered as a positive number (1, or 3), and the program will subtract the total penalties. Note that the largest number is to be entered. Example, if a judge checks off the –1 and then –2 for failure to issue audible warning, the scorekeeper will enter 2 for the penalties. Not 3.

MASTERS:

Again the head scorekeeper may be counted on to do some simple math. It is not hard, just be correct.

The judges may turn in sheets that have the different boxes checked off or circled and no score added up for each of the point sections. The Scorekeeper will just have to do some simple math and fill in the score boxes. The program will add up all the different score boxes and sub score boxes (Figure 15). Remember for the Deductions section that the numbers need to be positive.

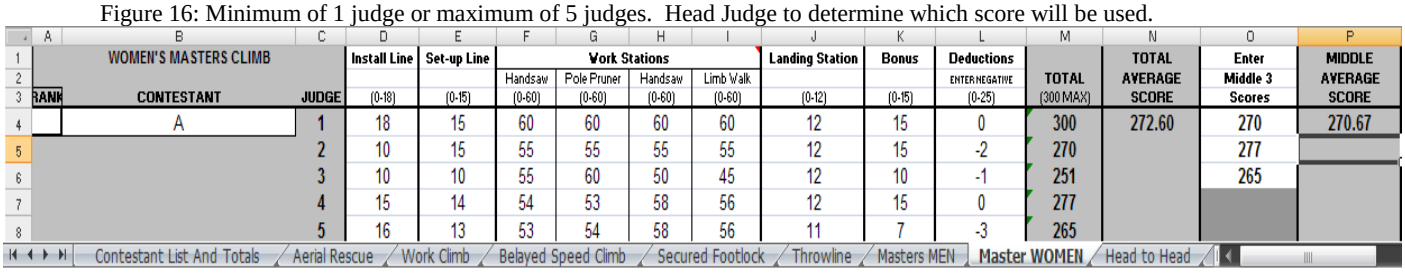
Figure 15: The score boxes and sub-score boxes (work stations) may need added up by the scorekeeper.



	WOMEN'S MASTERS CLIMB		Install Line	Set-up Line	Work Stations				Landing Station	Bonus	Deductions	TOTAL	TOTAL AVERAGE SCORE
					Handsaw	Pole Pruner	Handsaw	Limb Walk			ENTER NEGATIVE		
RANK	CONTESTANT	JUDGE	(0-18)	(0-15)	(0-60)	(0-60)	(0-60)	(0-60)	(0-12)	(0-15)	(0-25)	(300 MAX)	
	A	1	18	15	60	60	60	60	12	15	0	300	300.00
		2	0	0	0	0	0	0	0	0	0	0	
		3	0	0	0	0	0	0	0	0	0	0	
		4	0	0	0	0	0	0	0	0	0	0	
		5	0	0	0	0	0	0	0	0	0	0	

As with the Aerial Rescue and Work Climb, the program will allow up to 5 judges. If you have only 3 judges – keep the scores entered "in order". If the head judge wants to throw out the high and low scores, the head scorekeeper will need to determine the three middle scores and enter them into column 'O' (Figure 16).

Figure 16: Minimum of 1 judge or maximum of 5 judges. Head Judge to determine which score will be used.



	WOMEN'S MASTERS CLIMB		Install Line	Set-up Line	Work Stations				Landing Station	Bonus	Deductions	TOTAL	TOTAL AVERAGE SCORE	Enter Middle 3 Scores	MIDDLE AVERAGE SCORE
					Handsaw	Pole Pruner	Handsaw	Limb Walk			ENTER NEGATIVE				
RANK	CONTESTANT	JUDGE	(0-18)	(0-15)	(0-60)	(0-60)	(0-60)	(0-60)	(0-12)	(0-15)	(0-25)	(300 MAX)			
	A	1	18	15	60	60	60	60	12	15	0	300	272.60	270	270.67
		2	10	15	55	55	55	55	12	15	-2	270		277	
		3	10	10	55	60	50	45	12	10	-1	251		265	
		4	15	14	54	53	58	56	12	15	0	277			
		5	16	13	53	54	58	56	11	7	-3	265			

Contestant List And Totals | Aerial Rescue | Work Climb | Belayed Speed Climb | Secured Footlock | Throwline | Masters MEN | Master WOMEN | Head to Head

There is only one official time. NO averages.

SORTING AND PRINTING

DO NOT SORT WITHIN ANY OF THE WORKSHEETS OR TABS.

To sort the winners via their Rankings, you must **COPY** the information from Contestant List and Total worksheet / tab -- go to the Sort worksheet / tab -- and then select **PASTE SPECIAL** choose "values" only to copy information. This will give you just the values without all the formulas and formats. This data then can be sorted into the rankings.

To print out information, you must select your print area and print the information. In printing out the women's results so that there is the headings, you may need to run a separate women's program for your competition. Prior to printing out, you may want to remove or hide some of the columns or rows to better fit the results on one page.

HEAD TO HEAD:

One may notice that there is no average of all five times. You really need five timers for the head to head. If for some reason, your chapter does not have five timers, or if you have an electric timer platform, enter the times for the judges you have (in order), and then choose the times to be entered into the Middle Times column ('I'). The AVG Time plus penalty (column J) is formulated to take the average of one, two, or three "Middle times". If you have an electric timer, you just need to put in the ONE time into the Middle Times column ('I') (Figure 17), and the program will give you the average for the one time.

Figure 17: Fastest Time is based on only the Middle Times. There is no Average time for all five judges.

	A	B	C	D	E	F	G	H	I	J	K	L
1		HEAD TO HEAD FOOTLOCK			TIME		Penalty		Middle	AVG Time	FASTEST	
2			TIMER	min	sec	1/100	(+sec)	Time (sec)	Times	plus penalty	TIME	SCORE
3	1	AS	A	0	12	12	0	12.12	12.12	12.120	12.12	20.00
4			B	0	12	13		12.13	12.13			
5			C	0	12	14		12.14	12.11			
6			D	0	12	11		12.11				
7			E	0	12	10		12.1				
8	2	IS	A	0	12	45	0	12.45	12.45	12.460	12.12	19.66
9			B	0	12	48		12.48	12.46			
10			C	0	12	46		12.46	12.47			
11			D	0	12	47		12.47				
12			E	0	0	0		0				
13	3	FOR	A	0	15	12	0	15.12	15.12	15.120	12.12	17.00
14			B	0	0	0		0	0			
15			C	0	0	0		0	0			
16			D	0	0	0		0				
17			E	0	0	0		0				
18	4	EVER	A	0	14	14	0	14.14	14.14	14.145	12.12	17.98
19			B	0	14	15		14.15	14.15			
20			C	0	0	0		0	0			
21			D	0	0	0		0				
22			E	0	0	0		0				
23	5		A	0	0	0	0	0	0	999.000	12.12	0.00
24			B	0	0	0		0	0			

The program is set up for twenty (20) competitors. Again if given enough time ISA can add in rows for more competitors, and/or if the scorekeeper is good with MS EXCEL they can add in more rows for the additional competitors.

Hope this quick reference guide helps the Scorekeeper to run a smooth and efficient TCC with regards to entering in the scores. The scorekeeper is not responsible for the acts of the head judge or head chair.