

SIUS

 SWISS PRECISION

Step by Step Manual

Step-by-Step Manual, how to conduct Qualifications and Finals in SIUSRank and SIUSData

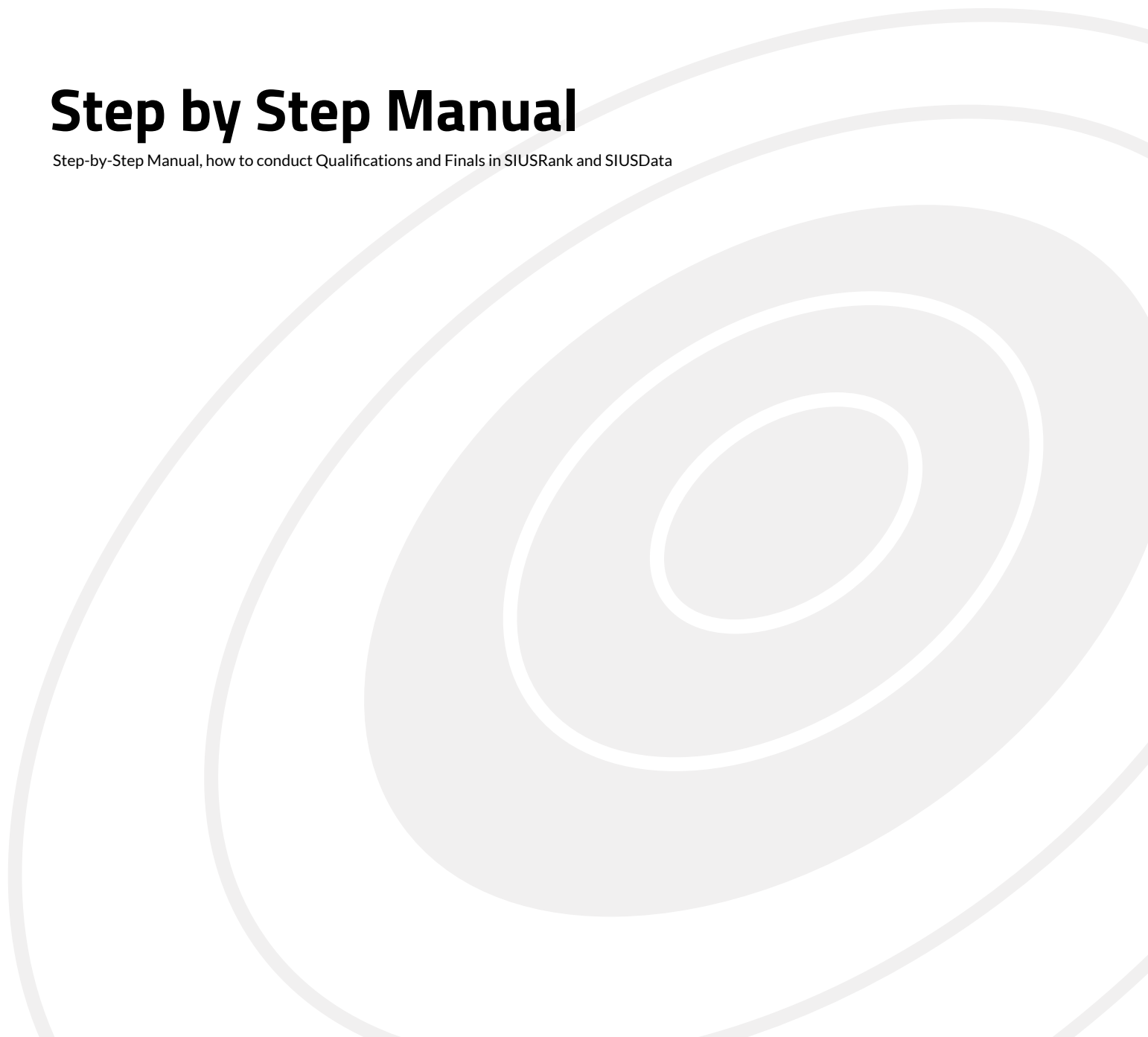


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Introduction

About this Manual

Please take a look at the Step-by-Step manual "SIUSRANK Database Set Up" before continuing with this manual. To run qualifications and to set up SIUSRANK for finals, proceed with the steps in this manual. As an example, we will consider the discipline Air Rifle 60. Since SIUSData is needed to import the shots from the targets, it is part of this manual as well.

Note: Any rule changes on the side of ISSF might be not considered. Always consult the latest ISSF Rulebook.

About SIUSRANK and SIUSData

SIUSRANK is a software used to conduct and rank International competitions, and to organize entire Championships. Start and rank lists are automatically created and can be printed. Live results and target pictures are shown on a spectators screen.

SIUSRANK imports the shot data from SIUSData by TCP/IP, and they run optionally on the same or separate computers.

SIUSData is used to send commands to the range, and to import the shots from the targets.

Qualification

Event procedures

Event procedures can be looked up in the ISSF Rulebook 7.7.4 (RIFLE EVENTS QUALIFICATION TABLE) and 8.11 (PISTOL EVENTS QUALIFICATION TABLE).

Elimination (Optional, 50m Rifle Prone Men /50m Pistol Men)

The elimination is optional. The regulations for elimination and qualification stages can be found in the ISSF Rulebook chapter 6.11.9.

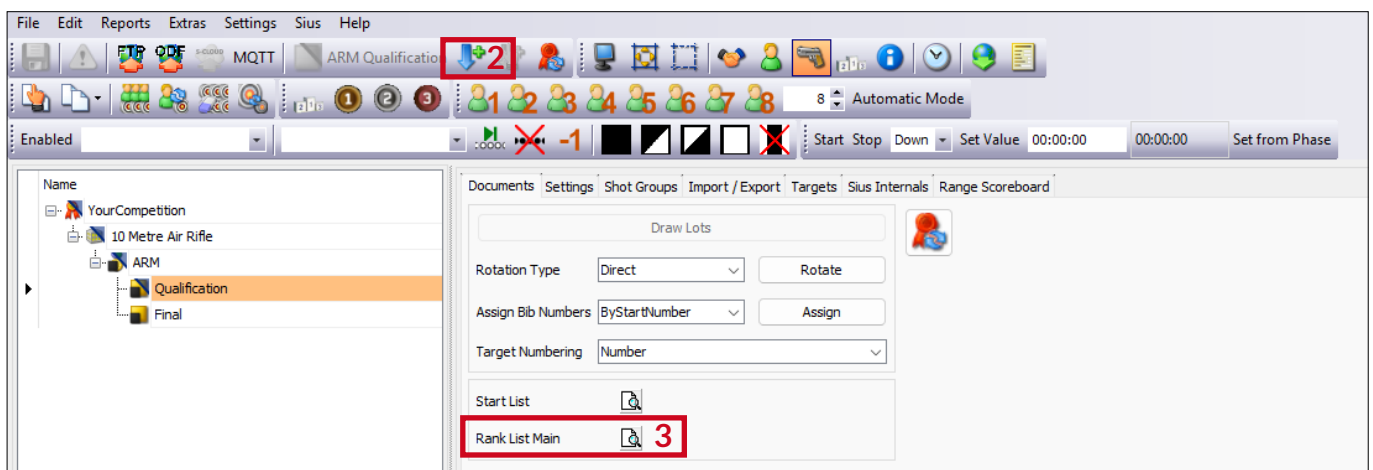
Conduct a Qualification

1. Setup SIUSData (See chapter "SIUSData Setup" below)
2. Activate the Qualification Phase and the Auto Shot Data Import
3. Show the scoreboard and change to competition view
4. Let the games begin..!
5. *Be observant. Check the behavior of the Lanes. Check whether the system is receiving all shot data and if the Shooter Status is correct.*



After the Qualification

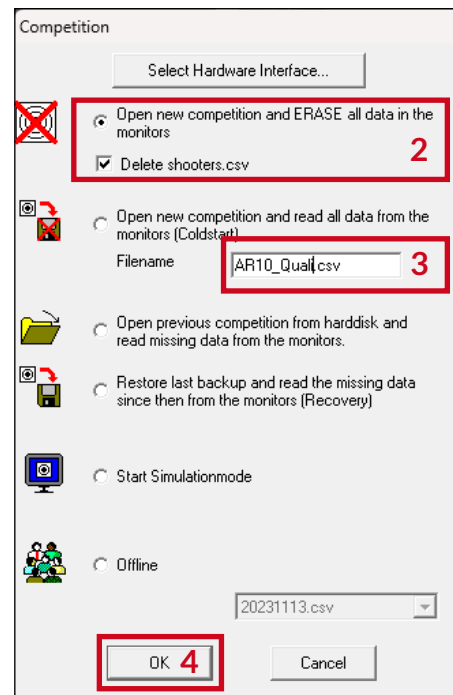
1. Close SIUSData
2. Deactivate Auto Shot Data Import
3. Create a Qualification rank list and print it if needed.
4. *Do a backup of the database (e.g. C:\SIUS\Competitions\YourCompetition) Pack it in a .zip and copy it on a flash drive... for example.*



SIUSData Setup

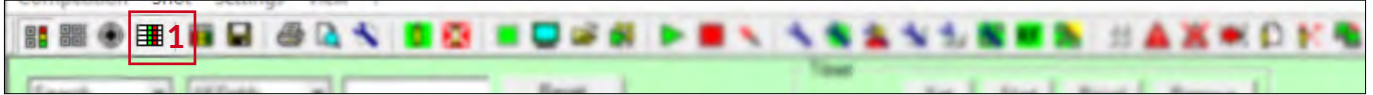
Configuration

1. Open SIUSData
2. Choose the first option (The range will be ready for a new competition as the data is going to be cleared.)
3. Name your competition (phase)
4. Click "OK" and it will send a "clear log" (With a "clear log" all shot data will be deleted on the control units)

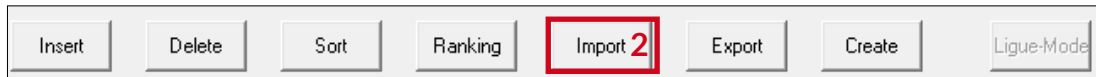


Start the Lanes

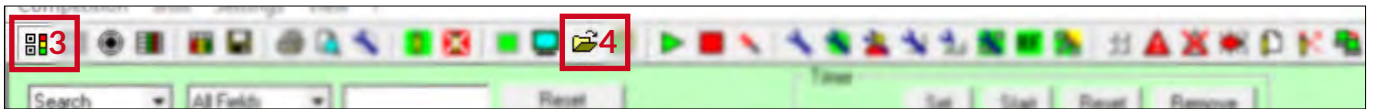
1. Click "View shooters"



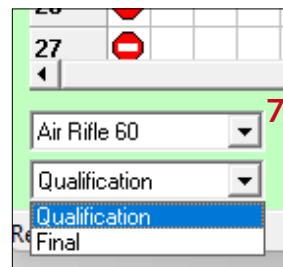
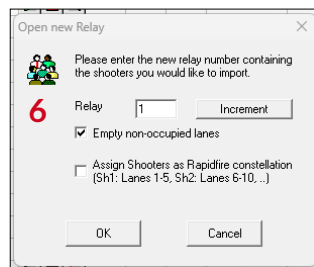
2. Click "Import" and search for the start list It has been saved automatically in the SIUSRank database under "Exports", e.g. C:\SIUS\Competitions\YourCompetition\Exports\10m\AR60M\3_QUAL



3. Go back to "View Lanes - Grid"
4. Click "import Shooters" to assign them to the lanes



5. Enter the Relay Number In most cases this is "1", except you have multiple relais in qualifications.
6. Select the discipline in the competition chooser and select the correct phase. (e.g. Qualification or Final)



7. "Start all Lanes" (Send the discipline and athlete information to the control units.)



8. Switch to Match when the Preparation and Sighting Time is over.
9. Repeat the steps 4 to 8 for every relay.

Advanced Information about SIUSData is available under "? Help F1" or in the manual "SIUSData additional Information".

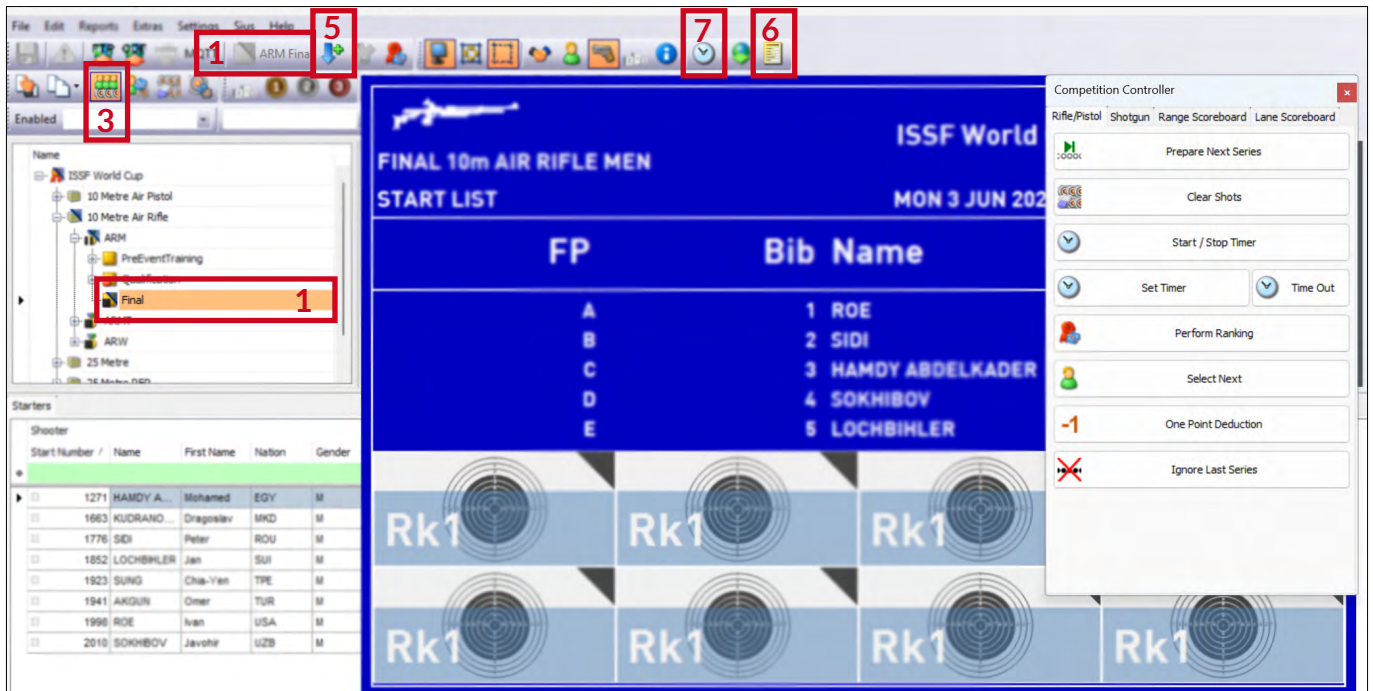
Finals

Finals Setup

1. Select and activate the Finals phase
2. Create the Start list for the Finals phase



3. Show the targets on the scoreboard
4. Set Up SIUSData (See chapter above)
5. Activate the Auto Shot Data Import
6. Open the Competition Controller
7. Show the timer on the scoreboard
8. Let the games begin..!



Conduct a Final

Please see the following Step-by- Step Manuals, how to conduct ISSF Finals.

- For 10m AR40, AR60, AP40, AP60 and 50m Free Pistol and Free Rifle:
“Step by Step - ISSF 10m and 50m Finals”
- For 50m 3X20 and 3X40:
“Step by Step - ISSF 50m 3Position Finals”
- For 25m Sport Pistol and Rapid Fire Men:
“Step by Step - ISSF 25m Finals”

Special Cases

Athlete did not start (DNS), did not finish (DNF) or is disqualified (DSQ)

1. Just change the Status of the Starter

Starters													
Shooter													
Start Number /	Name	First Name	Nation	Gender	Groups	Team	Team Index	Target Number	Status	ProgressStatus	Inner Ten	Total Score	Duell Index
* Click here to add a new row													
#	1002	YOVARI	Mahdi	AFG	M	Regulars		0	27	Default	Sighting	0	-1
	1017	ADOUL	Koceila	ALG	M	Regulars		0	22	DNS	Sighting	0	-1
	1025	GUTERREZ	Marcelo Jul...	ARG	M	Regulars		0	11	DSQ	Sighting	0	-1
	1028	ZOCCALI ...	Marcelo	ARG	M	Regulars		0	12	DNF	Sighting	0	-1
	1053	ROSSITER	Jack	AUS	M	Regulars		0	32	Default	Sighting	0	-1
	1054	SAMPSON	Dane	AUS	M	Regulars		0	79	DnsAtShootOff	Sighting	0	-1
	1060	DIEM	Patrick	AUT	M	Regula...		0	74	Hidden	Sighting	0	-1
	1065	MAIR	Tobias	AUT	M	Regulars		0	27	RuledOut	Sighting	0	-1
	1065	MAIR	Tobias	AUT	M	Regulars		0	27	Default	Sighting	0	-1
	1066	PICKL	Bernhard	AUT	M	Regula...		0	81	Default	Sighting	0	-1
	1068	SCHMIRL	Alexander	AUT	M	Regulars		0	85	Default	Sighting	0	-1

Note: If the “Status” is set to DNS, DSQ or DNF, the “ProgressStatus” will automatically change to “Finished”.

Give Penalties

1. Penalties are assigned to a single shot, therefore you need to open the single shot view by clicking on the “+” behind a Starter.
2. Select a single shot and open the dropdown list in the column “Penalty”.
3. Choose the correct penalty from the list.

Starters													
Shooter													
Start Number /	Name	First Name	Nation	Gender	Groups	Team	Team Index	Target Number	Status	ProgressStatus	Inner Ten	Total Score	Duell Index
* Click here to add a new row													
#	1017	ADOUL	Koceila	ALG	M	Regulars		0	22	Default	InCompetition	6 179.9	-1
	1025	GUTERREZ	Marcelo Jul...	ARG	M	Regulars		0	11	Default	InCompetition	6 180.3	-1
												Series 1 ¹⁰⁰ 100.1	Series 2 ¹⁰⁰ 79.8
												Series 3 ¹⁰⁰ 21..30	Series 4 ¹⁰⁰ 31..40
												Series 5 ¹⁰⁰ 41..50	
#	LogType	Id	Score	TimeStamp	Sighter	Ignore	Penalty						
	OwShot	1P	10.1	02.06.2024 09:16:00.00	<input checked="" type="checkbox"/>	<input type="checkbox"/>							
	OwShot	2P	10.1	02.06.2024 09:17:00.00	<input checked="" type="checkbox"/>	<input type="checkbox"/>							
	OwShot	3P	9.5	02.06.2024 09:18:00.00	<input checked="" type="checkbox"/>	<input type="checkbox"/>							
	OwShot	1I	10.0	02.06.2024 09:19:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	2I	10.0	02.06.2024 09:20:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	3I	10.1	02.06.2024 09:21:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	4I	10.7	02.06.2024 09:22:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	5I	9.8	02.06.2024 09:23:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	6I	10.4	02.06.2024 09:24:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	7I	10.3	02.06.2024 09:25:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	8I	9.0	02.06.2024 09:26:00.00	<input type="checkbox"/>	<input type="checkbox"/>							
	OwShot	9I	9.5	02.06.2024 09:27:00.00	<input type="checkbox"/>	<input type="checkbox"/>							

Note: Additional “penalties” which are missing in the dropdown list, can be created on the Championship Layer, Tab “Penalties”.

Ignore or allow shots

1. If a shot needs to be ignored or an additional shots needs to be allowed, e.g. in consequence of a score protest, it also has to be done in the single shot view.
(to view ignored shots remove the filter by clicking the red x)

LogType	Id	Score	TimeStamp	Sighter	Ignore
OwnShot	101	10.7	02.06.2024 11:28:00.00		<input type="checkbox"/>
OwnShot	111	8.8	02.06.2024 11:29:00.00		<input type="checkbox"/>
OwnShot	121	10.1	02.06.2024 11:30:00.00		<input type="checkbox"/>

2. Select the shot with the wrong score and put a checkmark on the column "Ignore"
3. Remove the checkmark "Ignore" from the shot with the correct score.

Shooter	Start Number / Name	First Name	Nation	Gender	Groups	Team	Team Index	Target Number	Status	ProgressStatus	Inner Ten	Total Score
	1017	ADOUL	Koceila	ALG	M	Regulars	0	22	Default	InCompetition	9	326.9
	1025	GUTIERREZ	Marcelo Jul...	ARG	M	Regulars	0	11	Default	InCompetition	8	316.1

LogType	Id	Score	TimeStamp	Sighter	Ignore
OwnShot	91	9.5	02.06.2024 09:27:00.00		<input type="checkbox"/>
OwnShot	101	9.6	02.06.2024 09:28:00.00		<input type="checkbox"/>
OwnShot	111	10.5	02.06.2024 09:29:00.00		<input type="checkbox"/>
OwnShot	121	10.3	02.06.2024 09:30:00.00		<input type="checkbox"/>
OwnShot	131	10.8	02.06.2024 09:31:00.00		<input type="checkbox"/>
OwnShot	-	10.2	02.06.2024 09:32:00.00		<input checked="" type="checkbox"/>
OwnShot	151	9.0	02.06.2024 09:33:00.00		<input type="checkbox"/>
OwnShot	161	10.3	02.06.2024 09:34:00.00		<input type="checkbox"/>
OwnShot	-	9.4	02.06.2024 09:35:00.00		<input checked="" type="checkbox"/>
OwnShot	181	10.4	02.06.2024 09:36:00.00		<input type="checkbox"/>

Column is missing

If a column, e.g. "Status" or "Penalty" is missing, it can be added to the grid.

1. Right click on the Header and open the "Column Chooser".
2. Add or remove columns from the header by drag and drop.

Shooter	Start Number / Name	First Name	Nation	Gender	Groups	Team	Team Index	Target Number	Status	ProgressStatus	Inner Ten	Total Score
	1080	DIEM	Patrick	AUT	M	Regula...	0	74	Default	InComp		
	1085	MAR	Tobias	AUT	M	Regulars	0	27	Default	InComp		
	1086	PICKL	Bernhard	AUT	M	Regula...	0	81	Default	InComp		

LogType	Id	Score	TimeStamp	Sighter	Ignore
OwnShot	3P1	10.0			<input checked="" type="checkbox"/>
OwnShot	3P1	10.0			<input checked="" type="checkbox"/>
OwnShot	3P1	10.0			<input checked="" type="checkbox"/>
OwnShot	11	10.0			<input type="checkbox"/>
OwnShot	21	10.0			<input type="checkbox"/>
OwnShot	31	10.0			<input type="checkbox"/>
OwnShot	41	10.0			<input type="checkbox"/>
OwnShot	51	10.0			<input type="checkbox"/>
OwnShot	61	10.0			<input type="checkbox"/>
OwnShot	71	10.0			<input type="checkbox"/>
OwnShot	81	10.0			<input type="checkbox"/>
OwnShot	91	10.0			<input type="checkbox"/>
OwnShot	101	10.7	02.06.2024 11:28:00.00		<input type="checkbox"/>
OwnShot	111	8.8	02.06.2024 11:29:00.00		<input type="checkbox"/>
OwnShot	121	10.1	02.06.2024 11:30:00.00		<input type="checkbox"/>