Step by Step Manual

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

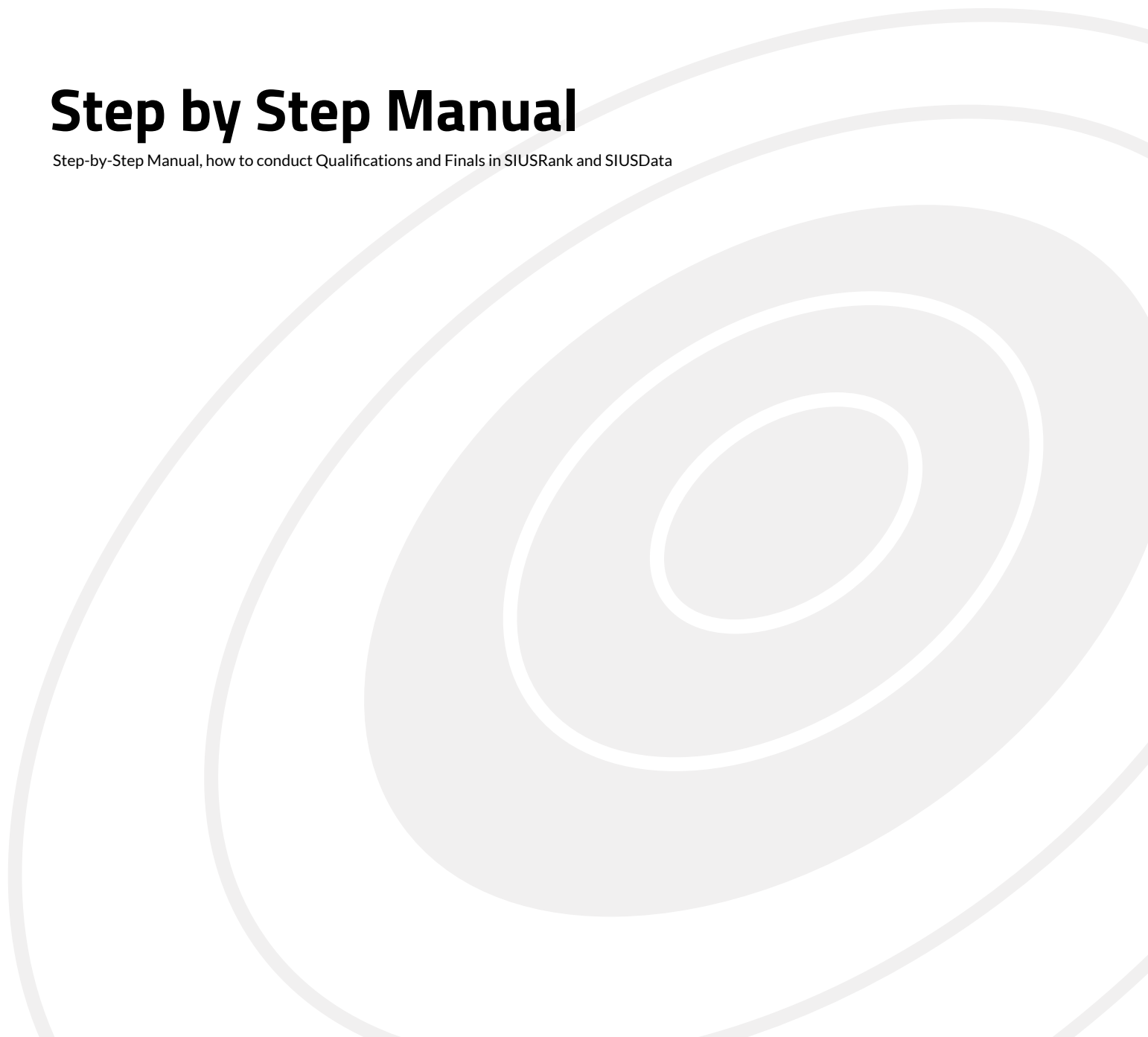**SIUS** Electronic scoring systems

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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.*

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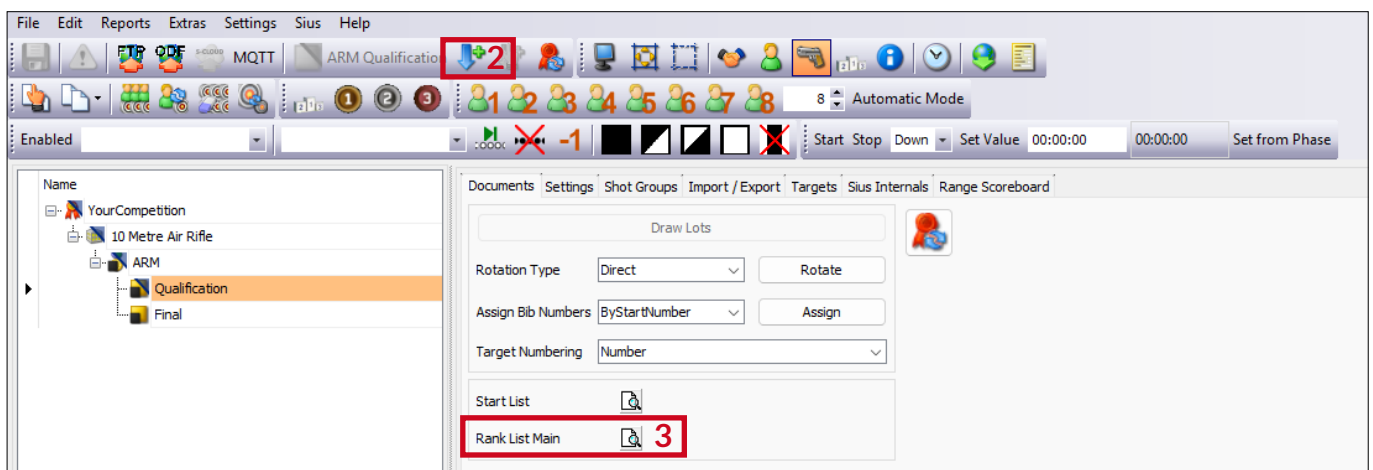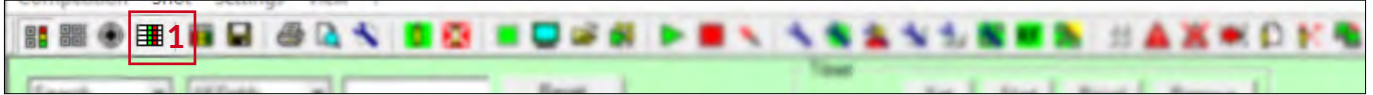
SIUSData Setup

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)
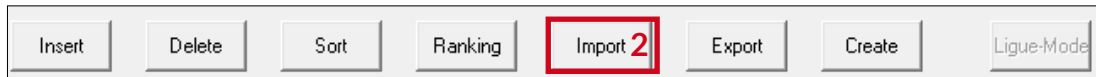4. Click "OK" and it will send a "clear log" (With a "clear log" all shot data will be deleted on the control units)
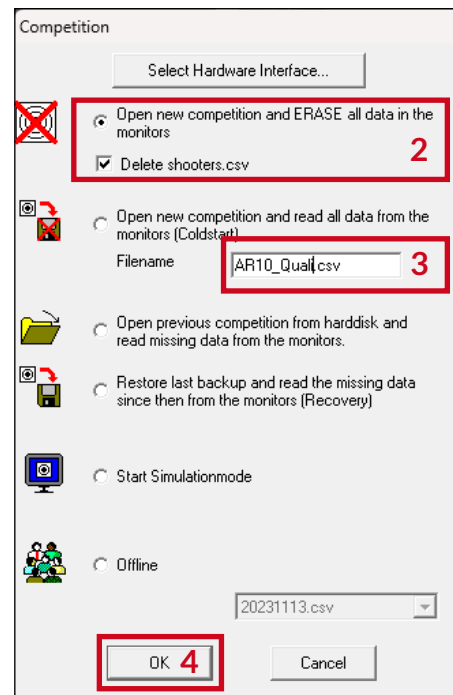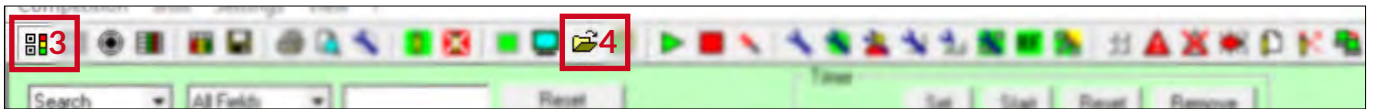
## Start the Lanes

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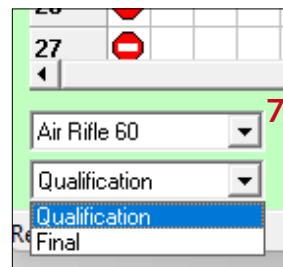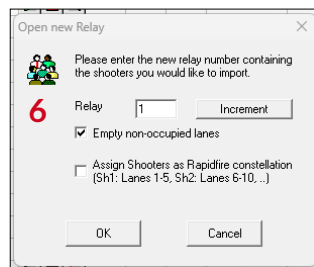
7. "Start all Lanes" (Send the discipline and athlete information to the control units.)

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".

SIUS Electronic scoring systems

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..!
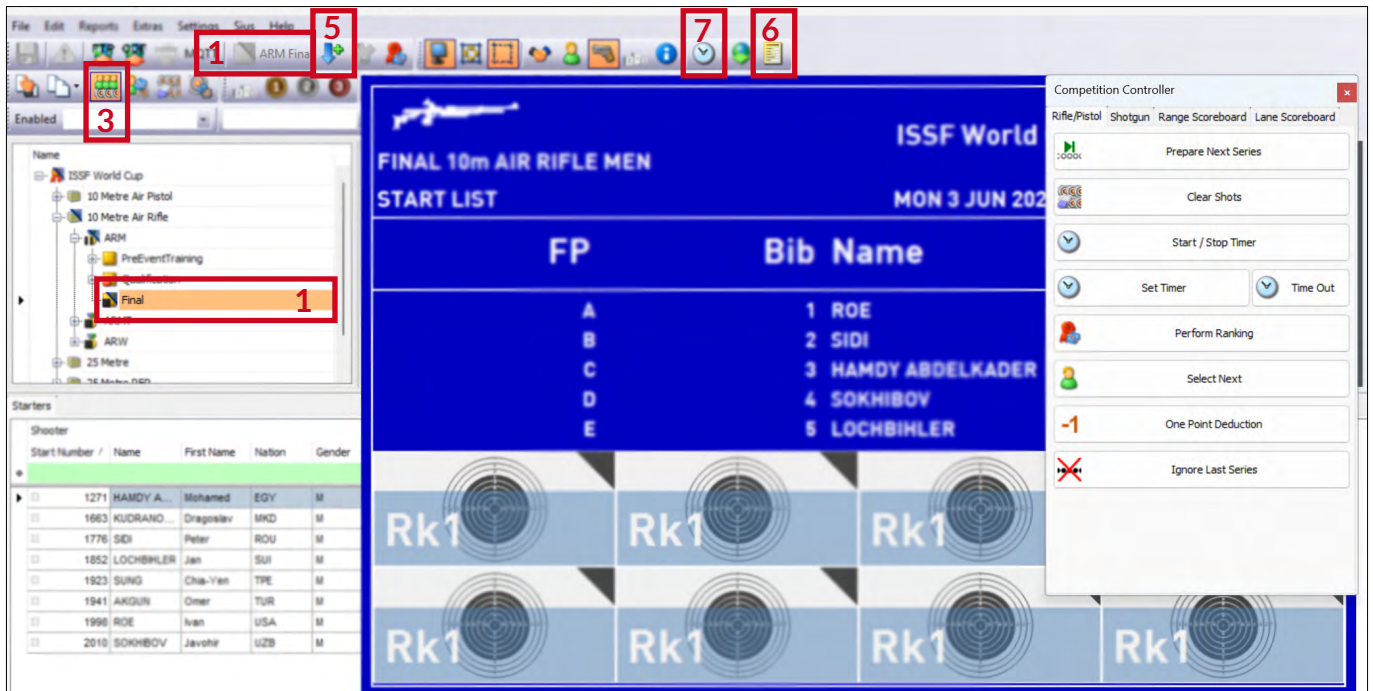
Conduct a Final

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

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.

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 klicking the red x)

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.

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.