DN Regatta Scoring Program Tutorial – Step by Step

The purpose of the tutorial is to get a 1st time user up and running with the DN Regatta Scoring Program. We will enter an entire small regatta from start to finish, and explore most of the steps used to score any size regatta. An exception is a "World Championship" type event, which requires fleet sorting by rank. The program also handles fleet splitting by rank very well (automatically actually), but that is an advanced tutorial.

Regatta Setup

Regatta Name: Ugotta Regatta
Regatta Dates: Any day now
Location: Really Big Lake, Michigan

Sailors

Paul Goodwin	US 46
John Harper	US 4379
Jan Gougeon	US 1183
Ima Harvey	US 1234
Ima Homey	US 4321
Matt Struble	US 183

Race Results

Race Number

1	2	3	4	5
1183	183	46	46	1234
46	1234	1183	183	46
1234	46	1234	4379	183
183	1183	183	1183	4379
4379	4379	4321	1234	
4321		4397	4321	

Note: score all non-finishers as DNF

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Hints:
- I will use square brackets to indicate a key on the keyboard, like this [F1]
- Keep an eye on the bottom two lines of the program window. The bottom lines show which keys should be used to make selections and changes. If an error occurs, this is either shown in a pop-up box or is listed on the bottom line of the screen.

Let's score a regatta using the Regatta Setup data above. It will help to print out this tutorial for ready reference…

1. Open the program by clicking on the DN desktop icon
2. [F5] to enter a new regatta
3. Enter the regatta name, hit the [Enter] key
4. Enter the regatta dates, hit the [Enter] key
5. Enter any comments, usually location on line one and weather conditions on line two. Sometimes location on both lines.
6. Use the [Enter] key to move down to the Scoring System line.
7. If "IDNIYRA World's" is not the current scoring system, follow these next steps, otherwise go to step 8.
   a. [F6] to change the scoring system
   b. Here you can change any part of the scoring system to make a custom setup for local regattas. Usually you will use IDNIYRA World's.
   c. [F2] to change scoring system
   d. [1] and hit the [Enter] key to select World's. Note the scoring system has been changed to "IDNIYRA World's"
   e. [F4] to save this as the default (assuming you want to use it for most regattas)

      Note: IDNIYRA Worlds is the most common scoring system for DN's. Local regattas may use something different, but we will use "World's" for this regatta.
   f. [Esc] to return to the Regatta entry form
8. [F5] to save the regatta
9. Once you have done the initial regatta setup, you can change any of the setup options using the "Configure Menu".

10. The next step is to add the sailors into their fleets
11. [1] and [Enter] to go to the Sailor Menu
12. [2] and [Enter] to add sailors from the library
13. Start typing in last names. As you enter the library will zero in on the sailor you are looking for.

a. If it narrows the field to only one sailor it will "beep" and pop up a confirmation window.
b. If it eliminates all of the sailors in the library it will beep and open a window where you can enter a new sailor into the library.
c. If it can't narrow down to a single sailor because more than one sailor has the same last name, you hit the [F6] key to select from the matching names.
   p.s. You can scroll through the list of names at any point and select a sailor with the [F6] key
d. Lets try an example:
   i. Enter the 1st sailor on the entry list: Paul Goodwin
   ii. Start entering the last name: G-O-O-D
   iii. Notice the library has narrowed the selection set to two names – "Paul Good" and "Paul Goodwin"
   iv. Type the next letter: W
   v. The library beeps and opens a confirmation box
   vi. [Y] and [Enter] -> this is the correct sailor
   vii. [Y] and [Enter] -> the information is correct – if it isn't correct then enter [N] to edit the info
   viii. [A] to select a fleet for the sailor
   ix. Take a minute to scroll down the list, you can use the arrow keys and/or the pageup/pagedown keys
   x. Notice that "Goodwin Paul" has an "A" next to his name. This shows that he is entered into the regatta and his chosen fleet. If this is not correct, you can select him with the [F6] key and make changes – changes fleets, sail number, spelling. If you added a sailor by accident, remove him from the regatta after leaving the library.

   xi. Start entering the next name: H-A-R-P
   xii. The library beeps and opens a confirmation box
   xiii. [Y] and [Enter] -> this is the correct sailor
   xiv. [Y] and [Enter] -> the information is correct – if it isn't correct then enter [N] to edit the info
   xv. [A] to select a fleet for the sailor

   xvi. Start entering the next name: G-O-U-G-E-O-N
   xvii. Notice there was no beep and there are still two sailors left in the selection set
   xviii. Use the arrow keys to highlight "Gougeon, Jan" and hit [F6] to select him
   xix. [Y] and [Enter] -> this is the correct sailor
   xx. [Y] and [Enter] -> the information is correct – if it isn't correct then enter [N] to edit the info
   xxi. [A] to select a fleet for the sailor

xxii. Start entering the next name: H-A-R-V-E-Y
xxiii. Notice there was no beep and there are still three sailors left in the selection set
xxiv. Since "Ima" is not one of the Harveys listed, hit the [Enter] key
xxv. Enter "Ima" for the first name
xxvi. Select a country code (to enter a new country code, type in the letters and hit the [F10] key)
xxvii. Enter the sail number
xxviii. [F5] to save the new sailor

xxix. Start entering the next name: H-O-M-E-Y
xxx. Notice there was no beep and there are no sailors left in the selection set
xxxi. Hit the [Enter] key, than add the new sailor and save him to the library
xxxii. Continue to add the rest of the sailors in the regatta

e. [Esc] to exit the library
f. [Y] to save the changes we made to the library
g. If you have added a sailor to the regatta by accident, [6] to remove him.
h. Check the "Sailor Menu" for other options. You can handle any pre-race sailor management from here
i. [7] or [Esc] to return to the Main Menu. *Tip:* you can use the [Esc] key to move backwards through any of the menus.
j. This is a good time to hit [6] and save the regatta.

Note: You can enter the library to add additional sailors at any time before race results are added, after that the library is locked. *Note:* you can still make some changes using the other options in the Sailor Menu

14. Now that the sailors are entered, we can add the race results.
a. [2] to go to the Race Menu
b. [1] to Add Race Results
c. [A] to add results to A (Gold) fleet
i. Notice that the program is looking for results for Race #1. It will automatically add results for the next race in the chosen fleet. You have to follow this order, there is no way to skip a race.
ii. Enter the sail number of the 1st place boat.
iii. Continue to add numbers until all sailors are accounted for.
iv. The program will "beep" and return you to the Race Manu when all the numbers have been entered.

v. [1] to add the next race results
vi. Start adding the results for race #2 for A fleet

vii. After adding the last finisher, the program is still waiting for another sail number. Since we don't have any more finishers to add, hit [F6] to enter the "non-finishers"

viii. Every boat that did not finish will be listed. The program will go down the list so you can enter a DNS, DNF, or DSQ. Note that in the IDNIYRA rules these all have the same penalty points. So if you don't know for sure it doesn't really matter which you choose at this point.

ix. Enter [DNF] and hit [Enter] to complete this race entry

x. Continue to add all of the race results

xi. From the Race Menu you can view and edit the race results. The "Display race results" option is worth exploring:
1. When you 1st select "Display race results" the default display shows the current regatta standings.
2. [F2] is used to change fleets
3. Hit [F3] to display the finish positions in each race. This is a great screen to compare entered results to score sheets when something seems wrong. You will need to use the arrow keys to scroll around if there are a lot of sailors and/or races.
4. [Esc] to quit and return to the Race Menu

xii. [5] or [Esc] to return to the main menu

Note: This is the menu to make changes to the Regatta information, such as name, comments, etc.

d. The last step is to print the results.
i. This is a good really good time to hit [6] and save the regatta. Printing is the one area where there are still some serious bugs in the scoring program. Always save your changes before trying to print.
ii. [4] to go to the "Configure Menu"
iii. [5] to change the output (printing) options
iv. [F3] rotates through the 3 printing options
1. "Text File". This is a plain ASCII text file named "Regatta.txt", and is located in the C:/LIB directory. Every time you print, it will over-write this file, so after printing something you should go to the C:\LIB directory and change the name of Regatta.txt to something different.
2. "Web Page". This is a plain ASCII text file named "Regatta.htm" and is located in the C:/LIB directory. Every time you print, it will over-write this file, so after printing something you should go to the C:\LIB directory and change the name of "Regatta.htm" to something different. *Note:* this was designed to create HTML files for the IDNIYRA website,

and has links to http://idniyra.org on the bottom of the page. It isn't hard to edit this file if you don't want the links at the bottom.

3. "Text Printer". This prints directly to LPT1. However Windows doesn't handle this very well in any version after Win 3.1 so I don't recommend this option.

4. [F5] to accept the output type returns you to the Main Menu

v. [3] to go to the "Print Menu"
vi. [3] to print race results
vii. [1] to print final results

Note: Printing final race results is working great. Otherwise there are some problems with the print routine, and printing individual races (for instance) causes the program to crash if you are trying to print to a file. If you've saved any edits, then it's not a big problem, start the program and try again.

If you configure printing to LPT1 and use PRNDSK.com to capture the output, the program is fairly bulletproof.

15. That's it! You have scored the first regatta. A few more regatta entries will get the flow going, and soon it will become second nature. After writing the training regatta entry list and race finishes, I timed myself. From starting the program to having results coming from the printer took 5:03 minutes. Try to beat that with any other scoring program!

If more than two people think the program is worth using, I could be motivated to squash the last remaining printing bugs…

Final Results printout:

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                    Ugotta Regatta – Any day now

                    Really Big Lake, Michigan



                              Gold fleet
--------------------------------------------------------------------
Pos    Sail#      Name     Race>    1    2    3    4    5   Points
--------------------------------------------------------------------
  1   US   46   GOODWIN, PAUL       2 (  3)   1    1    2     6.00
  2   US 1234    HARVEY,  IMA       3    2    3 (  5)   1     9.00
  3   US  183    STRUBLE, MATT      4    1 (  4)   2    3    10.00
  4   US 1183 GOUGEON(S),  JAN      1    4    2    4 (DNF)   11.00
  5   US 4379    HARPER, JOHN       5    5 (  6)   3    4    17.00
  6   US 4321     HOMEY,  IMA       6 (DNF)   5    6  DNF    24.00

      Scoring system: IDNIYRA Worlds
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