

MONTHLY MATCH BASICS

This is a basic guide describing 'how to host a monthly fun shoot.' For more details, please consult the SASS shooters manual(s).

BEFORE THE MATCH

- Retrieve the 'saddlebags' from the host of the previous match. Included in the 'saddlebags':
 - IPADs, chargers, D-Link and instructions for the IPADs
 - Timers
 - 'How to host a shoot' instruction
 - Flags for 'spotters'
 - Sign in sheet
 - Reconciliation sheet for after the shoot
 - Pens
 - Clip boards
 - Batteries

Send out an invitation to all shooters, include: (see sample at the end of the document)

- Date
- Start time which includes the Safety meeting
- Are you stopping for lunch?
- Find out whether the canteen is going to be open, if so, let shooters know so they have the option to buy lunch
- Shooters Alias and category
- Does the shooter wish to be possessed with anyone?

Prepare the shooting scenarios (sample scenarios at the end of the document)

- If you are not RO2 certified, have a currently certified RO2 shooter vet the scenarios, a list of certified RO2 shooters can be obtained from the Cowboy Chair.

Create the posses - try to keep shooters who requested to be on the same posse together and try to divide Cowboys who are Timer Operators and scorekeepers between each posse.

Identify posse marshals and score keepers then contact them ahead of time, if possible. Ideally, send the scenarios to the posse marshals so they can familiarize themselves with the scenarios.

Set up IPADs for your shoot (instructions follow)

Charge the IPADs a few days before the match and connect the batteries in the timers the night before the match

If possible, set up the range the evening before your shoot. If this is not possible, contact a few shooters and ask if they can help you set up in the morning.

AT THE MATCH

- Know where first aid kit is and procedures in case of injury
- Arrive early to set up targets or this can be done the night before.
- Target placement – 7-10 yds revolver, 8 – 16 yds shot gun, 13 – 50 yds rifle
- For set up, Cowboys usually arrive early enough to help, you may email a few Cowboys to give you a hand
- Place carpets on shooting surfaces
- Make sure shooting areas are free of tripping hazards etc.
- You may post shooter line at the starting position, but this is not necessary
- Set up rifle racks at each loading table
- Set up tents if necessary
- Shooter sign in (sign in sheets provided)
- Must have real name and membership number
- MDRGC members \$10, non-members \$15
- If paying for lunch ahead of time, collect the fee as well
- **8:45AM safety meeting:** Ring the bell in Bay 3 to round up the shooters. The Host may welcome the shooters, emphasize safety, give an outline of stages (not the details of each stage), and read off posses

AFTER THE MATCH

- Tabulate scores: Sync the IPADs, if using more than one. Wi-Fi is needed for this, if possible, use a hot spot. The syncing at the range is always unreliable
- Each Posse is responsible for tear down of their last stage and helping with the other stages. This includes taking down targets, any paperwork or décor, clearing garbage, returning tables and chairs to under cover, gun racks and canopies to the shed. It is the Host's responsibility to make sure this is all completed.
- Clean up garbage, if the garbage is full, you can take the garbage down to the bin that is by the kitchens back door and the recycling goes to the back of the clubhouse.
- Turn off IPADs: Power OFF the IPADs by holding the power button down until "Power off?" button appears then slide the button to the right to power off. (The power button is located on the top edge of the IPAD)
- Disconnect batteries in the timers
- Collect flags
- Replace everything into the saddlebags and give saddlebags to the next host
- Give the cash and shooter sign in form to the Cowboy chair. If you cannot give the cash and sign in sheet to the Cowboy chair, please keep it and email the Cowboy Chair that you have it so arrangements can be made to deposit it.
- Email results to the Cowboy chair for the RMR website and registered shooters. (See SETTING UP YOUR MATCH IN ACES for emailing instructions)
- **Pat yourself on the back for a job well done!**

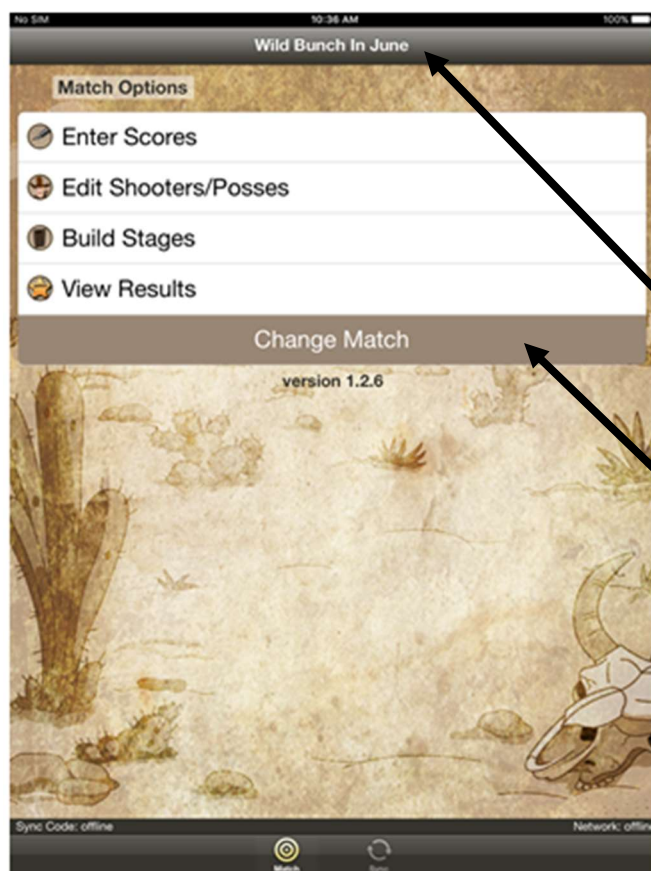
SETTING UP YOUR MATCH IN ACES

Turn on RMRIPAD1 IPAD, this is your 'Master'

- To turn the power on, hold the button down until the Apple logo appears. (The power button is located on the top right edge of the IPAD)
- Tap the home button to open
- To open the IPADS, the password is "0000"
- **ACES** is the program on the IPADS used for scoring, tap on the ACES icon.

Match Options Page ('Home Page')

- This page could be considered the 'Home Page'. You will use this page to start most actions of the program.
 - Enter Scores: where you will record shooters scores
 - Edit Shooters/Posses: where you will enter shooters and place them into posses
 - Build Stages: setting number of stages, creating stages including adding bonuses and setting DNF/SDQ scores for each stage
 - View Results: where you can see all results divided into different sections including results by time, by category, clean matches etc.
 - Change match



Match Options Page

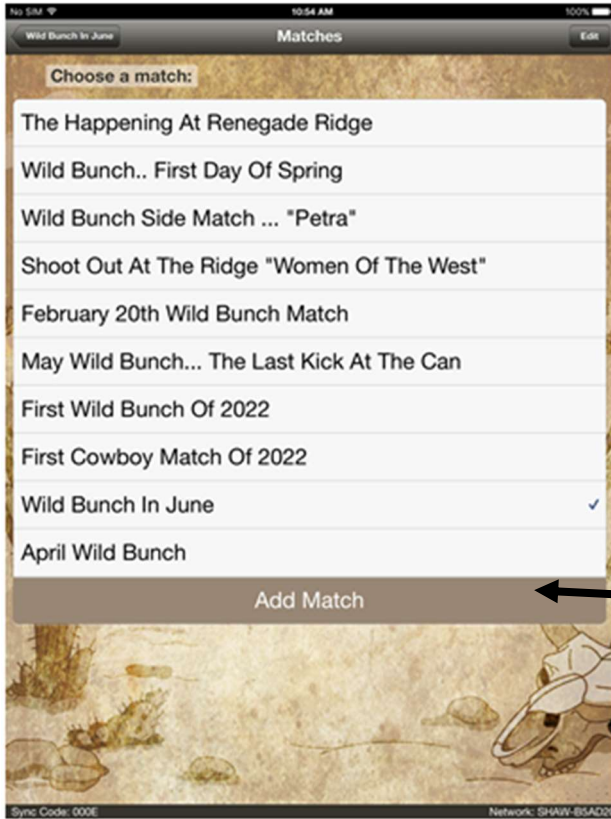
This page appears when the APP is opened, consider it the 'Home Page'.

Current match

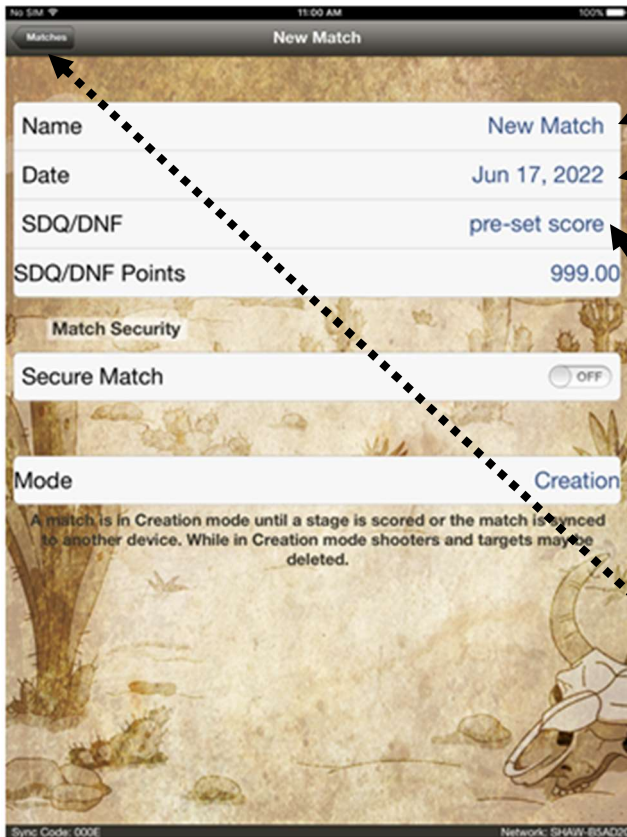
Change match

To create your own shoot, in RMRIPAD1, your 'master' IPAD

- Tap on 'change match'
- At the bottom of the list, tap on 'add match'
 - Name your match by tapping on that line, then change the date by tapping on the date line and set the date using the calendar wheel, then tap 'done.'
 - Set the SDQ/DNF score by tapping on SDQ/DNF line. An SDQ/DNF scoring wheel will appear on the bottom, choose 'all misses + 30 seconds'. Tap 'done'
 - If you want to edit your match, go to the list of matches, and tap on 'edit' (top right) then tap the match's name that you wish to edit. Once you have finished editing, tap 'matches' (top left of the screen) to go back to the main screen.



Add match



Name the match

Change date (tap on date and the change date wheel will appear)

Tap and a change SDQ/DNF wheel will appear, choose 'all misses + 30 seconds'

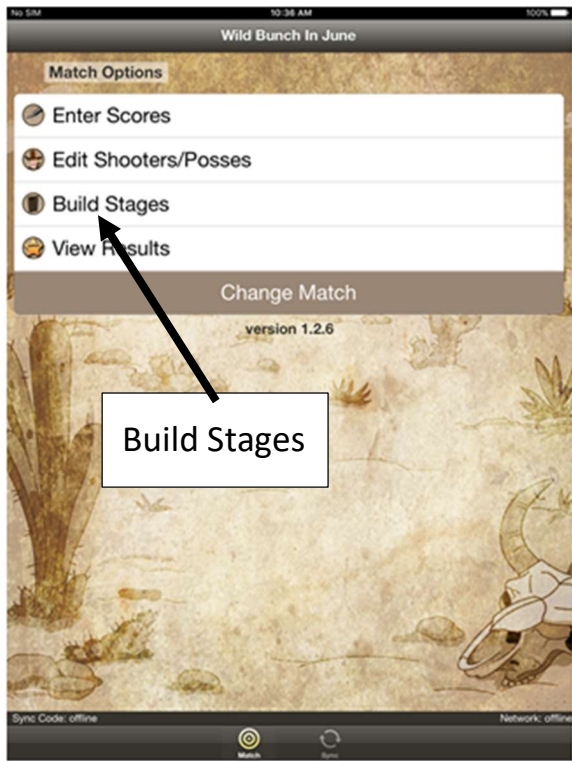
Matches

Once you have your match created, you can build your stages and enter the shooters into your match

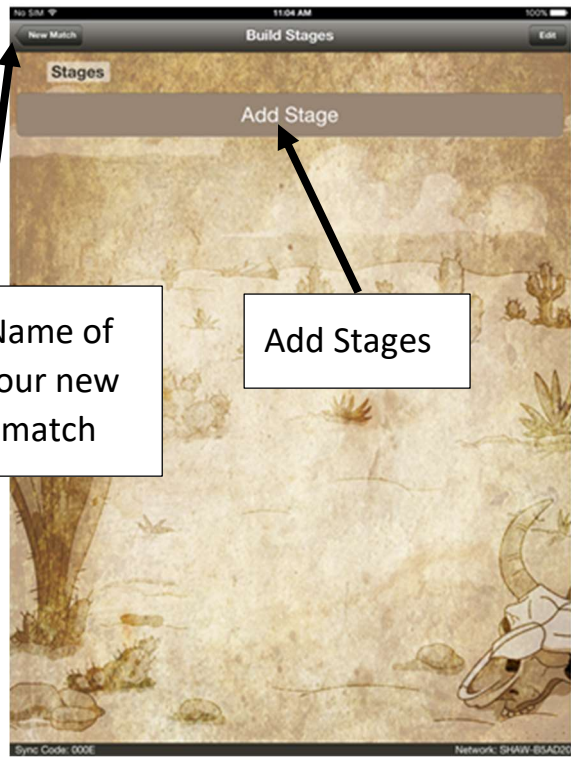
Find the match you have created, make sure the match you created has a 'check mark,' if it does not, tap on it and a 'check mark' should appear on the right-hand side.

Tap on the title of your match on the top left of the screen. This screen is where you will build your stages from and add shooters

- To build the stages, tap on 'Build Stages'
 - To create a stage, tap on 'Add Stage'
 - To edit the stage, tap the stage you wish to edit
 - You may now name your stage
 - Enter the number of targets for that stage
 - Tap and add bonus target(s) if needed.
 - Tap 'Build Stages' (on the top left corner) to take you back to the main 'Build Stages' screen
 - Repeat this process until you have all the stages built
 - To get back to the 'home page' tap the name of your shoot which appears on the top left corner of the screen

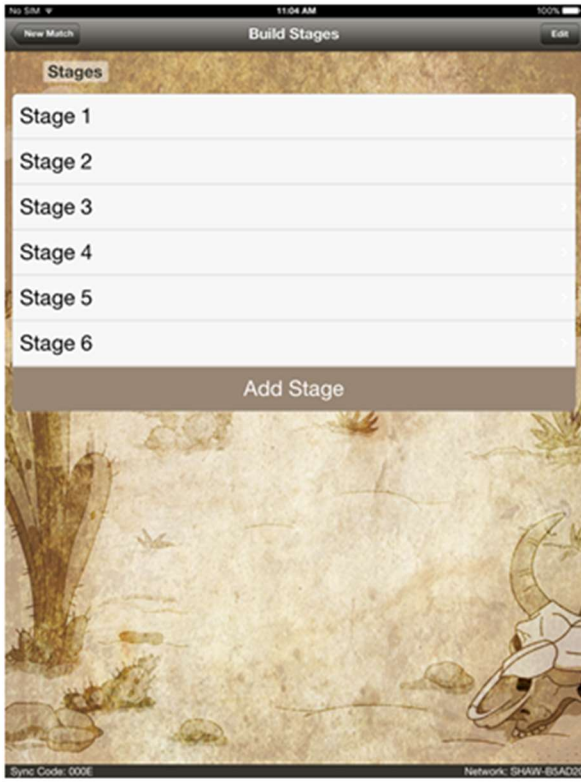


Build Stages

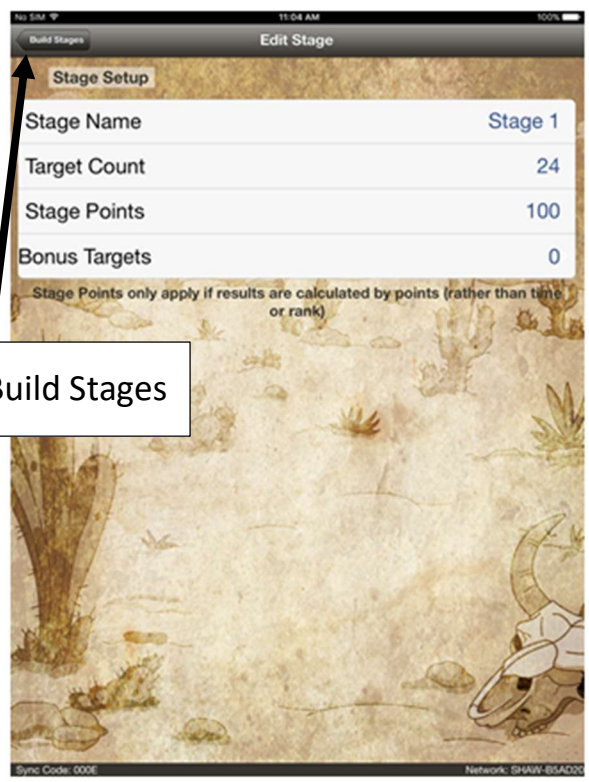


Name of your new match

Add Stages

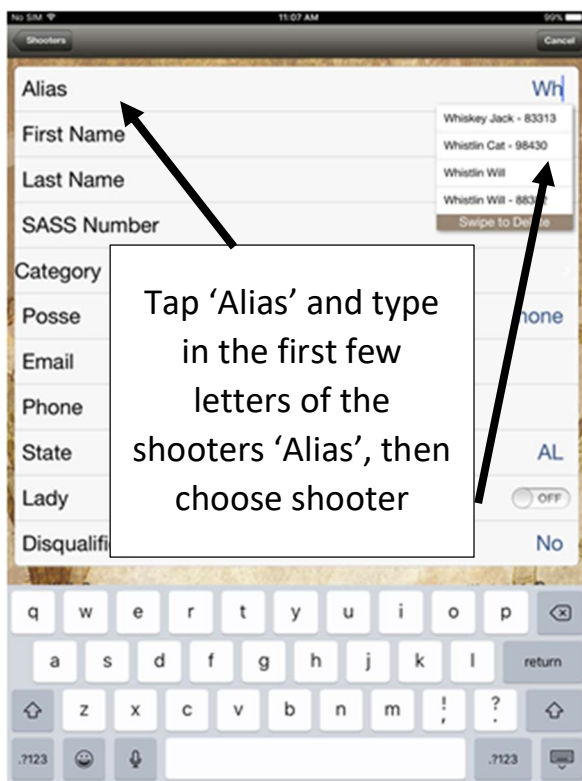
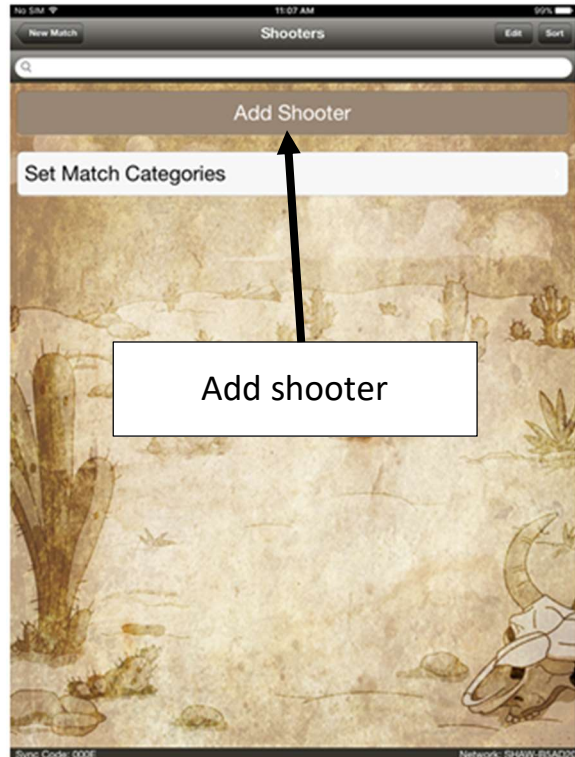
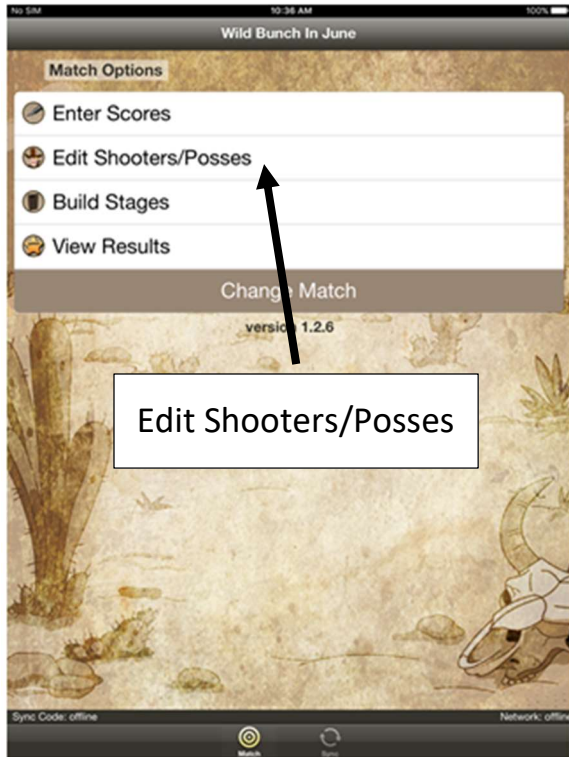


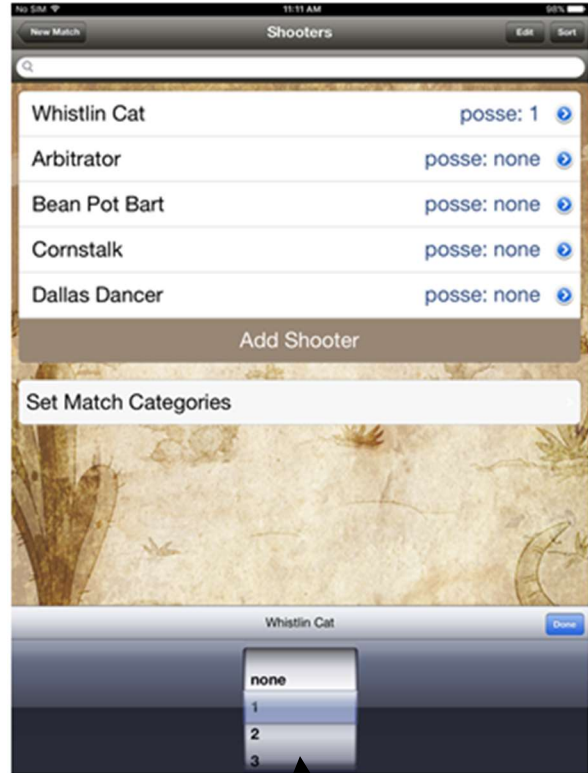
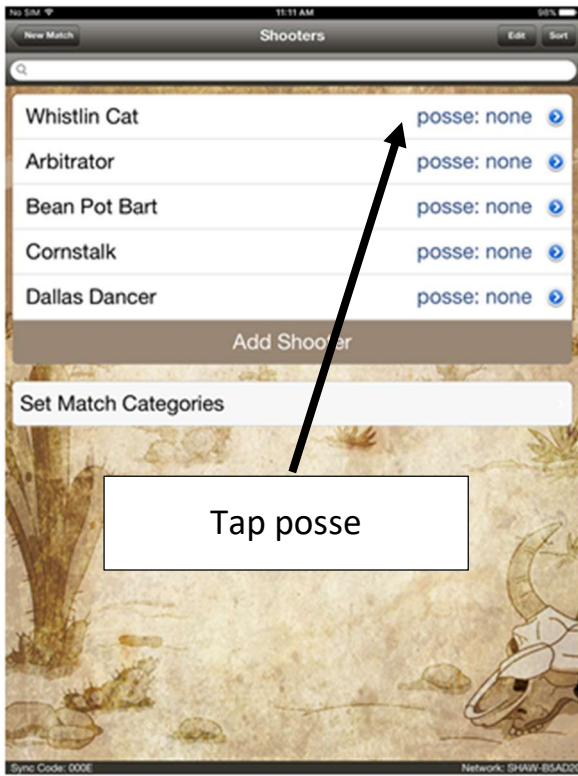
Build Stages



Build Stages

- To add shooters, on the 'Home Page'
 - Tap 'edit shooters/posses'
 - To add shooters, tap 'add shooter'
 - Tap on 'Alias' and type in the Alias of the first shooter, a list of shooters will appear on the right had side of the screen.
 - Choose the correct shooter (if the shooter has two entries, the entry that has the SASS number is for Cowboy, the entry that does not have the SASS number is for Wild Bunch) Make sure their category is correct before entering the shooter.
 - To enter the shooter, tap on 'Shooters' at the top left corner, you will see the shooter added to your shooter list
 - If you have made an error, tap on 'edit' (top right corner) and red circles will appear to the left of the shooters. Delete the shooter on the list by tapping on the red circle. 'Delete' will appear to the right of the shooters name, tap 'Delete' to remove the shooter. (This action does not alter their information already in the IPAD, just from your shooter list) Tap 'done' when you completed editing (top right corner)
 - Repeat adding shooters process until you have entered all the shooters
 - If you want to see the information details of a shooter from your shooter list, tap the little blue circle with the arrow at the right of their name and their details will appear.
- Once you have all the shooters entered, (they appear in alphabetical order) you can divide them into posses
 - To divide the shooters into posses, tap 'Edit Shooters/Posse' then from the shooter list, tap on the shooters name, a wheel will appear at the bottom of the screen and then choose desired posse. Repeat this process until all shooters have been possessed up.
 - For ease of finding shooter, sort them into alphabetical order by tapping 'sort', (top right corner), then a wheel will appear, tap 'Alphabetical'. Go back to the main screen by tapping the name your shoot on the top left side of the screen.

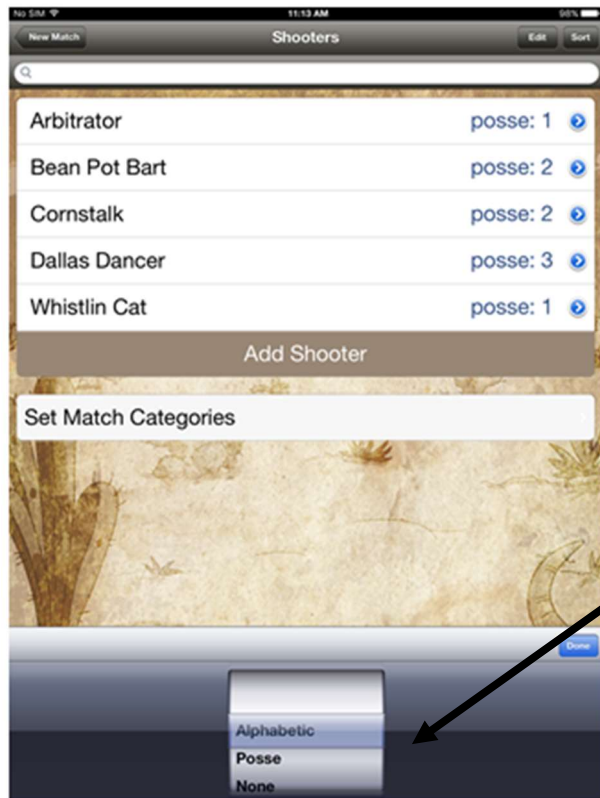




Choose the posse number from the wheel

Tap 'sort', to set 'Alphabetical' order

Choose 'Alphabetical' from the wheel



Night before the match (or early morning)

Sometimes there are last minute changes that need to be made at the range, for example, someone shows up who isn't entered. To solve these issues, see the section following these instructions entitled 'Last Minute Changes'.

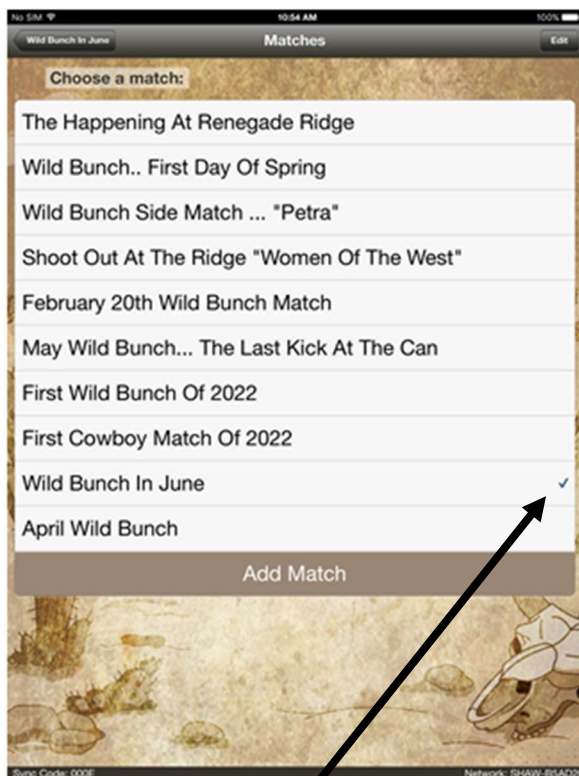
Make sure all shooters are entered and have all been sorted into the correct posses.

Both IPADS must be open (not asleep) to complete synchronization

- **Synchronizing the tablets: this action moves all information you have created on the Master to the other IPADS you intend to use.**
 - The IPADS need to be connected to Wi-Fi for this action, go to 'settings' and enter the required information for all IPADS to use Wi-Fi (if it is not set up already)
 - On the Master IPAD go to the desired match on the Matches screen (make sure the one you want has a check mark at the right) (if you are on the Match Options page, just tap 'Change Match' to get to the Matches screen)
 - On the IPAD you wish the **information to be transferred to** (for ease of explanation, we will call this #2):
 - Open the 'Match options' screen (tap on any match listed on the very top left of the screen, doesn't matter what match it is to get to the Match Options screen)
 - Tap the "sync" button located at the bottom of the screen
 - The first line of this screen asks 'Sync with Other Devices' and the next line has the 'Device Name' you want to sync from. Make sure this line contains the name of the master IPAD. If it is the correct IPAD that you are bringing the information from (Master) then tap on the line above the name of the master IPAD, tap 'Sync with Other Devices'
 - The next screen titled 'Other Devices', tap the name of IPAD #2, (the one you are syncing to).
 - You will see the name of the new match and a list of items including

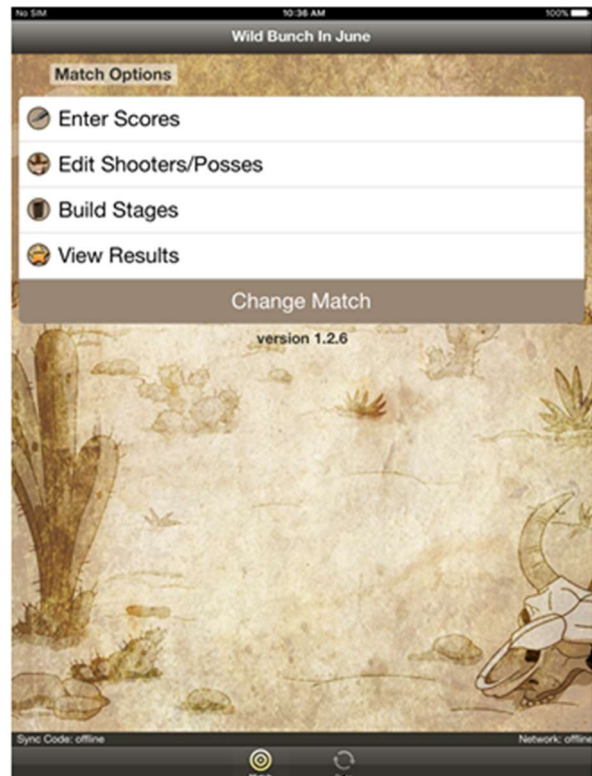
- Match name changed
- Match date changed
- Categories changed
- Number of new shooters
- Number of new stages
- If this is correct, tap 'Accept Changes"
- On IPAD #2, tap 'Devices' located at the top left-hand corner of the screen, this will take you to the 'sync options' screen
- Tap 'sync options' to get to the next screen (top left of screen)
- Tap the icon at the very bottom of the screen, that looks like a bullseye (it is called 'New Match')
- This will take you to the desired match (the name of the new match is on the top of the screen, now the IPAD is ready to use

Step 1: IPAD #1, Master



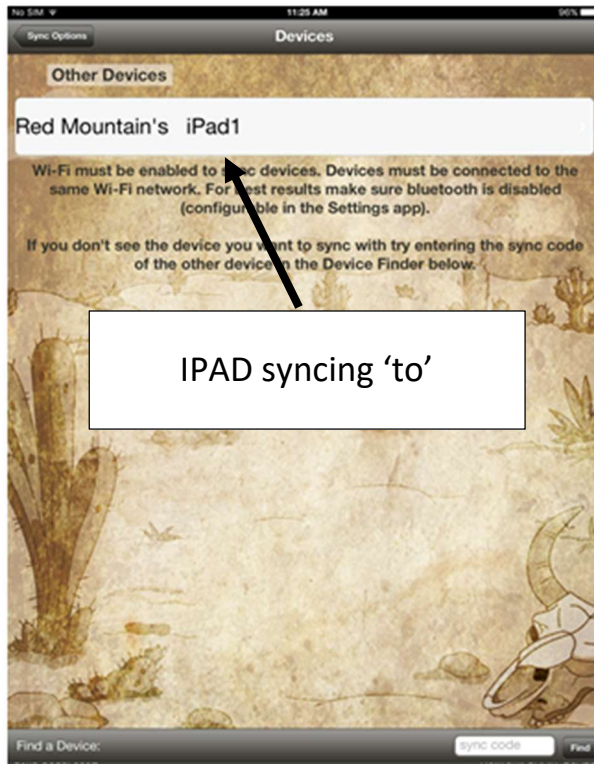
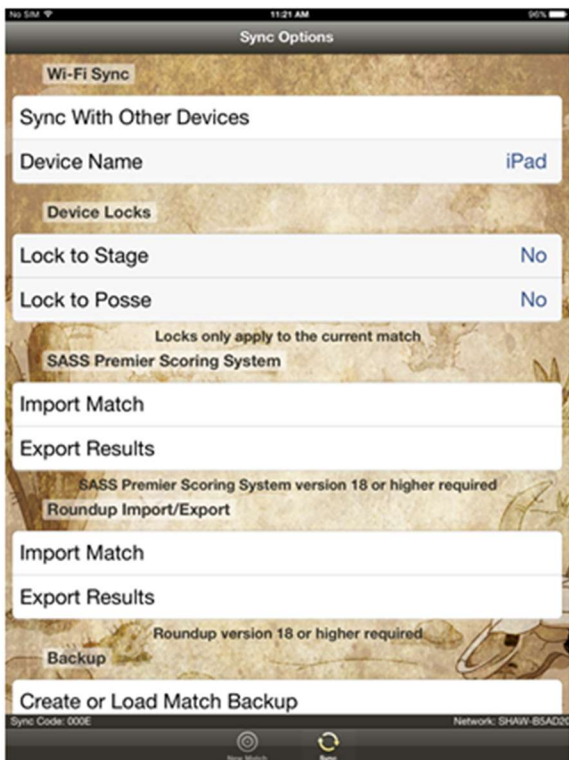
Check-marked desired match

IPAD #2 , where you want the shoot information to be transferred to



Sync

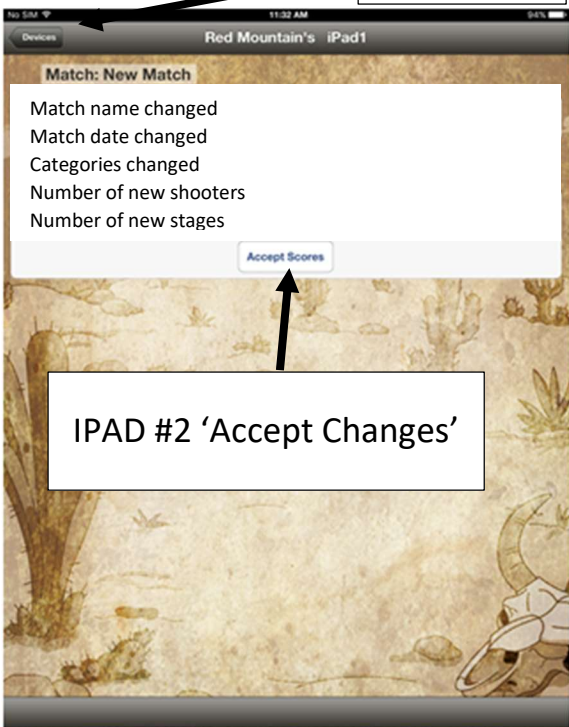
Step 2: IPAD #1, Master



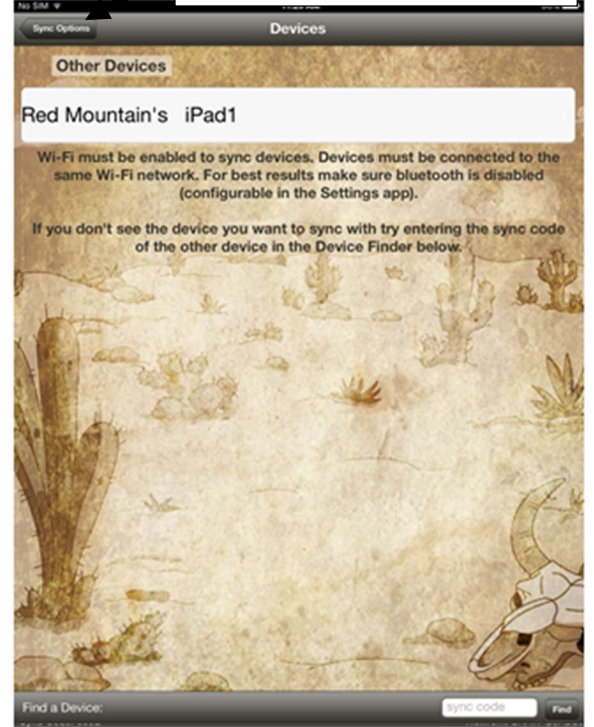
IPAD syncing 'to'

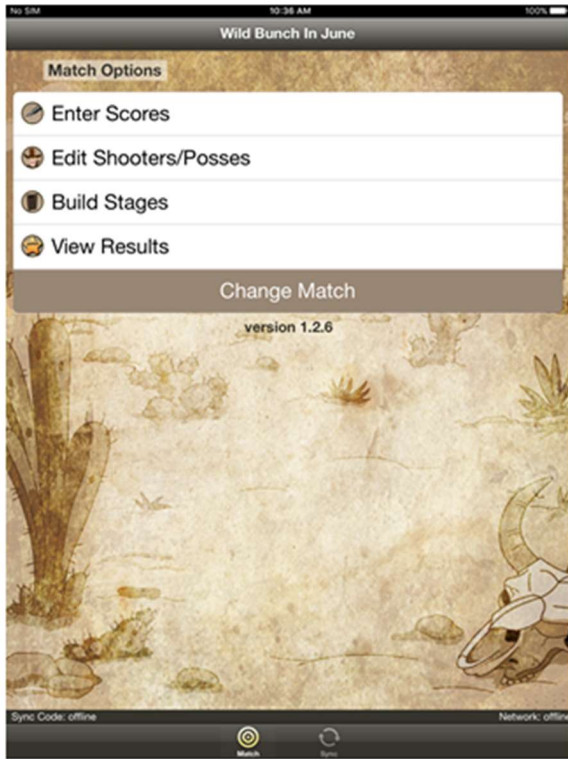
'Devices'

'Sync Options'

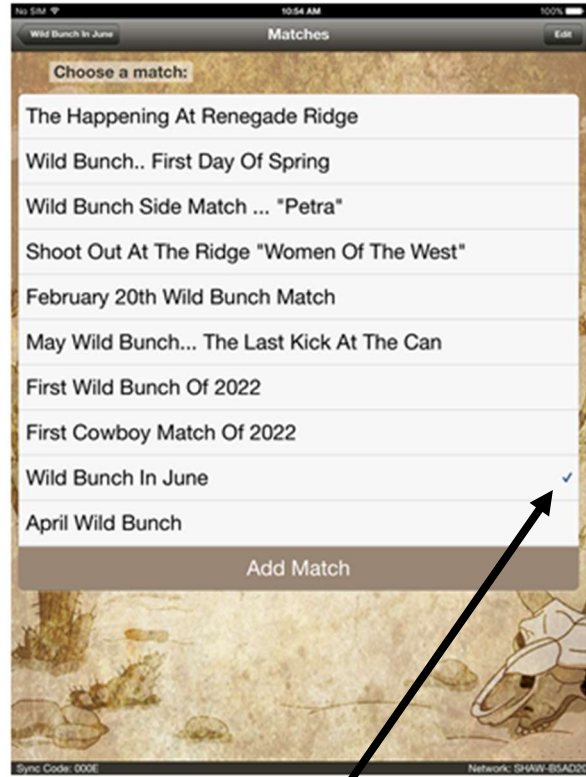


IPAD #2 'Accept Changes'





Matches (bull's eye)



IPAD #2 with new match added

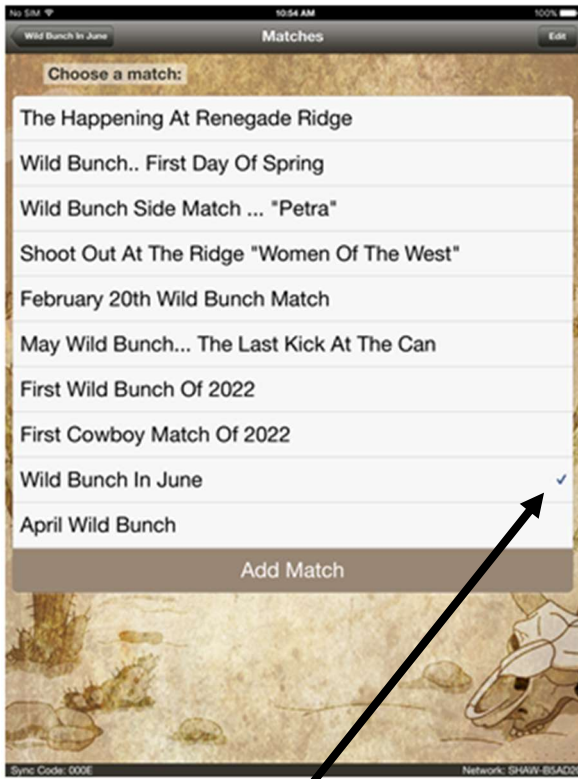
After the match

Once the match is complete, you need to synchronize the IPAD'S to combine the scores. All information from all IPADs needs to transfer **to** the 'master' IPAD.

(Access to Wi-Fi is needed for this step)

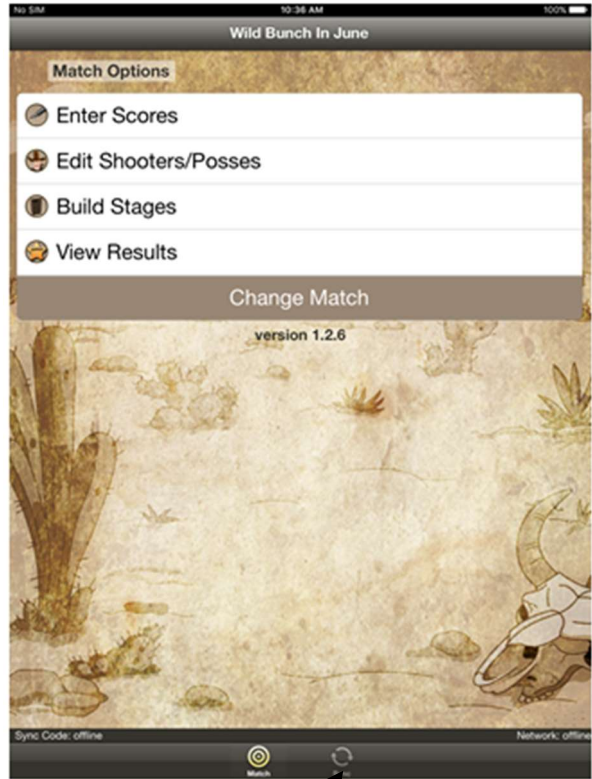
- Open both IPADs
 - On the IPAD you are taking the information **from** (#2), make sure there is a check mark on the desired match (found on the Matches page, get to this page through the match options page, tap change match)
 - On the IPAD you are moving the information **to** (master), go to the Match Options page, with the name of your match at the top and the two icons at the bottom with the 'bullseye' and the 'sync' buttons
 - Tap sync at the bottom of the page
 - The first line of this screen asks 'Sync with Other Devices' and the next line has the 'Device Name' you want to sync from. Make sure this line contains the name of the IPAD that you are taking the information **from** (#2)
 - Tap on sync with other devices
 - In the next screen, tap name of the master IPAD
 - Tap 'Accept Changes'
 - Tap 'Devices', top left of the screen
 - Tap 'Sync Options', top left of the screen
 - When finished syncing tap the bullseye to see 'match option' page
 - Tap 'view results' (check to make sure all shooters have been moved to the Master IPAD)

Step 1: IPAD #2, where you want to take the information from



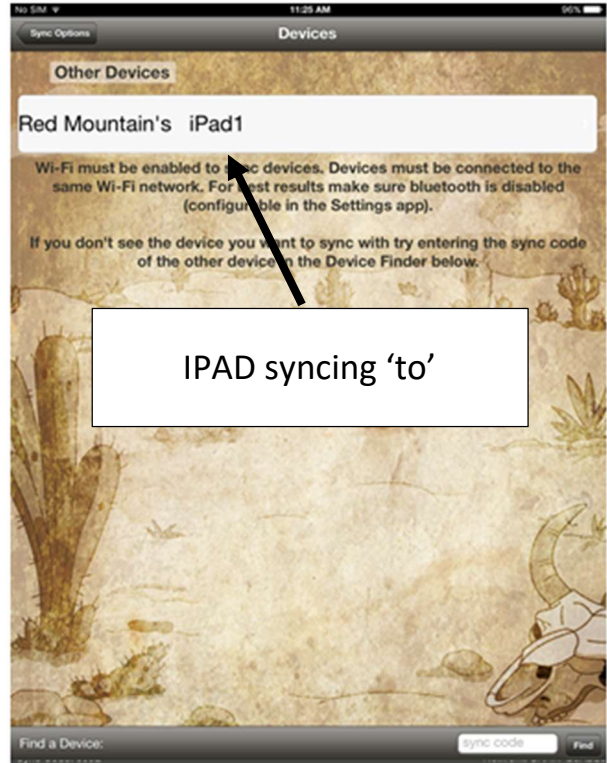
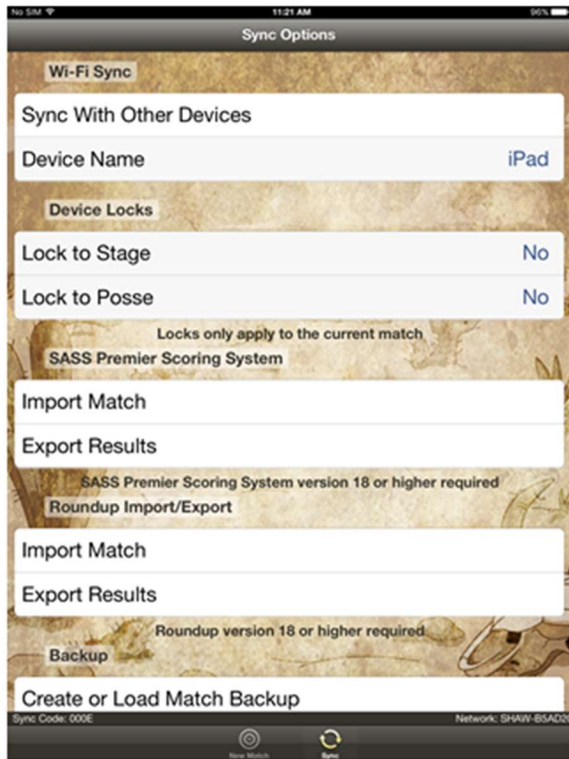
Check-marked desired match

IPAD #1, (Master) where you want the shoot information to be transferred to



Sync

Step 2: IPAD #2



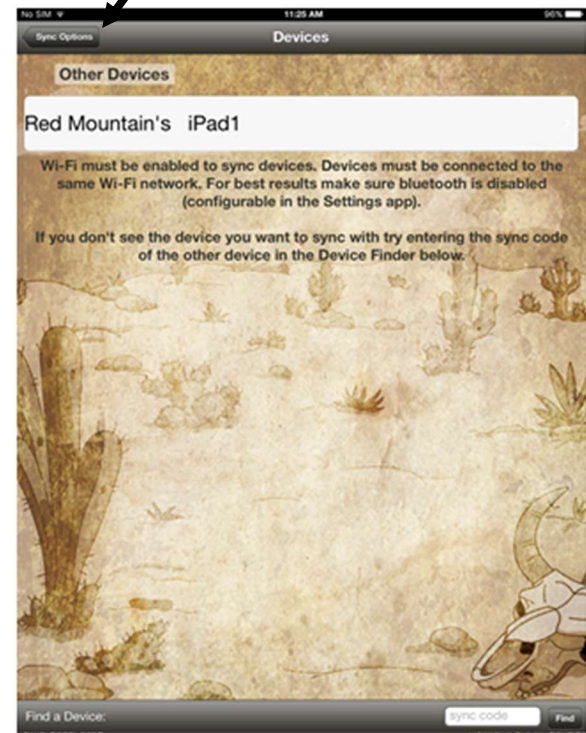
IPAD syncing 'to'

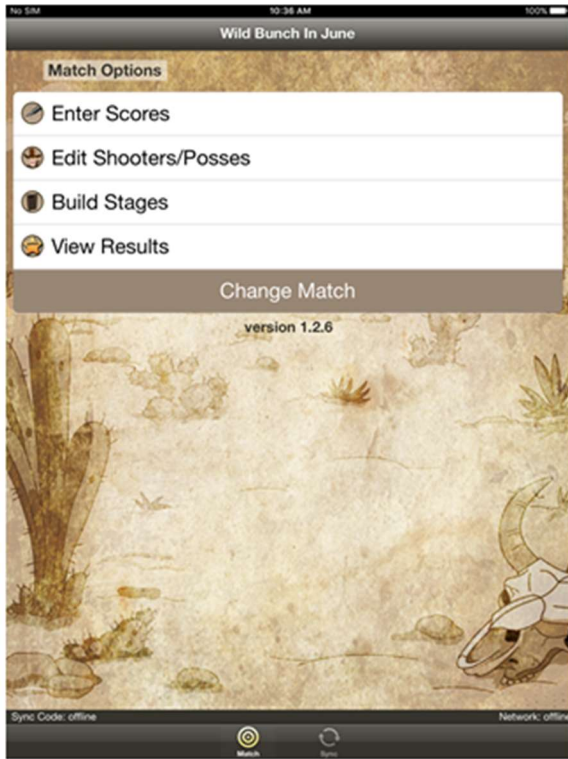
'Devices'

'Sync Options'

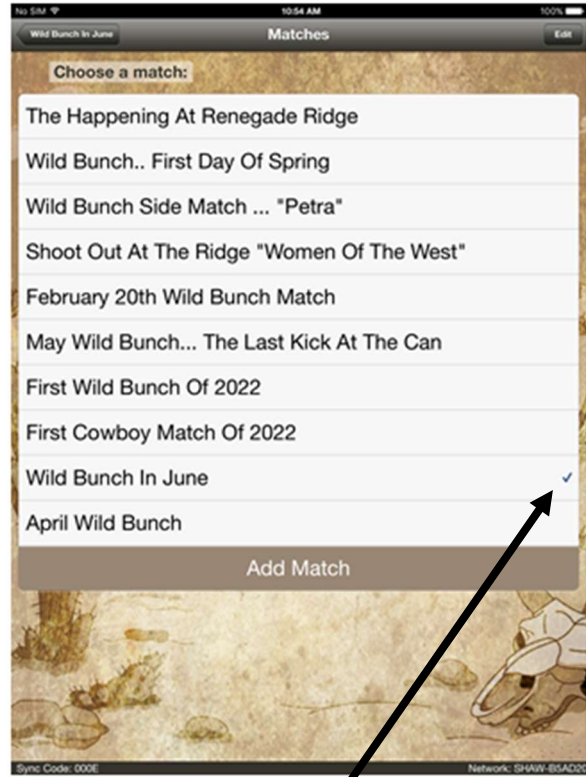


IPAD #1 'Accept Changes'





Matches (bull's eye)



IPAD #1 with new scores added

View Results

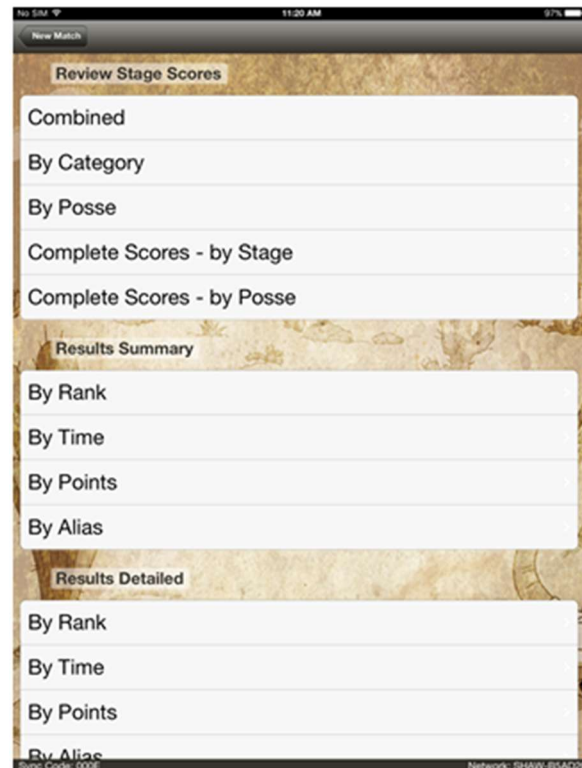
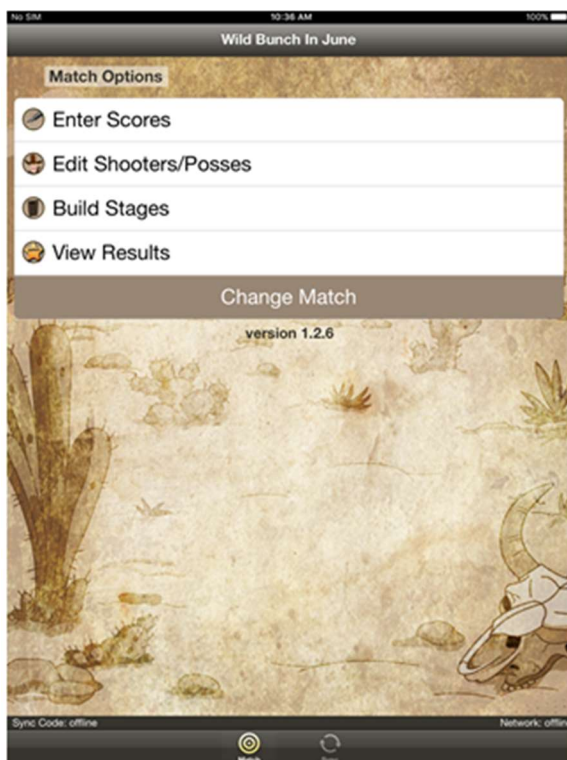
Tap on 'View Results' from the 'Match Options' page.

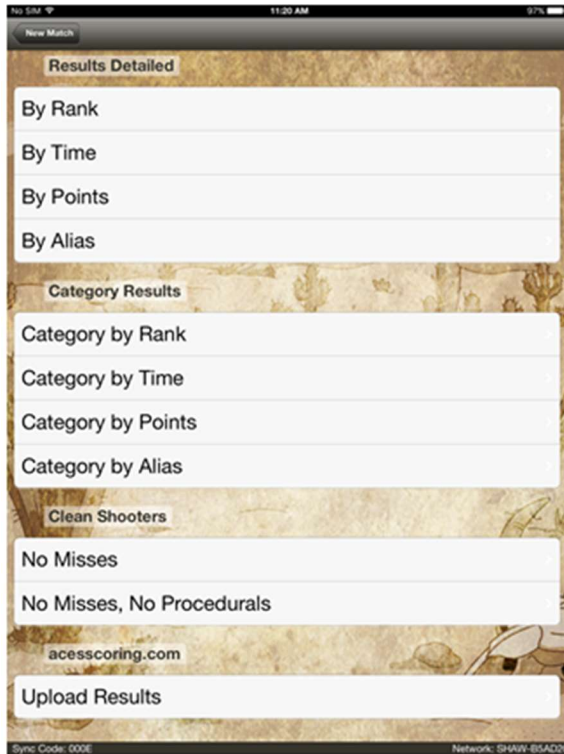
From here you can view results from:

- Review Stage Scores
- Results Summary
- Results Detailed
- Category Results
- Clean Shooters

Tap on the desired results that you want. The most useful and desired results are 'Results Detailed', 'Category Results' and 'Clean Shooters'

Final results from each group will be shown.





Match	Finish	Alias	Category	Final		Stage I the overall						
				Time	Rank	Raw	M	P	B	Fin	Rank	Raw
- Whistlin Cat	SD	-	-	32.10	0	0	0	32.10	2	-	-	-
- Cornstalk	W	-	-	55.55	0	0	0	55.55	5	-	-	-
- Arbitrator	D	-	-	35.00	1	0	0	40.00	3	-	-	-
- Bean Pot Bart	SS	-	-	36.98	3	0	0	51.98	4	-	-	-
- Dallas Dancer	S	-	-	19.53	0	0	0	19.53	1	-	-	-

Email or Printing results

Emailing the results

- On the results page, go to the 'Results Detailed' section. Tap on 'Results by Time'
- This will bring up the results page you wish to email. Tap the little arrow in the box on the top right side of the screen. This brings up a dialogue box
- In the dialogue box, tap on 'email', then send out the results

Printing the Results (for main matches only)

To print the results, connect the Master IPAD to a printer and follow the same procedure as emailing results, except choose 'Print'

Last Minute Changes (To incorporate changes into all IPADs, synching is done after the match)

No shows:

- On the Posse page of the IPAD the shooter is entered on, tap 'DNF'. The program will automatically give the shooter a 'Match DQ' once 'DNF' is tapped a second time.
- You will Sync all of the IPADs at the end of the match (see instructions above)
-

Not 'pre-registered' (shows up ready to shoot but not on a posse or entered into the IPAD yet).

Add a shooter to a posse by:

- Decide which posse to add the new shooter to

On the IPAD designated for the posse you are adding the shooter to:

- Tap 'Edit Shooters/Posses'.
- At the bottom of the page, tap 'Add Shooter'
- Enter the name of the shooter, making sure the posse number is correct

Or

On the IPAD designated for the posse you are adding the shooter to:

- Tap Stage 1, then the shooters' posse number
- Go to 'Find Another Shooter' (at the bottom of the page)
- Tap on 'Register New Shooter' then enter the shooters' alias, category, and posse number

Or

If the shooter is not in the Database:

On the IPAD designated for the posse you are adding the shooter to:

- Tap on 'Register a New Shooter' (at the bottom of the page)
- Create New Shooter by typing in the name, category
- Add to posse

Move a shooter to another posse:

- Go to the 'Set Up' page
- Tap on 'Edit Shooters/Posse' page

- Tap on the name of the shooter you wish to move
- On the bottom of the page, the choose posse wheel will appear at the bottom of the screen and choose desired posse.
- Tap 'Done'

Or

On the IPAD designated for the posse you are adding the shooter to:

- Go to 'Enter Scores'
- Tap 'Stage 1'
- Tap 'Posse Number' that the shooter is to be moved from
- Tap 'Find another shooter' at the bottom of the page
- You will see the names of all other shooters registered, tap on the shooter you wish to move, a window will appear
- Tap on 'Move to Posse #', that is, the IPAD you are currently using (the posse you want the shooter to move to)

NOTES ABOUT THE IPADS

Currently we have 5 IPADs in use labelled as RMRIPAD1 to 5 ONLY THE RMRIPAD1, (Master) is set up with email to send scores. Be sure to use this IPAD as the Master for the shoot setup.

Power usage and settings

- Charge the IPADs fully before each shoot.
- To turn the power on, hold the button down until the Apple logo appears. (The power button is located on the top edge of the IPAD)
- If an update is requested by the IPAD, do not accept. Updating the IPAD may corrupt the ACES program.
- Do not change any of the settings. They are set up so that nothing is running in the background to eat up power. Such as: all sound is off, all notifications are off, brightness is set to medium, airplane mode and Bluetooth are always off, and auto sleep is set to 3 minutes. Note: scorekeepers may wish to change the brightness during scoring depending on the amount of glare, but they must monitor their power usage.

- WIFI must be OFF during the shoot. WIFI is turned ON only when you are synchronizing the IPADS for setup or scoring results. Once completed, turn WIFI OFF.
- Keeping the cover closed when not in use will reduce power usage as it goes into sleep mode. However, this means you must wake-it-up again whenever you need to enter a score.
- Temperature –when it is cold out, the IPADS draw power amazingly fast! Keep the IPADs warm when not in active use
- Upon completion of the match, turn off IPADs. Power OFF the IPADs by holding the power button down until a question appears, ‘Power off?’ then slide button to the right to power off (The power button is located on the top edge of the IPAD)

SAMPLES

Invitation

Greetings Fellow Cowboys and Cowgirls

Join us on December 3rd for the Christmas in Cowboy Town fun shoot, the mandatory safety meeting will be at 8:45AM and the shooting will start at 9:00AM.

We will be stopping for lunch, so either bring your own or if you prefer, the canteen will be open.

If you plan on joining us, please send us your Alias, Shooting Category and any posse preferences.

Thank you

Bay #1

START: Standing at large window with both hands on the window frame at shoulder height. When ready say your line **“The old sheds’ on fire?”**

BUZZER: Through the large window with your pistol(s) in a continuous Nevada sweep engage the pistol targets, then move to the cabin porch. With your rifle engage the rifle targets in continuous Nevada sweep. Take your rifle to the corral gate and safely place it on table. Retrieve the staged shotgun and knock down all shotgun targets.

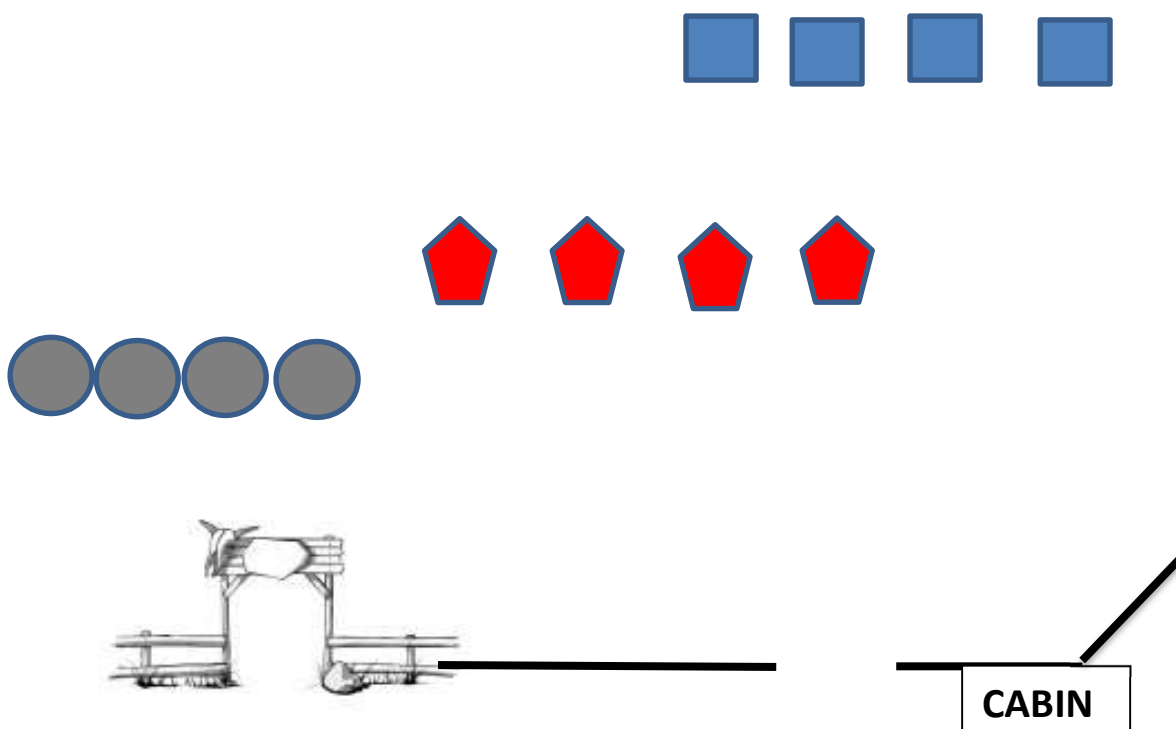
NOTE: Continuous Nevada sweep 1, 2, 3, 4, 3, 2, 1, 2, 3, 4. Shooter may start from either direction

Staging and Ammunition Requirements

- Handguns – loaded with 5 rounds each holstered at start
- Rifle – loaded with 10 rounds and staged at the cabin porch
- Shotgun – staged empty on table at the corral gate (**Minimum of 4 shots**)

TARGETS & PROPS

- 4 rifle targets and stands
- 4 pistol targets and stands
- 4 shotgun targets and stands



Bay #2

START: Shooter starts standing looking into the left window both hands at / or above shoulder height on window frame. When ready say **“Nice place but rough crowd!”**

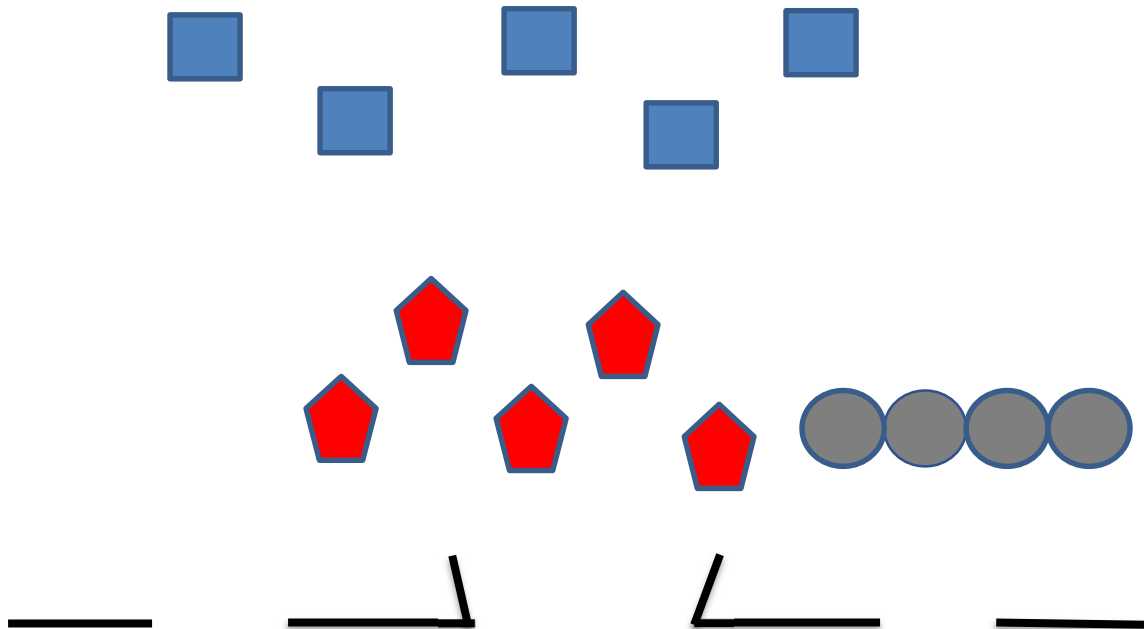
BUZZER: From the large window with the rifle, engage the targets in a double tap sweep from either direction. Make the rifle safe and move to the saloon doorway. Draw your pistol(s) and shoot the targets in a double tap sweep from either direction. Make your way to the shotgun on the right windowsill. Through the window knock down the four targets.

Staging and Ammunition Requirements

- Handguns – loaded with 5 rounds each holstered at start
- Rifle – loaded with 10 rounds staged on left windowsill
- Shotgun – staged empty on right windowsill (**Minimum of 4 shots**)

TARGETS & PROPS

- 5 pistol targets and stands
- 5 rifle targets and stands
- 4 shotgun targets and stands



Bay #3

START: Standing in the jail with both hands on either side of the door jamb. When ready say your line **“Oh no Miss Lottie needs help!”**

BUZZER: Move into the street and from behind the table, draw your pistol(s) and shoot the four men in the street in a regressive sweep. Do not draw until outside & in the street facing downrange. Re-holster your pistol(s) and make your way to the large window of the hotel. With the rifle engage the four men with a regressive sweep. Make the rifle safe and pick up the shotgun. Through the window shoot the two men in front of you.

NOTE: Regressive sweep 1-1-1-1-2-2-2-3-3-4 shooter may start from either direction

Staging and Ammunition Requirements

- Handguns – loaded with 5 rounds each holstered at start
- Rifle – loaded with 10 rounds and staged in the hotel window
- Shotgun – staged empty in the hotel window (**Minimum of 2 shots**)

TARGETS & PROPS

- 4 pistol targets and stands
- 4 rifle targets and stands
- 2 shotgun targets and stands

