

Gymkhana America Software

Version 5.4



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Introduction

Welcome to the Gymkhana America Software system. This system is copyrighted by Charlie Horse Ranch Timing Systems, Inc. and may not be reproduced or distributed without express written permission.

Every attempt has been made to ensure the accuracy of these programs, but Charlie Horse Ranch Timing Systems, Inc. will not be responsible for problems arising from their use. If you find problems or errors, please report them to Charlie Horse Ranch. A corrected version of the software will be made available to you as soon as possible. Current fixes can be found at our web site, www.CharHorseRanch.com. Click on “[Downloads](#)” to see any current fixes.

The system was designed to run on a computer with Windows 7© , Windows 8©, Windows 10© or more recent installed, and a minimum screen resolution of 1024 x 768 pixels.

This software is designed especially for those Arena Operators who run Gymkhana (Performance Horse Obstacle Racing) events.

Some of the highlights of the system are:

1. A rider database to avoid a lot of extra typing when signing riders up for a show. You may have up to 5000 riders on the database and/or in any given show.
2. A basic definition of the show, including the names of the events, the divisions of competition, the date of the show, and other administrative data. By judicious use of Event names and Division names, you can have up to 1200 different award categories. With age groups within Fixed Matrix events, that can be expanded to up to 4800 award categories. Any event can be a Team Event, with 2, 3 or 4 team members.
3. You can optionally define a Fixed Rating Matrix for each event, allowing you to categorize riders according to their ability, eliminating the situation where a more skilled rider competes with a beginning rider.
4. You can optionally define up to 4 Age Groups for each Fixed Matrix performance division, allowing you to categorize riders not only by ability, but also according to their age, eliminating the situation where an older rider competes with a young rider within the performance division.

5. You can optionally define a Dynamic Rating Matrix for each event, allowing the software to place riders relative to the fastest time of the day. Other Dynamic Divisions are based on that fastest time plus an increment.
6. You can optionally define an Age Range for each Age Group division, allowing you to categorize riders according to their age, eliminating the situation where an older rider competes with a young rider. Age Group divisions are automatically assigned, based on the rider's birth date.
7. You can optionally define Other divisions, based on how you run your shows.
8. Both the Age Group and Other division types can be further modified by using the "A/B" method of placing. The fastest and slowest times are thrown out, then the remaining times are added together and divided by the number of riders. The fastest time becomes the top of the 'A' bracket, and the average time becomes the top of the "B" bracket. Riders are placed in either the 'A' or 'B' brackets, depending on their time. This doubles the award categories for these divisions.
9. The ability to generate an announcer's sheet for each event, showing the riders or teams in that event and a place to write their time.
10. The ability to input the team or rider's score or time to the computer, manually or with direct input from a FarmTek© or Thunderpaws© timer, and have the computer print out a winner's list by division. The software can accept timer input from one to four lanes concurrently.
11. The ability to calculate the high point awards for the day, as well as a Year-to-Date High Point report for multiple shows.
12. A financial summary of the show, showing monies received and the ability to reconcile the cash box.
13. The ability to extract show and rider database data to a '.csv' file, suitable for importing to popular spreadsheet systems for local reporting.
14. Any event can be run as a 1-D to 5-D Jackpot event or have a Sidepot. Team Events cannot have sidepots, but can be run as a Jackpot.
15. The ability to Match Race any single rider event.

Draw Methods

There are 3 different methods that can be used to draw riders for an event.

Method 1 - A completely random draw. Team or Rider's run order is randomized within divisions.

Method 2 - Rider number draw. This method means that riders will be in order of their rider number within each division. This provides predictability for the riders in this and future shows. For team, it will use the team number.

Method 3 - Entry draw. This method means that riders will be in the order in which they were signed up for each division. This provides predictability for the riders in this show only.

In all cases, you can add to the draw after it has been drawn the first time. New entries will be placed at the end of their respective divisions, except in the case of Method 2, where they are inserted in rider number order within the division.

Team Events

Any event can be a Team Event. Teams may have 2, 3 or 4 team members. The number of members required is defined in the team event criteria.

Team events are “ad hoc”, meaning that they are created from riders already signed up in the show. There is no database for teams and a team member cannot be signed up directly from the rider database..

Teams may have divisions for placing purposes, but the points earned in a Team Event are assigned to the individual rider’s default point division, not the team’s division. For example, if the team places first and 1st place gets 10 points, each member of the team will get 10 points in their default point division. Optionally, points for team events can be ignored.

Times cannot be carried from or to a team event. Team events may not have Sidepots, but they can be run as Jackpots. Jackpot winnings are divided equally among the team members.

For any given Team Event, a horse/rider combination may only be on one team, unless the “Multiple Teams OK” option is selected.

Each member of a team may be in a different point division than other members of the same team. If there are restrictions as to what division a rider must be in to qualify for entry to a specific team event, the producer controls it. The software will accept any rider in the show as a member of the team.

If you use FastEnter, it does not support Team Event sign ups. Team Events may only be entered at the show, or in advance by the producer, using existing show entries.

Match Racing

Any single rider (not team) event can also be run as a Match Race. You can use your own criteria for selecting riders, or you can let the software “qualify” riders. To qualify riders, after an event (like Single Stake) has been run, use “Match Race Qualifiers” to select the fastest riders in the event. For example, if you were going to run an 8 person Match Race, you would select the top 16 qualifiers. The software will produce a report with a place for each rider to initial whether or not they will run in the Match Race. When the names have all been initialed, you can use “Match Race Signoff” to flag those riders who are not participating. When that’s done, use “Match Race Draw” to randomly pair the riders for the first heat and produce a diagram for the multiple elimination heats.

To actually run the Match Race, you set up two courses for the same event side by side. See Appendix D for how to set up the timers. You will need one Farm-Tek Polaris Console, a PC Interface Cable, and two sets of timer heads. If you are interested in the optional light kit, please contact us for instructions.

Two riders will be called into the arena and will go their respective assigned courses (lanes). After the first rider enters the arena, the announcer will say “The System is On” and a buzzer will sound in 15 seconds to let the riders know that the race will begin in 5 seconds. A second buzzer will sound in 5 seconds to signify the start of the race. If a rider crosses the starting line prior to the second buzzer, the timer will signal a “red light start” or foul and that rider will be disqualified. If you have the optional light kit, a red light will come on in that lane. If both riders have a good start, then it’s a race to see who can complete the course first. The first rider to finish the course is the winner and if you have the optional light kit, a green light will come on in that lane.

On the computer, it will tell you about red light starts and who won the race.

This process continues through all the heats until a Champion and Reserve Champion are declared. Many organizations use Match Races as an opportunity to run a Calcutta.

Jackpot/Sidepot Concept

Jackpotting and Sidepotting are simple concepts and are very popular with most riders. They can provide extra excitement for riders in your show. Each rider puts up a certain dollar amount and the rider with the fastest time or highest score wins the money. 4-D Jackpotting is the most popular format because more riders get payouts. It involves taking the fastest time and adding increments of time to get the 2-D, 3-D and 4-D winners. Each 'D' gets a fixed percentage of the jackpot. For large shows, this is further refined where each 'D' is paid to multiple places depending on the number of riders entered. In this software, you have complete control over time increments, entry fees, percentage of payouts, etc.

For example, a typical Cloverleaf Barrels event uses the following format:

1-D = Fastest time

2-D = Fastest time + 0.5 seconds

3-D = Fastest time + 1.0 seconds

4-D = Fastest time + 2.0 seconds

Payouts: 1-D = 30%, 2-D = 27%, 3-D = 23%, 4-D = 20%

You establish the payout places based on the number of entered riders. As an example, let's assume that an event with 20 or fewer riders pays 1 place, and if it's over 20 riders, it pays 2 places. In an event with 30 riders entered, jackpots would pay to 2 places in each 'D'.

Alternatively, you can have the system automatically calculate the places of payout, such that the last rider in the last 'D' receives their jackpot or sidepot entry fee back. All other 'D's will pay to the same number of places.

Speaking of flexibility, if you would rather run a 1-D, 2-D, 3-D or 5-D format, you can do that too, and you can use a different format for each event. Times can be "carried" from a Regular event to a Jackpot event, so the rider only has to ride once, but can place in both events. Jackpot Events are separate, and Side pots are within the normal event (except team events). A Jackpot event cannot also have a Sidepot.

Networking Considerations

Networking two or more computers is not directly related to Charlie Horse software, but the software will make use of an existing network. Networking via Ethernet Cable(s) or a Wireless Network can be a daunting task, and usually is better left to professionals. Whether you are doing it yourself or having someone else do it, these are the requirements for Charlie Horse software to successfully use the network.

1. The share name **MUST** allow read/write authority. The default when setting up a share name is “read-only”. If left in place, Charlie Horse products cannot make use of the network, because the software requires read/write permissions. If not set up correctly, you will get messages like “Software Improperly Installed”, or messages indicating it can’t find certain files and locking time-outs. All of these are caused by being unable to write to the hard drive.
2. When you map to a drive on another computer, you are required to provide a User identification, which was previously defined on the other machine. That user id must have read/write access to the folders and files you are going to use. Simplest is to give it “Administrator” authority.
3. To test the setup, the simplest method is to map to the other drive. If you can “see” the drive and it’s folders and the response time is within a second, the actual network is probably OK. The next test is to locate any .txt file on the other computer and double click on it. On most computers, this will bring up the standard Microsoft “Notepad” utility. Make a minor change to the text of the file, then save it. If that works, then you most likely have the permissions set up correctly.
4. If you have problems with the network or with the permissions, CHRTS cannot help you. It isn’t related to the CHRTS software. Each system has it’s own peculiarities and in many cases, we could unintentionally give you bad advice.. You need to talk to your Administrator or whoever helps you with computer issues. Give them this paper if they have questions regarding the software.
5. On the next page there is an example from the Barrel Race America software. The icon was set up to allow secondary terminals to use the “Local Terminal” option. There are two views, one showing the links (using the “Z” drive to map to the other computer’s “C” drive) and the other showing the permissions. In addition, “Networked” must be checked in the BRA options (GAS options for this product).

bralocals.exe - Shortcut Properties

General | Shortcut | Compatibility | Security | Details

Object name: C:\Users\Gene\Desktop\bralocals.exe - Shortcut.ln

Group or user names:

SYSTEM	
Gene (Gene-PC\Gene)	
Administrators (Gene-PC\Administrators)	

To change permissions, click Edit.

Permissions for Gene	Allow	Deny
Full control	✓	
Modify	✓	
Read & execute	✓	
Read	✓	
Write	✓	
Special permissions		

For special permissions or advanced settings, click Advanced.

[Learn about access control and permissions](#)

OK Cancel Apply

bralocals.exe - Shortcut Properties

General | Shortcut | Compatibility | Security | Details

bralocals.exe - Shortcut

Target type: Application

Target location: bra

Target: "Z:\Charlie Horse\bra\bralocals.exe"

Start in: "Z:\Charlie Horse\bra"

Shortcut key: None

Run: Normal window

Comment:

Open File Location Change Icon... Advanced...

OK Cancel Apply

Combined Draw/Event Monitor

One of the icons on the desktop is the GAS Draw & Event Monitor. While this may be used at the “main” or only computer, it’s primary purpose is to be used on a networked computer, where it will not interfere with signing up riders or posting times. It combines the functions of a Draw Monitor and the Event Monitor into a single screen. Half of the screen is the draw monitor and the other half is the event status monitor. A sample display is shown below.

Barrel Race America Draw/Event Monitor	
Exit	Select Event to Monitor
Draw and standings Monitor for Figure 8 Flags	Division: FC
Arena: 27. Kelsey Bragg on Billy The Kid	Fastest: 16.985 - Jessica Wikowski on Nick
Gate: 28. Charlie Moore on Fred	1st - 42.683 - Trisha Smith on Dream of My Shadow
Ready: 29. Rose Moore on Dusty	1st - 30.492 - Amber Castle-Keane on Skip's Dusty Fantasy
	2nd - 34.400 - Sarah Winnett on Katie
	3rd - 36.138 - Sarah Talley on TNT
	4th - 36.804 - Samantha Grow on Dodge
	5th - 47.982 - Nina Ketcherside on Tiffany
	6th - 57.289 - Debra Wooley on Broni-Phoenix
	7th - 127.314 - Jody Abel on Cherokee
	8th - 170.041 - Margaret Grow on Big Mac

Select Event - You select the event to be monitored, and you can change it at any time. It keeps a running display of the next 10-15 riders or teams in the selected event, as well as showing the standing for each division in the event.

Example 1 - Define Your Normal Settings and Options

Here we will define the events we might run at any show, the method of placing for each event and the divisions of competition. Those of you familiar with the California Gymkhana organizations (CGA and CSHA) will recognize the performance events and some of the divisions. We're using them as examples.

Step 1. Define the Events

Gymkhana America Software - Events and Options

Gymkhana America - Options and Event Settings

Licensed to: Elverta Rough Riders, Show Date = 03/03/12

Event Name	Fixed Matrix	Dynamic Matrix	Age Groups	Other Types	Jack Pot
Barrels	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Birangle	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Figure 8 Flags	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Figure 8 Stake	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hurry Scurry	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Keyhole	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Poles 1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Poles 2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Quadrangle	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Speed Ball	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Speed Barrels	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Single Stake	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Big T	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Birangle Jackpot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Kids California Poles	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Unrated Barrels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Unrated Birangle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Unrated Figure 8 Stake	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Unrated Single Stake	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Unrated Keyhole	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Change Jackpot Payouts

Change Matrix Settings

Change Point Methods

Change Jackpot Increments

Exit and Save

☐ Entry Order
☒ Rider Number Order
☐ Random Order
☐ 3-Up Labels
☐ Place Below Rating
☐ Round Payouts
☐ Combine Checks
☐ Address on Checks
☐ 3-Up Checks
☐ Sign Checks
☒ Propagate Divisions
☐ Use CGA Settings
☒ Jackpot Times Carried
☒ High Point by Rider Only

Ground Fee: 4.00
Club Membership: 0.50
Club Year-End: 0.50
Sidepot: 0.50

Point Method: 1
Timer Port 1: 1
Timer Port 2: 2
Placings: 10

☒ Using FastEnter
User ID: chrtsi
Password: *****
☐ Edit Rules
☐ Edit Release
Client ID: 0002

Step 2. Define the Fixed Matrix for each event

In this example, we're defining the fixed matrix for the Birangle event.

Gymkhana America Software - Rating Matrix Maintenance

Event Name	Division Name	Low	High	Bump Up
<input type="checkbox"/> Edit Matrix <input checked="" type="checkbox"/> Birangle	AAA+	0.001	14.009	<input type="checkbox"/>
<input type="checkbox"/> Edit Matrix	AAA	14.010	15.539	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	AA	15.540	17.369	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	A	17.370	21.699	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	FC	21.700	999.999	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	Lead Line	0.001	999.999	<input type="checkbox"/>
<input type="checkbox"/> Edit Matrix	Open Pony	0.001	999.000	<input type="checkbox"/>
<input type="checkbox"/> Edit Matrix	Barrels			
<input type="checkbox"/> Edit Matrix	Figure 8 Flags			
<input type="checkbox"/> Edit Matrix	Figure 8 Stake			
<input type="checkbox"/> Edit Matrix	Hurry Scurry			
<input type="checkbox"/> Edit Matrix	Keyhole			
<input type="checkbox"/> Edit Matrix	Poles 1			
<input type="checkbox"/> Edit Matrix	Poles 2			
<input type="checkbox"/> Edit Matrix	Quadrangle			
<input type="checkbox"/> Edit Matrix	Speed Ball			
<input type="checkbox"/> Edit Matrix	Speed Barrels			
<input type="checkbox"/> Edit Matrix	Single Stake			
<input type="checkbox"/> Edit Matrix	Big T			
<input type="checkbox"/> Edit Matrix	Birangle Jackpot			
<input type="checkbox"/> Edit Matrix	Kids California Poles			
<input type="checkbox"/> Edit Matrix	Unrated Barrels			
<input type="checkbox"/> Edit Matrix	Unrated Birangle			
<input type="checkbox"/> Edit Matrix	Unrated Figure 8 Stake			
<input type="checkbox"/> Edit Matrix	Unrated Single Stake			
<input type="checkbox"/> Edit Matrix	Unrated Keyhole			

Step 3. Define the Dynamic Matrix for each event

In this example, we're defining the dynamic matrix for the Keyhole event. The method here is that the fastest time is Division 1, and the other division's top time is calculated as the top time + the increment (the "high" value). In this example, if the fastest ride was 8.1, then the top of Division 2 would be 8.6 ($8.1 + .5$). The top of Division 3 would be 9.1 ($8.1 + 1.$).

Event Name	Division Name	Low	High	Bump Up
<input type="checkbox"/> Edit Matrix Barrels	Division 1		0.000	
<input type="checkbox"/> Edit Matrix Birangle	Division 2		0.500	
<input type="checkbox"/> Edit Matrix Jackpot Barrels	Division 3		1.000	
<input type="checkbox"/> Edit Matrix Figure 8 Stake	Division 4		1.500	
<input type="checkbox"/> Edit Matrix Single Stake	Division 5		2.000	
<input checked="" type="checkbox"/> Edit Matrix Keyhole				
<input type="checkbox"/> Edit Matrix California Poles				
<input type="checkbox"/> Edit Matrix Washington Poles				
<input type="checkbox"/> Edit Matrix Quadrangle				
<input type="checkbox"/> Edit Matrix Speed Ball				
<input type="checkbox"/> Edit Matrix Kids Barrels				
<input type="checkbox"/> Edit Matrix Kids Single Stake				
<input type="checkbox"/> Edit Matrix Kids Washington Poles				
<input type="checkbox"/> Edit Matrix Kids Keyhole				
<input type="checkbox"/> Edit Matrix Kids California Poles				
<input type="checkbox"/> Edit Matrix Unrated Barrels				
<input type="checkbox"/> Edit Matrix Unrated Birangle				
<input type="checkbox"/> Edit Matrix Unrated Figure 8 Stake				
<input type="checkbox"/> Edit Matrix Unrated Single Stake				
<input type="checkbox"/> Edit Matrix Unrated Keyhole				

Print Matrix Save and Refresh Display Exit and Save

Step 4. Define the Jackpot/Sidepot Time Breaks.

For those events that get Jackpotted or Sidepotted in a “D” format, these are the time breaks that established the top of each ‘D’. Like Dynamic Divisions, the fastest time is the 1-D and the other division’s top time is calculated as the top time + the increment (the “high” value). In this example for the Barrels event, if the fastest ride was 8.1, then the top of the 2-D would be 8.6 (8.1 + .5). The top of the 3-D would be 9.1 (8.1 + 1.), etc.

Gymkhana America - Update D Settings and Pay Placings

Exit and Save

Event Name	2D	3D	4D	5D	Pay Places	D's
Barrels	0.500	1.000	2.000	0.000	0	4
Birangle	0.500	1.000	2.000	0.000	0	4
Jackpot Barrels	0.500	1.000	1.500	0.000	0	5
Figure 8 Stake	0.500	1.000	2.000	0.000	0	4
Single Stake	0.500	1.000	2.000	0.000	0	4
Keyhole	0.500	1.000	2.000	0.000	0	4
California Poles	0.500	1.000	2.000	0.000	0	4
Washington Poles	0.500	1.000	2.000	0.000	0	4
Quadrangle	0.500	1.000	2.000	0.000	0	4
Speed Ball	0.500	1.000	2.000	0.000	0	4
Kids Barrels	0.500	1.000	2.000	0.000	0	4
Kids Single Stake	0.500	1.000	2.000	0.000	0	4
Kids Washington Poles	0.500	1.000	2.000	0.000	0	4
Kids Keyhole	0.500	1.000	2.000	0.000	0	4
Kids California Poles	0.500	1.000	0.000	0.000	0	4
Unrated Barrels	0.500	1.000	0.000	0.000	0	4
Unrated Birangle	0.500	1.000	0.000	0.000	0	4
Unrated Figure 8 Stake	0.500	1.000	0.000	0.000	0	4
Unrated Single Stake	0.500	1.000	0.000	0.000	0	4
Unrated Keyhole	0.500	1.000	0.000	0.000	0	4

Step 5. Define the Jackpot/Sidepot Payout Method.

For those events that get Jackpotted or Sidepotted in a “D” format, this table is used to calculate the payouts for each placing. See “Jackpot/Sidepot Payout Method” for details. This single table is used for all jackpotted or sidepotted events.

GAS Software Payout Percentages

Gymkhana America Software - Jackpot Percentages

Show Producer: Elverta Rough Riders

Refresh and Check

Save and Exit

Place 1st	100.0	2nd	40.0	3rd	24.0	4th	20.0	5th	13.0	6th	7.0	7th	6.0	8th	5.0	9th	4.0	10th	3.5	11th	3.0	12th	2.5
1:	100.0	60.0	43.0	40.0	33.0	27.0	24.0	20.0	19.0	18.0	17.0	16.0	15.0	14.0	13.5	12.5	12.0	11.0	10.0	9.5	9.0	8.0	7.0
2:	60.0	40.0	33.0	24.0	20.0	19.0	18.0	17.0	16.0	15.0	14.0	13.5	12.5	12.0	11.0	10.0	9.5	9.0	8.0	7.0	6.0	5.0	4.0
3:	43.0	33.0	27.0	24.0	20.0	19.0	18.0	17.0	16.0	15.0	14.0	13.5	12.5	12.0	11.0	10.0	9.5	9.0	8.0	7.0	6.0	5.0	4.0
4:	40.0	30.0	20.0	10.0	13.0	14.0	14.0	14.0	13.0	12.0	11.0	10.0	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	3.0	2.5	2.0
5:	33.0	27.0	20.0	13.0	20.0	19.0	18.0	17.0	16.0	15.0	14.0	13.0	12.0	11.0	10.0	9.0	8.0	7.0	6.0	5.0	4.0	3.0	2.0
6:	28.0	24.0	19.0	14.0	14.0	13.0	12.0	11.0	10.0	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	2.5	2.0	1.5	1.0	0.5	0.1
7:	25.0	21.0	18.0	14.0	14.0	13.0	12.0	11.0	10.0	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	2.5	2.0	1.5	1.0	0.5	0.1
8:	23.0	19.0	17.0	14.0	14.0	13.0	12.0	11.0	10.0	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	2.5	2.0	1.5	1.0	0.5	0.1
9:	21.0	18.0	16.0	13.5	13.5	12.5	12.0	11.0	10.0	9.5	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	2.5	2.0	1.5	1.0	0.5
10:	20.0	18.0	15.0	12.5	12.5	12.0	11.0	10.0	9.5	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	2.5	2.0	1.5	1.0	0.5	0.1
11:	19.0	17.0	14.0	12.0	12.0	11.0	10.0	9.5	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	2.5	2.0	1.5	1.0	0.5	0.1	0.0
12:	19.0	16.0	14.0	12.0	12.0	11.0	10.0	9.5	9.0	8.0	7.0	6.0	5.0	4.0	3.5	3.0	2.5	2.0	1.5	1.0	0.5	0.1	0.0
Rider Count:	10	15	30	60	90	120	150	180	210	240	9999												

Total

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

100.0

5-D Payout

1-D: 0.40

2-D: 0.30

3-D: 0.10

4-D: 0.10

5-D: 0.10

Total: 1.00

4-D Payout

0.40

0.30

0.20

0.10

1.00

3-D Payout

1-D: 0.40

2-D: 0.35

3-D: 0.25

Total: 1.00

2-D Payout

0.60

0.40

1.00

☐ Automatically Calculate Depth

Step 6. Define the Divisions.

Using the “Divisions and Points” button, we define the names of the Divisions, the point structure for high point awards, the age ranges for each age division (if needed), and other information for each division.

Gymkhana America Software - Divisions

Gymkhana America - Division Definitions

Licensed to: Elverta Rough Riders, Show Date = 01/01/12

Age "As Of" Date: 01/01/2011

Division Name:	Def. Div.	Rating Rides	Rating Events	Low Age	High Age	Div Type	A/B Place
AAA+	<input type="checkbox"/>	3	12	0	0	F	
AAA	<input type="checkbox"/>	3	10	0	0	F	
AA	<input type="checkbox"/>	3	8	0	0	F	
A	<input type="checkbox"/>	3	6	0	0	F	
FC	<input checked="" type="checkbox"/>	3	4	0	0	F	
Division 1	<input checked="" type="checkbox"/>	0	0	0	0	D	
Division 2	<input type="checkbox"/>	0	0	0	0	D	
Division 3	<input type="checkbox"/>	0	0	0	0	D	
Division 4	<input type="checkbox"/>	0	0	0	0	D	
Division 5	<input type="checkbox"/>	0	0	0	0	D	
Ages 1-5	<input type="checkbox"/>	0	0	1	5	A	<input type="checkbox"/>
Ages 6-10	<input type="checkbox"/>	0	0	6	10	A	<input type="checkbox"/>
Ages 11-15	<input type="checkbox"/>	0	0	11	15	A	<input type="checkbox"/>
Ages 16-25	<input type="checkbox"/>	0	0	16	25	A	<input type="checkbox"/>
26 and Over	<input checked="" type="checkbox"/>	0	0	26	99	A	<input type="checkbox"/>
Lead Line	<input type="checkbox"/>	0	0	0	0	O	<input type="checkbox"/>
Decline to State Age	<input checked="" type="checkbox"/>	0	0	0	0	O	<input type="checkbox"/>
Other Division 18	<input type="checkbox"/>	0	0	0	0	O	<input type="checkbox"/>
Other Division 19	<input type="checkbox"/>	0	0	0	0	O	<input type="checkbox"/>
Other Division 20	<input type="checkbox"/>	0	0	0	0	O	<input type="checkbox"/>

Note, Division Types are:
 F = Fixed Matrix
 D = Dynamic Matrix
 A = Age Groups
 O = Other
 Jackpot Classes Have No Division

Divisional Age Breaks

Exit and Save

Step 7. Define the Fixed Performance Age Divisions.

Using the “Divisions and Points”->”Divisional Age Breaks” button, we define the subdivision of ages for each fixed performance division. In this example, for the 3 fastest divisions (AAA+, AAA and AA), we have 3 age categories (1-11, 12-24, and 25-99_. For the two slower divisions (which have more riders), we broke it into 4 categories (1-5, 6-11, 12-24 and 25-99).

Gymkhana America Software - Rating Division Age Groups

Division Name	Range 1		Range 2		Range 3		Range 4	
AAA+	1	11	12	24	25	99	0	99
AAA	1	11	12	24	25	99	0	99
AA	1	11	12	24	25	99	0	99
A	1	5	6	11	12	24	25	99
FC	1	5	6	11	12	24	25	99
Division 1								
Division 2								
Division 3								
Division 4								
Division 5								
Ages 1-5								
Ages 6-10								
Ages 11-15								
Ages 16-25								
26 and Over								
Lead Line								
Decline to State Age								
Other Division 18								
Other Division 19								
Other Division 20								

Exit and Save

Example 2 - Set Up a Show

Here we will set up a show for January 1, 2012 with Fixed Matrix Barrels, Jackpot Barrels, Fixed Matrix Birangle and Figure 8 Stake, Dynamic Division Keyhole and California Poles. In addition, we'll have Kids Barrels and Kids Single Stake with age divisions. Times from the Fixed Matrix Barrels can be carried over to the Jackpot Barrels.

Step 1. Set the Date and Choose the Events.

Using the "Show Setup" button, we set the date of the show and select the events to be run on that date with the entry fees and added money as appropriate.

Gymkhana America Software - Show Definition

Gymkhana America Show Setup

Licensed to: GRN4D, Show Date = 01/01/12

Current Show Date: 01/01/12

Deadline: 01/01/12

☐ Use FastEnter Express

All Day (Regular): 35.00
All Day (Points): 30.00

New Show Date
Select Existing Show
Show Specific Information
Send Show to FastEnter
Exit

	1 Active	2 Active	3 Active	4 Active	5 Active	6 Active	7 Active	8 Active	9 Active	10 Active	11 Active	12 Active	13 Active	14 Active	15 Active
Barrels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Jackpot Barrels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Figure 8 Flag	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Figure 8 Stake	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Single Stake	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Keyhole	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
California Poles	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Washington Poles	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Quadrangle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Speed Ball	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Kids Barrels	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Kids Single Stake	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Kids Washington Poles	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Kids Keyhole	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Kids California Poles	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Entry Fee: 6.00, P/O Fee: 4.00, Added Money: 0.00, Fixed Matrix: 0, Dynamic Matrix: 0, Other Group Types: 0, Jack Pot: 0

Events 1-15 ☒ Events 16-30 ☐ Events 31-45 ☐ Events 46-60 ☐

Step 2. Sign up the riders.

Using the “Rider Signup” button, we sign up each rider and select the events in which they are riding. Note that you don’t have to put riders on the database before you sign them up. You can put them directly into the show, and they are automatically added to the database. In this case, the rider will ride in the Regular Barrels event, and his time from that ride will also be used for the Jackpot Barrels event (carried).

Gymkhana America - Event Signup

Sign up New Rider Update Existing Rider in Show Correct This Horse/Rider Name Delete a Rider Update Show Entries from Database Recalculate All Age Divisions Print Riders Save Changes

ID: 25 First: Charlie Last: Adams Horse: B J

<input checked="" type="checkbox"/> R <input type="checkbox"/> P	1 Barrels	AAA	\$6.00
<input checked="" type="checkbox"/> R <input type="checkbox"/> P	2 Birangle	AAA	\$6.00
<input checked="" type="checkbox"/> R <input type="checkbox"/> P <input checked="" type="checkbox"/> C	3 Jackpot Barrels	Jackpot	\$30.00
<input checked="" type="checkbox"/> R <input type="checkbox"/> P	4 Figure 8 Stake	AAA	\$6.00
<input checked="" type="checkbox"/> R <input type="checkbox"/> P	6 Keyhole	Dyn 1	\$6.00
<input checked="" type="checkbox"/> R <input type="checkbox"/> P	7 California Poles	Dyn 1	\$6.00
<input type="checkbox"/> R <input type="checkbox"/> P	11 Kids Barrels	11/Over	\$0.00
<input type="checkbox"/> R <input type="checkbox"/> P	12 Kids Single Stake	11/Over	\$0.00

Default Points Division: AAA

Ground Fee: \$0.00
Event Fees: \$60.00
Other Fees: 0.00
Club Membership: \$0.00
Club Year-End Awards: \$0.00
Sidepot Fees: \$0.00
Credits: 0.00
Exhibition Runs: 0.00
Total: \$60.00

Birthday as mm/dd/yyyy: 03/28/1997
User 1

☒ Events 1-15 ☐ All Day Regular ☐ Local Club Membership
☐ Events 16-30 ☐ All Day Points ☐ Local Club Year-End Awards
☐ Events 31-45 Entry #: 9
☐ Events 46-60

Exit Rider Signup

After sign ups are complete, you run each event, print the reports, and go on to the next event. See ‘Example 3’ for running events.

Example 3 - Running Each Event

In this section, we will use the prior example, and run the Barrels event. After the event is completed, we will produce the winner's list. When all events are completed, we can create the High Point and Financial reports.

Step 1. Draw for the event.

Using the “Draw Ride Order” button, and the “Barrels” event ,we will do a draw of the riders in this event to establish the ride order.

Step 2. Draw Event and Create Announcer's list.

Using the “Print Announcer's List” button and the “Barrels” event, we will print the riders in this event in their ride order. The list has a place to write their times for backup purposes. Give this list to your announcer and you're ready to run the event.

Gymkhana America Software - Event Processing

Select Action:

☐ Draw Ride Order

☐ Add to Draw

☐ Print Announcer's List

☐ Use Direct Timer Input

☐ Post Times Manually

Drive Letter:

☐ Create External Posting File

☐ Merge External Posting File

☐ Print Winner List

☐ Jackpot Checks

Select Event to Process:

<input type="checkbox"/> Event 1	Barrels
<input type="checkbox"/> Event 2	Birangle
<input type="checkbox"/> Event 3	Jackpot Barrels
<input type="checkbox"/> Event 4	Figure 8 Stake
<input type="checkbox"/> Event 5	
<input type="checkbox"/> Event 6	Keyhole
<input type="checkbox"/> Event 7	California Poles
<input type="checkbox"/> Event 8	
<input type="checkbox"/> Event 9	
<input type="checkbox"/> Event 10	
<input type="checkbox"/> Event 11	Kids Barrels
<input type="checkbox"/> Event 12	Kids Single Stake
<input type="checkbox"/> Event 13	
<input type="checkbox"/> Event 14	
<input type="checkbox"/> Event 15	
<input type="checkbox"/> Event 16	
<input type="checkbox"/> Event 17	
<input type="checkbox"/> Event 18	
<input type="checkbox"/> Event 19	
<input type="checkbox"/> Event 20	

Recalculate Placings and Jackpots for All Events

Exit Event Processing

☒ Events 1-20

☐ Events 21-40

☐ Events 41-60

Step 3. Run the event.

Using either the “Use Direct Timer Input” or the “Post Times Manually” button and the “Barrels” event, we will run the event. As each rider goes, either fill in the time (manual) or watch the computer do it for you (Timer). You can also enter penalty points (5 seconds for a downed barrel, etc.), but don’t change the raw time. If the rider is disqualified, enter the letter ‘d’ for disqualification or (‘n’ for “No Time”), and the time will show as 0.001, which the software recognizes as a disqualification.

The screenshot shows a software window titled "GAS Post Times for event 1 Barrels". The window has a blue title bar with standard Windows window controls (minimize, maximize, close). The main area of the window is white and contains the following text:

Lane 1: 5, George Smyth on BJ, Div = AAAA
Coming Up: 14, Fred Smythe on BooBoo, Div = AAAA
Coming Up: 91, Judy White on Folly, Div = AAAA

Below the main text area is a control panel with a table and several buttons. The table has three columns: "Lane", "Time", and "Penalty". It has four rows, numbered 1 to 4. Row 1 is currently active, with the "Time" field showing "0.000" and the "Penalty" field showing "0". The other rows are empty.

Lane	Time	Penalty
1	0.000	0
2		
3		
4		

To the right of the table are two rows of buttons. The first row contains five buttons: "Refresh Draw List", "Print Posted Times", "Select Rider", "Prior Rider", and "Exit". The second row contains four buttons: "Next Rider", "Start Timer", "Stop Timer", and "Test Timer".

When all riders have completed the event, use the “Exit” button to return to the Main Menu.

Step 4. Print the Event results.

Using the “Print Winner List” button, we will create the winner’s list. Hang this up so the riders can see where they placed.

Step 5. Change the current event and start over.

Go Back to step 1, change the current event to the next event (California Poles, Keyhole, etc.) and repeat this process.

Step 6. Finish up.

All the events have been run, so now you’re ready to close out the show. Go to the Main Menu.

Using the “High Point” button, create this reports as needed.

Using the “Financial Report” button, create your financial report to get an accurate accounting of your cash box.

Using the “Rider Summary” buttons, create the report that you can give to the riders, showing the events, placings and times.

Lastly, using “Administrative Functions”, make a backup of this show and your rider database.

Pre-Entries from FastEnter.com

Charlie Horse Ranch Timing Systems on-line adjunct, FastEnter.com, is an easy way for your contestants to sign up for your shows on-line and pay with a credit card. Best of all, the cost to you is very little or nothing (credit card fees). The steps to do this are:

One time:

1. Establish a producer account with FastEnter.com. To do this, go to www.FastEnter.com and follow the instructions you find there.
2. Notify your contestants that pre-entry sign up can be done at FastEnter.com. If you have a web site, add a link to <http://www.FastEnter.com>.
3. Set up the FastEnter User ID and Password.

For each show:

1. Do your show setup normally. When you're done, click on the "Send Show to FastEnter.com" button. The show and all of its characteristics (except Team Events) will be sent to FastEnter.com.
2. Periodically, go to the "Rider Signup" function, and click on the "Get Entries from FastEnter.com" button. All of the contestants who have signed up at FastEnter.com will be automatically added to your show, with no additional work by you.
3. After the show is over, go to Administrative Functions and select the button "Show Results to Web". This will send the winners list to FastEnter.com where it is available immediately for your contestants to see.

That's it. You're done...

Copy Entries from a Prior Show

If your shows tend to be the same with the same riders, you can use this function to sign up the same riders from a prior show.

1. In the Rider Signup screen, click the “Get Riders from Prior Show” button.
2. The software will ask you to select the show date from which the riders are to be copied.
3. When selected, the software will copy the riders who were signed up for that show and sign them up for this show. If a rider is already signed up, they will be skipped (no duplicates).

NOTE - Team Event entries will not be copied.

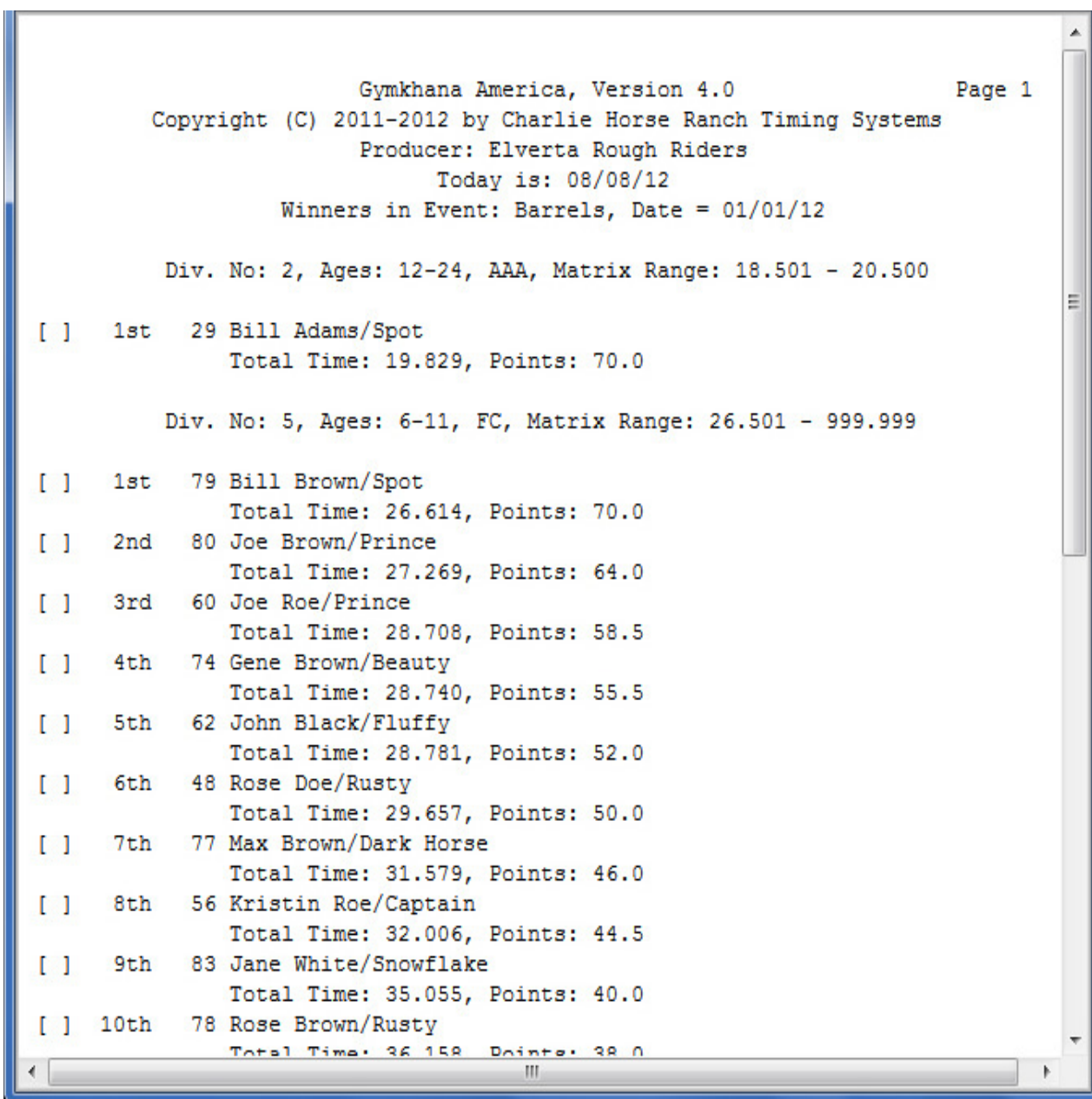
Make any adjustments (deleting riders, etc.). That’s it. You’re done...

Internet Reporting

Many show producers would like to post their show results on their web site. This software makes it easy to do. Simply select the “Make HTML file” button on any report, and it will create an HTML file of that report. All you need to do is FTP the file(s) to your site, and set up links to each report. Assuming you named the file Birangle.html, a sample report is shown below, and a typical link would look like this:

*<P>Results for Birangle on the January 1st show. Birangle
*

The report looks like this:



Gymkhana America, Version 4.0		Page 1
Copyright (C) 2011-2012 by Charlie Horse Ranch Timing Systems		
Producer: Elverta Rough Riders		
Today is: 08/08/12		
Winners in Event: Barrels, Date = 01/01/12		
Div. No: 2, Ages: 12-24, AAA, Matrix Range: 18.501 - 20.500		
[]	1st 29 Bill Adams/Spot	
	Total Time: 19.829, Points: 70.0	
Div. No: 5, Ages: 6-11, FC, Matrix Range: 26.501 - 999.999		
[]	1st 79 Bill Brown/Spot	
	Total Time: 26.614, Points: 70.0	
[]	2nd 80 Joe Brown/Prince	
	Total Time: 27.269, Points: 64.0	
[]	3rd 60 Joe Roe/Prince	
	Total Time: 28.708, Points: 58.5	
[]	4th 74 Gene Brown/Beauty	
	Total Time: 28.740, Points: 55.5	
[]	5th 62 John Black/Fluffy	
	Total Time: 28.781, Points: 52.0	
[]	6th 48 Rose Doe/Rusty	
	Total Time: 29.657, Points: 50.0	
[]	7th 77 Max Brown/Dark Horse	
	Total Time: 31.579, Points: 46.0	
[]	8th 56 Kristin Roe/Captain	
	Total Time: 32.006, Points: 44.5	
[]	9th 83 Jane White/Snowflake	
	Total Time: 35.055, Points: 40.0	
[]	10th 78 Rose Brown/Rusty	
	Total Time: 36.158, Points: 38.0	

Hints and Tips

Q. "I have already done the draw and the event is running. How can I add a rider to the draw?"

A. Actually, it's pretty simple. Without External Posting, use the "Show Signup" button to add the rider, then use the "Add to Draw" button. The rider will be added to the appropriate place in the draw. Then use the 'Refresh' button on the 'Post Times' menu and the rider will automatically be in the event.

With External Posting, follow the same procedure up through "Add to Draw". Then use the "Create External Posting File" function to create a new flash drive, go to the external computer, insert the flash drive, exit the time posting, then use the External Posting "Add Additional Riders from Main" function to add the additional riders. After that, you just start the time posting function again and it will pick up where you left off.

Q. Now that you mention it, what's external posting?

A. In a large show, you may be running an event while you're trying to sign up riders for another event. This can be pretty inconvenient if you are only using one computer, even though they are in separate windows and can be accessed concurrently. The external posting function allows you to extract an event to a flash drive, and take the flash drive to another computer to run the event. When the event is complete, you update the flash drive at that computer, then bring it back to the "Main" computer to merge it back into the show. This feature could also be used when you are running different events in multiple arenas.

Q. What happens with ties?

A. Let's say that two riders had exactly the same time, and it was the fastest time of the event. The points for 1st and 2nd are combined, then divided evenly between the two riders. 2nd place is skipped and the next rider would get points for 3rd.

Q. I have a rider on two horses. They need time to change tack, but they drew too close together. How can I run one of them out of order?

A. This one's pretty easy, too. On the "Post Times" screen, use the option to select an individual rider. Select the rider and they will be the next to run. When their ride is complete, use the same function to go back to the rider you left off with, and you're back in order. The software will skip this rider when they come up in the normal flow.

Q. We run Age divisions instead of Performance divisions. How can I make sure the riders are in the proper division?

A. When defining the events, check the "Age Groups" box for that event. It means that you want the software to automatically calculate which division the rider should be in, based on their birthday and an "as of" date that you set. When the rider is signed up, the division will be set automatically so long as you have the rider's birth date.

Q. I have a lot of riders on my database or in my show. When I get the drop-down list of riders, it takes a while to scroll to the right one. Is there an easier way to do this?

A. Yes. When you have that screen, there is a box that says "Search for". Type the first letter of the rider's last name and the list will be positioned to the first entry that matches that letter, and you can do a short scroll from there. If the list is still too long, type the second character of the last name, etc., until you get close to the entry, then double click or highlight it and click "Select".

Q. I'm running a 3 day show (Saturday, Sunday and Monday) with 6 events and AAA+, AAA, AA, A and FC divisions. Do I have to define 3 shows and sign the riders up 3 different times (once for each day)?

A. No. Because there are 60 available events, you can set up a event definitions like this:

Barrels Saturday, Barrels Sunday, Barrels Monday.

Birangle Saturday, Birangle Sunday, Birangle Monday.

Figure 8 Flags Saturday, Figure 8 Flags Sunday, Figure 8 Flags Monday.

Figure 8 Stake Saturday, Figure 8 Stake Sunday, Figure 8 Stake Monday.

Hurry Scurry Saturday, Hurry Scurry Sunday, Hurry Scurry Monday.

Keyhole Saturday, Keyhole Sunday, Keyhole Monday.

This totals 18 events. Since 60 events are available, you can do it all as one show, and there's still room for plenty of other events.

Q. I have a lot of riders on my database and would like to eliminate those who haven't ridden recently. How can I clean off my database and only have active riders?

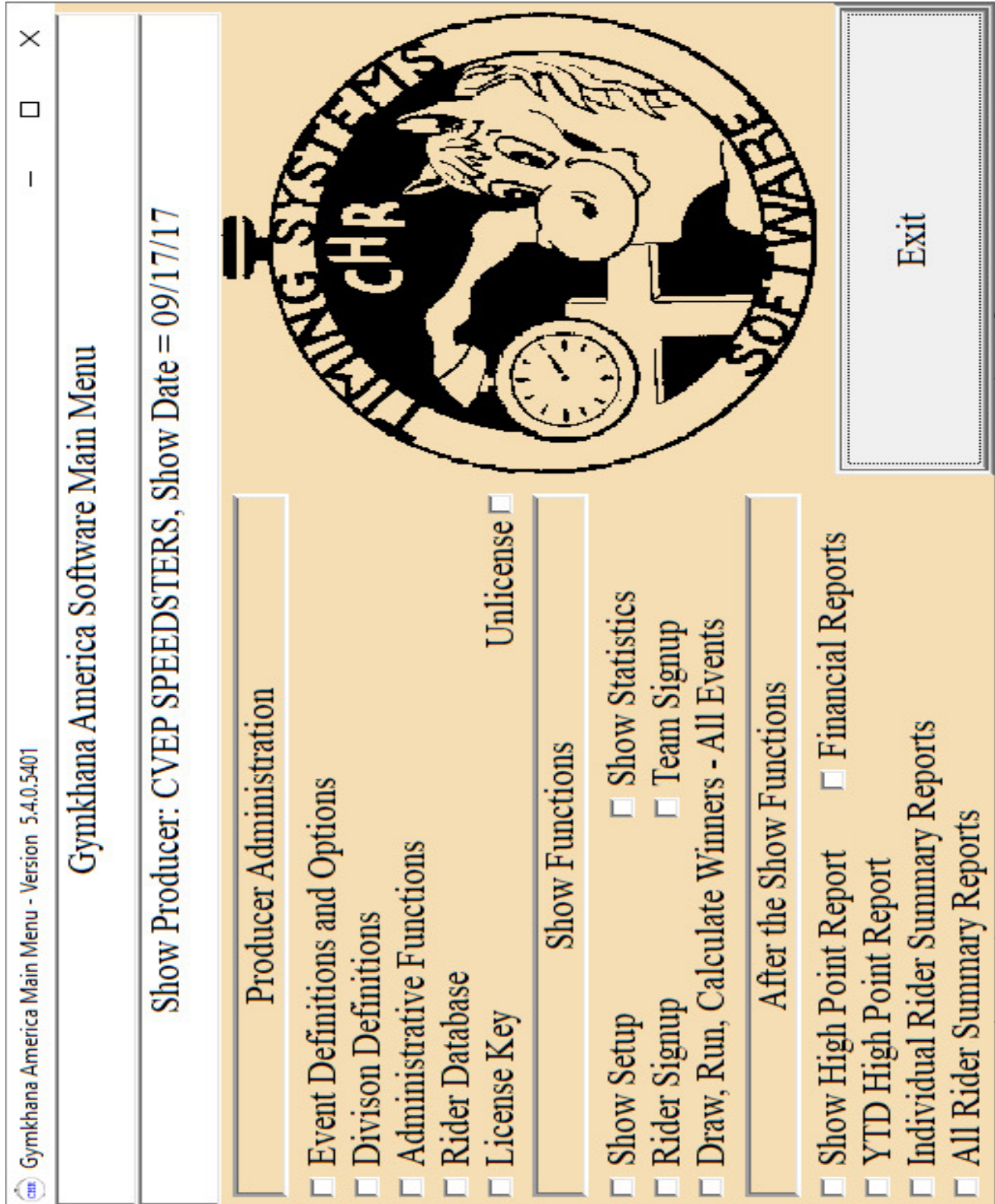
A. In the Rider Database screen, there is an option to purge riders, based on the fact they haven't ridden since a date that you provide. Once you supply the date, it will automatically remove all riders who haven't ridden since that date.

Q. This software looks pretty good. What other software do I need to buy to support the databases and/or spreadsheets?

A. None. This software is completely self-contained and no other supporting software is needed.

Using the System

When you start the system, you will see the Main Menu. After that, you select the various functions to define and run your show. See the following pages for the description of each button.



1. **Event Definitions and Options:** Use this button to define your organization's events, draw type, matrix definitions and ground fees. Once set, this is not normally required again.
2. **Divisions and Points:** Use this button to define your organization's event fees, divisions, rating criteria, default division, age ranges, and high point structure. Once set, this is not normally required again.
3. **Administrative Functions:** Use this button to back up and restore show files, rate riders, delete old shows from the hard drive, maintain event/arena records, send results to your or FastEnter's Web page, and extract show and rider database data.
4. **Rider Database:** Use this button to make changes to your rider database, print mailing labels and purge old entries.
5. **Show Setup:** Use this button to set up the show you are about to run, selecting the events and optionally sending the show to FastEnter.
6. **Rider Signup:** Use this button to sign up riders in the show you are about to run, selecting the events for each rider and optionally downloading the entries from FastEnter.
7. **Team Signup:** Use this button to sign up team in the show you are about to run. Team Signup is done by individual event.
8. **Draw, Run, Calculate Winners - All Events:** Use this button to draw run order, create announcer's lists, run events, and create winners lists
9. **Show Statistics:** Use this button to get a short report showing the number of riders and each event, the number of riders in each division within each event, and the total number of riders in the show.
10. **Show High Point Report:** Use this button to print the High Point Report for this Show.
11. **YTD High Point Report:** Use this button to print the Year-to-Date High Point Report.
12. **Individual Rider Summary Reports:** Use this button to print selected rider summary reports.

13. All Rider Summary Reports: Use this button to print rider summary reports for all riders in the show.

14. Financial Reports: Use this button to print a financial summary for the show.

15. License Key: Use this button to provide licensing information to CHRTS.

16. Unlicense: Use this button to unlicense the software on this machine after moving the software to another machine. **Do NOT use unless instructed to do so. You will be locked out of the software.**

Event Definitions and Options

This is where you define the events you are going to run and the default values for things like ground fees, rider order and FastEnter controls. The screen looks like this:

Gymkhana America Software - Events and Options

Gymkhana America - Options and Event Settings

Licensed to: CVEP SPEEDSTERS, Show Date = 09/17/17

Change Jackpot Payouts

Change Matrix Settings

Change Point Methods

Exit and Save

Change Jackpot Increments

Set Team Criteria

Event Name	Fixed Matrix	Dynamic Matrix	Age Groups	Other Types	Jack Pot
1 Barrels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
2 Reverse Keyhole	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3 Streaking Poles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4 Poles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
5 Wild Lark	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
6 Keyhole	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
7 Mushroom	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
8 4 Leaf Clover	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
9 Quadrangle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10 Speed Ball	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11 Youth Barrels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
12 Kids Single Stake	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13 Kids Washington Poles	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
14 Kids Keyhole	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15 Kids California Poles	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
16 Unrated Barrels	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
17 Unrated Birangle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
18 Unrated Figure 8 Stake	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
19 WT Jackpot barrels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
20 Jackpot Barrels	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

☐ Entry Order

☐ Rider Number Order

☒ Random Order

☐ 3-Up Labels

☐ Place Below Rating

☒ Round Payouts

☐ Combine Checks

☐ Address on Checks

☐ 3-Up Checks

☐ Sign Checks

☐ Propagate Divisions

☐ Use CGA Settings

☐ Jackpot Times Carried

☐ High Point by Rider Only

☐ Networking Supported

☒ No Points for Jackpots

☐ YTD Points from Signup Date

☐ Use O-Mok-See Settings

☒ No Points for Team Events

☐ All Points to Default Division

☐ Multiple Teams OK

☐ Check for Thunderpaws Timer

☒ Recalculate Year-End Points

☐ Points Awarded in Sign Up Division Only

☐ Points for Members Only

☒ Events 1-20

☐ Events 21-40

☐ Events 41-60

Client ID: 0000

Item Height: 20

User 1 Title

User 2 Title

Ground Fee: 10.00

Club Membership: 25.00

Club Year-End: 0.00

Sidspot: 0.00

Member Discount Pct: 0.000

Point Method: 4

Timer Port 1: 3

Timer Port 2: 2

Timer Port 3: 1

Timer Port 4: 4

Placings: 99

☐ Using FastEnter

User ID: CVEA

Password: *****

☐ Edit Rules

☐ Edit Release

Match Race Qualifiers: 16

Match Race Draw: 8

Timer Ports 1, 2, 3 and 4: If you are using the direct timer input option, these are the COMM port(s) on your computer where the timer cable is plugged in.

Ground Fee: If you charge a ground fee, this is the amount. It will be automatically applied to each rider's entry.

Club Membership Fee: The price for the club Individual membership. It will be automatically applied to each rider's entry that signs up for a local club membership at a show.

Club Year-End: The price for the club Year-End Awards program. It will be automatically applied to each rider's entry that signs up for local year-end awards at a show.

Member Discount Pct: This is the percentage that will be deducted from the rider's entry fee if they are a member. It's expressed as a percentage. For example, a \$5.00 entry fee less .10 (10%) will be $\$5.00 - .50 = \4.50 . The discount does not apply to Jackpot events, Point Only entry fees, or All Day fees.

Sidepot: The price to enter a Sidepot in any event.

Placings: This option controls the number of placings printed for winner's lists and high point reports.

Random, Entry or Rider Number: This option controls the 'draw' for each event. You can select 'Random', which means a completely random draw of rider order within division. You can select "Rider Number", which means riders will run in rider number order within each division. You can select "Entry", which means riders will run in the order in which they were entered in the show within each division.

3-Up Labels: Normally, labels are in a 2-up format. If this box is checked, labels will be printed in a 3-up format.

Place Below Rating: If you are using a rating matrix, this field controls what to do with a rider who rides a time slower than their divisional matrix. If this button is not selected, the rider will not place at all. If this button is selected, the rider will place in their sign up division, even though they didn't ride within the matrix time frames.

Combine Checks: If you are paying by check and are limited to the number of checks you write per month, use this button to combine all Jackpot payouts into one check for each rider.

Address on Checks: If you have to mail checks because riders leave early, this option will print the rider's address on the check. Then you can just put it in a # 10 window envelope for mailing.

3-Up Checks: If your checks are in 3-up format, use this button. If you are using Voucher checks (check on top), uncheck this button.

Round Payouts: If you are paying in cash, use this button to round Jackpot payouts to whole dollars.

Sign Checks: If you are paying by check and want the software to sign the checks, too, check this box. You must also supply a file called signature.bmp containing an image of your signature.

Propagate Divisions: If you are using a fixed rating matrix and all riders are required to run in their rated division for all events, check this button. When you change the division in the signup screen, all other fixed rating divisions will be changed automatically. This can also be used any time a rider must stay in the same division for the whole show. Changing one division will cause all of the others to be changed.

Use CGA Settings: One of the more popular Gymkhana formats in California is the one used by the California Gymkhana Association. Many clubs use their divisions and rating matrix as a guide for their own shows, even though they aren't associated with CGA. This button will automatically plug in the events, divisions and rating methods used by CGA for horses. It will not do the pony divisions separately. You can then adjust the settings for your own shows. This information was derived from CGA's web page (www.calgymkhana.com). If they make any changes that you want, you will have to make the same changes here.

Use O-Mok-See Settings: Another popular Gymkhana format in the West is the one used by the National Saddle Clubs Association. It's called O-Mok-See. This button will automatically plug in the events and divisions used by O-Mok-See, based in their 2013 Rule Book. It is not an "official" implementation of O-Mok-See, it's just a sample. You can then adjust the settings for your own shows. This information was derived from O-Mok-See's web page (www.omoksee.com). If they make any changes that you want, you will have to make the same changes here.

Event: These are the events you run on a regular basis. When you set up the show, you will select which events you are running that day. These descriptions will appear on all reports.

Fixed Matrix: If this button is selected, the matrix you have defined will be used to place riders in this event. Use “Change Matrix Settings” to define the ranges.

Dynamic Matrix: If this button is selected, the riders will be placed based on the fastest time of the day + an increment that you define for each division. Use “Change Matrix Settings” to define the increments.

Age Groups: If this button is selected, the rider’s division will be calculated automatically, based on their birthday and an “as of” date you define. Use “Divisions and Points” to define the age ranges for each division.

Other Types: If this button is selected, the divisions are user-defined and no automatic functions will be applied.

Jackpot: If this button is selected, this is an x-D jackpot race, similar to 4-D Jackpot Barrel Racing. The number of ‘D’s and the time increments are set by clicking “Change Jackpot Increments”. The payout rules are set by clicking “Change Jackpot Payouts”

Sidepot: If this button is selected, this race has a separate sidepot, similar to a Jackpot event. The difference is that this is still a divisional event, the sidepot is optional and only the riders who enter the sidepot are considered for payouts.

Change Matrix Settings: Use this button to define the rating matrix for each Fixed or Dynamic Matrix event, as well as defining ‘bump up’ rules for each Fixed Matrix division.

Set Team Criteria: Use this button to define which events are Team Event and to define the number of riders on a team for each event.

Jackpot Times Carried: If set, Jackpot times are always carried from the primary (EID) event. The jackpot event is not actually run.

High Point by Rider Only: If Checked, High Point Reporting is by Rider only. If a rider is on multiple horses, the points will be combined. If not checked, High Points are reported by Horse/Rider combination.

Using FastEnter: If you are using FastEnter to allow signups on-line, check this box.

User ID: is your FastEnter User Identification.

Password: is your FastEnter password. It will show here as a line of asterisks for security reasons.

Edit Rules: Click this box to edit a file containing information for the riders that you want to appear on the FastEnter Web page. When you send the show to FastEnter, this information will be sent as well, and will appear on your signup screen.

Edit Release: Click this box to edit a file containing Release of Liability wording that you want added to the standard Release of Liability that FastEnter presents when checking out. When you send the show to FastEnter, this information will be sent as well, and will appear on your checkout screen.

Point Method: This is the method used for your point system. ‘0’ means to use the one supplied by this software. ‘1’ - ‘5’ means to use one of the point methods defined by you. Clicking on “Change Point Methods” allows you to define a variety of point systems. See the section “Point Methods” for more details.

Networked: If checked, it means you will be networking this software (allowing access from multiple computers). See the section on “Networking Considerations” for more details. The software will take extra steps internally to prevent file corruption caused by concurrent access.

No Points for Jackpots: If checked, it means jackpot events do not earn points for the riders.

No Points for Team Events: If checked, it means team events do not earn points for the riders.

All Points to Default Division: If checked, it means that all points earned will be earned in the default point division defined for the rider, regardless of the division in which they placed.

YTD Points from Signup Date: If checked, it means that points earned prior the date the rider signed up for year-end awards will not count. If not checked, all points for the season will count, regardless of the signup date.

User 1 Title: A field meaningful only to the user. This title will show up in various reports. It is character format, and can be used for most anything.

User 2 Title: A field meaningful only to the user. This title will show up on the signup screen in the financial section and on the financial report. It is designed to be a user-defined category of income (like exhibitions runs).

Multiple Teams OK: By default, this software will only allow a rider to be on one team in any team event. If this box is checked, that test is bypassed and the rider can be on any number of teams.

Check for Thunderpaws Timer: If checked, when you start direct input timing, the software will ask if you are using a Thunderpaws timer and will adjust accordingly.

Recalculate Year-End Points: If checked, Year-End point calculations will exclude those riders who are not signed up, and will readjust the placings for each event. For example, if rider1 placed first and is signed up for Year-End, rider2 placed second and is not signed up for year end, and rider3 placed 3rd and is signed up for Year-End, rider2 is tossed and rider 3 moves up to 2nd for points purposes.

Points Awarded in Sign Up Division Only: If checked, a rider may only earn points in the division in which they are signed up. If they place in another division, they will get the placing and awards, but no points. If not checked, a rider may earn points in any division.

Points for Members Only: If checked, a rider may not earn any points unless they are a member.

Point Methods

This software uses a default point method that provides equal opportunity for all competitors, regardless of whether they place in a big division or a small one. 5 other point methods are available. We start with a basic point system that says the following:

1st = 20 points
2nd = 15 points
3rd = 12 points
4th = 9 points
5th = 6 points
7th = 4 points
8th = 3 points
9th = 2 points
10th = 1 point.

We also have a multiplier, which is .5 (1/2 point for each percentage point).

Within the division (like ages 12-25 or AAA as examples), you get points for the placing and you get points for the percentage your time is when compared to the fast time in your division.

For example, in AAA single stake, the fastest rider is a 9.5 and they get first. The second fastest rider is a 10.1 and they get second. The third fastest rider is a 10.3 and they get third.

In the above example 1st place would get 20 points + 50 points. The calculation is:

20 points for 1st + her time was 100% of the fastest time ($9.5 / 9.5 = 1.00$), so we multiply $100 \times .5 = 50$; her total is 70 points.

Second would get 15 points + 47 points. The calculation is:

15 points for second + her time was 94% of the fastest time ($9.5 \div 10.1 = .94$), so we multiply $94 \times .5 = 47$; her total is 62 points.

Third would get 12 points + 46 points. The calculation is:

12 points for third + her time was 92% of the fastest time ($9.5 / 10.3 = .92$), so we multiply $92 \times .5 = 46$; her total is 58 points.

This rewards riders who come close to the fastest time, even if they didn't place first. It awards points up to the last rider who placed. Small classes or large classes don't matter. It all depends on how close you came to the fastest time and you get a bonus for your placing.

There are 5 other point methods. When you click on "Change Point Methods" in the Event Definitions and Options Screen, you will see a where you define the point structure used for each event. In each example, if "Participation Point" is checked, each rider will receive 1 point for being in the class, in addition to any other points earned. Likewise, if "Min. Points" is set to a value greater than 0, then any rider who doesn't get disqualified will receive at least that number of points (like participation points), up to the "Max. Rider" count. If "Always Add" is checked, they will receive the "Min. Points" points in addition to any other points earned. The screens looks like this:

Gymkhana America Software - Point Definitions

Show Producer: Elverta Rough Riders

Points Method Number: Method 1

☐ Always Add ☒ Participation Point

Max Riders: 5000 Min. Points: 1.00

☐ Pct. Method Multiplier: 0.00

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Base:	10.0	9.0	8.0	7.0	6.0	5.0	4.0	3.0	2.0	1.0
Incr:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Base:	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Incr:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

In this example (Method 1), we are using a "Flat Point" structure, where the same number of points are given regardless of the number of riders in the division and all riders get at least 1 point.

Gymkhana America Point Definitions

Show Producer: Elverta Rough Riders

Points Method Number: **Method 2**

☐ Always Add ☐ Participation Point

Max Riders: 5000
Min. Points: 0.00

☐ Pct. Method Multiplier: 0.00

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Base:	147.9	124.8	100.7	75.6	49.5	28.0	0.0	0.0	0.0	0.0
Incr:	2.90	2.40	1.90	1.40	0.90	0.50	0.00	0.00	0.00	0.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Base:	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Incr:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

In this example (Method 2), we are using a “Graduated Point” structure, where there is a base number of points (the minimum) and an increment. The increment is applied based on the number of riders who placed in the division, where the point total assigned is equal to the (base points + (the increment * the (number of riders in the division - placing))). For example, if the Keyhole event had 32 riders who placed in the open division, the first place rider would get 237.8 points ($147.9 + ((32 - 1) * 2.9 = 89.9) = 237.8$). The 2nd place rider would get 196.8 points ($124.8 + ((32 - 2) * 2.4) = 72) = 196.8$). This provides a LOT of flexibility in the way you assign points. It can be as simple or as complicated as you want it to be.

Gymkhana America Point Definitions

Gymkhana America Software - Point Definitions

Show Producer: Elverta Rough Riders

Save and Exit

Points Method Number: **Method 3**

☐ Always Add ☐ Participation Point

Max Riders: 5000
Min. Points: 0.00

☒ Pct. Method Multiplier: 10.00

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Base:	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Incr:	0.23	0.20	0.17	0.14	0.11	0.08	0.05	0.02	0.00	0.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Base:	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Incr:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

In this example (Method 3), we are using a “Calculated Point” structure, where the base number of points (the minimum) is calculated as (number of riders * multiplier). Note, “number of riders is the actual number of riders who placed in the division up to the Max Riders Value. Then each placing gets a percentage (incr) of the total points which is calculated at (base * incr). In this example, if there are 10 riders who placed in the division, the base points is 100 (10 * 10). 1st place would get 23 points (100 * .23), 2nd place would get 20 points (100 * .20), 3rd place would get 17 points (100 * .17), etc., up to 8th place.

Gymkhana America Point Definitions

Show Producer: Elverta Rough Riders

Points Method Number: **Method 4**

☐ Always Add

☐ Participation Point

Max Riders: 10

Min. Points: 0.00

☐ Pct. Method Multiplier: 0.00

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Base:	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0	2.0
Incr:	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th
Base:	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Incr:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Min:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00

In this example (Method 4), we are also using a “Graduated Point” structure, where there is a base number of points (the minimum) and an increment. The increment is applied based on the number of riders who placed in the division, where the point total assigned is equal to the (base points + (the increment * the (number of riders in the division - placing))). The difference here is that we will only consider up to 10 riders (Maximum Riders). Another way of saying it is that if there are 10 or more riders who placed in the Open division, the first place rider would get 11 points ($2 + 10 - 1 = 11$). The 2nd place rider would get 10 points ($2 + 10 - 2 = 10$). The 3rd place rider would get 9 points ($2 + 10 - 3 = 9$). This continues to the 10th place rider who would get 2 points ($2 + 10 - 10 = 2$).

Set Team Criteria

This is where you define which events are team event and how many riders each event has on a team. The screen looks like this:

		Team Members
<input type="checkbox"/> Team Event	1 Arena Race	0
<input type="checkbox"/> Team Event	2 Barrel & Stake	0
<input type="checkbox"/> Team Event	3 Barrel & Stake, Graduated	0
<input type="checkbox"/> Team Event	4 Cloverleaf Race	0
<input checked="" type="checkbox"/> Team Event	5 Devil's Cowhide	2
<input checked="" type="checkbox"/> Team Event	6 Exchange Race	2
<input checked="" type="checkbox"/> Team Event	7 Express Rescue	2
<input type="checkbox"/> Team Event	8 Figure 8 Stake Race	0
<input type="checkbox"/> Team Event	9 Flag Race	0
<input type="checkbox"/> Team Event	10 Flying W Race	0
<input checked="" type="checkbox"/> Team Event	11 Four In A Row	4
<input checked="" type="checkbox"/> Team Event	12 Gretna Green	2
<input type="checkbox"/> Team Event	13 Half Eight Race	0
<input checked="" type="checkbox"/> Team Event	14 Just-N-Other Pair Race	2
<input type="checkbox"/> Team Event	15 Kansas Leadback	0
<input type="checkbox"/> Team Event	16 Keg Race	0
<input type="checkbox"/> Team Event	17 Key Race	0
<input type="checkbox"/> Team Event	18 Lane Barrels	0
<input checked="" type="checkbox"/> Team Event	19 Little Falls Circle Race	2
<input checked="" type="checkbox"/> Team Event	20 Little Falls Circle Race "A"	2

☒ Events 1-20 ☐ Events 21-40 ☐ Events 41-60

Exit and Save

Team Event: If checked, this event is a Team Event.

Team Members: The number of riders on a team for this event.

Change Matrix Settings

This is where you define the rating matrix for each event as well as defining the ‘bump up’ rules for each division. **NOTE: For Fixed Matrix divisions, it is VERY important to define your divisions in ‘fastest-slowest’ order.** See ‘Divisions and Points’. The screen looks like this:

	Event Name	Division Name	Low	High	Bump Up
<input type="checkbox"/> Edit Matrix	Barrels	AAA+	0.001	14.500	<input type="checkbox"/>
<input checked="" type="checkbox"/> Edit Matrix	Birangle	AAA	14.501	16.500	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	Jackpot Barrels	AA	16.501	18.500	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	Figure 8 Stake	A	18.501	22.500	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	Single Stake	FC	22.501	999.999	<input checked="" type="checkbox"/>
<input type="checkbox"/> Edit Matrix	Keyhole				
<input type="checkbox"/> Edit Matrix	California Poles				
<input type="checkbox"/> Edit Matrix	Washington Poles				
<input type="checkbox"/> Edit Matrix	Quadrangle				
<input type="checkbox"/> Edit Matrix	Speed Ball				
<input type="checkbox"/> Edit Matrix	Kids Barrels				
<input type="checkbox"/> Edit Matrix	Kids Single Stake				
<input type="checkbox"/> Edit Matrix	Kids Washington Poles				
<input type="checkbox"/> Edit Matrix	Kids Keyhole				
<input type="checkbox"/> Edit Matrix	Kids California Poles				
<input type="checkbox"/> Edit Matrix	Unrated Barrels				
<input type="checkbox"/> Edit Matrix	Unrated Birangle				
<input type="checkbox"/> Edit Matrix	Unrated Figure 8 Stake				
<input type="checkbox"/> Edit Matrix	Unrated Single Stake				
<input type="checkbox"/> Edit Matrix	Unrated Keyhole				

Event Name: This shows the names of predefined events.

Edit Matrix: This button selects the event that we are editing the matrix for. If the event isn’t a Fixed or Dynamic Matrix event, it just shows the division for that event. In this example, we are editing the matrix for ‘Birangle’.

Division Name: These are the divisions you have defined. Note that for those divisions included in the rating matrix, they must be in fastest to slowest order. In this example, we have defined 5 divisions that will be in the matrix, AAA+, AAA, AA, A and FC (Future Champion).

Low: For Fixed Matrix events, this is the fastest time within the matrix for that division. It is a calculated value for all but the fastest division, and is 1/1000th of a second slower than the 'High' field of the next highest division. It not used for other event types.

High: For Fixed Matrix events, this is the slowest time within the matrix for that division. Note that for the last division in the matrix group, it must be a value of 999.999. For Dynamic Matrix Events, it is the increment that will be added to the fastest time to place the rider in this division.

Bump: For Fixed Matrix Events, this button controls what happens when a rider rides faster than their divisional matrix. For example, an A division rider rides a Birangle time of 17.240, which is an AA time. We can do one of two things when calculating the winner's list.

1. We can place the rider at the top of the signup division (first in A). This is what will happen if 'Bump Up' is not checked.

2. We can "bump" the rider up to the appropriate division for this event only. In that case the rider would be placed with the AA division riders. This is what will happen if 'Bump Up' is checked. Setting 'Bump Up' for the highest division has no effect.

Print Matrix: Selecting this tab will print the current matrix for each event.

Save and Refresh Display: Selecting this tab will recalculate the low values based on any changes to high values, and refresh the screen display.

Change Jackpot/Sidepot Payouts

This is where you change the payout percentages for 'D' and each place for jackpotting and sidepotting. The screen looks like this:

GAS Software Payout Percentages

Gymkhana America Software - Jackpot Percentages
 Show Producer: Elverta Rough Riders

Refresh and Check
 Save and Exit

Place 1st

1:	100.0	2nd	
2:	60.0	40.0	3rd
3:	43.0	33.0	24.0
4:	40.0	30.0	20.0
5:	33.0	27.0	20.0
6:	28.0	24.0	19.0
7:	25.0	21.0	18.0
8:	23.0	19.0	17.0
9:	21.0	18.0	16.0
10:	20.0	18.0	15.0
11:	19.0	17.0	14.0
12:	19.0	16.0	14.0

Rider Count:

10	15	30	60	90	120	150	180	210	240	9999
----	----	----	----	----	-----	-----	-----	-----	-----	------

Producer Jackpot Percentage:
 Producer Sidepot Percentage:

5-D Payout

1-D:	0.40
2-D:	0.30
3-D:	0.10
4-D:	0.10
5-D:	0.10
Total:	1.00

4-D Payout

0.40
0.30
0.20
0.10
1.00

3-D Payout

1-D:	0.40
2-D:	0.35
3-D:	0.25
Total:	1.00

2-D Payout

0.60
0.40
1.00

☐ Automatically Calculate Depth

This allows you to set your own default values for payouts, both for each ‘D’ and for the places within each ‘D’. Be sure to use the “Refresh and Check” button to make sure your percentages add up to 100 before you save your changes.

Producer Jackpot Percentage: This is the percentage of the jackpot entry fees kept by the show producer. For example, if the producer was keeping 30%, and the entry fee was \$10.00, the producer would get \$3.00 and \$7.00 would go into the jackpot pool.

Producer Sidepot Percentage: This is the percentage of the Sidepot entry fees kept by the show producer. For example, if the producer was keeping 20%, and the entry fee was \$5.00, the producer would get \$1.00 and \$4.00 would go into the jackpot pool.

Automatically Calculate Depth: If checked, the system will automatically calculate how many places to pay, based on entry fees, producer percentage, the number of riders and any added money. The last rider to be paid (the last paid rider in the lowest ‘D’) will get at least their jackpot or Sidepot entry fee back. All other ‘D’s will pay to the same place as that one.

Ride Count: This is the number of riders that will cause jackpots or side pots to be paid to multiple places if you are not using the automatic calculation. In the above example, if there are 10 or fewer riders in an event, that event will only pay to 1 place in each ‘D’. If there are 15-29 riders, it will pay to 2 places in each ‘D’, if there are 30-59 riders, it will pay to 3 places, etc.

Change Jackpot/Sidepot Increments

This is where you change the time increment for “D” jackpotting and other settings.

Gymkhana America - Update D Settings and Pay Placings						
Event Name	2D	3D	4D	5D	Pay Places	D's
Barrels	0.500	1.000	2.000	0.000	0	4
Birangle	0.500	1.000	2.000	0.000	0	4
Jackpot Barrels	0.500	1.000	1.500	0.000	0	5
Figure 8 Stake	0.500	1.000	2.000	0.000	0	4
Single Stake	0.500	1.000	2.000	0.000	0	4
Keyhole	0.500	1.000	2.000	0.000	0	4
California Poles	0.500	1.000	2.000	0.000	0	4
Washington Poles	0.500	1.000	2.000	0.000	0	4
Quadrangle	0.500	1.000	2.000	0.000	0	4
Speed Ball	0.500	1.000	2.000	0.000	0	4
Kids Barrels	0.500	1.000	2.000	0.000	0	4
Kids Single Stake	0.500	1.000	2.000	0.000	0	4
Kids Washington Poles	0.500	1.000	2.000	0.000	0	4
Kids Keyhole	0.500	1.000	2.000	0.000	0	4
Kids California Poles	0.500	1.000	0.000	0.000	0	4
Unrated Barrels	0.500	1.000	0.000	0.000	0	4
Unrated Birangle	0.500	1.000	0.000	0.000	0	4
Unrated Figure 8 Stake	0.500	1.000	0.000	0.000	0	4
Unrated Single Stake	0.500	1.000	0.000	0.000	0	4
Unrated Keyhole	0.500	1.000	0.000	0.000	0	4

Exit and Save

2-D, 3-D, 4-D and 5-D: These are the increments to use for jackpotting. 1-D will be the fastest time, and these increments are added to the fastest time to establish the 2-D, 3-D, 4-D and 5-D times.

Pay Places: Instead of using the Payout Table to figure the number of places to pay, a value other than zero (0) in this field means that you will pay that number of places. It overrides the payout calculator. For example, a '3' in this field means you will pay 3 places in each 'D'.

D's: This is the number of 'D's' that this event will be divided into. For example, a 4-D event would have a '4' in this field.

Division Definitions

This is where you define the divisions of competition you are going to run, the rating criteria, the age range if necessary, and the type of division. The screen looks like this:

Gymkhana America Software - Divisions
X

Gymkhana America - Division Definitions

Licensed to: GRN4D, Show Date = 04/14/12

Division Name:	Def.	Rating	Rating	Low	High	Div	A/B	Run	No
	Div.	Rides	Events	Age	Age	Type	Place	Order	Points
AAA+	<input type="checkbox"/>	3	12	0	0	F		1	<input type="checkbox"/>
AAA	<input type="checkbox"/>	3	10	0	0	F		2	<input type="checkbox"/>
AA	<input type="checkbox"/>	3	8	0	0	F		3	<input type="checkbox"/>
A	<input type="checkbox"/>	3	6	0	0	F		4	<input type="checkbox"/>
FC	<input checked="" type="checkbox"/>	3	4	0	0	F		5	<input type="checkbox"/>
Division 1	<input checked="" type="checkbox"/>	0	0	0	0	D		1	<input type="checkbox"/>
Division 2	<input type="checkbox"/>	0	0	0	0	D		2	<input type="checkbox"/>
Division 3	<input type="checkbox"/>	0	0	0	0	D		3	<input type="checkbox"/>
Division 4	<input type="checkbox"/>	0	0	0	0	D		4	<input type="checkbox"/>
Division 5	<input type="checkbox"/>	0	0	0	0	D		5	<input type="checkbox"/>
Ages 1-5	<input type="checkbox"/>	0	0	1	5	A	<input type="checkbox"/>	1	<input type="checkbox"/>
Ages 6-10	<input checked="" type="checkbox"/>	0	0	6	10	A	<input type="checkbox"/>	2	<input type="checkbox"/>
Ages 11-15	<input type="checkbox"/>	0	0	11	15	A	<input type="checkbox"/>	3	<input type="checkbox"/>
Ages 16-25	<input type="checkbox"/>	0	0	16	25	A	<input type="checkbox"/>	4	<input type="checkbox"/>
26 and Over	<input type="checkbox"/>	0	0	26	99	A	<input type="checkbox"/>	5	<input type="checkbox"/>
Lead Line	<input checked="" type="checkbox"/>	0	0	0	0	O	<input type="checkbox"/>	1	<input type="checkbox"/>
Decline to State Age	<input type="checkbox"/>	0	0	0	0	O	<input type="checkbox"/>	2	<input checked="" type="checkbox"/>
Other Division 18	<input type="checkbox"/>	0	0	0	0	U		0	<input type="checkbox"/>
Other Division 19	<input type="checkbox"/>	0	0	0	0	U		0	<input type="checkbox"/>
Other Division 20	<input type="checkbox"/>	0	0	0	0	U		0	<input type="checkbox"/>

Age "As Of" Date: 01/01/2012

Note, Division Types are:
F = Fixed Matrix
D = Dynamic Matrix
A = Age Groups
O = Other
U = Unused
Jackpot Classes Have No Division

Divisional Age
Breaks

Exit and Save

Def Div: If checked, this is the default division for this division type (Fixed, Dynamic, Age Group, or Other)

Division Name: The name of the division. Note that when running events, the riders will be presented in division order, where the first division will run first, then the next division, etc. If you run your fastest riders first, then use the first division for them. If you are using a Fixed or Dynamic Rating Matrix, you **MUST** define the divisions in fastest-slowest order.

Rating Rides: For Fixed Matrix divisions, the number of rides at any level the rider must have to be rated in this event. Note that rides in faster divisions count as rides in lower division for rating purposes.

Rating Events: For Fixed Matrix divisions, the number of events the rider must have to be rated at this level.

Low Age: The youngest age for this division if you are using age groups. Note, this value **MUST** be 0 for a division that is not part of the Age groups.

High Age: The upper age limit for this division if you are using age groups.

Age “As Of” Date: The base date for calculating a rider’s age. Generally, this date should be the start date of your show season. Note, it’s in mm/dd/yyyy format.

Div Type: The type of division. Valid values are:

F - Fixed Matrix Division.

D - Dynamic Matrix Division.

A = Age Group Division

O = Other type of Division

U = Unused - This Division is not used in any events.

A/B Place: If checked, both the Age Group and Other division types can be further modified by using the “A/B” method of placing. The fastest and slowest times are thrown out, then the remaining times are added together and divided by the number of riders. The fastest time is the top of the ‘A’ bracket, and the average time becomes the top of the “B” bracket. Riders are placed in either the ‘A’ or ‘B’ brackets, depending on their time. This doubles the award categories for these divisions.

Run Order: Sets the order in which divisions are run for each Event within that division type.

No Points: If checked, the riders who place in this division will not earn any points. Used for qualifying runs and training runs. Could also be used as a “non-member” division.

Divisional Age Breaks: Selecting this button takes you to a new screen that allows you to set age divisions within performance divisions, effectively allowing you to have up to 4 awards categories for each performance division. See the next page, “Divisional Age Breaks” for details.

Divisional Age Breaks

This is where you define the age ranges of some performance divisions, effectively dividing a single performance division into multiple award divisions. The screen looks like this:

Division Name	Range 1	Range 2	Range 3	Range 4
AAA+	1	11	12	24
AAA	1	11	12	24
AA	1	11	12	24
A	1	5	6	11
FC	1	5	6	11
Division 1				
Division 2				
Division 3				
Division 4				
Division 5				
Ages 1-5				
Ages 6-10				
Ages 11-15				
Ages 16-25				
26 and Over				
Lead Line				
Decline to State Age				
Other Division 18				
Other Division 19				
Other Division 20				

Only divisions that are Fixed Matrix based may have age groups included in them.

Division Name: Is the name of the division.

Range 1 (2, 3, 4): The age range that is to be considered an award category for that performance division. In this example:

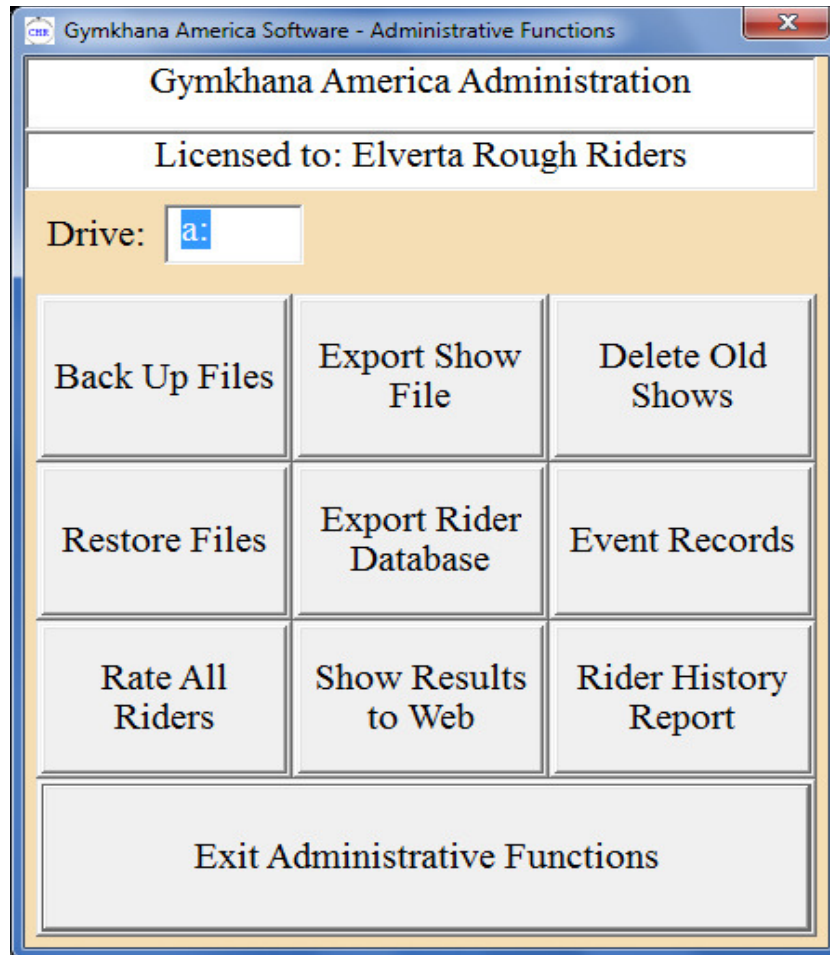
The AAA+, AA and AA divisions have 3 age ranges (1-11, 12-24 and 25-98)

The A and FC divisions have 4 age ranges (1-5, 6-11, 12-14 and 25-99)

The other divisions have no age ranges because they are not Fixed Matrix Divisions.

Administrative Functions

This is where you perform basic housekeeping functions, like backing up files and deleting old shows, as well as extracting data for local reporting. The screen looks like this:



Drive: The address of the flash drive on this computer.

Back Up Files: Use this button to back up show and administrative data to a flash drive.

Restore Files: Use this button to restore show and administrative data from a flash drive.

Delete Old Shows: Use this button to delete old show files from the hard drive.

Rate all riders: Use this button to recalculate the rating levels of all riders on your database, based on prior show results.

Event Records: Use this button to update and print event/arena records.

Export Show File: This function creates a file named Smmddyy.csv (where mmddyy is the date of the show) in the current directory. It is a comma-delimited file suitable for importing into many popular spreadsheet and database programs. It allows you to export show data and do your own local reporting. The format of the file is defined in Appendix A.

Export Rider Database: This function creates a file named Members.csv in the current directory. It is a comma-delimited file suitable for importing into many popular spreadsheet and database programs. It allows you to export rider data and do your own local reporting. The format of the file is defined in Appendix B.

Show Results to Web: This function creates a file named Show_Results.html in the current directory. It is in standard html format and can be send directly to your web page. Add a link, and you have the results on-line. If you are using FastEnter, this function will send the show results to FastEnter for on-line viewing.

Rider History Report: This function creates a report for an individual rider showing what they did in all selected shows. It is essentially a YTD Summary Report.

Event Record Functions

This is where you can change and print current event/arena records. The screen looks like this:



Time	Event Name	Date	First Name	Last Name	Horse Name
17.235	1 Barrels	04/14/12	Kristin	Smith	Folly
13.473	2 Birangle	04/14/12	Joe	Black	Prince
15.916	3 Jackpot Barrels	03/03/12	Loretta	Stevens	Callie Coyote
99.999	4 Figure 8 Stake	01/01/01	Record	Not Established	Yet
10.082	5 Single Stake	03/03/12	Judy	Sharp	Seven of Hearts

Print Records

Exit Record Processing

☒ Events 1-5
☐ Events 6-10
☐ Events 11-15
☐ Events 16-20
☐ Events 21-25
☐ Events 26-30
☐ Events 31-35
☐ Events 36-40
☐ Events 41-45
☐ Events 46-50
☐ Events 51-55
☐ Events 56-60

Time: This is the fastest time so far in this event.

Event Name: This is the name of this event.

Date: This is the date the record was set.

First Name, Last Name, Mount: This is the rider/horse combination that holds the record in this event. If it was a team event, all riders on the team are listed.

Print Records: Selecting this tab will print a report showing the current event records.

Events xx-xx - Indicates which group of 5 events are being displayed.

Rider Database

This is where you keep definitions of each rider. If you separate riders by different horses, each one can have a different entry. The screen looks like this:

Gymkhana America - Rider Database Maintenance
 Licensed to: 4DRacing, LLC, Show Date = 01/07/12

First Name:	<input type="text" value="Bill"/>	Merge Show and Database	Update This Record
Last Name:	<input type="text" value="Adams"/>		
Mount:	<input type="text" value="Spot"/>	Add New rider	Select a Rider
Street:	<input type="text" value="PO Box 697"/>		
City:	<input type="text" value="Elverta"/>	Delete This Record	Print Database
State:	<input type="text" value="CA"/> Zip: <input type="text" value="95626"/>		
Phone:	<input type="text" value="916-275-3277"/>	Short Database Print	Reset Awards Dates
Birthday:	<input type="text" value="07/26/1997"/> (mm/dd/yyyy)		
Fixed Matrix Div:	<input type="text" value="AAA"/>	Mail Labels	Purge Database
Other Division:	<input type="text"/>		
Points Division:	<input type="text" value="AAA"/>	Merge 2 Rider Entries	Exit
Local Membership date:	<input type="text"/> (mm/dd/yy)		
Local Awards date:	<input type="text"/> (mm/dd/yy)	User 1 Title	<input type="text"/>
Last Show date:	<input type="text" value="01/07/12"/> (mm/dd/yy)	Local Rider ID:	<input type="text" value="29"/>
Mail or Purge date:	<input type="text"/> (mm/dd/yy)		
<input type="checkbox"/> Club Year End Awards <input type="checkbox"/> Club Member			
E-Mail Address:	<input type="text" value="CharHorseRanch@Yahoo.com"/>		

Data Elements: The data elements (first name, last name, etc.) are self-explanatory. Note that the birthday is in mm/dd/yyyy format.

Local Awards Date: This is the date the rider signed up for local year-end awards.

Local Membership Date: This is the date the rider signed up for Local membership.

Last Show Date: This is the last date the rider rode in one of your shows.

Merge Show and Database: This function merges the current show into the riders database. Any new riders you added during the show are automatically added to the database, so you have their basic information, making sign up at the next show much easier. Normally, this is unnecessary, since the riders are added as you sign them up for the show.

Update This Record: Select this button any time you have made a change to any of the data elements to save the changes.

Add New Rider: Select this button to create a new entry on the database. It will assign a new rider number and present you with a screen to fill in. Once you have typed in the information, use “Update This Record” to save your changes.

Select a Rider: Select this button to get a screen of all riders on the database. When you highlight a rider in the list and press “Select”, that rider will appear on this screen. You can then modify or delete the record.

Delete This Record: Select this button to delete the current rider on the screen.

Print Database: Select this button to print a report showing all riders on the database.

Short Database Print: Select this button to print a report showing all riders on the database in abbreviated format.

Reset Award Dates: Select this button to reset all year-end awards signups. Normally this is done at the beginning of a new show season, after the last season’s awards have been given out.

Purge Old Riders: This function deletes riders who have not ridden in your shows since a given date. You fill in the “Mail or Purge Date” field, then select the “Purge Old Riders” tab to eliminate old riders.

Mailing Labels: Select this button to create a set of mailing labels from your rider database. This is useful when you want to mail out flyers of upcoming shows. The labels are pre formatted for 1” x 4” labels (2-up), unless you have chosen the ‘3-up label’ option, in which case they are pre formatted for 1” x 2 5/8” labels (3-up). If you fill in the “Mail or Purge Date” field, it will only print labels for those riders who have ridden since that date.

Merge 2 Rider Entries: It occasionally happens that a horse/rider combination is defined twice, and you need to merge them into one entry. This button allows you to select the base rider/horse (The “good” entry) and the other (“bad”) entry and merge them together into a single horse/rider. In addition, all shows on the hard drive are adjusted to reflect the change.

Fixed Matrix Div.: When signing a rider up from the rider database, this is the default division that will be used for Fixed Matrix events.

Other Division: When signing a rider up from the rider database, this is the default division that will be used for “Other” events.

Points Division: This is the default division for the rider’s points. It is used for team events and may optionally be used for all events, regardless of what division the rider places in.

Show Setup

This is where you set the show date and the events you are going to run in today's show. The screen looks like this:

Gymkhana America Show Setup																			
Licensed to: Elverta Rough Riders, Show Date = 03/14/15																			
Current Show Date:		03/14/15		Entry Fee		P/O Added Money		EID Fixed Matrix		Dynamic Matrix		Age Group Types		Other Jack Pot		Side Time Limit		Pay Places	
<input checked="" type="checkbox"/>	1 Active	Barrels	>	7.00	0.00	0.00	0												2
<input checked="" type="checkbox"/>	2 Active	Birangle	>	7.00	0.00	0.00	0												0
<input checked="" type="checkbox"/>	3 Active	Keyhole	>	7.00	0.00	0.00	0												0
<input checked="" type="checkbox"/>	4 Active	Figure 8 Stake	>	7.00	0.00	0.00	0												0
<input type="checkbox"/>	5 Active	Hurry Scurry	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	6 Active	Keyhole	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	7 Active	Poles 1	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	8 Active	Poles 2	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	9 Active	Quadrangle	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	10 Active	Speed Ball	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	11 Active	Speed Barrels	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	12 Active	Single Stake	>	0.00	0.00	0.00	0												0
<input type="checkbox"/>	13 Active	Big T	>	0.00	0.00	0.00	0												0
<input checked="" type="checkbox"/>	14 Active	BR Sidepot	>	0.00	0.00	0.00	1												0
<input type="checkbox"/>	15 Active	BR Sidepot	>	0.00	0.00	0.00	0												0

Deadline: 03/14/15		<input type="checkbox"/> Use FastEnter Express		All Day (Regular): 0.00		All Day (Points): 0.00	
				New Show Date			
				Select Existing Show			
				Show Specific Information			
				Send Show to FastEnter			
				Exit			

Show Date: This is the date of the show you are about to define. For a new show, you must click on “New Show Date” to change this field first before defining events to run. If you select a prior show, it will show the events you ran that day.

For each show event, you can use the drop-down box to select from the set of events you defined in the options, You can even run the same event more than once.

Entry Fee: The Entry Fee for this event for points and awards.

P/O Fee: The Entry Fee for this event for points only. That mean the rider will still earn points, but doesn’t want day awards. This saves the club money and part of the savings are passed along to the rider.

Added Money: For Jackpot Events, the Added Money, if any.

EID: If a rider is allowed to carry his or her time from one event to this event, this identifies where the time comes from. EID stands for Event Identifier. In this example, the Jackpot Barrels Event (event 3) can get times carried from the Regular Barrels event (event 1). Consequently, it has an EID of 1 (get times from Event 1). This only establishes that it’s possible. You must also check the “C” (Carry) flag on event 3 when signing up the rider. Otherwise, it’s assumed the rider will ride in this event instead of carrying the time.

New Show Date: Use this button to get a calendar, from which you can select a new show date.

Select Existing Show: Use this button to get a list of prior show dates and select one of them as the current show.

Active: Each box allows you to chose from the events you defined during the event definition process, indicating that event will be run at this show.

All Day (Regular): A single fee that is less than the sum of the individual event fees if the rider signed up for all of them for awards (not including Jackpot events and side pots). Allows you to give the rider a discount for signing up for all events.

All Day (Points): A single fee that is less than the sum of the individual event fees if the rider signed up for all of them for points only (not including Jackpot events and side pots). Allows you to give the rider a discount for signing up for all events.

Deadline: The last date that entries will be accepted from FastEnter for this show.

Fixed Matrix: If this button is selected, This is a Fixed Matrix Event.

Dynamic Matrix: If this button is selected, This is a Dynamic Matrix Event.

Age Groups: If this button is selected, this is an Age Group Event.

Other Types: If this button is selected, the divisions are used-defined and no automatic functions will be applied.

Jackpot: If this button is selected, this is an x-D jackpot race, similar to 4-D Jackpot Barrel Racing.

Sidepot: If this button is selected, this race has an internal Sidepot that is optional to the riders and pays like a Jackpot.

Time Limit: If this button is selected, this race has a limit on how fast riders can go. If they equal or go faster than the time supplied, they are given a “No Time”. The time limit is supplied by the operator at the start of time posting for the event. Intended for Novice events.

Pay Places: If not 0, this is the number of places that will be paid for jackpot and sidepot classes. If 0, the payout table rules will be used.

Events xx-xx - Indicates which group of 15 events is being displayed.

Show Specific Information: Allows you to define information about the show, primarily to show on the FastEnter site. Things you can define include the title of the show (New Year’s Bash, Wednesday Gymkhana, etc.), the address of the show, the arena name, and who to contact.

Use FastEnter Express: If checked, it means that the riders can enter the show online without paying the entry fees (they will pay them when they arrive at the show). They will pay the FastEnter convenience fee only at signup time. ***Note, once the show has been submitted, this option cannot be changed for this show.***

Send Show to FastEnter: Clicking this button submits the show to FastEnter, making it available to your riders and allowing them to enter the show online.

Rider Signup

This is where you sign up riders in individual events who are going to ride in today's show. The screen looks like this:

Gymkhana America - Event Signup				<input type="checkbox"/> - <input type="checkbox"/> X	
Sign up New Rider		Update Existing Rider in Show		Correct This Horse/Rider Name	
Delete a Rider		Update Show Entries from Database		Recalculate All Age Divisions	
Print Riders		Save Changes			

ID: 19	First:	Bill	Last: Jones	Horse:	Spot	Get From FastEnter
<input checked="" type="checkbox"/> R <input type="checkbox"/> P		1 Barrels	Division 1	<input type="text"/>	\$10.00	Get Riders From Prior Show
<input checked="" type="checkbox"/> R <input type="checkbox"/> P		2 Reverse Keyhole	Division 1	<input type="text"/>	\$10.00	
<input checked="" type="checkbox"/> R <input type="checkbox"/> P		3 Streaking Poles	Division 1	<input type="text"/>	\$25.00	
<input checked="" type="checkbox"/> R <input type="checkbox"/> P		4 Poles	Division 1	<input type="text"/>	\$10.00	
<input checked="" type="checkbox"/> R <input type="checkbox"/> P		5 Wild Lark	Division 1	<input type="text"/>	\$10.00	
<input type="checkbox"/> R <input type="checkbox"/> P		6 Keyhole	Division 1	<input type="text"/>	\$0.00	
<input type="checkbox"/> R <input type="checkbox"/> P		7 Mushroom	Division 1	<input type="text"/>	\$0.00	
Ground Fee: \$10.00 Event Fees: \$65.00 Other Fees: 0.00 Club Membership: \$0.00 Club Year-End Awards: \$0.00 Sidepot Fees: \$0.00 Credits: 0.00 User 2 Title: 0.00 Total: \$75.00						
Birthday as mm/dd/yyyy: 09/28/1996 User 1 Title:						
<input checked="" type="checkbox"/> Events 1-15 <input type="checkbox"/> Events 16-30 <input type="checkbox"/> Events 31-45 <input type="checkbox"/> Events 46-60						
<input type="checkbox"/> Local Club Membership <input type="checkbox"/> Local Club Year-End Awards <input type="checkbox"/> Rider is a Member						
Entry #: 40 Email:						
Exit Rider Signup						

Sign Up Rider: Select this button to get a screen of all riders on the rider database. You may choose one of those entries or create a new entry. When you have chosen a rider, he or she will appear on this screen. You can then modify the record and select the events.

Correct This Horse/Rider Name: Select this button to make spelling or other corrections to this rider's name or horse name. Do not use this button to sign up a different rider. It will overlay the original rider's database entry.

Default Points Division: This is the default division for the rider's points. It is used for team events and may optionally be used for all events, regardless of what division the rider places in.

Other Fees: These are amounts paid by the rider for other things than event entries, awards or memberships (like Stall Fees). There is another special category of fees defined by the user (shown as Exhibition Runs here).

Update Show Entries from Database: Selecting this button will match all current show signups to the database to pick up any late updates. Used primarily to get birth dates, etc. Note, where necessary, if the birthday changed, divisions that are dependent on age will be re-assigned.

Update Existing Rider in Show: Select this button to get a screen of all riders already signed up for the show. When you highlight a rider in the list and double click or press "Select", that rider will appear on this screen. You can then modify the record and select the events.

Copy a Rider (new horse): Select this button to get a screen of all riders in the database. When you highlight a rider in the list and double click or press "Select", that rider will appear on this screen with a new rider number and a blank horse name. You can then modify the record and select the events.

Delete a Rider: Select this button to get a screen of all riders already signed up for the show. When you highlight a rider in the list and double click or press "Select", that rider will appear on this screen. It will then confirm that you want to delete this rider.

Recalculate All Age Divisions: Select this tab to recalculate which age divisions riders should be in. Useful when you set a new effective date or change several birthdays.

Get From FastEnter: Select this tab to get the latest group of signups from the FastEnter web page.

Get Riders from Prior Show: Select this tab to get all of the signups from the a prior show, not including Team Entries.

Print Riders: Select this tab to print a report showing all riders in this show.

Credits: These are amounts credited to the rider (multiple horse discount, waiver of ground fee, etc.).

Selecting “(R)” will add the rider to the event as a “Regular” rider (wants ribbons and awards). Fees are automatically updated.

Selecting “(P)” will add the rider to the event as a “Points Only” rider (doesn’t want ribbons and awards, but does want points). Fees are automatically updated.

Selecting “(C)” will carry the time from another event to this event instead of the rider actually riding in this event.

Selecting “(S)” will enter this rider into the Sidepot. Fees are automatically updated.

Selecting “All Day Regular” will add the rider to all of the events as a “regular” rider (wants day awards) and charge the flat rate All Day (Regular) fee..

Selecting “All Day Points” will add the rider to all of the events as a “Point Only” rider (does not want day awards) and charge the flat rate All Day (Points) fee..

Selecting “Local Club Membership” indicates the rider has signed up for a membership in the local club.

Selecting “Local Club Year End Awards” indicates the rider has signed up for local club year-end awards at this show.

Selecting “Rider is a Member” indicates the rider is a club member and is entitled to discounts. This is different from “Local Club Membership” in that you’re just indicating the rider is a member without collecting membership fees.

Team Signup

This is where you sign up riders for team events. Riders must already be in the show. The screen looks like this:

Gymkhana America - Team Event Signup

Event Name: Devil's Cowhide

Riders per Team: 2

Team Name: Team 1

Team Division: Team Event

Entry #: 1

ID	First Name	Last Name	Horse Name	Division	Fee
1	Bill	Adams	Spot	7 & Under	\$10.00
2	Charlie	Adams	B J	7 & Under	\$10.00

Add New Team

Select Existing Team

Delete a Team

Print Teams

Update Team Entries from Rider Entries

Exit Team Signup

☐ Replace Rider 1
☐ Replace Rider 2
☐ Replace Rider 3
☐ Replace Rider 4

Total Fees: \$20.00

Add New Team: Select this button to get a screen of all riders in the show. When you highlight a rider in the list and double click or press “Select”, that rider will be added to this team. This process continues until the correct number of team members are defined.

Select Existing Team: Select this button to get a screen of all teams in this event. When you highlight a rider in the list and double click or press “Select”, that rider will appear on the screen. You can then make changes to the team.

Delete A Team: Select this button to get a screen of all teams in this event. When you highlight a rider in the list and double click or press “Select”, that rider will appear on the screen and you will be asked to confirm the team deletion.

Print Teams: Select this button to get an alphabetical list of teams, sorted by Team Name. The Team name is assigned when the team is created, but you can change it at any time.

Update Team Entries from Rider Entries: Selecting this button will match all current team members to the show entries to pick up any late updates. Used primarily to get name corrections and update point divisions

Replace Rider ‘x’: Select this button to get a screen of all riders already signed up for the show. When you highlight a rider in the list and double click or press “Select”, that rider will replace the rider identified by ‘x’ on this team.

Event Name: The name of this event.

Team Division: The division for this team for placing purposes. Points will be given to each rider individually based on the rider’s division.

Riders per Team: the number of riders allowed on a team in this event.

Total Fees: The Total Fees owed by this team.

Run Events, Winners List and Match Races

This is where you actually run events, create announcer's lists, winners lists, high point, rider summary, match race lists and financial reports. The screen looks like this:

Gymkhana America Software - Event Processing

Select Action:

<input type="checkbox"/> Draw Ride Order	<input type="checkbox"/> Move Rider in Draw	<input type="checkbox"/> Match Race Qualifiers
<input type="checkbox"/> Add to Draw	<input type="checkbox"/> Create External Posting File	<input type="checkbox"/> Match Race Signoff
<input type="checkbox"/> Print Announcer's List	<input type="checkbox"/> Merge External Posting File	<input type="checkbox"/> Match Race Draw
<input type="checkbox"/> Use Direct Timer Input	<input type="checkbox"/> Print Winner List	<input type="checkbox"/> Run Match Race
<input type="checkbox"/> Post Times Manually	<input type="checkbox"/> Jackpot Checks	

Select Event to Process:

<input type="checkbox"/> Event 1	Barrels
<input type="checkbox"/> Event 2	Reverse Keyhole
<input type="checkbox"/> Event 3	Streaking Poles
<input type="checkbox"/> Event 4	Poles
<input type="checkbox"/> Event 5	Wild Lark
<input type="checkbox"/> Event 6	Keyhole
<input type="checkbox"/> Event 7	Mushroom
<input type="checkbox"/> Event 8	4 Leaf Clover
<input type="checkbox"/> Event 9	Quadrangle
<input type="checkbox"/> Event 10	Speed Ball
<input type="checkbox"/> Event 11	
<input type="checkbox"/> Event 12	
<input type="checkbox"/> Event 13	
<input type="checkbox"/> Event 14	
<input type="checkbox"/> Event 15	
<input type="checkbox"/> Event 16	
<input type="checkbox"/> Event 17	
<input type="checkbox"/> Event 18	
<input type="checkbox"/> Event 19	
<input type="checkbox"/> Event 20	

☒ Events 1-20
☐ Events 21-40
☐ Events 41-60

Drive Letter:

Recalculate Placings and Jackpots for All Events

Exit Event Processing

Drive Letter: The address of the flash drive on this computer.

Select Action: Drawing for an event, creating announcer's list, winner's lists and running events is a two part process. First you select the action, then you select the event. For each action, various things will happen:

Draw Ride Order: Selecting this button will do the draw for the event.

Add to Draw: Selecting this button will add any additional riders or teams (late sign-ups) to the current draw. Except for the "Rider Number" order option, new riders or teams will be added to the end of the division. With the "Rider Number" order option, riders or teams are inserted in rider number order within the division.

Move Rider in Draw: Selecting this button provides the ability to move riders around within their division, by specifying a value (with + or -) of the positions to move. Note: You cannot move a rider out of their division/age group.

Print Announcers List: Selecting this button will use the existing draw and print an announcer's list for the selected event.

Create External Posting File: Selecting this button will create an external posting file to the flash drive for posting at another computer.

Merge External Posting File: Selecting this button will copy the results from external posting back into the show file.

Print Winner List: Selecting this button will print a winners list for the selected event. You will be asked if you want page breaks on each division.

Jackpot Checks: Selecting this button will print jackpot checks and a check register for the selected event.

Post Times Manually: Selecting this button allows you to type in the times for each rider or team as they run the event.

Use Direct Timer Input: Selecting this button allows you to directly input the times from the timer(s) for each rider or team as they run the event.

Recalculate Placings and Jackpots for All Events: There are times when you need to recalculate all of the placings and points for all of the events in the show. Instead of doing them individually, you can do them all at once with this button.

Match Race Qualifiers: If you are running Match Races after the normal events are over, this report lists the top (fastest) riders in the selected event. It can be used as a sign-off sheet for the riders to say whether or not they will compete in the Match Race.

Match Race Signoff: If you are running Match Races after the normal events are over, this button allows you to update each qualified rider in the selected event with a flag saying they will or will not participate in the Match Race.

Match Race Draw: If you are running Match Races after the normal events are over, this button allows you to draw the heat and lane assignments for the first heat in the selected event. It also creates a diagram showing the advancement from each heat.

Run Match Race: If you are running Match Races after the normal events are over, this button allows you to run a Match Race (see the section on Match Racing).

Move Rider in Draw

This is where you can move a rider to a different draw position within his or her division. Cannot be used for Team Events. The screen looks like this:

Gymkhana America - Move Riders in Draw

Producer: Elverta Rough Riders

Select Rider

First Name: Rose

Last Name: Black

Mount: Rusty

Move This Rider

Places to Move (+ or -): +4

Exit Rider Move

Select Rider: Selecting this button allows you to specify which rider is to be moved.

Places to Move (+ or -): This shows the number of places you want the rider shifted. Preceding the number with a + means you want the rider moved down (later in the draw) that many positions. Preceding the number with a - means you want the rider moved up (earlier in the draw) that many positions.

Move This Rider: Selecting this button actually performs the move based on the parameters you supplied. Note: If you try to move a rider outside of their division/age group, the rider will be placed at the beginning of that division/age group (-) or at the end of that division/age group (+).

Moving riders means that all other riders are shifted as well. Print a new announcer's list when you're done moving them around.

Manual Time Posting

The screen looks like this:

Lane	Time	Penalty
1	0.000	0
2		
3		
4		

Time: This is where you type in the rider's time team's time for the event for each lane. If the rider or team is disqualified, enter the letter 'd' or 'n'. This will result in a time of 0.001, which the software recognizes as a disqualification. Pressing the 'enter' key or selecting "Next Rider" will advance the screen to the next rider. Do not add penalty points (if any) to the time posted. The software will add them together when needed. If you are running two or more lanes, post all times before advancing.

Penalty: Enter any penalty seconds associated with this ride. Do not adjust the raw time. The software will do that when needed.

Next Rider: Selecting this button will advance the screen to the next rider or riders.

Select Rider: Select this button to get a screen of all riders or teams in this event. When you highlight a rider or team in the list and press “Select”, that rider will appear as the ‘Lane 1’ rider on this screen. This is how you run a rider or team out of order or rerun a rider a team. After the ride is complete, use ‘Select Rider’ again to go back to the rider or team who was next on the list.

Refresh Rider List: Select this button to reload the list of riders or teams in this event. This is used when you have added to the event after the draw and the event is running.

Prior Rider: Select this button to back up to the rider or team who ran before this one. This is useful to check a time, rerun that rider, or enter a forgotten penalty.

Print Posted Times: Select this button to get a report showing the times posted so far. This is useful to verify times posted against the hand written copy.

One Lane, Two Lanes, Three Lanes, Four Lanes: These buttons allow you to dynamically change the number of lanes for the current ‘Go’. For example, if you were running 4 lanes and had 5 riders left, you might want to run them as 3 lanes, then 2 lanes to have a better competition. You might also want to use these buttons to control division breaks.

Direct Timer Input Time Posting

The screen looks like this:

The screenshot shows a software window titled "Direct Timer Input Time Posting". The window has a purple title bar with standard Windows controls (minimize, maximize, close). The main area is divided into several sections:

- Top Bar:** Contains five buttons: "Refresh Draw List", "Print Posted Times", "Select Rider", "Prior Rider", and "Test Timer".
- Left Panel:** A vertical sidebar with a purple background. It contains the text "GAS Post Times for event 16 Unrated Barrels" and a large text area displaying event information: "Event Record of 99.999 set on 01/01/01 by: Record Not Established on Yet", "Lane 1: 1, Gene Moore on Captain, Div = Jackpot Class", "Coming Up: 22, John Adams on Fluffy, Div = Jackpot Class", "Coming Up: 25, Charlie Adams on B.J., Div = Jackpot Class", and "Coming Up: 70, Joe Black on Prince, Div = Jackpot Class".
- Main Area:** A large white rectangular area for displaying rider information and times.
- Right Panel:** A vertical sidebar with a yellow background. It contains several controls:
 - Buttons:** "Next Rider", "Start Timer", and "Stop Timer".
 - Input Fields:** Four input fields for "Lane", "Time", "Penalty", and "Automatic". The "Time" field is currently set to "0.000".
 - Checkboxes:** Four checkboxes for "One Lane", "Two Lanes", "Three Lanes", and "Four Lanes". The "One Lane" checkbox is checked.
 - Radio Buttons:** Two radio buttons for "Automatic" and "Timer". The "Automatic" radio button is selected.

Automatic Timer Start: Setting this button means that whenever you advance to the next rider or riders, you want the timer to start automatically. This overrides the “Start Timer” button below. It isn’t necessary to use that button.

Start Timer: Selecting this button will start the timer. It will wait for the rider or riders, if running multiple lanes, to run the event and then post the time. **If you fail to press this button prior to each ride, no time will be recorded for the rider(s).**

Test Timer: Selecting this button will test the timer. This is used to test the timer(s) before the riders start running. Follow the prompts on the screen to run the test.

Stop Timer: Selecting this button will stop the timer. This is only used if the rider did not complete the event for some reason or there was a timer malfunction (dead battery, etc.). No time will be recorded for the rider.

Time: This is where the timer fills in the rider's or team's time for the event. If the rider or team is disqualified, enter the letter 'd'. This will result in a time of 0.001, which the software recognizes as a disqualification. If the rider or team has scratched, press the letter 's'. This removes the rider or team from the event entirely, so that they don't get any points. Pressing the 'enter' key or selecting "Next Rider" will advance the screen to the next rider or team.

Select Rider: Select this button to get a screen of all riders or teams in this event. When you highlight a rider or team in the list and press "Select", that rider will appear as the 'Lane 1' rider on this screen. This is how you run a rider or team out of order or rerun a rider a team. After the ride is complete, use 'Select Rider' again to go back to the rider or team who was next on the list.

Refresh Rider List: Select this button to reload the list of riders or teams in this event. This is used when you have added to the event after the draw and the event is running.

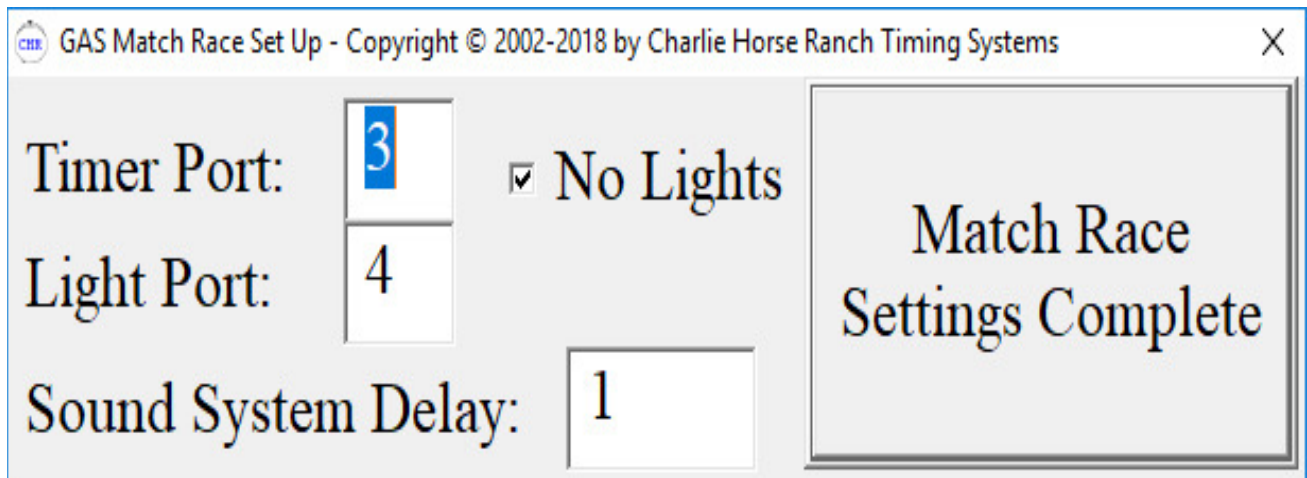
Prior Rider: Select this button to back up to the rider or team who ran before this one. This is useful to check a time, rerun that rider, or enter a forgotten penalty.

Print Posted Times: Select this button to get a report showing the times posted so far. This is useful to verify times posted against the hand written copy.

One Lane, Two Lanes, Three Lanes, Four Lanes: These buttons allow you to dynamically change the number of lanes for the current 'Go'. For example, if you were running 4 lanes and had 5 riders left, you might want to run them as 3 lanes, then 2 lanes to have a better competition. You might also want to use these buttons to control division breaks.

Match Race Settings

First you'll get a screen like this:



The screenshot shows a window titled "GAS Match Race Set Up - Copyright © 2002-2018 by Charlie Horse Ranch Timing Systems". The window contains the following settings:

- Timer Port:** A dropdown menu with the value "3" selected.
- Light Port:** A dropdown menu with the value "4" selected.
- Sound System Delay:** A text input field with the value "1".
- No Lights:** A checkbox that is checked.

On the right side of the window, there is a large box with the text "Match Race Settings Complete".

Timer Port: The USB port where the timer console is plugged in.

No Lights: If checked, no light kit is in use.

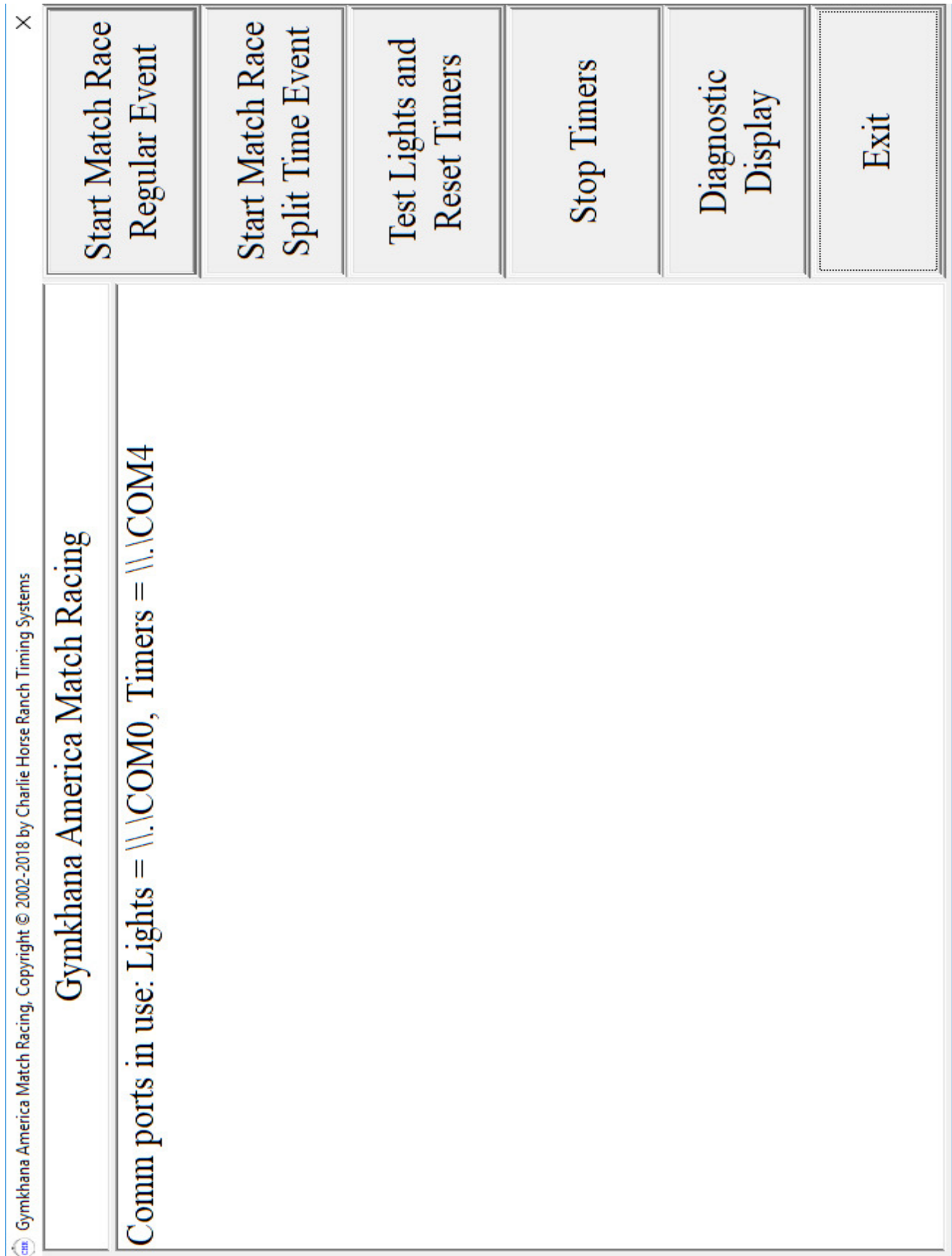
Light Port: The USB port where the optional light kit is plugged in.

Sound System Delay: This value is in seconds. The default value is 1. It's an attempt to compensate for the sound delay found in most PA systems. Some experimentation will find the correct value, but the objective is to sound the buzzer at the exact time it is legal to cross the timing line.

When the settings are complete, go to the next page to run the Match Race.

Run a Match Race

You'll get a screen like this:



Start Match Race Regular Event: This starts the system and the 15 second clock for a regular match race (beam is broken at the start and finish).

Start Match Race Split Time Event: This starts the system and the 15 second clock for a split time match race (beam is broken at the start, intermediate crossover and finish).

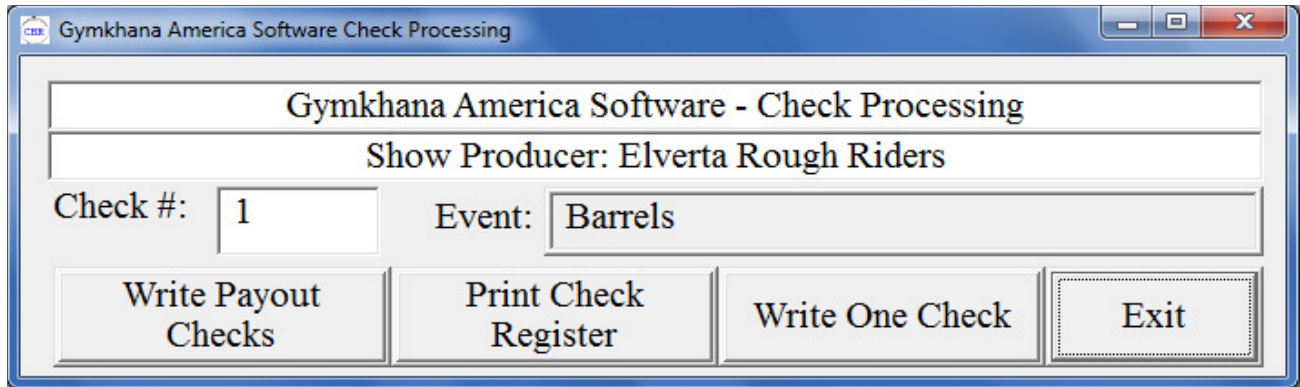
Test Lights and Reset Timers: Clicking this box resets the timer and optionally tests the light kit if it's installed.

Stop Timers: (Malfunction) This button is used when there is some sort of malfunction in the timers or a problem in the arena and you have to restart the heat. No times are preserved.

Diagnostic Display: Used by CHR to diagnose a problem. Display some internal settings.

Check Writing

The screen looks like this:



The screenshot shows a software window titled "Gymkhana America Software Check Processing". Inside the window, there is a header area with the text "Gymkhana America Software - Check Processing" and "Show Producer: Elverta Rough Riders". Below this, there are two input fields: "Check #:" with the value "1" and "Event:" with the value "Barrels". At the bottom of the window, there are four buttons: "Write Payout Checks", "Print Check Register", "Write One Check", and "Exit".

Event: This is the name of the Jackpot event for which you are printing checks.

Starting Check #: This is number of the first check you are printing.

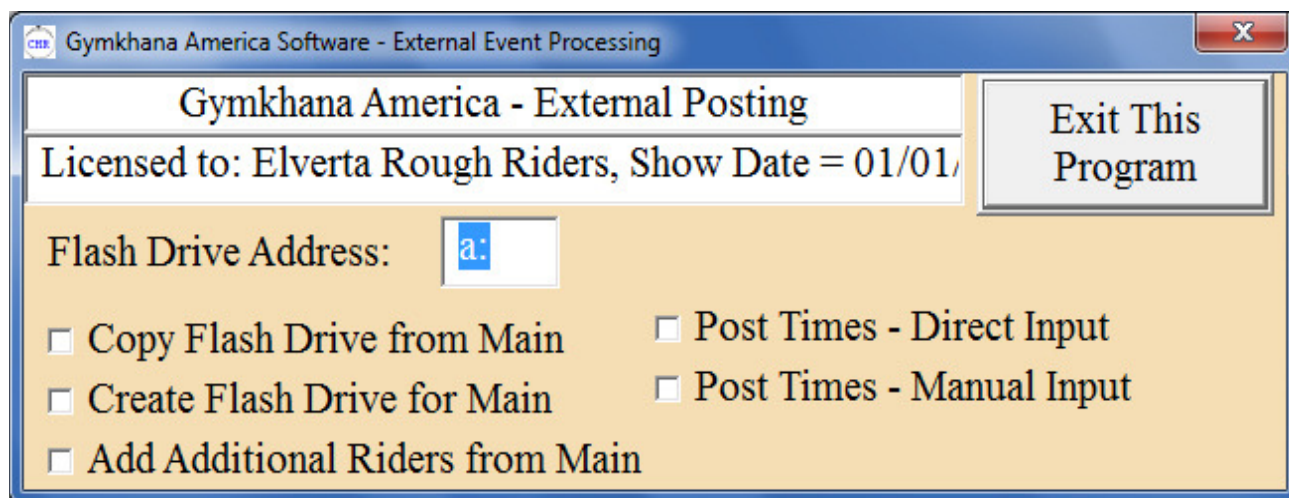
Write Payout Checks: Do this at the end of each Jackpot event, so that you write one check for each rider. It will only print checks for the current event (as defined on the main menu). Make sure you set the Starting Check number first. It will print 1-up (voucher) or 3-up checks, depending on the option you have set.

Print One Check: There are times when you need to reprint a check. Selecting this tab will allow you to select a rider and print just the check for that rider.

Print Check Register: Do this at the end of each Jackpot event to print a check register. Make sure you set the Starting Check number first. You can use this report to hand write your checks and/or for later entry into QuickBooks© or other financial software. It can also be a handy sign-off sheet when paying in cash.

External Posting

This icon is used at a secondary computer to run an event . The “Main” computer creates a flash drive and announcer’s list. Both are brought to the secondary computer, the flash drive is restored, and the event is run there. When the event is complete, the flash drive is updated and returned to the “Main” computer, where it is merged back into the show file. The screen looks like this:



Flash Drive Address: The address of the flash drive on this computer.

Copy Flash Drive from Main: This function copies the flash drive from the “Main” computer to the hard drive on this computer.

Post Times - Direct Input: This is the same function used on the “Main” computer to post times with direct timer input.

Post Times - Manual Input: This is the same function used on the “Main” computer to post times with manual time input.

Create Flash Drive for Main: This function updates the flash drive with the event results from this computer. It is then returned to the “Main” computer and merged back into the show. After that, winner and jackpot listings can be printed.

Add Additional Riders from Main: This button adds additional riders to the draw on an external computer. After the secondary draw is done on the main computer, the ‘Create External Posting File’ button is run and the flash drive is brought to this computer. Time posting is stopped briefly, this button is selected, and the additional riders are added to the show file on this computer. Then time posting is restarted. When time posting is restarted, it picks up where it left off.

Appendix A - Format of Extracted Show File

Under Administrative Functions, there is the ability to create an extract of the show file for local reporting. The extracted file is in 'comma-delimited' format, which is a standard format used by most spreadsheet and database programs to import and export data. The first record of the extracted file contains the data column headings, explaining what each field is.

Appendix B - Format of Extracted Rider File

Under Administrative Functions, there is the ability to create an extract of the Rider Database for local reporting. The extracted file is in 'comma-delimited' format, which is a standard format used by most spreadsheet and database programs to import and export data. The first record of the extracted file contains the data column headings, explaining what each field is.

Appendix C - Timer Direct Input Setup

The Gymkhana America software is compatible with all FarmTek Timers and the Thunderpaws Sport 3000 timer. To use the Timer direct input option, you must first get a PC interface cable (available from FarmTek) or a USB Interface (available from Thunderpaws).

Installation Steps:

1. FarmTek only - If you have a serial port on your computer (9-pin), this is normally the COMM1 port. You will not need to install any of the FarmTek drivers. Simply plug the PC Interface cable into that port and to the “Output” port on the console. Then go to step 3. The COMM port number for step 3 will be “1”.
2. If you do not have a serial port on your computer (most new laptops don't), you will need to install the Serial to USB interface drivers from FarmTek or the USB driver from Thunderpaws. Install them and make note of which Serial Port it will use (normally 3, 4 or 5). If you need to find out which port it is after installation, use the Start button to go to Settings->Control Panel->System->Hardware->Device Manager. You will see several categories of devices. Find the one that says “Ports”. If there is a plus sign (+) in front of it, click on the plus sign (+) to expand the list of devices. Find the one that says “Serial to USB” (or similar wording) and make note of the COMM port number(s). Then go to step 3.
3. In the Gymkhana America Software, go to “Definitions and Options”. Find the value for each “Timer Port” and replace it with the appropriate COMM port number you found in step 1 or 2 (above).
4. In the Gymkhana America Software, go to “Use Direct Timer Input” Click on the “Start Timer” button, then break the timer beams. The “Time” field should agree with the time on the Timer Console.

Appendix D - Match Race Timer Setup

The Gymkhana America Match Race software is compatible with the FarmTek Polaris Timers. You must get a PC interface cable (available from FarmTek).

Installation Steps:

1. Follow FarmTek's instructions to set up Eye # 1 and Eye # 2. Make sure the eyes are labeled for Lane 1 and Lane 2.
2. Put the Polaris Console in "TimeStamp Mode".
3. Make sure the indicators show both eyes are aligned correctly.
4. Make sure you follow the instructions to determine the correct port number for the timer.

Appendix E - Suggested Gymkhana Events

Course Measurements and Patterns.

This section provides Suggestions, Course Layouts and Patterns for 10 popular Gymkhana Events. They are only suggestions. There are literally hundreds of Gymkhana events. They are also known as Gaming Events and Play Day Events.

In the following pages, certain symbols are used. Their meanings are:

● **Timing line Marker. Can be a pole or Cone.**

● **Pole Obstacle. Usually 1 1/2" or 2" pole in a solid rubber base.**

● **Barrel Obstacle. Usually a 55 gallon plastic or metal barrel.**

Materials. You will need the following materials to set up these courses.

1. 6 poles and bases.
2. 3 metal or plastic 55 gallon barrels
3. 2 timing cones or poles.
4. Chalk for marking the courses.
5. At least one 300' measuring tape.
6. Electronic or Stopwatch Timing System.

Other References. There are several good Gymkhana and Gaming organizations that can be used for reference, rules and other course patterns. Some of them are:

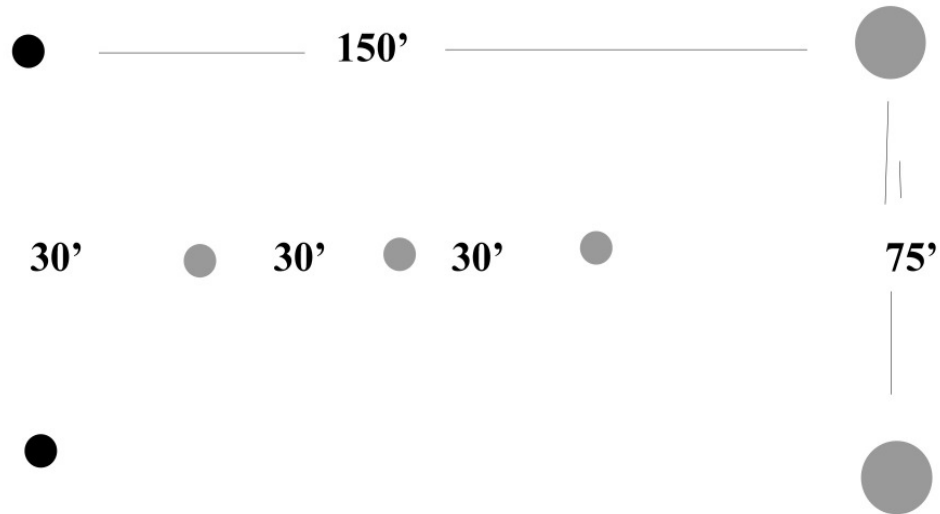
1. California State Horsemen's Association - www.CHSA.com.
2. California Gymkhana Association - www.CalGymkhana.com.
3. Western Horsemen of Oregon - www.WesternHorsemenofOregon.com.
4. Patterned Speed Horse Association (Wash.) - www.PatternedSpeedHorse.com.
5. O-Mok-See - (National Saddle Clubs Association) - www.omoksee.com.

There are many more.

Big T

Course Measurements and Standard Setup

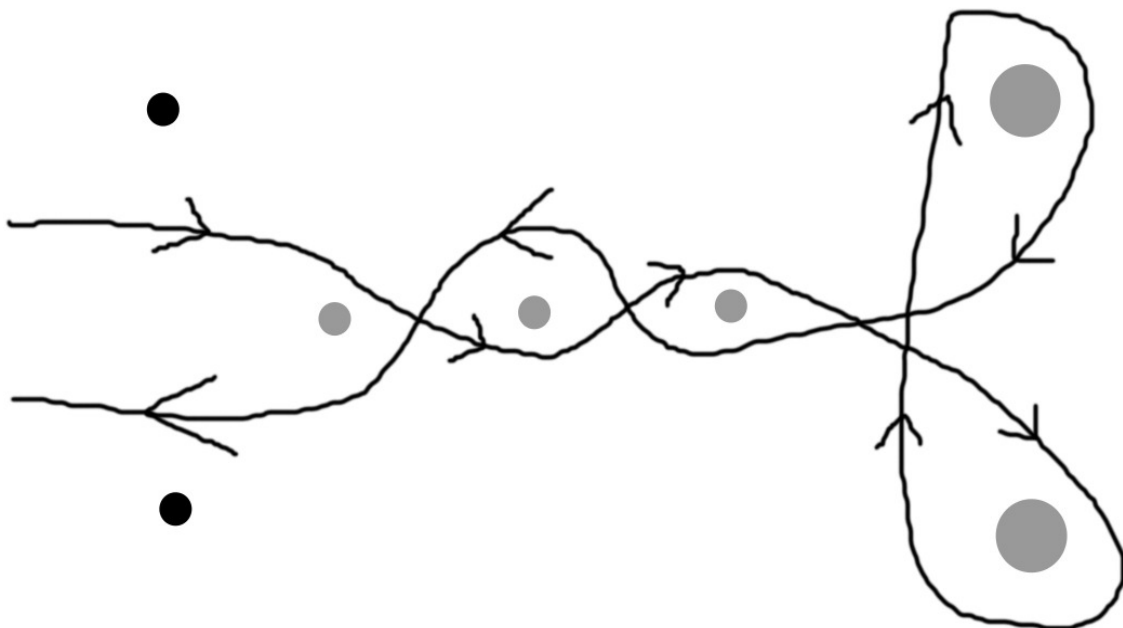
Dimensions may be adjusted to fit the arena.



Course Pattern

The rider may start with a left weave or a right weave.

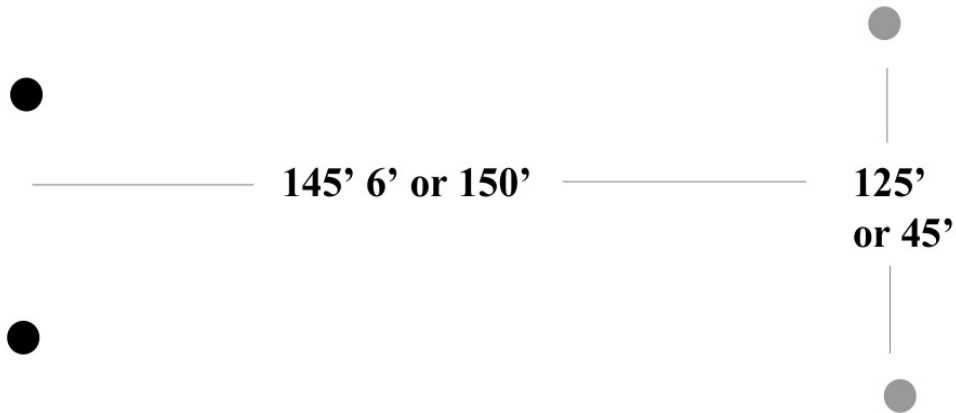
The diagram below shows the rider starting with a right weave.



Birangle

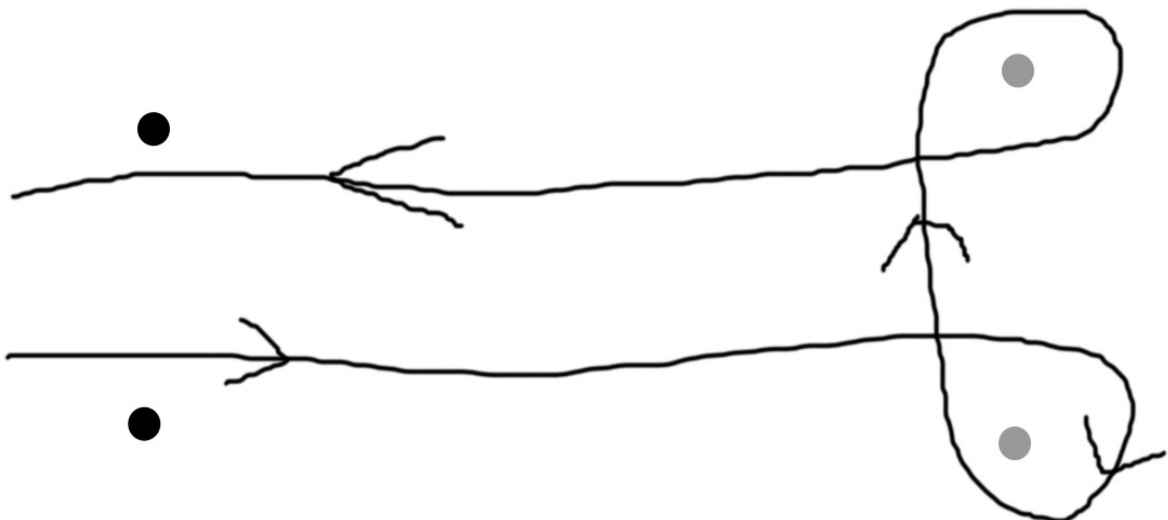
Course Measurements and Standard Setup

Dimensions may be adjusted to fit the arena. The first measurement (145' 6" and 125') are CSHA course size. The second measurement (150' and 45') are CGA course size.



Course Pattern

The rider may start with a left weave or a right weave. The diagram below shows the rider starting with a right weave.

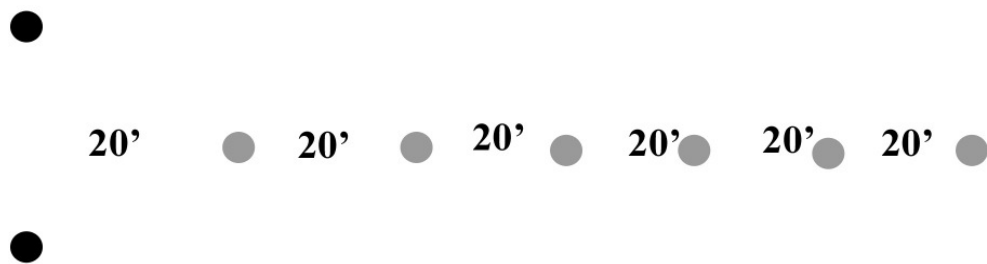


California Poles

Sometimes known as Poles 1

Course Measurements and Standard Setup

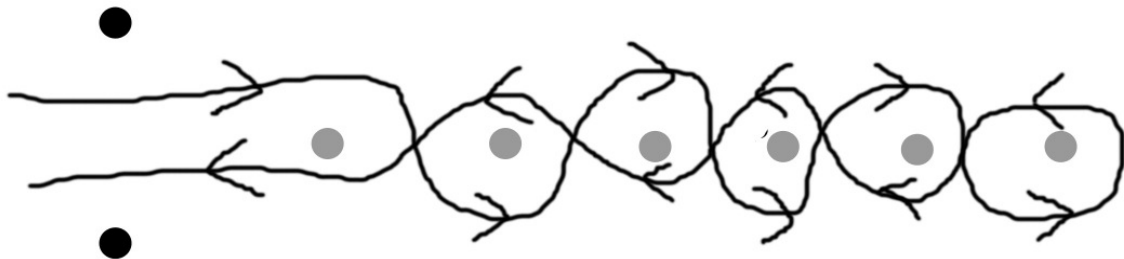
Dimensions may be adjusted to fit the arena.



Course Pattern

The rider may start with a left weave or a right weave.

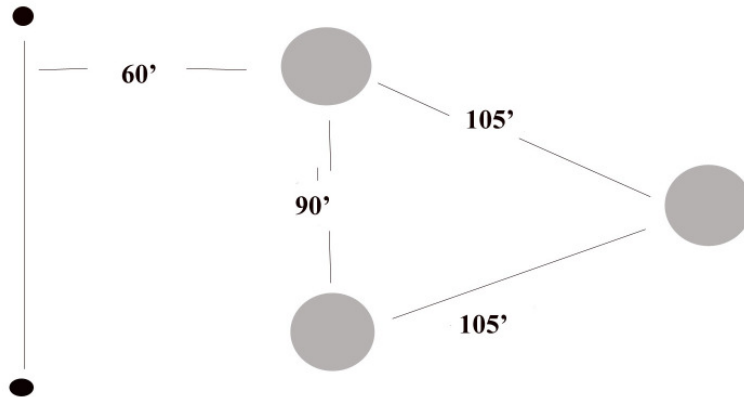
The diagram below shows the rider starting with a right weave.



Cloverleaf Barrels

Course Measurements and Standard Setup

Dimensions may be adjusted to fit the arena.



Course Pattern

The rider may start with the right or left barrel.

The diagram below shows the rider starting with the right barrel.

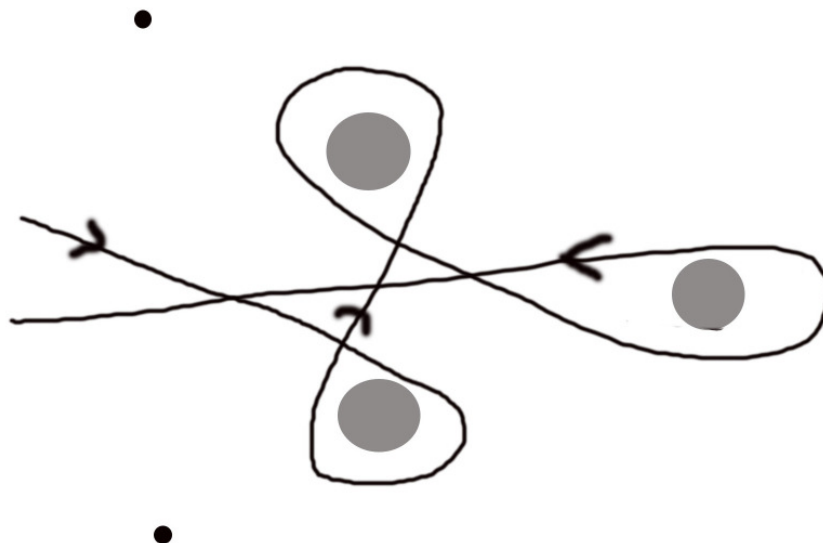
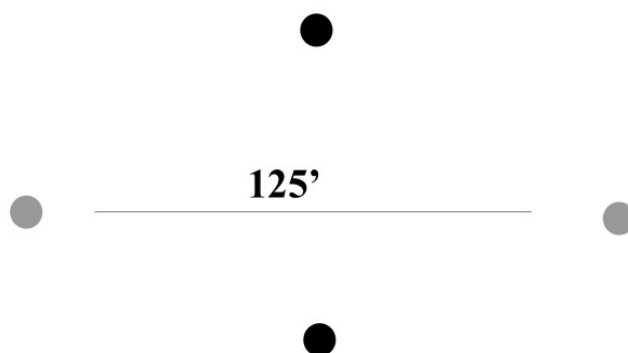


Figure 8 Stake

Course Measurements and Standard Setup

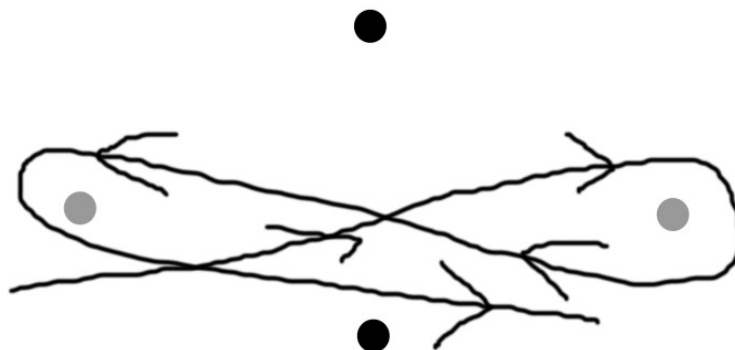
Dimensions may be adjusted to fit the arena.



Course Pattern

The rider may start with a right turn or a left turn.

The diagram below shows the rider starting with a right turn.

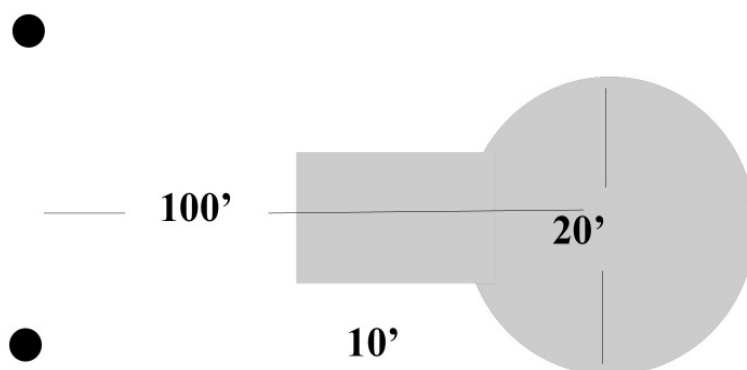


Keyhole

Course Measurements and Standard Setup

Dimensions may be adjusted to fit the arena.

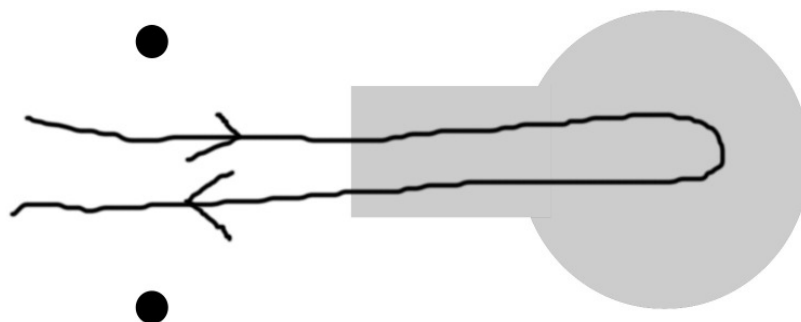
Note, the 100' measurement is to the center of the circle.



Course Pattern

The rider may turn right or left inside the circle.

The diagram below shows the rider making a right turn.

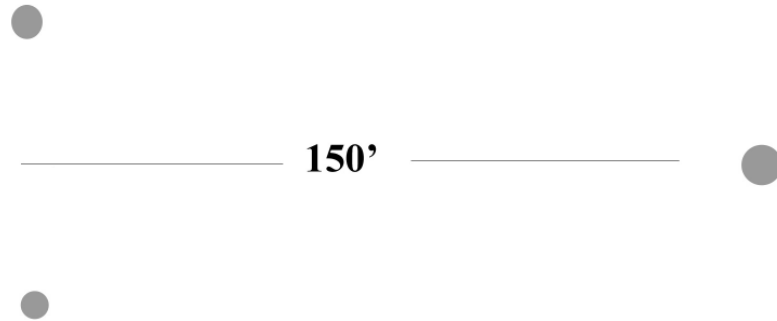


Single Stake

Sometimes known as Single Pole

Course Measurements and Standard Setup

Dimensions may be adjusted to fit the arena.



Course Pattern

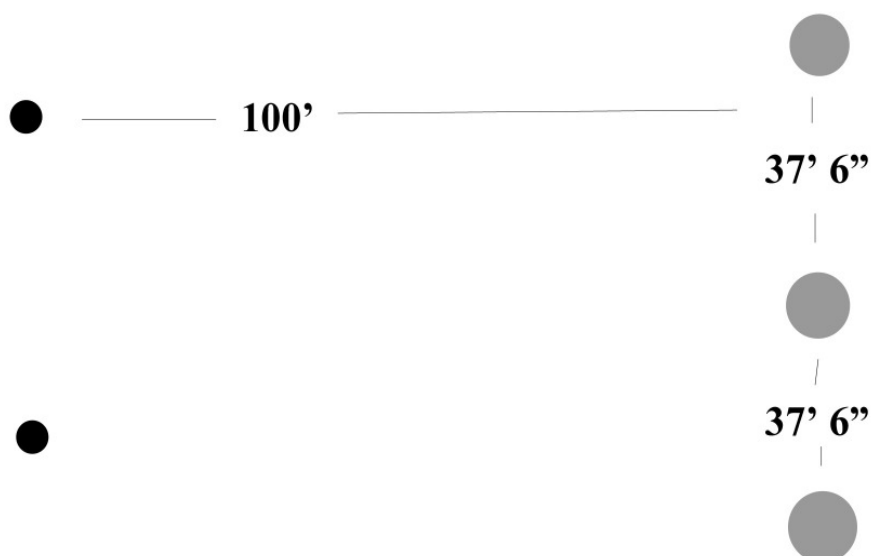
The rider may turn right or left around the pole
The diagram below shows the rider making a left turn.



Skill Barrels

Course Measurements and Standard Setup

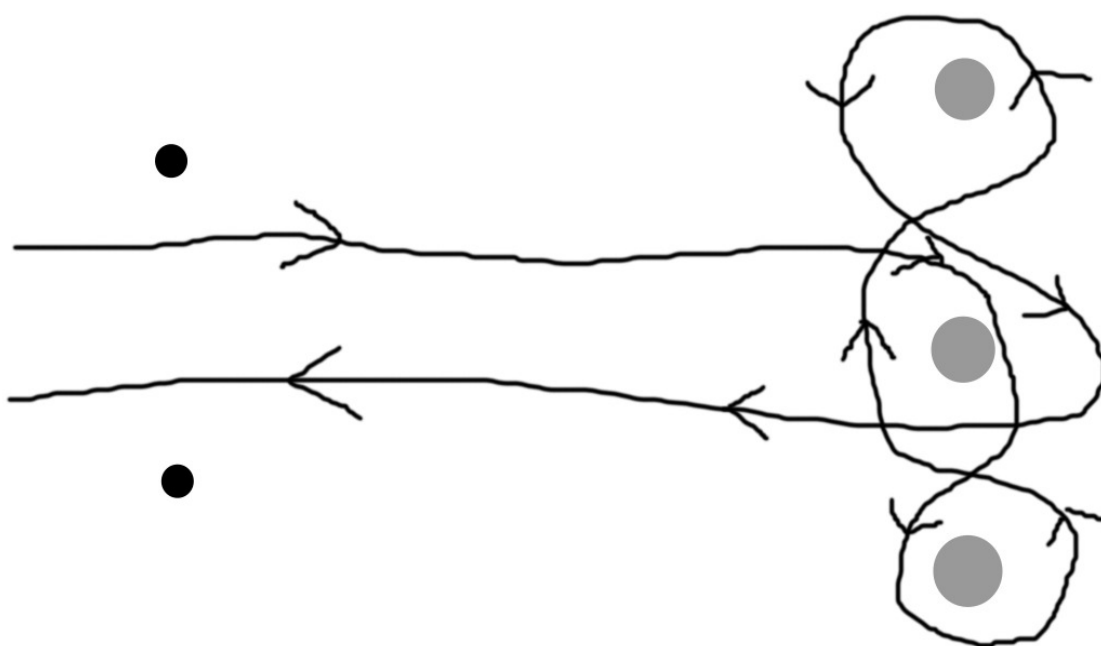
Dimensions may be adjusted to fit the arena.



Course Pattern

The rider may start with a left turn or a right turn

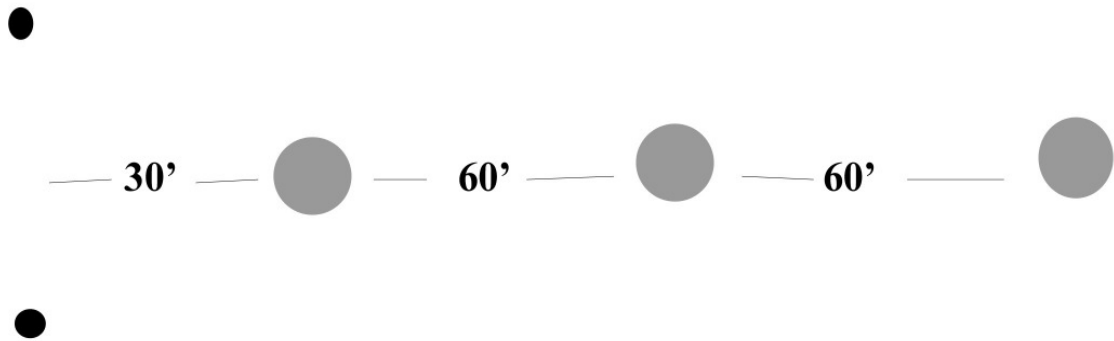
The diagram below shows the rider starting with a right turn.



Speed Barrels

Course Measurements and Standard Setup

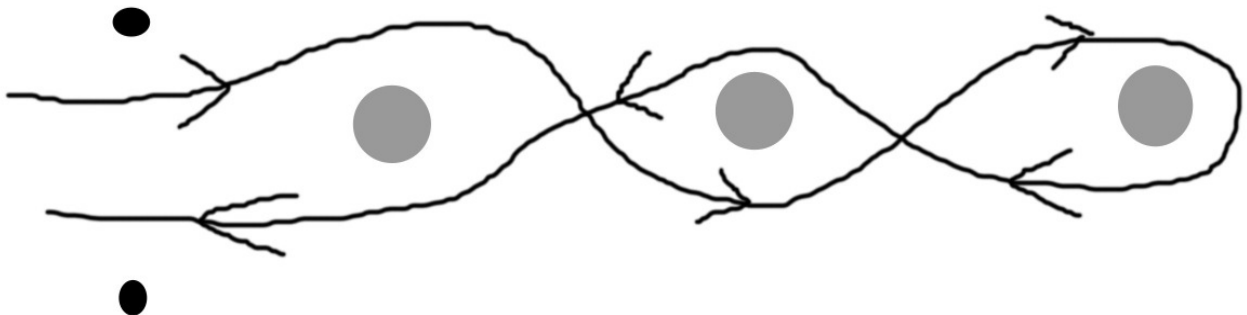
Dimensions may be adjusted to fit the arena.



Course Pattern

The rider may start with a left weave or a right weave

The diagram below shows the rider starting with a right weave.

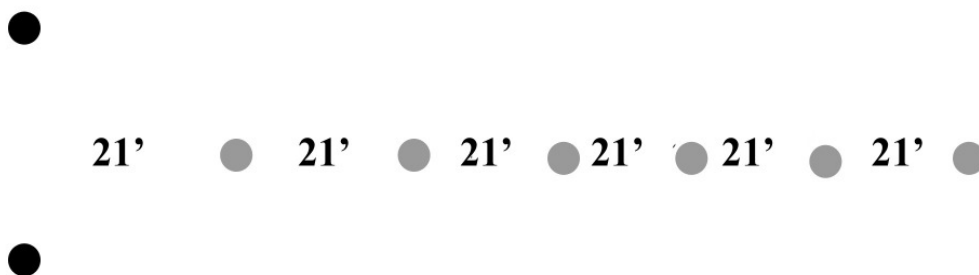


Washington Poles

Sometimes known as Poles 2

Course Measurements and Standard Setup

Dimensions may be adjusted to fit the arena.



Course Pattern

The rider may start on the right side or left side. If the course is run correctly, they will end on the opposite side. The diagram below shows the rider starting on the right side.

