

# Rodeo America

Version 3.4



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# Introduction

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

Every attempt has been made to ensure the accuracy of this software, but Charlie Horse Ranch Timing Systems, Inc. will not be responsible for problems arising from its 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](http://www.CharHorseRanch.com). Click on “**Downloads**” to see any current fixes.

The system was designed to run on a computer with Windows© XP (SP2) or more recent installed, and a minimum screen resolution of 1024 x 768 pixels.

This is a Professional Rodeo software system. It is appropriate for most rodeos, including High School Rodeo. Some of the highlights of the system are:

1. A contestant database to quickly sign up entrants for a show. This database will hold up to 5000 contestants. Note that you don't have to put contestant on the database before you sign them up. You can put them directly into the show, and they are automatically added to the database during the show. When a contestant signs up after the first show, you only need to click on that contestant in a list, and all their information is automatically filled in.
2. A stock database to quickly select animals for a show. This database will hold up to 5000 animals. For each rodeo, you can select which animals are available for each type of event.
3. A contractor database to quickly identify stock contractors. This database will hold up to 500 stock contractors. Each animal in the stock database is associated with a contractor.
4. The ability to define a show, including the names of the events, the date of the show, up to 60 rodeo events, the sponsors for each event, and other administrative data.
5. Automatic calculation of total fees owed by the contestant when signing up, including 'other' fees and credits.

6. The ability to generate a draw list and an announcer's sheet at any time after the draw for each rodeo event, showing the contestants (and stock) in that event and a place to write their time or scores. The draw can be completely random or manual. A "Short go" draw can be used for the last round, and it can be random, slow->fast or fast->slow order.
7. The ability to input the contestant's time to the computer (manually, or automatically with FarmTek© timers and a PC interface cable or with a Thunderpaws Timer and a USB interface). The computer automatically prints out a winner's list and jackpot payout list for each event, as well as computer printed payout checks, including an automatic signature on the checks. Optionally, check amounts may be rounded to whole dollars.
8. A financial summary of the show, showing monies received and the ability to reconcile the cash box.
9. The ability to configure event payouts according to local standards and generate invoices for the riders.
10. The ability to extract announcer's lists, show data and contestant database data to a 'comma-delimited' file, suitable for importing to popular spreadsheet and word processing systems for local reporting.
11. Optionally, for any report created by this system, you can create .html formatted reports suitable for posting to your web page.
12. The ability to run "1-Go Only", "1-Go Short", "2-Go Short", "2-Go Fastest" and "2-Go Average" rodeo events, each with a variety of payout formats and point calculations.
13. The ability to have "Slack" and "Performance" draws for an event.
14. The ability to show the top money winners and high point winners for each Rodeo and produce 1099 reports at the end of the year.
15. Networking support. Includes a draw and status monitor function that can be on another machine, constantly updating who's up in the draw and what the current standings are.
16. Team events can have 2, 3 or 4 team members.

17. With our online entry system, FastEnter.com, you have the ability for contestants to sign up on-line, and pay with a credit card. Sign up processing allows you to gather entries from FastEnter.com and enter them in the show with a single click of a button. Show definition is sent to FastEnter.com with a single click of a button and contestants can immediately sign up. After the draw, the rider order can be posted on-line at FastEnter.com by clicking a single button. After the show, race results can be posted on-line at FastEnter.com by pressing a single button.

## Event Type Definitions

There are 5 different event types supported by this software.

**Event Type 0 - *Barrel Race***. The classic Clover Leaf Barrel race. Multiple Goes are supported. Table, Fixed or WPRA payout structure is supported. It can also be used for other timed events not involving stock (Poles, etc.).

**Event Type 1 - *Rough Stock***. Bareback, Saddle Bronc or Bull Riding. The Stock is randomly drawn and paired up with randomly drawn contestants. Multiple Goes are supported. Table or Fixed payout structure is supported. It can also be used for other scored stock events (Mutton Busting, etc.).

**Event Type 2 - *Timed Event***. Steer Roping, Calf Roping, Steer Wrestling (Bulldogging ) or any other timed event. If appropriate, the Stock is randomly drawn and paired up with randomly drawn contestants. Multiple Goes are supported. Table or Fixed payout structure is supported. It can also be used for other timed events involving stock (Breakaway Roping, etc.)

**Event Type 3 - *Team Events*** The classic Header and Heeler Teams see who can rope a steer in the shortest time. The Stock is randomly drawn and paired up with pre-defined teams. Multiple Goes are supported. Other team formats, with 2, 3 or 4 team members are also supported.

**Event Type 4 - *Combined Payout***. This not an actual event, but an umbrella for combining the payouts of multiple events. For example, if you had Barrels on Thursday, Friday and Saturday, each with their own Slack and performance draws, and you wanted to combine those 3 events into a single payout, this is the method to do it. See “Show Setup” for details.

In all cases, Table or Fixed payout structure is supported.

## Format Definitions

**Format 0 - *1 Go Only***. A single go with all Performance or Slack and Performance runs. Fastest time wins.

**Format 1 - *1 Go Short (by Place)***. 2 gos. The first round consists of all entrants. A predetermined number of contestants are advanced to the 2nd or “Performance” round, based on their scores or times. The combined total of the two runs determines the winners.

**Format 2 - *1 Go Short (by Round)***. 2 gos. The first round consists of all entrants. A predetermined number of contestants are advanced to the 2nd or “Performance” round, based on their scores or times. Each round is paid separately.

**Format 3 - *2 Go Average***. 2 gos. All contestants compete in each of 2 gos. Each round and the average of the 2 runs is paid separately.

**Format 4 - *2 Go Short***. 3 gos. All contestants compete in each of 2 gos. A predetermined number of contestants are advanced to the 3rd or “Performance” round, based on their scores or times. Each round is paid separately.

**Format 5 - *1 Go Performance Only***. A single Go Performance Only (no Slack). Fastest Time wins.

**Format 6 - *1 Go Only with Manual Draw***. A single go with all Performance or Slack and Performance runs. This is the same as Format, 0, except the draw is done manually. Fastest time wins.

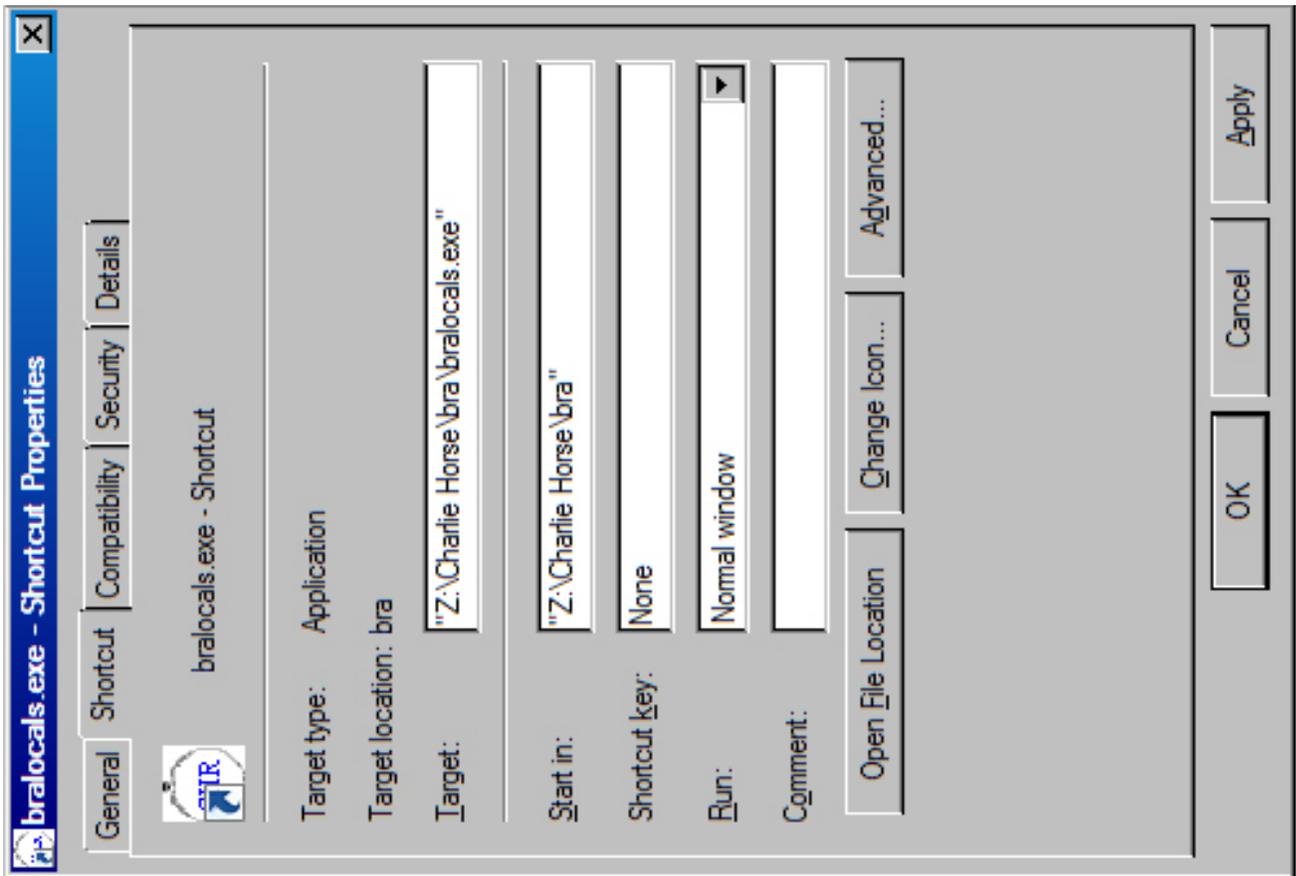
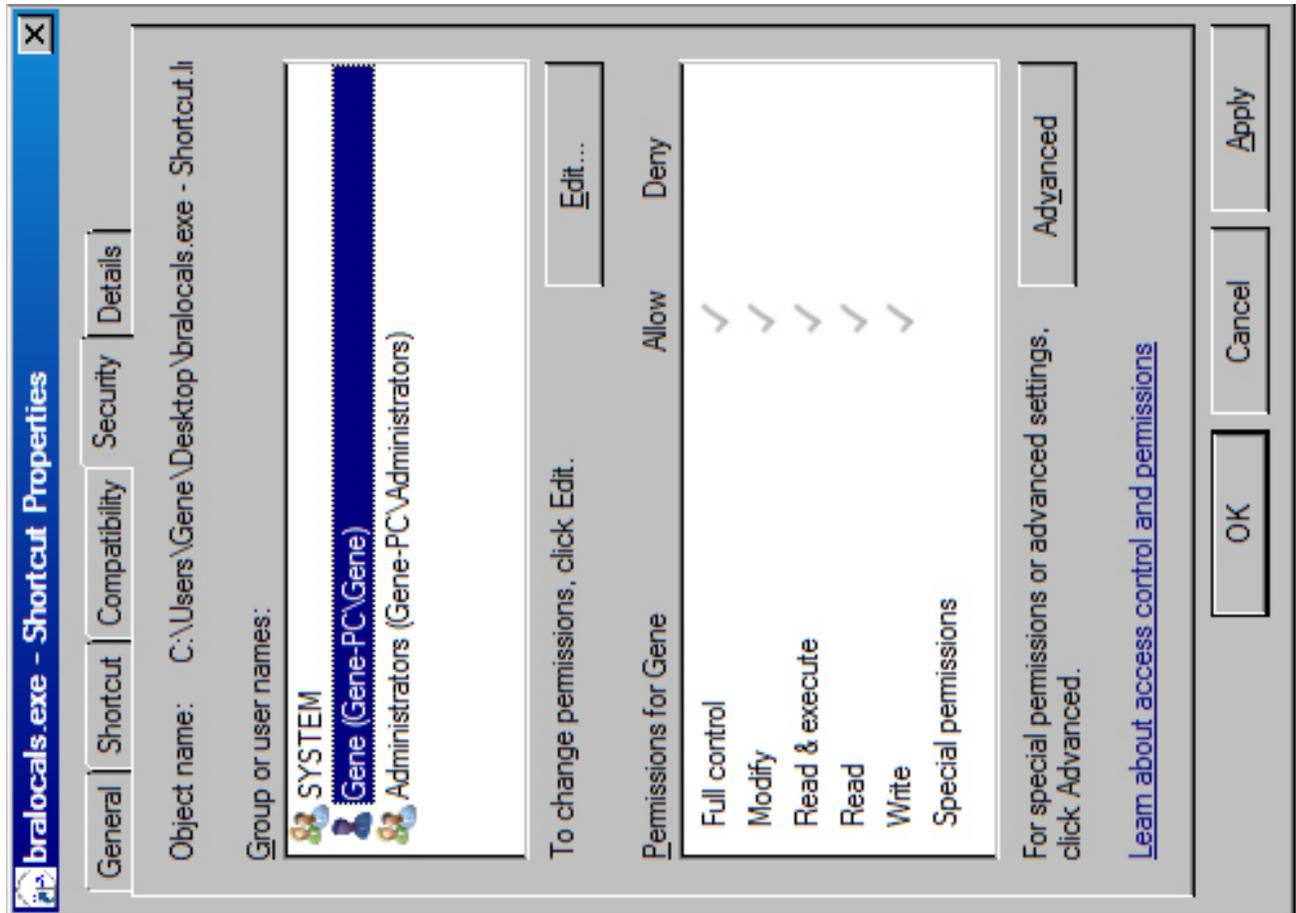
**Format 7 - *2-Go Fastest***. All riders run in 2 gos. The winner is the rider with the fastest time from either go.

**Format 9xx = *Sidepot (also known as Day Money)***. The ‘xx’ refers to an event number. This event inherits all of the characteristics of the original and has a separate sign up and entry fee. The same payout rules are used and the time(s) or score(s) are carried from the original event to calculate the placings for this event.

## Networking Considerations

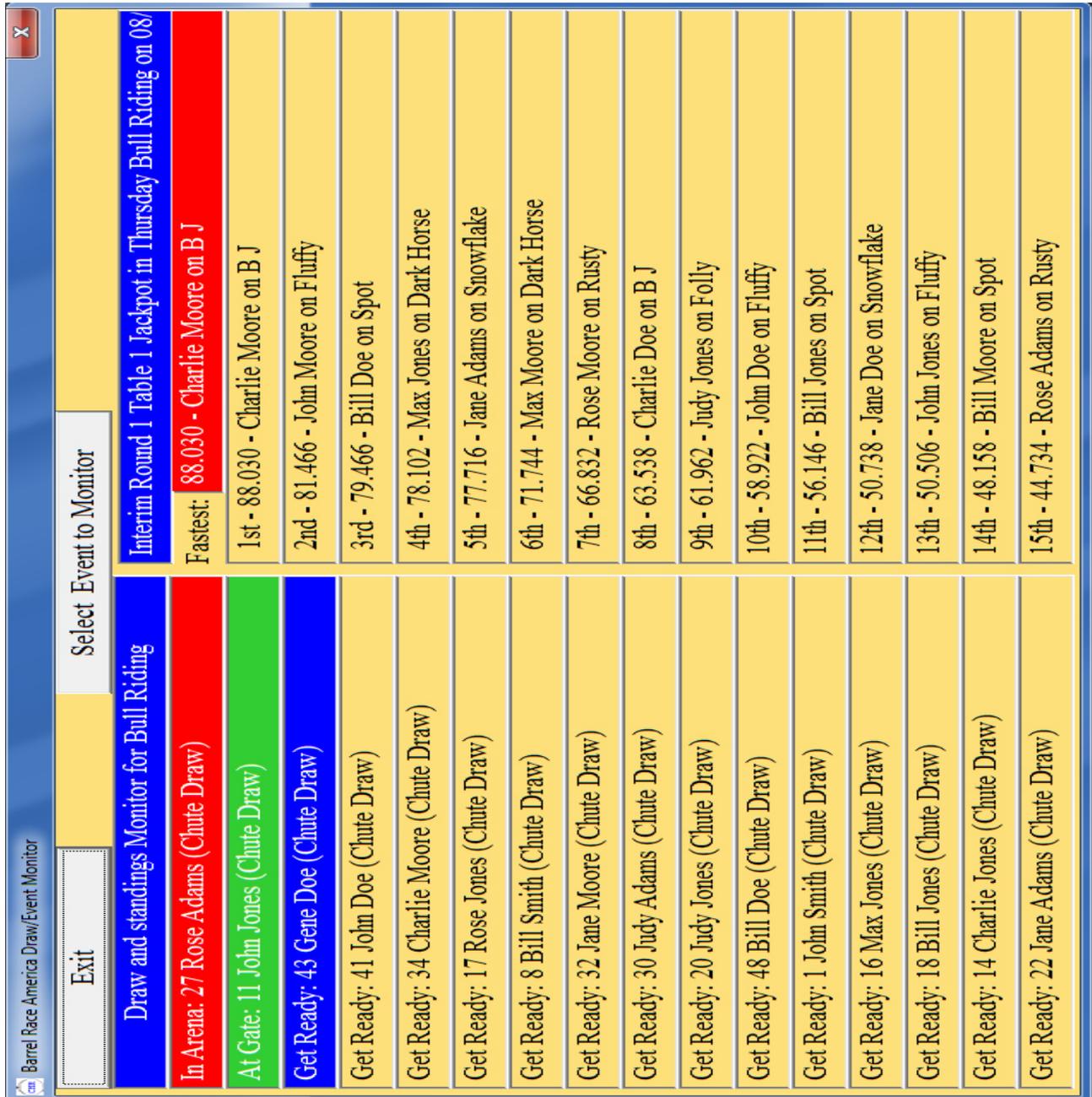
Networking two or more computers is not directly related to Charlie Horse software, but the software will make use of an existing network. Networking via Ethernet Cable(s) or a Wireless Network can be a daunting task, and usually is better left to professionals. Whether you are doing it yourself or having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



## Combined Draw/Event Monitor

One of the icons on the desktop is the RSA 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.



**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 in the selected event, as well as showing the standings for that event.

## Pre-Entries from FastEnter.com

Charlie Horse Ranch Timing Systems online adjunct, FastEnter.com, is an easy way for your contestants to sign up for your rodeos 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](http://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. Fill in the pre-entry cutoff date. If you want to start taking entries immediately, click on the "Activate Immediately" button. The show and all of its characteristics will be sent to FastEnter.com. **Note - Only single contestant events are sent to FastEnter. No Team events can be entered at FastEnter. They are entered at the show.**
2. If you didn't click the "Activate Immediately" button, log on to your producer account at FastEnter.com and click the button that allows entries to be taken.
3. 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.
4. After the Rodeo is over, go to Administrative Functions and select the button "Show Results to Web". This will send the rodeo winners list to FastEnter.com where it is available immediately for your contestants to see.

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

## Hints and Tips

*Q. What is External Posting?*

A. In a large show, you may be running an event while you're trying to sign up contestants for another event. This can be pretty inconvenient if you are only using one computer. The external posting function allows you to extract files to an external device, and take it to another computer to run the event. When the event is complete, you copy the files from that computer, then bring them back to the "Main" computer and merge the updates back into the show.

If course, if you have a local area network, multiple computers can be updating at the same time, and there is no need for the External Posting Function. See "Networking Considerations".

*Q. OK. What happens when I'm paying out to 4 places, but only two contestants qualify?*

A. It is treated as though you are only paying to two places. The two contestants would get larger payouts.

*Q. What happens with ties?*

A. Let's say that two contestants had exactly the same time, and it was the fastest time of the event. In that case, the money for 1st and 2nd is combined, and then split equally between those two contestants. Then 2nd place is skipped and the next fastest contestant would be placed 3rd.

*Q. I have a lot of contestants on my database or in my show. When I get the drop-down list of contestants, 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 contestant's first 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 first name, etc., until you get close to the entry, then double click or highlight it and click "Select".

*Q. I understand that this software will write my checks for me, but I still lose a lot of time getting them signed. Any way around that?*

A. Yes. If you supply a file called “signature.bmp”, and replace the default one in the installation directory, you can set in your options that you want the checks signed when they’re printed. The software will automatically add the signature to the checks, so that they’re ready to pass out as soon as they come off the printer.

*Q. I’m running a 3 day Rodeo (Saturday, Sunday and Monday) Do I have to define 3 shows and sign the contestants 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:

Saturday Barrel Race, Sunday Barrel Race, Monday Barrel Race.  
Saturday Team Roping, Sunday Team Roping, Monday Team Roping.  
...etc.

At 7 events a day, this totals 21 events. Since 60 events are available, you can do it all as one show, and there’s still room for other events.

*Q. I have a lot of contestants 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 contestants?*

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

*Q. I run some pretty big rodeos, and many contestants leave right after their last run before the results are known. Consequently, I have to hand write envelopes to mail them their checks. What a pain.. There **must** be a better way.*

A. There is. Select the “Check Address” box in the options definitions. This will have the software put the mailing address on the checks when they are printed. All you do is put them in a standard #10 business window envelope and you’re good to go.

*Q. I’m running a 3-day rodeo on Labor Day Weekend. I have all of my draws done, and would like to post them to my web page so people can look up where they are in the draw for each event. Also, when the show is over, I want to get the results to my web page as soon as possible. What do you suggest?*

A. For the draw, use “Administrative Functions” and click on the “Draw Results to Web” button. It will create a file called **Draw\_results.html**, which contains all of your draws. Send this file to your web page and set up a link, and you’re done. After the show is over, you’ll want to get your results out there. Use “Administrative Functions” and click on the “Show Results to Web” button. It will create a file called **Show\_results.html**, which contains all of your event results. Send this file to your web page and set up a link, and you’re done.

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

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

# Example 1 - Set Up a Show

Here we will set up a show for December 17, 2011 with Barrels, Bareback, Saddle Bronc, Bull Riding and Calf Roping events. Each event will be a 1-Go Only, and the contestants can indicate their preference for Performance or Slack draws. The Barrel Race will use the WPRC payout format.

## Step 1. Set up the Show.

Using the “Show Setup” button, we set the date of the show, select and name the events to be run, set the draw and payout types, and set other options for each event.

Rodeo America Show Setup

New Show Date: 12/17/11

Select a Prior Show Date

Added Money, Points and Sponsors

Send Show to FastEnter.com

Edit Fixed Payouts

Select Stock

Select Events for Combined Payout

Exit

Event Type Values:  
 0 = Barrel Race  
 1 = Rough Stock  
 2 = Timed Event  
 3 = Team Event  
 4 = Combo Event

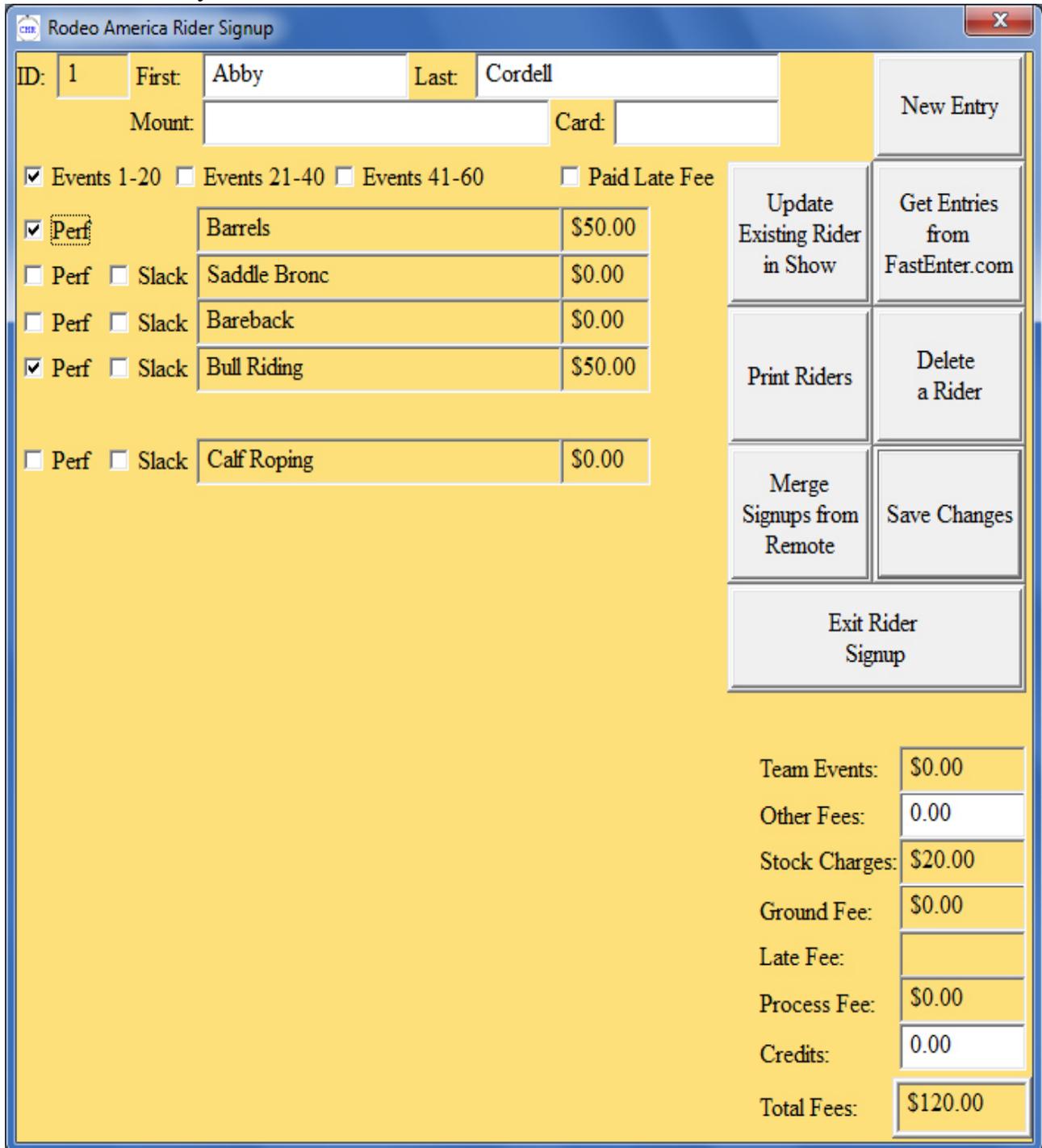
Pay Type Values:  
 1 = Table 1  
 2 = Table 2  
 3 = Table 3  
 W = WPRC  
 F = Fixed Payout

Pay to Nearest Dollar  Events 1-20  Events 21-40  Events 41-60

Run Today	Event Name	Event Type	Entry Fee	Perf Count	For-Mat	Stock Charge	Time Res	Stock Res	Pay Type	Pay Place	Team Mem
<input checked="" type="checkbox"/> Active	Barrels	0	50.00	15	3	0.00	3	0	W	0	0
<input checked="" type="checkbox"/> Active	Saddle Bronc	1	50.00	15	0	10.00	3	1	1	0	0
<input checked="" type="checkbox"/> Active	Bareback	1	50.00	15	0	10.00	3	2	1	0	0
<input checked="" type="checkbox"/> Active	Bull Riding	1	50.00	15	0	20.00	3	3	1	0	0
<input type="checkbox"/> Active	Single Steer Roping	2	0.00	10	0	0.00	3	0	1	0	0
<input checked="" type="checkbox"/> Active	Calf Roping	2	50.00	15	0	10.00	3	6	1	0	0
<input type="checkbox"/> Active	Steer Wrestling	2	0.00	10	0	10.00	3	0	1	0	0
<input type="checkbox"/> Active	Team Roping	3	25.00	10	3	0.00	3	0	1	0	2
<input type="checkbox"/> Active	Unused 9	3	30.00	10	3	0.00	3	0	1	0	3
<input type="checkbox"/> Active	Unused 10	3	25.00	10	0	0.00	3	0	1	0	4
<input type="checkbox"/> Active	Unused 11	0	0.00	10	0	0.00	3	0	1	0	4
<input type="checkbox"/> Active	Unused 12	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 13	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 14	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 15	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 16	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 17	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 18	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 19	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 20	0	0.00	10	0	0.00	3	0	1	0	0

## Step 2. Sign up the contestants.

Using the “Rider Signup” button, we sign up each contestant and select the events in which they are competing. Note that you don’t have to put contestants on the database before you sign them up. You can put them directly into the show, and they are automatically added to the database.



Rodeo America Rider Signup

ID: 1 First: Abby Last: Cordell

Mount: Card:

Events 1-20  Events 21-40  Events 41-60  Paid Late Fee

<input checked="" type="checkbox"/> Perf	Barrels	\$50.00
<input type="checkbox"/> Perf <input type="checkbox"/> Slack	Saddle Bronc	\$0.00
<input type="checkbox"/> Perf <input type="checkbox"/> Slack	Bareback	\$0.00
<input checked="" type="checkbox"/> Perf <input type="checkbox"/> Slack	Bull Riding	\$50.00
<input type="checkbox"/> Perf <input type="checkbox"/> Slack	Calf Roping	\$0.00

Buttons: New Entry, Update Existing Rider in Show, Get Entries from FastEnter.com, Print Riders, Delete a Rider, Merge Signups from Remote, Save Changes, Exit Rider Signup

Team Events:	\$0.00
Other Fees:	0.00
Stock Charges:	\$20.00
Ground Fee:	\$0.00
Late Fee:	
Process Fee:	\$0.00
Credits:	0.00
Total Fees:	\$120.00

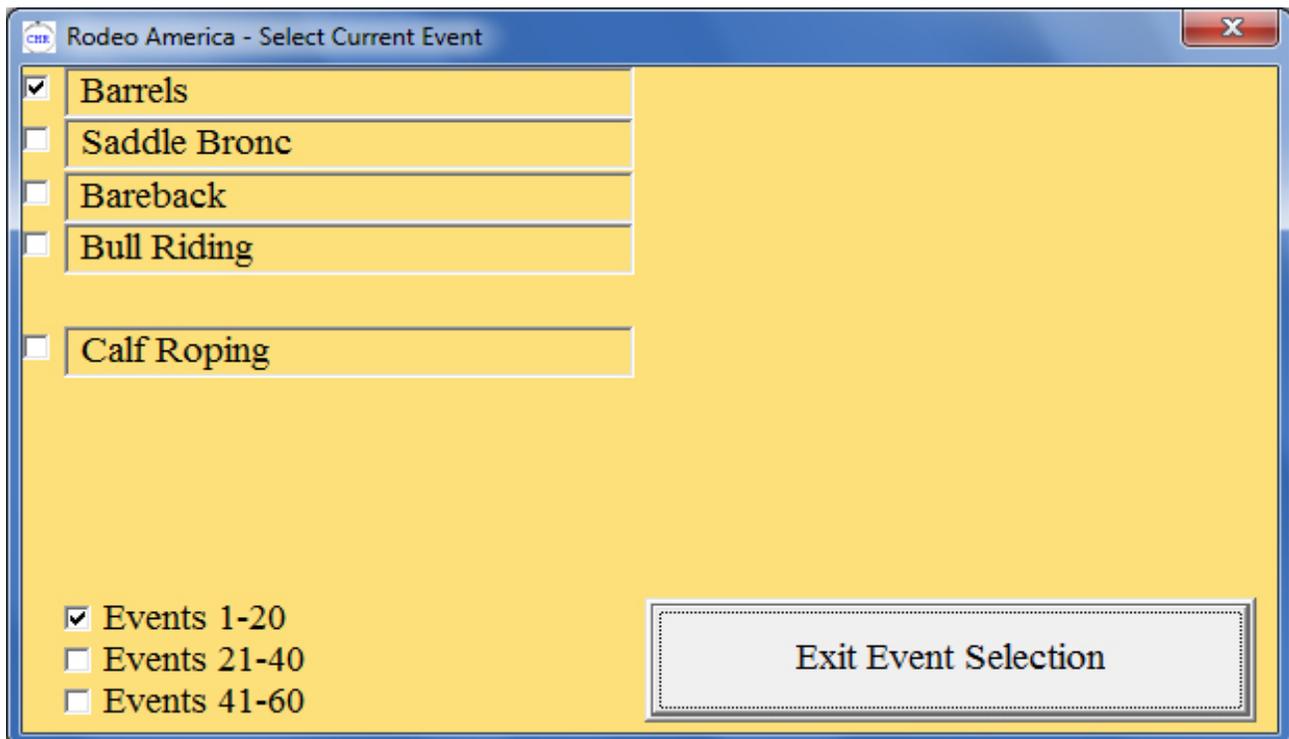
At this point, it’s the same as any other Rodeo. You run each event, print the reports and checks, and go on to the next event. See ‘Example 2’ for running events.

## Example 2 - 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 and the checks. When all events are completed, we can create the Financial reports.

### Step 1. Select the event.

Using the "Change Event" button, we will select Barrels to be our current event. When that event is completed, we will repeat this process to run the Saddle Bronc, Bareback, etc. events.



### Step 2. Draw for the event.

Using the "Draw for an Event" button, we will do a random draw of the contestants in this event to establish the ride order. Once done, use the "Print Current Draw" button to create a list of the contestants and their draw numbers. Hang this list up where the contestants can see it, so they know when they are going to ride.

### Step 3. Create Announcer's list.

Using the "Announcer's List" button, we will print the contestants 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.

## Step 4. Run the event.

Using either the “Post Times from Timer” or the “Post Times Manually” button, we will run the event. As each contestant goes, either fill in the time or score (Manual) or watch the computer do it for you (Timer). You can manually add penalty points. If the rider is disqualified, use a “D” for D/Q, and the time will show as the actual time + 400 seconds, which the software recognizes as a “No Time”.

Rodeo America Time/Score Posting

Rodeo America - Performance Posting for Barrels

Prior: (Has: 17.124, Needs: 17.123) 1 Alex Scott on  
**In Arena: (Has: 0.000, Needs: 17.123) 2 Alli Inderbieten on**  
**Next In: (Has: 0.000, Needs: 17.123) 3 Amanda Bauerle on**  
 Waiting: (Has: 0.000, Needs: 17.123) 7 Candace Richardson on Beau  
 (Has: 0.000, Needs: 17.123) 4 Amber Spaulding on  
 (Has: 0.000, Needs: 17.123) 10 Cody Tognazzini on Rockstar  
 (Has: 0.000, Needs: 17.123) 5 Ashley Deegan on  
 (Has: 0.000, Needs: 17.123) 9 Caterina Green on  
 (Has: 0.000, Needs: 17.123) 8 Candace Richardson on Beau  
 (Has: 0.000, Needs: 17.123) 11 Danielle Rubin on Cinderella

**17.124 1 Alex Scott on**

Leader: \_\_\_\_\_

Contestant: (Has: 0.000, Needs: 17.123) 2 Alli Inderbieten on

Time or Score (d = D/Q)  Animal Score  Penalty

Round 1  
 Round 2  
 Round 3

Draw and Go to Next Round  
 Print Draw List for this Round  
 Print Announcer List for this Round  
 Time Posting Verification List  
 Exit

When all contestants have completed the event, use the ‘Exit’ button to return to the Main Menu.

### **Step 5. Print the Event results.**

Using the “Event Results” button, we will create the jackpot payout report. Hang this up so the contestants can see where they placed and if they earned any jackpot money..

### **Step 6. Print the Checks.**

Using the “Check Processing” button, we will print the check register and/or the actual checks for this event. If you are writing the checks yourself, just print the check register so you have a list of which checks need to be written.

### **Step 7. Change the current event and start over.**

Go Back to step 1, change the current event to the next event (Bareback, Saddle Bronc, etc.) and repeat this process.

### **Step 8. Finish up.**

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

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

Run any optional reports (Top Money Earner, etc.).

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

# 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 **open.html**, a sample report is shown below, and a typical link would look like this:

```
<P>Results for Open Rodeo on the August 27th show. <B><FONT  
COLOR=blue><A  
HREF= "/open.html" TARGET= "report" >Open Rodeo</FONT></B></A><BR>
```

If you ran more than one event, a better way to do it is to use “Administrative Functions” and select the “Show Results to Web” function. It puts all events in a single HTML file so you only have one file to put on your web site. The report looks like this:

Rodeo America, Version 1.0  
Copyright (C) 2008 by Charlie Horse Ranch Timing Systems  
Producer: Western Rodeo Association  
Contact: Gene Moore 916-275-3277  
Location: Diamond Bar, Ceres CA  
Round 1 WPRA Jackpot in Barrels on 12/27/08

Paying to 4 placings, Jackpot Total = \$ 225.00, Rider count = 6

1st 17.112 \$ 90.00	Charlie Moore on Rusty
2nd 17.143 \$ 67.50	Judy Collins on Fastone
3rd 17.445 \$ 45.00	Joni Smith on Can't Catch This
4th 18.114 \$ 22.50	Fred Bird on
5th 18.200	Joni Smith on Can't Catch This
6th 19.121	Gene Moore on Captain

# Main Menu

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.

Rodeo America Main Menu - Version 3.4.0.3401
✕

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## Rodeo America Main Menu

Show Producer: Fred's Rodeos, Show Date = 12/17/11

- Show Setup
- Rider Signup
- Team Signup
- Show Statistics
- Fix Performance Draw
- Draw Ride Order
- Add to Draw
- Print Current Draw
- Announcer's List
- Swap Entries After Draw
- Export Current Draw
- Show Program
- Projected Payouts
- Reride Stock List
- Create Remote Times
- Merge Remote Times
- Recalculate All Events
- Change Event, Current =



- License Key
- Unlicense
- Post Times from Timer
- Post Times Manually
- Interim Event Results
- Final Event Results
- Check Processing
- Top Points or Money
- YTD Top Points or Money
- Average Report
- Financial Report
- Rider Invoices
- Rider Invoice Summary
- Edit Payout Tables
- Contractor Database
- Rider Database
- Stock Database
- Events and Options
- Administrative Functions

Barrels

Exit

Generally, you would use these buttons in the following order:

- 1. Show Setup:** Use this button to set up the show you are about to run, setting the show date, selecting the events, draw and payout formats, and any added jackpot money.
- 2. Rider Signup:** Use this button to sign up individual contestants and teams in the show you are about to run, selecting the events for them.
- 3. Show Statistics:** Use this button to get a quick count of how many contestants and contestants are signed up in each event.
- 4. Fix Performance Draw:** Use this button to check and adjust the number of contestants in the Performance portion of an event.
- 5. Draw Ride Order:** Use this button draw the ride order for the current event. The draw can be printed when needed using the “Announcer’s List” button or the “Print Current Draw” button.
- 6. Add to Draw:** Use this button to add additional entrants to the draw for the current event. Those already drawn will retain their draw positions, and new entries will be added to the end of the draw.
- 7. Print Current Draw:** Use this button to print the draw for the current event. It creates a report in alphabetical order so that contestants may easily look up their draw positions.
- 8. Announcer’s List:** Use this button to print the run order for the current event.
- 9. Projected Payout:** Use this button to get a projection of the payouts for the current event, based on entries entered so far.
- 10. Reride Stock List:** Use this button to get a list of stock, by type, that is available for any rerides.
- 11. Team Signup:** Select this button to sign up teams for Team Roping or another team event. Note - The event must be the current event on the main menu.

**12. Create Remote Times:** Use this button to create a set of files on an external device to be used for the “External Posting” method on another computer. This device is taken to the other computer and restored to the hard drive. Times are posted, and when the processing is complete, that computer creates files on an external device to be merged back into the show file on this computer (See “Merge Remote Times”).

**13. Merge Times from Remote:** Use this button to merge the files from the “External Posting” method on another computer into this computer.

**14. Post Times from Timer:** Selecting this button starts running the event and allows the timer to feed the times directly into the computer for each contestant. See “Direct Timer Input” for more detailed information.

**15. Post Times Manually:** Selecting this button starts running the event and allows the operator to type the times or scores into the computer for each contestant. See “Manual Input” for more detailed information.

**16. Interim Event Results:** Use this button to create a report showing the current standings and current jackpot payouts for the current event. This is an intermediate report.

**17. Final Event Results:** Use this button to create a report showing the final winner’s list and jackpot payouts for the current event.

**18. Check Processing:** Use this button to print checks and/or the check register for the current event.

**19. Financial Report:** Use this button to create a report showing income and outgo for this show.

**20. Top Points or Money:** Use this button to create a report showing the contestants in order of most money won at this Rodeo or to create a high point report for this show.

**21. YTD Top Points or Money:** Use this button to create a report showing the contestants in order of most money won this season, or to create a seasonal high point report. You get to select which shows to include.

**22. Average Report:** Use this button to create an average report for multiple events. The events must be timed (Event Types 0 or 2) and only the first go will be used for the report.

- 23. Edit Payout Tables:** Use this button to alter the percentages used when calculating the payouts for any event.
- 24. Contractor Database:** Use this button to make changes to your stock contractor database.
- 25. Rider Database:** Use this button to make changes to your contestant database.
- 26. Stock Database:** Use this button to make changes to your animal database.
- 27. Administrative Functions:** Use this button to perform basic housekeeping, like making backups of show files.
- 28. Events and Options:** Use this button to define your organization's Events, and basic features that apply to all events. You can also define the point calculations used for all events.
- 29. Rider Invoices:** Use this button to create invoices, showing how much is owed by each rider and all of the details about their entry.
- 30. Rider Invoice Summary:** Use this button to create a one per rider report showing how much is owed by each rider.
- 31. Recalculate All Events:** Use this button to rerun the "Final Event Results" for all events in this show. This is useful when a change has been made to a payout table or a points table, and the results need to be recalculated.
- 32. Export Current Draw:** Use this button to create a file called "Draw.csv", which is an Excel compatible file containing information about the current draw.
- 33. Change Event:** Use this button to change the current event for all other reports. For example, if you have selected "Bull Riding", all draws, announcer's lists, winner and payout reports, and checks will be for the Bull Riding event.
- 33. License Key:** Use this button to provide licensing information to CHRTS.
- 34. 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.**

# Events and Options

This is where you set some basic controls, define the events you are going to run and the default values for things like event types and jackpot increments. The screen looks like this:

CRB Rodeo America Options Maintenance
X

Producer: Fred's Rodeos

Arena: Diamond Bar

Client id: 123

Item Height: 20

Rough Stock Types

- Bareback Stock
- Saddle Bronc Stock
- Mutton Busting Stock
- Steer Roping Stock
- Steer Wrestling Stock
- Calf Roping Stock

Event Name	Type
Barrels	0
Saddle Bronc	1
Bareback 2	1
Bull Riding	1
Single Steer Roping	2
Calf Roping	2
Steer Wrestling	2
sat red pole	3
Unused 9	0
Unused 10	0
Unused 11	0
Unused 12	0
Unused 13	0
Unused 14	0
Unused 15	0
Unused 16	0
Unused 17	0
Unused 18	0
Unused 19	0
Unused 20	0

Reprocess FE Entries  
 FE Release Info  
 FE Rules

Use FastEnter  
 FE Userid:  
 FE Password:

No Color Print  
 3-Up Labels  
 3-Up Checks  
 Sign Checks  
 Bold Checks  
 Check Address  
 Canada Check Format  
 Combine Rider Checks

FE Release on Invoice  
 Use Reverse Order for 2nd Go in Format 3  
 Use Reverse Order for 2nd Go in Format 4  
 Use Reverse Order for 2nd Go in Format 7  
 Member Only Points  
 Networked  
 Sections for Rough Stock  
 Single Announcer List  
 CSHRA Draw.csv Format  
 No Duplicate Teams  
 Check for Thunderpaws Timer

Timer Port: 1

Type Values:  
 0 = Barrel Race  
 1 = Rough Stock  
 2 = Timed Event  
 3 = Timed Team Event  
 dd/mm/yy date format

Ground Fee: 0.00  
 Late Fee: 15.00  
 Process Fee: 10.00

Short Go - Fast->Slow  
 Short Go - Slow->Fast  
 Short Go - Random

2-Go Short or Average  
 Round 1 Pct: 0.25  
 Round 2 Pct: 0.25  
 1-Go Short by Round  
 Round 1 Pct: 0.30

Point Definitions

Exit and Save

**Timer Port:** If you are using the direct timer input option, this is the COMM port on your computer where the timer cable is plugged in. See Appendix C for details on setting this up.

**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.

**Producer:** The name of your organization. This name will show on all screens and reports, giving you a chance to advertise your group.

**Arena:** The name of your arena. This name will show on all screens and reports, giving you a chance to advertise your arena.

**Event Name:** 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. They can be changed for any show on the “Show Setup” screen. Note that the display only shows the first 20 events. Selecting “**Events 21-40**” will show the next 20. Selecting “**Events 41-60**” will show the next 20.

**3-Up Labels:** If selected, this means that mailing label printing is in a “3-up” format. If not selected, label printing is in a “2-up” format.

**3-Up Checks:** If selected, this means that check printing is in a “3-up” format. If not selected, Check printing is in a “1-up (voucher)” format.

**Sign Checks:** If selected, this means that check printing will include adding your signature when printing checks. You must have installed a file called “**signature.bmp**” containing your signature.

**Canada Check Format:** If selected, this means that check printing will have the date formatted according to the standards adopted by Canada for check printing.

**Check Address:** If checked, this means that you want the contestant’s address printed on checks. That makes it easy to mail the check using a standard business #10 window envelope if the contestant wasn’t able to pick it up the day of the show.

**Combine Rider Checks:** If selected, this means that only one check will be printed for each rider in the show, combining all their winnings onto a single check.

**Bold Checks:** If selected, this means that checks will be printed in a bold (darker) font. Note, this may not work on some printers. Try it to make sure the checks and the print line up.

**No Color Print:** If selected, this means that all reports will be printed in black and white, instead of using colors. Set this option if you are using a printer that doesn't support colors, or you may find some print lines are very light and hard to read.

**Process Fee:** This is the fee you charge each contestant for processing their entry. It is only charged one time per contestant, regardless of the number of events they enter.

**Ground Fee:** This is the fee you charge each entry for a variety of reasons, usually to pay for the arena.

**Late Fee:** This is the fee you charge late entries.

**dd/mm/yy date format:** If checked, this means that all date displays will be in the European/Canadian format, which puts the day first in the display. Note, this is not true for FastEnter displays, which always uses mm/dd/yy format. You cannot change this option here. It is set at installation time.

**Use FastEnter:** If checked, this means that you have set up an account with FastEnter.com, and all on-line pre-entry processing, draw posting and results posting will be done using FastEnter.

**Reprocess FE Entries:** If checked, this means that you want to reprocess entries that have already been downloaded from FastEnter. Normally, you would NOT check this box because of the possibility of doubling entries. It is only here to help you if you have to recreate a show file.

**FE User ID:** If using FastEnter, this is the user identifier you have given to FastEnter.com to maintain your account. This software will use this user id and the password below to interact with FastEnter.com.

**FE Password:** If using FastEnter, this is the password you have given to FastEnter.com to maintain your account. Note that it will display as a series of "\*", to maintain privacy and security.

**FE Rules:** For FastEnter, edit the file containing a description of the show, and any special rules or other items you want to show on the FastEnter description of the show. The file name is [qerules.rsa](#).

**FE Release Info:** For FastEnter, edit the file containing a Release of Liability statement you would like it to display when contestants sign up. The file name is [qerelease.rsa](#).

**Short Go - Fast->Slow:** If checked, short go draws will be in fastest qualifying time (or highest score) to slowest qualifying time (or lowest score) order.

**Short Go - Slow->Fast:** If checked, short go draws will be in slowest qualifying time (or lowest score) to fastest qualifying time (or highest score) order.

**Short Go - Random:** If checked, short go draws will be in random order.

**2-Go Short or Average:** For 2-go short or average events, this shows the percentages of the payout pool that will be paid to each round. The final round or average will get the remainder of the pool.

**1-Go Short by Round:** For 1-go short events that are paid in a type 2 format (each round), this shows the percentage of the payout pool that will be paid to the first round. The final round will get the remainder of the pool.

**Sections for Rough Stock:** For rough stock events, there are times when it's desirable for animals from a single stock contractor to remain together, instead of mixing them up with animals from another contractor. This prevents some problem in holding pens and chutes. The animals know each other and are less likely to fight. If this button is checked, rough stock events will have "Sections", where each section represents a single contractor's animals. The draw process will keep the animals from a single contractor together in the draw instead of mixing them up, and the announcer's sheet will be clearly marked at each section break.

**Point Definitions:** This button will take you to a Point Definition screen where you can define up to 5 different point methods to be used when calculating points for each event. See the section on "Point Methods" for details.

**Use Reverse Order for 2nd Go in Format 3:** If checked, The second go will run in the reverse order of the first go for Format 3 events.

**Use Reverse Order for 2nd Go in Format 4:** If checked, the second go will run in the reverse order of the first go for Format 4 events.

**Use Reverse Order for 2nd Go in Format 7:** If checked, the second go will run in the reverse order of the first go for Format 7 events.

**Member Only Points:** If checked, only those riders identified as members can earn points.

**Networked:** If checked, the software will take the necessary steps to protect it's files in a networked environment. Other computers can use this computer's files by using Map Network Drive. (See Networking Considerations).

**Single Announcer List:** If checked, if it's a multi-go event (Format 3, 4 or 7), the Announcer's list will show places to write times for all gos and the Average.

**No Duplicate Teams:** If checked, duplicate teams will not be allowed for the team events.

**Rough Stock Types:** This is a list of up to 6 different rough stock types and allows you to customize the names.



This allows you to set your own values for payouts. Be sure to use the “Refresh and Check” button to make sure your percentages add up to 100 before you save your changes.

**Automatically Calculate Depth:** When this button is selected, the “Rider Count” field is ignored. Instead, the software calculates the number of places to pay based on the last rider in the last ‘D’ getting their entry fee back. For example, if the entry fee was \$50 and the software calculated that based on the Payout, the 3rd place rider would get \$65, but the 4th place rider would get \$40, then it would pay to 3rd place.

**Rider Count:** This is the number of contestants that will cause jackpots to be paid to multiple places if you are not using the automatic calculation. In the above example, if there are 11 or fewer contestants, it will only pay to 1 place. If there are 12-39 contestants, it will pay to 2 places. If there are 40-79 contestants, it will pay to 3 places, etc. *Note that the basis is the number of contestants, not the number of teams.*

**Print This Table:** Deciding what percentages to use can be a difficult process. Clicking this button will create a report showing the values for this table, making it easier to decide what needs changing.

**Use Office Charge Method:** If checked, this means you charge the riders a flat rate for each event. The fee is deducted from the rider’s entry fee, and the remainder of the entry fee is paid out at 100%.

**Office Charge:** This is the flat rate amount deducted from the entry fee when using the “Office Charge Method”. Ignored if “Office Charge Method” is not checked.

**or Producer Percentage:** This is the percentage of the entry fees kept by the show producer for this event. This is the percentage of the entry fees kept by the show producer. For example, if the producer was keeping 30%, and the entry fee was \$100.00, the producer would get \$30.00 and \$70.00 would go into the jackpot pool. This value is ignored if “Office Charge Method” is checked

**Sanctioning Organization Per Ride Fee:** This is the amount you pay the sanctioning organization for each ride (Like PRCA, CCPRA, etc.).

**Use Fixed Amount per Rider:** If checked, and the amount is filled in, this dollar amount is added to the payout pool for each rider and producer percentage and other settings are ignored.

**Deduct Org Fee from Entry Fee:** If checked, the Sanctioning Organization fee is deducted from the entry fee for the event, as well as any producer percentage or Office Charge. If not checked, the sanctioning organization fee is taken from the producer percentage or Office Charge.

**Places 1-17:** To edit Places 1 through 17, check this button.

**Places 18-24:** To edit Places 18 through 24, check this button.

**Places 25-30:** To edit Places 25 through 30, check this button.

**Even Division of Left Overs:** This controls how any left over money in a payout is allocated in the case where there weren't enough qualified contestants. For example, you may be paying to 3 places, but only two riders qualified. In some cases, the payout is calculated as though all 3 riders were there. If this button is checked, the left over money is divided evenly between the two qualifying riders. If this button is not checked, the remaining money is treated as though you are only paying to two places for that event and applied to those riders.

**Place x:** On the various Place Screens (not shown). Here is where you define the percentage of the pool that is paid to each placing. For example, if the event was paid to two places, the values are .60 and .40.

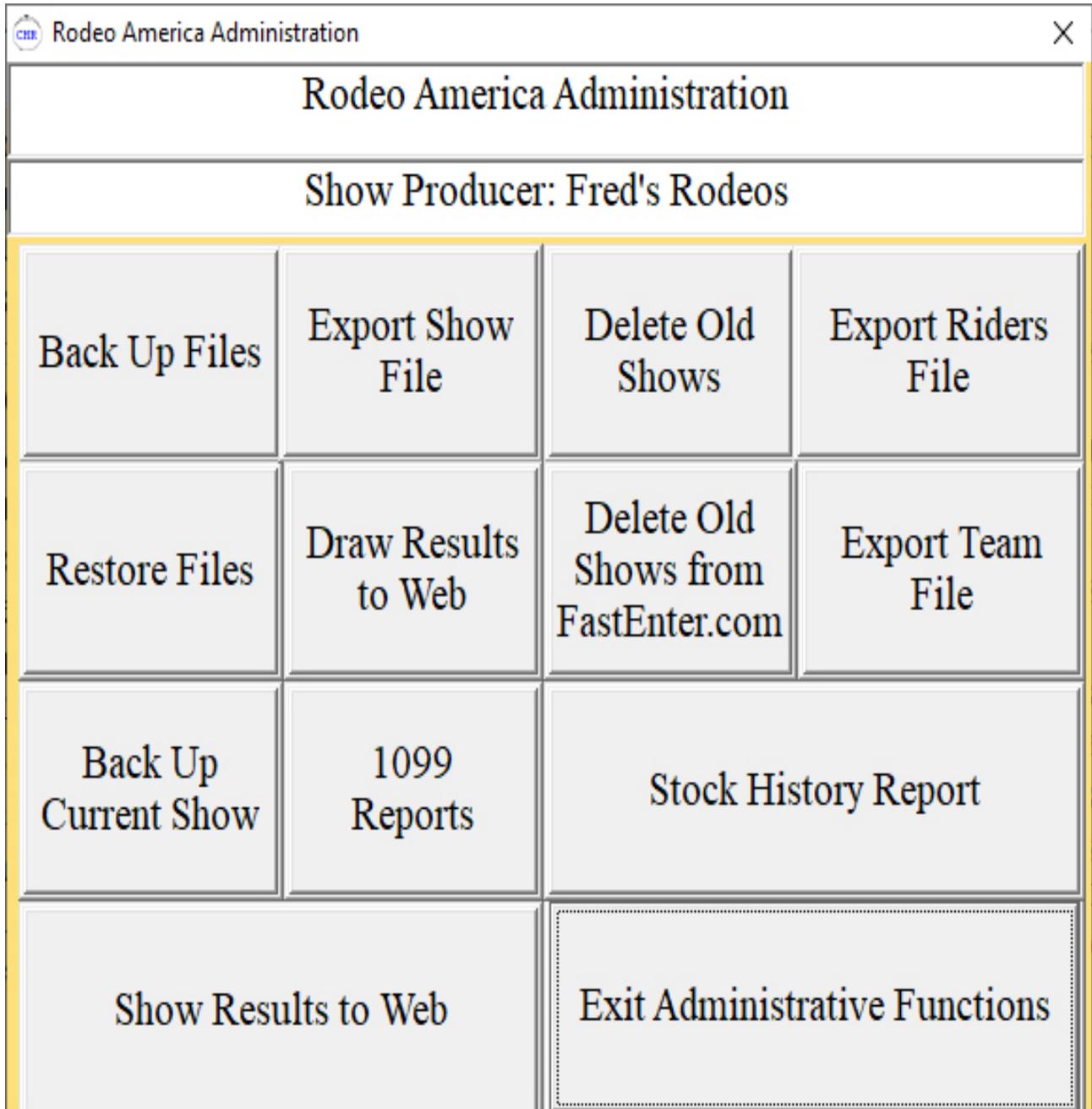
**Table Title for Reporting:** This is the name of this table for local reporting purposes. For example, instead of saying "Table 1" on the reports, it could say "WestRodeo". You are allowed up to 16 characters.

**Refresh and Check:** Once you have made any changes to a table, use this button to make sure there are no mathematical errors. This button will check all fields to make sure they add up to 100% (1.0). You should do this before you use the 'Save and Exit' button. If there is an error, it will show at the bottom of the screen.

**Save and Exit:** Use this button to save your changes and exit this screen. The changes become effective immediately.

## Administrative Functions

This is where 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:



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

**Back Up Current Show:** Use this button to back up the current show only and administrative data to a diskette or flash drive.

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

**Delete Old Shows:** Use this button to delete old show files from the hard drive (and FastEnter).

**Delete Shows from FastEnter:** Use this button to delete old shows from FastEnter, but not the hard drive.

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

**Export Show File:** This function creates a file named **Smmddy.csv** (where mmd-yy is the date of the show) in the current folder. 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 Contestants Database:** This function creates a file named **Riders.csv** in the current folder. It is a comma-delimited file suitable for importing into many popular spreadsheet and database programs. It allows you to export your contestant database 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 folder. This file is ready to be sent to your web site, and has the results for all of the events in the show.

**Draw Results to Web:** This function creates a file named **Draw\_results.html** in the current folder. This file is ready to be sent to your web site, and has the draw for all of the events in the show.

**Stock History Report:** This function creates a report showing the last 3 times an animal was used and the score or time that resulted from that use.

**1099 Reports:** This function creates a report showing the amounts won by each contestant for the selected shows (usually one year). Optionally, the report can be limited to those who have won over \$600.00.

## Rider Database

This is where you keep definitions of each contestant. If you separate contestants by different horses, each one can have a different entry. There are other things you can do, including creating mailing labels. The screen looks like this:

Rodeo America Contestant Database Maintenance

Rodeo America - Rider Database Maintenance

Show Producer: Your name here

First Name: Joe

Last Name: Smith

Mount: Fluffy

Street: PO Box 697

City: Elverta

State: CA Zip: 95626

Phone: 916-275-3277

SSN:

Card:

Add New rider

Update This Record

Delete This Record

Select a Rider

Short Database Print

Print Database

Purge Old Riders

Mailing Labels

Merge Show and Database

Merge Two Rider Entries

Exit

Last Show Attended: 08/27/05

Rider ID: 1

Mail or Purge Date:

Member

**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 contestant 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 contestants on the database. When you highlight a contestant in the list and double click or press “Select”, that contestant will appear on this screen. You can then modify or delete the record.

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

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

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

**Purge Old Contestants:** This function deletes contestants 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 Contestants” tab to eliminate old contestants.

**Mailing Labels:** Select this button to create a set of mailing labels from your contestant 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 contestants who have ridden since that date.

**Member:** If checked, this rider is a local member and is eligible to earn points. If not checked and depending on options, the rider may not be eligible to earn points.

**Merge Show and Database:** If your database has been damaged, this button will create a new database from the old show entries. Normally, this should not be used unless you are directed to do so by product support.

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

# Contractor Database

This is where you keep definitions of each stock contractor. There are other things you can do, including creating mailing labels. The screen is self explanatory and looks like this:

Rodeo America Contractor Database Maintenance

Rodeo America - Contractor Database Maintenance

Show Producer: Western Rodeo Association

Contractor: **Sample Stock Contractor**

Street: PO Box 697

City: Elverta

State: CA Zip: 95626

Phone: 916-275-3277

Contractor ID: 1

Add New Contractor

Delete This Record

Update This Record

Select a Contractor

Print Contractor Database

Mailing Labels

Exit

# Stock Database

This is where you keep definitions of each animal used for stock events. The screen is self explanatory and looks like this:

Rodeo America Stock Database Maintenance

Rodeo America - Stock Database Maintenance

Show Producer: Western Rodeo Association

Animal ID: 2

Animal Name: Little Joe

Contractor: 1 Sample Stock Contractor

- Bareback Stock
- Saddle Bronc Stock
- Bull Riding Stock
- Steer Roping Stock
- Steer Wrestling Stock
- Calf Roping Stock

Print Bareback Stock	Update This Record	Select an Animal	Print Stock Database	Delete This Record	Add New Animal	Exit
Print Saddle Bronc Stock						
Print Bull Riding Stock						
Print Steer Roping Stock						
Print Steer Wrestling Stock						
Print Calf Roping Stock						
Print Unknown Stock Types						

## Point Methods

This is where you define the point structure used by the events. When setting up a show, you can define the point method used for each go of each event. In each example, 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 “**N/T Points**” is checked, then the disqualified riders will also get the minimum number of points. If “**Always Add**” is checked, they will receive those points in addition to any other points earned. The screens looks like this:

Rodeo America Software Point Definitions
×

### Rodeo America Software - Points Definitions

Save and Exit

Show Producer: NWOJR

Points Method Number

Method 1
▼

Always Add

N/T Points

Max Riders:

Min. Points:

Pct. Method    Multiplier:

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Base:	<input style="width: 30px;" type="text" value="9.0"/>	8.0	7.0	6.0	5.0	4.0	3.0	2.0	1.0	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

	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	147.9
Incr:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	2.90
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 event.

Rodeo America Software Point Definitions

Rodeo America Software - Points Definitions

Show Producer: NWOJR

Save and Exit

Points Method Number: **Method 2**

Always Add      Max Riders: 5000

N/T Points      Min. Points: 0.00

Pct. Method      Multiplier: 0.00

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Base:	124.8	100.7	75.6	49.5	28.0	0.0	0.0	0.0	0.0	0.0
Incr:	2.40	1.90	1.40	0.90	0.50	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	10.0
Incr:	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.23
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 in the event, where the point total assigned is equal to the (base points + (the increment \* the (number of riders in the event - placing))). For example, if the Goat Tying event had 32 rider, the first place rider would get 237.8 points ( $124.8 + ((32 - 1) * 2.4 = 89.9) = 237.8$ ). 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.

Rodeo America Software Point Definitions

Rodeo America Software - Points Definitions

Show Producer: Your name here

Save and Exit

Points Method Number:   Always Add  N/T Points

Max Riders:  Min. Points:

Pct. Method Multiplier:

	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 in the event, 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 in the event, 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  $(2 + 10 - 10) = 2$ .

Rodeo America Software Point Definitions

Rodeo America Software - Points Definitions

Show Producer: Your name here

Save and Exit

Points Method Number  
 Method 3

Always Add  
 N/T Points

Max Riders: 15  
 Min. Points: 1.00

Pct. Method Multiplier: 0.00

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Base:	10.0	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). 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 in the class, 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. In addition, each rider would get 1 extra point (up to a maximum of 15 riders) because of the “Max Riders”, “Always Add” and “Min. Points” settings.

# Show Setup

This is where you set the show date and the events you are going to run in today's show, as well as defining the type of jackpotting and other controls you will use. The

✕
Rodeo America Show Setup

New Show Date

12/17/11

Run Today	Event Name	Event Type	Entry Fee	Perf Count	For-Mat	Stock Charge	Time Res	Stock Type	Pay Type	Pay Place	Team Mem
<input checked="" type="checkbox"/> Active	Barrels	0	50.00	15	1	0.00	3	0	F	0	0
<input checked="" type="checkbox"/> Active	Saddle Bronc	1	50.00	15	0	0.00	3	1	F	0	0
<input checked="" type="checkbox"/> Active	Bareback	1	50.00	15	0	0.00	3	2	1	0	0
<input checked="" type="checkbox"/> Active	Bull Riding	1	50.00	15	0	0.00	3	3	1	0	0
<input type="checkbox"/> Active	Single Steer Roping	2	0.00	10	0	0.00	3	0	1	0	0
<input checked="" type="checkbox"/> Active	Calf Roping	2	50.00	15	0	0.00	3	6	1	0	0
<input type="checkbox"/> Active	Steer Wrestling	2	0.00	10	0	0.00	3	0	1	0	0
<input checked="" type="checkbox"/> Active	Team Roping	3	25.00	10	3	5.00	3	0	1	0	2
<input checked="" type="checkbox"/> Active	Double Mugging	3	30.00	10	3	10.00	3	0	1	0	3
<input checked="" type="checkbox"/> Active	4 member teams	3	25.00	10	0	0.00	3	0	1	0	4
<input checked="" type="checkbox"/> Active	more barrels	0	50.00	10	7	0.00	3	0	1	0	4
<input type="checkbox"/> Active	Unused 12	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 13	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 14	0	0.00	10	0	0.00	3	0	1	0	0
<input type="checkbox"/> Active	Unused 15	0	0.00	10	0	0.00	3	0	1	0	0

Events 1-15

Events 16-30

Events 31-45

Events 46-60

Pay to Nearest Dollar

**Event Type Values:**

0 = Barrel Race

1 = Rough Stock

2 = Timed Event

3 = Team Event

4 = Combo Event

**PayType Values:**

1 = Table 1

2 = Table 2

3 = Table 3

W = WPRA

F = Fixed Payout

New Show Date

Select a Prior Show Date

Added Money, Points and Sponsors

Send Show to FastEnter.com

Edit Fixed Payouts

Select Stock

Select Events for Combined Payout

Exit

**New Show Date:** This button allows you to change the current show date. You may either type the date in as mm/dd/yyyy, or you may select a date from an on-screen calendar. If you select a prior show, it will show the events you ran that day.

*Note, you may be asked if you want to use the default values from the options, or copy the settings from the current show. If your shows tend to be the same, it will save you time to copy the settings from the current show.*

**Run Today:** Each box allows you to choose from the events you defined during the event definition process, indicating that event will be run at this show. You can also over type the event name to change it for this show.

**Event Type:** This defines the basic type for each event. Valid Values are:

**0** = Barrel Race (any non-stock timed event)

**1** = Rough Stock (Bareback, Saddle Bronc, Bull Riding)

**2** = Timed Individual Contestant (Steer Roping, Bulldogging, Calf Roping)

**3** = Timed Team (Team Roping, etc.)

**4** = Combined Payout - an umbrella event for combining two or more events into a single event for payout purposes. You cannot calculate a winner's list for any of the selected events, only the combined event. A rider may only enter one of the included events. All of the times for the included events will be combined into one placing as though it were a single event. They must be the same events types, have the same entry fee and be the same format. Any flags will be taken from the first selected event. Use the "Select Events for Combined Payout" button to choose the events.

**Entry Fee:** For any event, this is the entry fee for each contestant (not a team).

**Perf Count:** The maximum number of contestants or teams that will be in the Performance round, whether it's a short round or entered.

**Format:** This defines the format of the event. Valid Values are:

**0 - 1 Go Only.** A single go with all Performance or Slack and Performance runs. Fastest time wins.

**1 - 1 Go Short (by Place).** 2 gos. The first round consists of all entrants. A predetermined number of contestants are advanced to the 2nd or "Performance" round, based on their scores or times. The combined total of the two runs determines the winners.

**2 - 1 Go Short (by Round).** 2 gos. The first round consists of all entrants. A predetermined number of contestants are advanced to the 2nd or “Performance” round, based on their scores or times. Each round is paid separately.

**3 - 2 Go Average.** 2 gos. All contestants compete in each of 2 gos. Each round and the average of the 2 runs is paid separately.

**4 - 2 Go Short.** 3 gos. All contestants compete in each of 2 gos. A predetermined number of contestants are advanced to the 3rd or “Performance” round, based on their scores or times. Each round is paid separately.

**5 - 1 Go Performance Only.** A single go with only Performance runs. Fastest time wins.

**6 - 1 Go Only with Manual Draw.** A single go with all Performance or Slack and Performance runs. This is the same as Format, 0, except the draw is done manually. Fastest time wins.

**7 - 2 Go Fastest.** All contestants compete in each of 2 gos. The fastest time from either go is the winner. Since both rides count, it’s possible for a rider to place twice.

**9xx = Sidepot (also known as Day Money).** The ‘xx’ refers to an event number. This event inherits all of the characteristics of the original and has a separate signup and entry fee. The same payout rules are used and the time(s) or score(s) are carried from the original event to calculate the placings for this event.

**Time Res:** Timer Resolution. For timed events, some associations do not use the higher resolution times available on FarmTek and other timers, which are capable of timing to 1/1000th of a second. If this rule exists and you are using high resolution timers with Direct Input, this option tells the software to change the granularity to fit the rule. Valid Values are:

- 3 - 1/1000th second resolution.
- 2 - 1/100th second resolution
- 1 - 1/10th second resolution.

**Stock Type:** This defines the type of stock to be drawn for each event. Valid Values are:

- 0 = No Stock Draw (Barrel Racing, etc.)
- 1 = Bareback stock
- 2 = Saddle Bronc stock
- 3 = Bull Riding Stock

- 4 = Steer Roping Stock
- 5 = Steer Wrestling (Bulldogging) stock
- 6 = Calf Roping stock

**Pay Type:** This defines the payout type for each event. Valid Values are:

1 = Use Payout Table 1.

2 = Use Payout Table 2.

3 = Use Payout Table 3.

‘W’ = Use the WPRA formula for payouts (Barrel racing)

‘F’ = Use a Fixed payout table, where the payout amounts are defined in advance.

**Stock Charge:** This is the amount added to the entry fee to pay the stock contractor. It shows as a separate line item in the financial report and on the signup screens.

**Team Mem:** For a team event (Format 3), the number of riders on each team. Valid values are 2, 3 or 4.

**Pay Place:** The maximum number of places that will be paid for this event. If 0, the built in automatic calculations will be used to determine the number of places.

**Pay to Nearest Dollar:** If checked, jackpot payouts are rounded to the nearest dollar. Useful when paying in cash.

**Added Money, Points and Sponsors:** Selecting this button will take you to another screen where you can provide added money and sponsor names for each event. In addition, you can specify the point method(s) that will be used for each event.

**Send Show to FastEnter.com:** Selecting this button submit this show to FastEnter, making it available for your contestants to sign up.

**Select a Prior Show Date:** Selecting this button presents a list of the prior shows on your hard drive. You select on and make it the current show.

**Edit Fixed Payouts:** Selecting this button presents a screen to fill in with the actual dollar amounts for any fixed payout event.

**Select Stock:** Selecting this button presents a screen to allow you to chose which stock is available for this rodeo.

## Select Stock

This is where you select the animals that are available for the stock draws in this rodeo. The screen looks like this:

Use This Animal		Animal Name	Stock Type	Contractor
<input type="checkbox"/>		Bad A\$\$	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Big Red	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Cactus Jack	3	Sample Stock Contractor
<input type="checkbox"/>		Dream On, Cowboy	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Gonna Hurt	3	Sample Stock Contractor
<input type="checkbox"/>		Hammer Time	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Little Joe	3	Sample Stock Contractor
<input type="checkbox"/>		Never Been Beat	3	Sample Stock Contractor
<input type="checkbox"/>		Not Gonna Happen	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Pinkie	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Red Eye	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Snake 1	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Snake the 2nd	3	Sample Stock Contractor
<input checked="" type="checkbox"/>		Son of Snake	3	Sample Stock Contractor
<input type="checkbox"/>		Tough 8 Seconds	3	Sample Stock Contractor

<input type="checkbox"/> All Stock	<div style="text-align: center;"> <p>Start Back at Beginning</p> <p>Next 15 Animals</p> <p>Prior 15 Animals</p> <p>Mark All as "Use"</p> <p>Mark All as "Don't Use"</p> <p>Save and Exit</p> </div>
<input type="checkbox"/> 1 = Bareback Stock	
<input type="checkbox"/> 2 = Saddle Bronc Stock	
<input checked="" type="checkbox"/> 3 = Bull Riding Stock	
<input type="checkbox"/> 4 = Steer Roping Stock	
<input type="checkbox"/> 5 = Steer Wrestling Stock	
<input type="checkbox"/> 6 = Calf Roping Stock	

Selecting a particular stock type means only those animals are displayed. Otherwise, all animals are displayed.

**Use this Animal:** If checked, this animal is available to be drawn for the events in which it's stock type is needed.

**Next 15 Animals:** Clicking this box will advance the screen to the next 15 animals in the database.

**Prior 15 Animals:** Clicking this box will back the screen up to the previous 15 animals in the database.

**Start Back at Beginning:** If checked, this means the animal list should be displayed starting at the beginning of the list.

**Mark All as "Use":** Checking this box will mark all animals in the selected category as available for this rodeo.

**Mark All as "Don't Use":** Checking this box will mark all animals in the selected category as not available for this rodeo.

## Added Money, Points and Sponsors

This is where you set Modify the Show information, providing sponsor information, any added money, and the point method (if any) that will be used to give points to the contestants. The screen looks like this:

Rodeo America Added Money, Points and Sponsors
x

Arena Name

Event Name	Added Money (Purse)	Sponsor Name	Point Methods		
			R1	R2	R3/Avg
Barrels	500.00	Ford of Stockton	1	1	1
Saddle Bronc	0.00		0	0	0
Bareback	0.00		0	0	0
Bull Riding	0.00		0	0	0
Calf Roping	0.00		0	0	0

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

Exit

**Arena Name:** Is the name of the arena that you want shown on subsequent reports.

**Event Name:** Is the name of the event on the line below.

**Added Money:** Is the amount of money added to this event (the purse).

**Sponsor Name:** Is the name of the organization that has provided money and other consideration to help put on this event.

**Point Methods:** are the point methods you want to use for Round 1, Round 2 and the Short Go or Average for the Event. A value of '0' means there are no points being allocated for this event. You can use any of the 5 point methods available.

## FastEnter.com Definitions

If you are using FastEnter, and click on “Send a Show to FastEnter.com”, you will see a screen like this:

Rodeo America - Show Specific Definitions			
Show Start Date:	12/27/2008		
Show End Date:	12/27/2008		
Pre-Entry Deadline:	12/27/2008		
Absolute Deadline:	12/27/2008		
<input type="checkbox"/> Activate Immediately if FastEnter			
Title:	Just a Little Rodeo		
Address:	123 Some Road		
City:	Ceres	State:	CA
Contact:	Gene Moore 916-275-3277		
Arena:	Diamond Bar, Ceres CA		
Dress Code:			
Additional Prize Value:	0.00		
Producer - This Show:	Western Rodeo Association		

**Show Start Date:** This is the first day of the show.

**Show End Date:** This is the last day of the show.

**Pre-Entry Deadline:** This is the last day pre-entries will be accepted for the show.

**Activate Immediately:** If checked, the show is immediately available for signup. If not checked, the show will be on FastEnter.com, but contestants cannot sign up until you log on to your producer account and make the show available for signups.

**Title:** This can be a special show title like “Run for the Cause”, or pretty much any title you’d like to give the show.

**Arena Name:** The arena name.

**Address, City, State, Contact:** This is information for the rider as to the show location and who to contact for more information

# Team Signup

This is where you sign up teams of contestants who are going to ride in today's Team events(s). Also, this is a 'per event' signup, meaning that it will only sign up teams for the event identified as "Current". The Team Signup screen looks like this:

**Rodeo America Team Signup**

Team ID	Rider ID	First Name	Last Name
1	22	Alex	Scott
	8	Amanda	Bauerle
	0		
	0		

Perf     Slack       

Credits:	0.00
Other Fees:	0.00
Process Fees:	
Late Fees:	\$0.00
Ground Fees:	\$0.00
Stock Fees:	\$0.00
<b>Total Fees (all):</b>	<b>\$50.00</b>

Sign up New Team	Update Existing Team in Show	Delete a Team From The Show	Print Teams
Replace Rider 1	Replace Rider 2	Replace Rider 3	Replace Rider 4
Save Changes		Exit Team Signup	

**New Team:** Selecting this button will allow you to sign up all team members for this entry. You select each team member in order, then check the event in which they are entered.

**Update Existing Team in Show:** Select this button to get a screen of all teams already signed up for the show. When you highlight a team in the list and double click or press “Select”, that team will appear on this screen. You can then make any changes.

**Delete a Team from the Show:** Select this button to get a screen of all teams already signed up for the show. When you highlight a team in the list and double click or press “Select”, that team will appear on this screen. It will then confirm that you want to delete this team. If the team was on any already drawn events, those contestants will be deleted from the draw.

**Print Teams:** Select this button to print a report showing all teams in this show.

**Replace Rider ‘x’:** Select one of these buttons to replace a specific rider on a team.

Selecting “**Perf or “Slack”**” will add the team to the event. Fees are automatically updated.

**Other Fees:** These are extra fees you charge for camping, stalls, etc. owed by this team.

**Credits:** These are credits you give the team for things like a credit from a prior show. This value is deducted from the total fees.

**Total Fees:** This is the total of all fees owed by this team.

# Rider Signup

This is where you sign individual contestants who are going to ride in today's show. The Rider Signup screen looks like this:

Rodeo America Rider Signup
✕

ID:	1	First:	Alex	Last:	Scott	New Entry
		Mount:		Card:	2345	

Events 1-20  
  Events 21-40  
  Events 41-60  
 Back Number:

<input checked="" type="checkbox"/> Perf	<input type="checkbox"/> Slack	Barrels	\$50.00
<input type="checkbox"/> Perf	<input type="checkbox"/> Slack	Saddle Bronc	\$0.00
<input type="checkbox"/> Perf	<input type="checkbox"/> Slack	Bareback	\$0.00
<input checked="" type="checkbox"/> Perf	<input type="checkbox"/> Slack	Bull Riding	\$50.00
<input checked="" type="checkbox"/> Perf <input type="checkbox"/> Slack <input style="width: 150px;" type="text" value="Calf Roping"/>			
<input checked="" type="checkbox"/> Perf <input type="checkbox"/> Slack <input style="width: 150px;" type="text" value="more barrels"/>			

Paid Late Fee  
 Member

Team Events:	\$0.00
Other Fees:	0.00
Stock Charges:	\$30.00
Ground Fee:	\$0.00
Late Fee:	
Process Fee:	\$10.00
Credits:	0.00
<b>Total Fees:</b>	<b>\$240.00</b>

Update Existing Rider in Show	Get Entries from FastEnter.com
Print Riders	Delete a Rider
Save Changes	Exit Rider Signup

**New Entry:** Select this button to sign up a contestant. You can then check the events in which they are entered. If they are not already on the contestant database, they will be added.

**Update Existing Rider in Show:** Select this button to get a screen of all contestants already signed up for the show. When you highlight a contestant in the list and double click or press “Select”, that contestant will appear on this screen. You can then make any changes.

**Delete a Rider:** Select this button to get a screen of all contestants already signed up for the show. When you highlight a contestant in the list and double click or press “Select”, that contestant. It will then confirm that you want to delete this contestant. If the contestant was on any already drawn events, this contestant will be deleted from the draw. Not Available during Remote Function processing.

**Get Entries from FastEnter.com:** Select this button to download all of the on-line unprocessed entries at FastEnter.com and enter them into the show. Not Available during Remote Functions.

**Print Riders:** Select this button to print a report showing all contestants in this show.

**Other Fees:** These are extra fees you charge for camping, stalls, etc. owed by this contestant.

**Back Number:** The rider’s back number. This will show on various reports in parentheses () throughout the show.

**Member:** If checked, this rider is eligible for points because he or she is a local member.

**Credits:** These are credits you give the contestant for things like deducting credit from a prior show. This value is deducted from the total fees.

**Total Fees:** This is the total of all fees owed by this contestant.

# Manual Draw Processing

If you are using Format 6 (Manual Draw) and you click on the “Draw For an Event” button, you will see a screen like this:

Draw Number	Contestant
11	Bill Doe on Spot
12	Charlie Doe on B J
13	Gene Doe on Beauty
14	Jane Doe on Snowflake
15	Joe Doe on Prince
16	John Doe on Fluffy
17	Judy Doe on Folly
18	Kristin Doe on Captain
19	Max Doe on Dark Horse
20	Rose Doe on Rusty

Next Available Number: 51

Buttons: Beginning, Next Group, Exit Manual Draw

**Draw Number:** The draw number to be used for this rider or team.

**Contestant:** The name of the rider or riders.

**Next Available Number:** The next available unassigned draw number.

# Manual Time Posting

This is where you manually post times or scores for the contestants. The screen looks like this:

CR Rodeo America Time/Score Posting
✕

## Rodeo America - First Go Posting for Thursday Barrels

**In Arena:** (Has: 17.200, Needs: 17.199) 2 Alli Inderbieten (Chute Draw)

**Next In:** (Has: 18.400, Needs: 17.199) 4 Amber Spaulding (Chute Draw)

**Waiting:** (Has: 19.200, Needs: 17.199) 3 Amanda Bauerle (Chute Draw)

(Has: 17.500, Needs: 17.199) 1 Alex Scott (Chute Draw)

(Has: 18.400, Needs: 17.199) 7 Brook Mac (Chute Draw)

(Has: 17.600, Needs: 17.199) 5 Ashley Deegan (Chute Draw)

17.200 2 Alli Inderbieten

**Leader:**

**Contestant:** (Has: 17.200, Needs: 17.199) 2 Alli Inderbieten (Chute Draw)

**Time or Score**  
(d = D/Q)

**Animal Score**

**Penalty**

Round 1  
 Round 2  
 Round 3

Next Contestant

Draw and Go to Next Round

Prior Contestant

Print Draw List for this Round

Refresh Contestant List

Print Announcer List for this Round

Time Posting Verification List

Exit

**Leader:** This field shows which contestant has the lead in this event so far.

**Time or Score:** This is where you type in the contestant's time or score for the event. If the contestant is disqualified, type the letter "d" for Disqualification. Pressing the 'enter' key or selecting "Next Contestant" will advance the screen to the next rider.

**Animal Score:** This is where you type in the score for the animal, if appropriate . The rider's score and the animal's score are added together for the total score.

**Penalty:** This is where you type in the contestant's penalties, if any.

**Draw and Go To Next Round.** When a Round is complete, clicking this box automatically advances to the next round. If a draw is needed for this round, it is done automatically.

**Print Draw for this Round.** Clicking this box creates a new announcer's list for the current Round.

**Time Posting Verification List.** Clicking this box creates a list of the times or scores that have been posted for the current Round. Used to verify against hand-written times.

**1st Go, 2nd Go, etc.** Check the box corresponding to the round for which you would like to see. This is used for backing up to a prior round, or for selecting the current round at start-up.

**Next Contestant:** Selecting this button will advance the screen to the next contestant.

**Prior Contestant:** Selecting this button will roll back the screen to the previous contestant.

**Note:** When you highlight a contestant in the list and double click or press "Select", they will appear as the current "In Arena Contestant" on this screen. . This is how you run a contestant out of order. After the ride is complete, just double click the original contestant to go back to the contestant who was next on the list.

**At Gate, Ready, etc..** Each display includes in parentheses (), the time needed to take the lead for that contestant.

**Exit:** Use this button when the event is complete to return to the Main Menu.

# Direct Input Time Posting

This is where the computer automatically reads the time from the timer and updates the contestants's entry. The screen looks like this:

**Rodeo America - First Go Posting for Thursday Barrels**

**In Arena:** (Has: 17.200, Needs: 17.199) 2 Alli Inderbieten (Chute Draw)  
**Next In:** (Has: 18.400, Needs: 17.199) 4 Amber Spaulding (Chute Draw)  
**Waiting:** (Has: 19.200, Needs: 17.199) 3 Amanda Bauerle (Chute Draw)  
 (Has: 17.500, Needs: 17.199) 1 Alex Scott (Chute Draw)  
 (Has: 18.400, Needs: 17.199) 7 Brook Mac (Chute Draw)  
 (Has: 17.600, Needs: 17.199) 5 Ashley Deegan (Chute Draw)

**Leader:** 17.200 2 Alli Inderbieten

**Contestant:** (Has: 17.200, Needs: 17.199) 2 Alli Inderbieten (Chute Draw)

**Time or Score** (d = D/Q)  **Animal Score**  **Penalty**  Round 1  Round 2  Round 3

Automatic Timer Start

**Automatic Timer Start:** If checked, it overrides the “Start Timer” button (below). Every time you advance to a new contestant, it will automatically perform a “Start Timer”, eliminating the need for the operator to remember to do it.

**Start Timer:** Selecting this button will start the timer. It will wait for the contestant 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 contestant.*

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

**Leader:** This field shows which contestant has the lead in this event so far.

**Time or Score:** This is where the system puts the time. If the contestant is disqualified, type the letter “d” for Disqualification. Pressing the ‘enter’ key or selecting “Next Contestant” will advance the screen to the next contestant.

**Penalty:** This is where you type in the contestant’s penalties, if any.

**Draw and Go To Next Round.** When a Round is complete, clicking this box automatically advances to the next round. If a draw is needed for this round, it is done automatically.

**Print Draw for this Round.** Clicking this box creates a new announcer’s list for the current Round.

**1st Go, 2nd Go, etc.** Check the box corresponding to the round for which you would like to see. This is used for backing up to a prior round, or for selecting the current round at start-up.

**Next Contestant:** Selecting this button or pressing “Enter” will advance the screen to the next contestant.

**Prior Contestant:** Selecting this button will roll back the screen to the previous contestant.

**Time Posting Verification List.** Clicking this box creates a list of the times or scores that have been posted for the current Round. Used to verify against hand-written times.

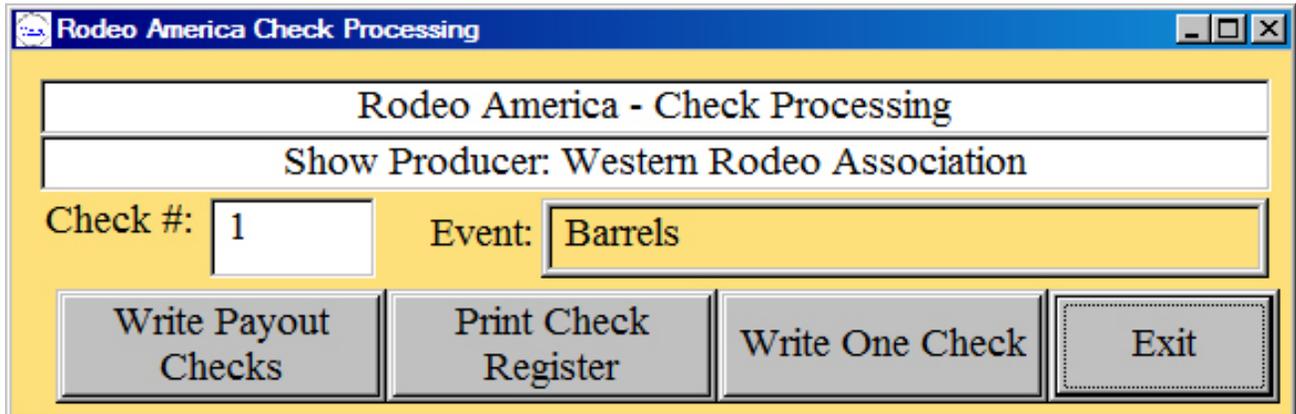
**Note:** When you highlight a contestant in the list and double click or press “Select”, they will appear as the current “In Arena Contestant” on this screen. . This is how you run a contestant out of order. After the ride is complete, just double click the original contestant to go back to the contestant who was next on the list.

**At Gate, Ready, etc..** Each display includes in parentheses (), the time needed to take the lead for that contestant.

**Exit:** Use this button when the event is complete to return to the Main Menu.

## Check Processing

When you click on “Check Processing”, you will see a screen like this.



The screenshot shows a software window titled "Rodeo America Check Processing". The window has a yellow background and a blue title bar. At the top, there is a white box containing the text "Rodeo America - Check Processing". Below this, another white box contains the text "Show Producer: Western Rodeo Association". Underneath, 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". The "Exit" button is highlighted with a dashed border.

**Event** - This is the name of the event for which you are printing checks.

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

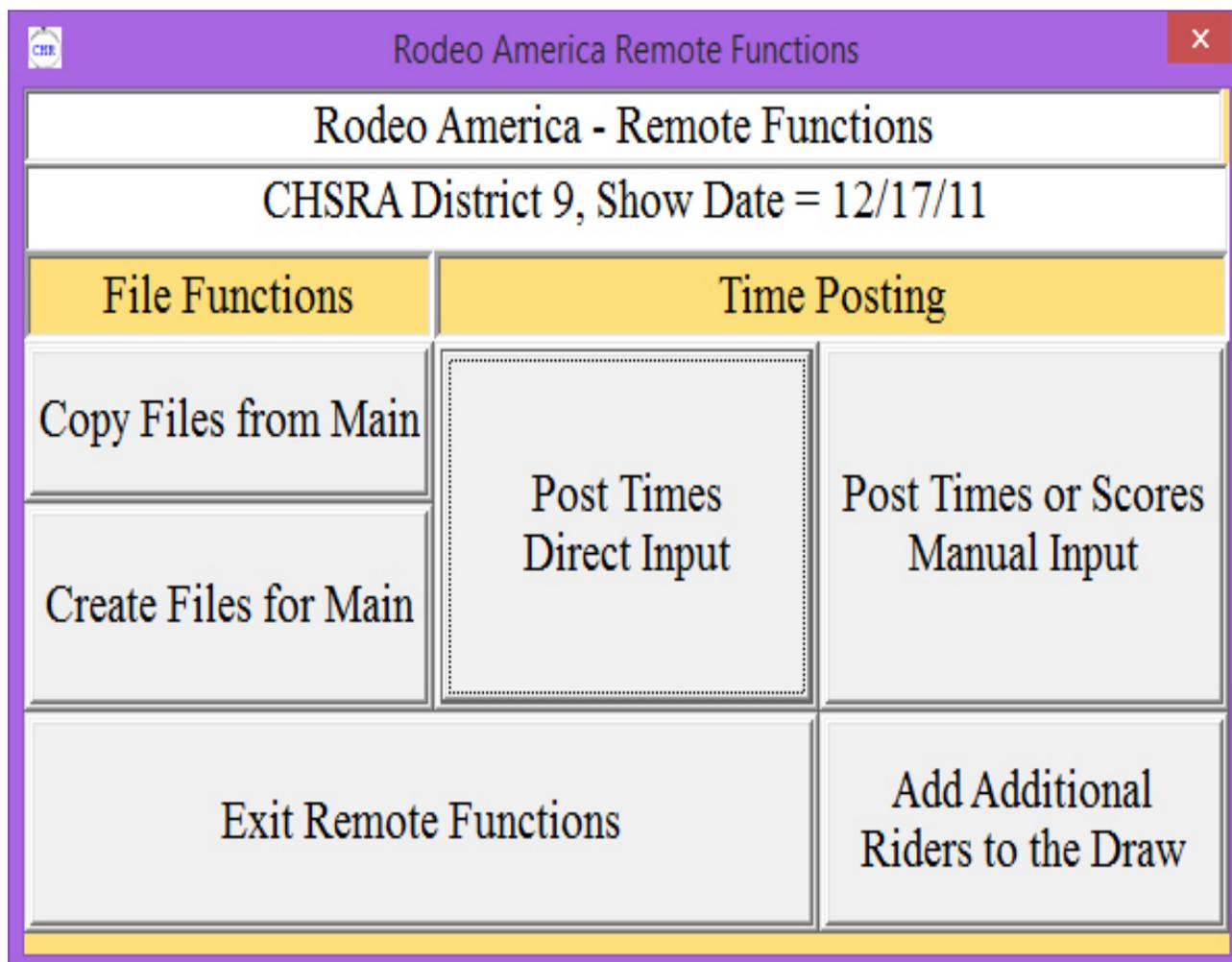
**Write Payout Checks** - Do this at the end of each event, so that you write one check for each contestant. It will only print checks for the current event (as defined on the main menu). Make sure you set the Starting Check number first. It will print 1-up (voucher) or 3-up checks, depending on the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

**Print Check Register** - Do this at the end of each 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.

## External Posting

This icon is used at a secondary computer to run an event. The “Main” computer creates files on an external device. It is brought to the secondary computer, the files are restored, and the event is run there. When processing is complete, the updated files are placed on the external device and it is returned to the “Main” computer, where it is merged back into the show file. The screen looks like this:



**Copy Files from Main:** This function copies the files from the external device from the “Main” computer to the hard drive on this computer.

**Create Files for Main:** This function copies the files from this computer to the external device so they can be take back to the “Main” Computer and merged.

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

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

**Add Additional Riders to the Draw:** This button adds additional riders to the draw on an External Posting computer. After the secondary draw is done on the main computer, the ‘Create Remote Files’ button is used and the device 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 contestant 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 Team File**

Under Administrative Functions, there is the ability to create an extract of the contestant 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 C - Format of Extracted Rider File**

Under Administrative Functions, there is the ability to create an extract of the Contestant 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 D - Timer Direct Input Setup

The Rodeo 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 COM1 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 COM 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 COM port number. Then go to step 3.
3. In the Rodeo America Software, go to “Definitions and Options”. Find the value for the “Timer Port” and replace it with the appropriate COM port number you found in step 1 or 2 (above).
4. In the Rodeo America Software, go to “Post Times from Timer” Click on the “Start Timer” button, then break the timer beams. The “Time” field should agree with the time on the Timer Console.