

Help

About

Shooting Sports Mobile for IDPA™ Scoring App

Scoring Version: 2022.3.2

Server Version: 2022.3.2

Settings Updated: {{settings.now}}

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General

You are smarter than your device, so please act accordingly.

IDPA™: "IDPA", as it appears in this software, is a registered trademark of the International Defensive Pistol Association. While IDPA has encouraged the development of this program, IDPA has no direct affiliation with this software or its developer. Any appearance of "IDPA" is solely to indicate which sport this app is intended for. Please visit the official IDPA website at <http://www.idpa.com/> to learn more, and consider becoming a member if you have not already done so.

Server: This application is part of a software system and is intended to work together with a "server" program running on another computer. Please visit the Shooting Sports Mobile website <http://shootingsportsmobile.com/> to learn more.

Performance: Efforts have been made to handle tap / hold / scroll events across a wide range of devices. The simple theme is meant to help with visibility outdoors. However, it is **HIGHLY RECOMMENDED** that you learn how your device behaves in real world conditions before scoring a match. Dust, screen protectors, dirty hands, and direct sunlight can all affect performance.

Date & Time: The current date and time on your device is saved with each stage. This serves two purposes, 1) Season Standings use the stage date and time to determine if a stage falls within the period that defines a "season"; and 2) The stage date and time is used to determine when a classifier was shot. Please ensure that the date and time is relatively accurate and consistent across all of your devices.

Procedure: To preserve battery life, it is **HIGHLY RECOMMENDED** that you follow this procedure:

1. Connect your mobile device to the same network as the computer running the "server" program.
2. Start the scoring app on your mobile device.

3. Delete old data (after you are sure it has been uploaded to the "server").
4. Download your settings from the "server".
5. Disconnect your mobile device from the network (wifi off, airplane mode, etc).
6. Head to the range and score some matches.
7. Re-connect your mobile device to the network running the "server" program.
8. Upload your results.

Squad

Note: You can't edit the details of a squad member. Just delete them and add them again. Preferably without scoring any stages! When the "server" detects a scoresheet with no stage data it can silently discard it.

Note: If people show up in your squad before you add them, you will be updating or adding scoring data for that shooter's match or classifier scoresheet. Unless you REALLY want to do that, delete all the existing squad members, squad up for the day, and go shoot!

Note: You MAY add shooters to your squad who are being scored in different matches. One example of this is running a BUG match at the same time as your main match, but scoring them in separate reports. Simply Add from Match Signup or Add from Device and make sure you are scoring the correct shooter / match / stage number. When results are uploaded, they will be grouped by the match name used during signup or Add from Device.

Note: You can squad hop (score on multiple devices) for matches, but not for classifiers. Stage data will be added or updated in the order it is uploaded.

Note: For quality control, classifiers are stored by the microsecond timestamp of the last stage; and all three (3) stages must have the proper number of strings, be stored in the same squad entry on the same device, and must be uploaded at the same time.

Add from Classifier Signup: Here you can quickly add shooters to your squad who have already gone through the signup process for a classifier. Use the search box to find shooters. It's case insensitive and includes lname, fname, alias, division, class, uuid, and rerun. Click on an entry to add them to your squad.

Add from Match Signup: Here you can quickly add shooters to your squad who have already gone through the signup process for a match. Use the search box to find shooters. It's case insensitive and includes lname, fname, alias, division, class, match name, and rerun. Click on an entry to add them to your squad. Notice that the list is separated and grouped by match (in case your scorekeeper forgot to delete the signup list from a previous match).

Add from Saved Data: Here you can quickly add shooters to your squad who already have stage data stored on the device (you removed someone from your squad and need to quickly add them back on).

Add from Device: Add shooters to your squad directly from the scoring device. Either select a shooter from the list, or create a new unknown shooter. If you create a new unknown shooter, a random Alias is automatically generated to prevent name conflicts. Only change this Alias once you make certain that the Last Name, First Name, Alias combination you want is not already in use in your database. Check the list first by using the search function, and always keep the list up-to-date by downloading currently known shooters in the Settings menu. Failure to do so may overwrite stage data for an existing shooter. Also, please enter as much of their personal info as possible so that it doesn't have to be updated later. Last Name and First Name are required. Alias is how you differentiate two (2) John Smith's. Check Wants Email if you want their email address to be included in the bulk email export.

Toggle all categories relevant to the shooter. Categories are tied to the shooter, not a specific match. Therefore, they must be updated over time during the signup process or by editing the shooter if they change. Match and Season Standings reports have the option to include categories and will use the shooter's category information at the time the report is generated.

Setting Custom Properties to "Yes" will enable any custom shooter properties that were added to your server database. Note that this will only work after you have downloaded your settings from the server.

To complete the signup process you must select a match name (or check classifier which overrides the match name), check if this shoot is a re-run (you can enter a match once and have one re-run), enter an IDPA ID if the shooter has one, and select a division and class. IDPA ID should be a valid IDPA number, "Pending", or blank if they are not an IDPA member. Blank is not a valid IDPA ID if you check classifier (hint, use "Pending"). If you check classifier, you must also select a Classifier Method. This will determine the available divisions, the number of stages, and number of strings on each stage. Please review the IDPA rules regarding classifiers for more information. Make, model, and caliber are optional.

Be careful with the match name bit. Only matches with the same match name get scored together. If the match list is empty or you want to create a match on the fly, select the blank option from the match list. Now you can type a match name in the input box that appears. We recommend "YYYY-MM-DD[Optional]" as the match name, where YYYY = 4 digit year, MM = 2 digit month, DD = 2 digit day (the last day for a multi-day match), and [Optional] = some other optional information. It helps with sorting.

Sometimes you might want a shooter to have their name highlighted yellow ("flagged") during scoring, either because they are new or because they need extra assistance.

"Add" = "issue a new scoresheet for a match or classifier".

Note: Uploading stages for the same match, fname, lname, alias, re-run will update or add to the database. So if you are shooting the match more than twice, add a new shooter with a different alias.

Note: If you select a non-classifiable division, then A) classifier will be set to "No" and disabled; and B) class will be set to "Unclassified" and disabled.

Note: Consider carefully the ramifications of mixing BUG divisions with regular divisions within the same match. This may affect stage winners for the match and season standings calculations because the round count is the same for all competitors in the match and stage totals may be dramatically different if BUG reloads are not on the clock.

Edit Squad: Squad members are listed by lname, fname, alias, division, class. You can check further details of a squad member by clicking on the entry. To update their position in the list, drag left to move them up and drag right to move them down. You can remove a shooter by holding on the entry. Click on "Clear Squad" to remove the entire squad. Removing a squad member(s) will simply remove them from the list on the score page. It does NOT delete any previously stored stage data for that shooter.

Chrono

Note: If the squad members list is empty, you get kicked to the squad page to review and (or) add members.

Note: Chrono and equipment checks are not required and will only be processed if they are saved and uploaded.

Note: If chrono data shows up for a shooter before you have saved any, you are updating and (or) adding to a previously stored match or classifier. See the notes on the "Squad Help Page".

Match Name: Indicates either the "match name" or "Classifier" and whether or not this is a re-run. Chrono and equipment check data will not be processed for a classifier (it should never be allowed in the first place).

Shooter: Shooters are listed by lname, fname, alias, division, class. The list will auto advance one position when you save the chrono data. This feature can be disabled by changing Gear / Settings / Advance Shooter to "No". You can shuffle shooters by selecting shooters out of order, or go back to the edit squad page and change the order.

Note: You cannot change shooters unless the data on the form has already been saved; or Weight is blank, Velocity is blank, and all buttons are all reset to FAIL.

Weight: Enter your bullet weights in grains separated by commas and/or spaces. Any character that is not a digit, decimal point, comma, or space will be automatically replaced with a comma. If the bullet weights are all the same, just enter it once and things will work as expected.

Velocity: Enter your chrono velocities separated by commas and/or spaces. Any character that is not a digit, comma, or space will be automatically replaced with a comma.

Power Factor: The power factors are calculated for you and the minimum for the division entered is shown.

Chrono Button: If the division entered has a valid minimum power factor, the Chrono Button is disabled and will be toggled for you. If not, you can manually toggle the Chrono Button to PASS.

Equipment Button: Manually toggle this button to PASS for a successful equipment check.

Save: This will write the chrono data to storage.

Note: The confirm dialog contains the chrono and equipment check results. Review them carefully. Read them aloud and ask if the shooter agrees. Then check the "Shooter Agree?" box and click "YES". If you click "NO" in the confirm dialog, you will be taken back to that shooter's chrono page, with a chance to edit what you entered. Simply make your changes, and then re-save the stage.

Note: If you try to leave the chrono page (via "Home Icon" or "Back Button") with data present that has not yet been saved, you will be asked to confirm your action.

Note: YOU MUST go through the sequence of entering chrono data, pressing "SAVE" on the score page, checking the "Shooter Agree?" box, AND clicking "Yes" in the confirm dialog in order to save the data. If you are running a major match, consider having the shooter actually click "Shooter Agree?" and allow them to record their data. This is the equivalent of signing a paper score sheet and keeping a carbon copy.

Score

Note: If the squad members list is empty, you get kicked to the squad page to review and (or) add members.

Note: If stage data shows up for a shooter before you have saved any stages, you are updating and (or) adding to a previously stored match or classifier. See the notes on the "Squad Help Page".

Match Name: Indicates either the "match name" or "Classifier" and whether or not this is a re-run.

Stage: Stages do NOT auto advance. But if data has been saved for a shooter on this stage, it gets reloaded. That way you know it's time to change stages, or you can edit and re-save a stage.

Note: Make sure you select the correct stage especially when you start out. Also note that the maximum number of stages shown in the stage list is unique to each match or classifier.

Note: You cannot change stages unless the data on the form has already been saved; or times is blank, downs is blank, and all buttons are all reset to 0.

Shooter: Shooters are listed by lname, fname, alias, division, class. The list will auto advance one position when you save the stage. This feature can be disabled by changing Gear / Settings / Advance Shooter to "No". You may want to do this when you have multiple classifiers on your squad and each shooter shoots all of their classifier stages in a row. You can shuffle shooters by moving to a new starting point on every stage, select shooters out of order, or go back to the edit squad page and change the order. Just be sure that everyone shoots each stage!

Note: You cannot change shooters unless the data on the form has already been saved; or times is blank, downs is blank, and all buttons are all reset to 0.

Times: Enter your string times separated by commas and/or spaces. Any character that is not a digit, decimal point, comma, or space will be automatically replaced with a comma. Blank times are not allowed, so you must have at least one (1) entry even if it is a zero. Trailing zeros are optional. If "divide_times_100" is enabled on the "server" AND you omit the decimal point, any time greater than 99.99 will be divided by 100.0 (e.g 204 = 2.04 and 1264 = 12.64). If you include a decimal point, the time will be taken as is regardless of whether it is greater than 99.99 or not. This allows you to speed up entry on devices with a less than optimal keyboard layout. Double check your entries for typos. If the entry is a classifier, then the required number of times for each stage is shown in the label.

Downs (aka Points Down): Enter your points down as integers separated by commas and/or spaces. Any character that is not a digit, comma, or space will be automatically replaced with a comma. You can score each target separately, mentally add arrays of targets together, or even skip multiple zeros. Blank downs are not allowed, so you must have at least one (1) entry even if it is a zero.

Buttons:

PE = Procedural Error

HNT = Hit on a Non-Threat

FP = Flagrant Penalty

FTDR = Failure To Do Right

FIN = FINger!

MUZ = MUZzle!

DQ = DisQualified!

Tap to add (1) or enable. Hold to reset. (FIN, MUZ) go DQ at ("fin_limit", "muz_limit") or "dq_limit" total based on values set on the "server". Also note that they stay with that shooter's scoresheet, whereas the other buttons are reset automatically stage by stage, shooter by shooter. According to the rules, FIN automatically adds a PE for that stage as well. If you reset FIN, then you must reset and add the correct number of PE's for that stage as well.

Save: This will write the stage data to storage. The "server" will attempt to merge all the stage data for a match when it is submitted, even from multiple devices. This allows for squad hopping during a match.

Note: The confirm dialog contains the stage totals. Review them carefully. Read the score aloud and ask if the shooter agrees. Then check the "Shooter Agree?" box and click "YES". If you click "NO" in the confirm dialog, you will be taken back to that shooter's score page, with a chance to edit what you entered. Simply make your changes, and then re-save the stage.

Note: If you try to leave the scoring page (via "Home Icon" or "Back Button") with data present that has not yet been saved, you will be asked to confirm your action.

Note: YOU MUST go through the sequence of entering stage data, pressing "SAVE" on the score page, checking the "Shooter Agree?" box, AND clicking "Yes" in the confirm dialog in order to save the stage. If you are running a major match, consider having the shooter actually click "Shooter Agree?" and allow them to record their stage score from the confirm dialog. This is the equivalent of signing a paper score sheet and keeping a carbon copy.

Note: If you are scoring a classifier, you have saved the correct number of stages for the classifier method, and each stage has the proper number of string times for the classifier method, you will be presented with their total score and what their classification is. **YOU STILL NEED TO UPLOAD THE RESULTS TO THE "SERVER" TO RECORD THE CLASSIFIER IN THE DATABASE!**

Upload

Server URL: Change this URL to point to the computer on your network running the "server" program.

Username and Password: Enter a valid username and password that has permission to upload results.

UPLOAD: Click here to upload all currently stored data on the device. The data to be uploaded is shown below the button. Uploading data more than once will update a match or classifier if it already exists. You must have a username and password authorized to upload or hand the device off to someone who does. If successful, you can delete the stored data on your device. If not, **DO NOT** delete the stored data and try to upload the data when you have a connection or have diagnosed the problem. Doing so will lose those stage scores forever!

Delete Data

DELETE DATA: Does just what it says, so you better be sure!

The data to be deleted is shown below the button.

Settings

Server URL: Change this URL to point to the computer on your network running the "server" program.

Username and Password: Enter a valid username and password that has permission to download settings.

DOWNLOAD: Click here to download the current known shooters, signup lists, match lists, the default match, and other settings from the "server".

RESET: Click here to reset the settings to factory defaults.

Advance Shooter = [Yes or No] if Yes, the scoring app will automatically advance to the next shooter after you save a stage on the score page. This is usually what you want and is the default behavior. This feature can be disabled by setting Advance Shooter to "No". You may want to do this when you have multiple classifiers on your squad and each shooter shoots all of their classifier stages in a row. We suggest only doing this temporarily for a group of classifiers as described above.