

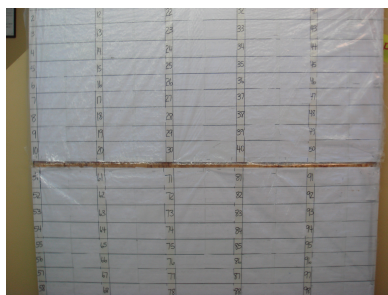
Biathlon Alberta Sticker Board for Range Results 21/12/09

Introduction:

The Sticker Board is a new technique for collating and checking range results before the results are entered into the competition software (Zone 4). The advantage of this procedure over the earlier paper based methods is that it is possible, with one glance, to see if data is missing, to quickly find the results for a particular bib number and to easily check if that data is consistent and/or correlates with other observations.

Version 2.0 Manual has the range volunteer scoring instructions at the end.

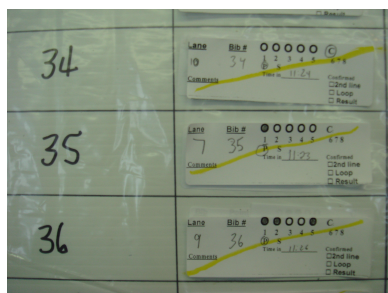
What it looks like in action:



Boards set up for 4 shootings: 5 col., 4 stickers per bib:



Checking data and entering it via a Summit timer, Grande Prairie



Single results – checked off



ENSC Sticker Boards

Component Parts:

Scoring Sheets:

Made from sheets of $1\frac{1}{3}$ " x 4" labels, cut into two equal parts to give sheets of 6 labels. The printed labels are available from Biathlon Alberta and come with 3-hole punch, ready for use with binders.

Scoring binders:

Each range scorer has a 3-ring binder (or short clip board). The sticker sheets are put into approx. 8" x 8" binders for use on the range. The closed binder protects the labels from the weather. The pocket on the inside cover is used to store instruction sheets and spare pencils.

Sticker Boards:

Made of Coreplast sheets, approximately 24" x 48" ruled in a grid as follows:

Column 1	Column 2	Column 3	Column 4	Column 5
Bib No	blank	blank	blank	blank
3"	4½"	4½"	4½"	4½"

Each Row is 1½" high (approx. 32 rows per sheet)

Rows are numbered sequentially: 1-30; 31-60; 61-90, etc.

Sticker boards can be fixed permanently in position if desired.

Operations:

Set Up:

- Each board is covered in 2mm vapour barrier, stretched tight and stapled.
- Each board is stapled to a wall or vertical plywood sheet for support.
- Boards are arranged in sequential bib number order.

At The Range:

- Range runners will bring back any sheets that have 2 or more stickers completed.
- Direct your runners to look for particular bib scores as each category nears completion.
- Your runners will return new or recycled sheets with blank stickers to the scorers.
- Errors should be brought to the attention of a senior range official by radio.
- If feasible, your runners may return incomplete stickers to the original scorer for completion (if possible) or correction (if possible).

Mark Up:

- When sticker sheets come in from the range, each sticker will be peeled off its sheet and affixed to the sticker board in the appropriate cell:
 - Row = Bib number,
 - Column = 1, 2, 3 or 4, based on competition format, P or S and Time In.
- Save sheets with unused stickers for reuse. Consolidate onto sheets with 3+ stickers.
- Give priority to mark up and verification .

Verification:

- For each sticker, verify that the information is complete, especially. Bib, P/S, score, Time in.
- Return incomplete stickers(scores) to the range (Lane) for completion (if possible)
- For each row, verify that each sticker has the correct Bib number and that the shooting scores are in the correct order.

Data Entry:

- Once a row has been verified, it can be entered into the computer via a Summit Timer. *One person reads the label while one person types.*
 - Type the bib number
 - Type a space
 - Type the number of misses (black dots)
 - Press Enter

Checking the Results:

- **2nd line:** Refers to a second line of scorers who just record bib numbers and misses - 2nd line usually manage 5-6 or fewer lanes. They are a backup to the primary scorers, in case there is an error or disputed result. In Alberta, we only check disputed or incomplete results.
- **Loop:** Refers to Penalty loop. It is possible to consolidate loops on the Board. In Alberta, we prefer to consolidate the loop counts on paper and only cross check on the board if the chip count from the penalty loop and shooting scores disagree.
- **Confirmed:** In Alberta we use this tick box to indicate that the result has been entered in the Summit timer.

Manual Range Scoring:


Stickers come on sheets of labels, with six labels (stickers) per page, pre-punched for small 3-ring binders.

Blank Sticker:

Bib	Lane	○ ○ ○ ○ ○	C
		1 2 3 4 5	6 7 8
P	S	Time in:	Confirmed:
			<input type="checkbox"/> 2nd Line
Comment:			<input type="checkbox"/> Result

Record Score like this:

Example: Two misses

Target: 

Form:

Bib	Lane	● ○ ● ○ ○	C
		1 2 3 4 5	6 7 8
P	S	Time in:	Confirmed:
			<input type="checkbox"/> 2nd Line
Comment:			<input type="checkbox"/> Result

Record Shooting Bout information in this order:

Bib: Record the athletes bib number (back, side, front or leg number)

Lane: Record the lane the athlete is shooting in.

P S : Record the setting of the target, circle P for Prone, S for Standing.

Time in: Record the time of day, to nearest minute.

Pause here and watch the athlete shoot.

As each shot is fired, cross off a number, 1 – 5, e.g. after 3 shots: **~~1~~ ~~2~~ ~~3~~ 4 5**

Make sure all five shots are fired before you record the score.

After 5 shots, colour in the circles to match the target – see above right.

C - If all five targets are white, circle the letter C to confirm this.

Comment: Use this space to note any infractions of range rules, target problems, cross fires, etc.

Always score the target that corresponds to the lane number . Make a note in Comments if the athlete shoots at a different target in an adjacent lane (called a cross-fire). Ignore the adjacent target unless a second athlete is *already* shooting (or *about to* shoot) in that adjacent lane.

Cross firing at another athletes target:

If this occurs, the range staff must stop both shooters.

- Alert the Ramp Supervisor or Chief of Range, who will stop the athletes.
- Start a stop watch, or note the seconds on your watch.
- Record the score on the targets when the athletes stop shooting.
- Note who cross-fired and how many targets hit, if any..
- Note the time when the athletes are told to start shooting again.
- Start a *second* sticker for each lane, to record the results when shooting starts again.

Relay Competitions:

Athletes may use 3 extra bullets if they have missed any targets with the first 5 shots. These bullets must be hand loaded, one shot at a time.

Record the extra shots using numbers 6, 7 and 8, e.g. Two extra bullets: **~~6~~ ~~7~~ 8**