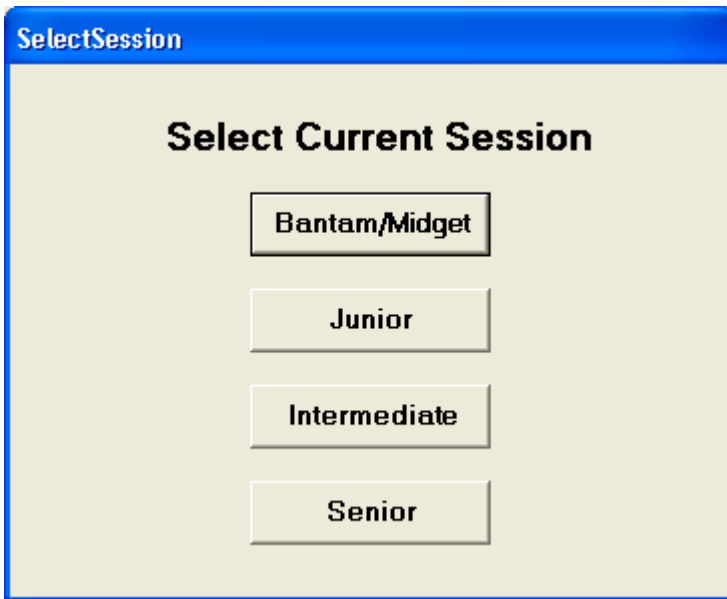


NVWF Computer Workflow

At this point you should have already done the following:

1. connected the computer, scale, and printer a power outlet,
2. connected the numeric keypad and mouse to the appropriate computer port,
3. connected the scale's serial cable to the scale and computer serial port,
4. connected the parallel printer cable to the computer and printer,
5. powered the printer and scale on (note: if at any time, the scale does not read 0, press the 'tare' button),
6. powered the computer on.

Select the Icon in the middle of the screen with the current scrimmage as the label. The following will appear on the screen:

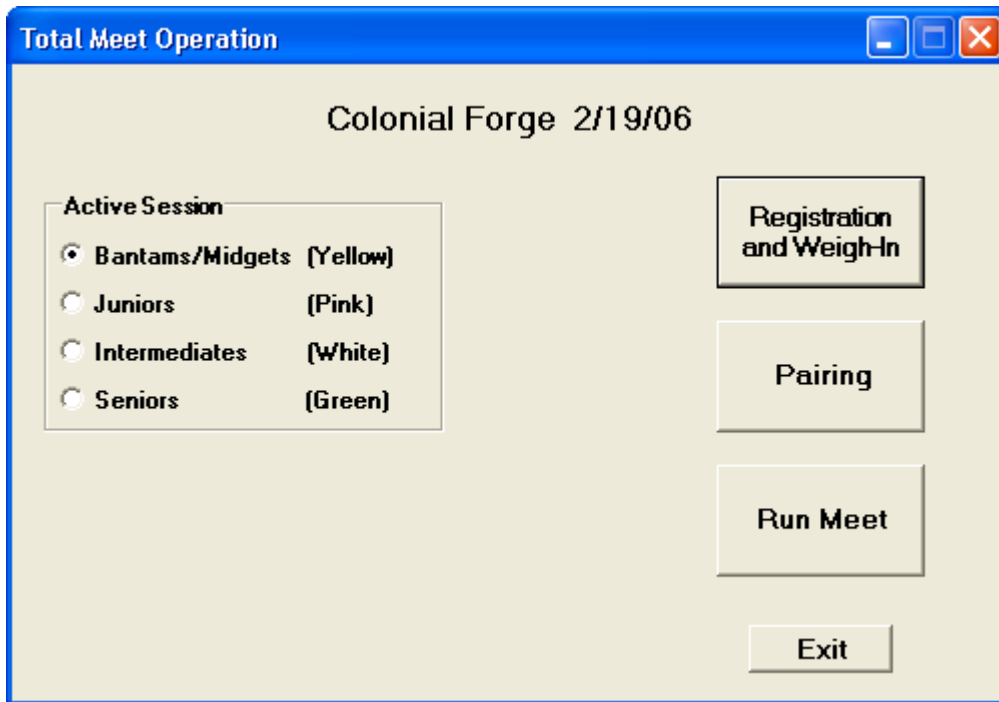


Weigh-ins are ready to begin.

1. Select the Age Group wrestling
2. Give appropriate cards to Registration Table:

Age Group	Card color	DoB
Bantam/Midget	– Blue and Yellow	2001 - 1998
Junior	– Red	1997 – 1996
Intermediate	– White	1995 - 1994
Senior	- Green	1993 - 1992
3. Give Registration Table the *Master Roster*, which will be in the front flap of the computer case. This will help if a card is missing or misfiled.

The following screen will be displayed after selecting the Age Group. In this case the Age Group is Bantams/Midgets



Select **Registration and Weigh-in**

The Registration and Weigh-in Screen will display.

WeighIn

Bantam/Midget Registration and Weigh In

Enter Number of Wrestler to Weigh: **Get Weight** **Accept**

Remove Selected Wrestler

Temporarily Change Level for Selected Wrestler (A->B and B->A only)

Move Selected Bantam Wrestler to Midget

Reset Division/Level of Selected Wrestler back to Original Values

Sort By Weight Sort By Name

Sort By Division>Level>Weight

Exit

-----Meet Data-----|-----Registration Data-----|

< = Wrestling Up

*** = TOO OLD

Total Registered: 0

Find Wrestler by Name

Enter Beginning of Last Name Below:

4. One person at the weigh-in station takes each wrestler's card and asks his/her name, verifying that the card is the right one for that wrestler.
5. The second person at the weigh-in station enters the wrestler's card number located on the left lower corner of the wrestler's card in the text box labeled **Enter Number of Wrestler to Weigh:**
6. The person entering in the number should verify with the person holding the card that the name that appears on the screen is actually the person on the card. This will make sure the number is not keyed in incorrectly. **THIS IS CRITICAL – A MISENTERED NUMBER WILL BOTH CAUSE FORFEITS AND FAIL TO PAIR A WRESTLER WHO IS PRESENT.**
7. Once the wrestler's name has been verified select **Get Weight**. The wrestler can already be on the scale. If not, ask him get on the scale. (note: it helps speed things up if an announcement is periodically made to the line of wrestlers waiting, that they should step onto the scale when they hand in their card).
8. Once a weight appears on the screen select **Accept** and read the weight aloud.
9. The person with the card needs to write the weight on the card.

NOTE: If a wrestler's card is missing, the wrestler's last name can be entered in the lower left of the window. A list of names will appear next to the name. This will allow you to find the wrestler if their name is in the database. If the wrestler's name is not found, they have not registered are ineligible to wrestle. If the wrestler is found, double click on his name and you will be ready to weigh him in. Create a card for the wrestler using the blank cards in the cards box.

Bantam/Midget Registration and Weigh In debug mode

Enter Number of Wrestler to Weigh:

DiMeglio, Nicholas 01/19/98 Lvl: A1 Wt: 0.0 Record: 1-2
Vienna Youth, Inc.

1640	MID B	71.0	Carswell, Michael	STR	1997	MID B	71.0
1650	MID B	103.0	Carter, Ralph W 3rd	BRP	1997	MID B	103.0
1660	MID B	70.0	Casciano, Bennett P	BND	1997	MID B	70.0
1670	MID B	75.0	Cecil, Patrick	CYA	1997	MID B	75.0
1680	MID B	60.0	Christensen, Taylor	VYI	1997	MID B	60.0
1690	MID A1	108.9	Chung, Stephen	MAAW	1997	MID A1	108.9
1700	MID B	74.0	Clarke, William J	MAAW	1997	MID B	74.0
1710	MID B	46.0	Clifford, Leo	MV	1998	MID B	46.0
1720	MID A1	94.0	Cole, Tyler G.	LYWC	1997	MID A1	94.0
1730	MID B	65.0	Collier, Travis	STF	1998	MID B	65.0
1740	MID A2	50.0	Colza, Kye	FPYC	1998	MID A2	50.0
1750	MID A2	65.0	Colza, Zane	FPYC	1997	MID A2	65.0
1760	MID A2	73.0	Conklin, Tristan N	BND	1997	MID A2	73.0
1770	MID A1	55.0	Cook, Garrett	LYWC	1998	MID A1	55.0
1780	MID A4	90.7	Cornwell, Billy	CWC	1997	MID A4	90.7
1790	MID B	80.0	Curtis, Glenn Caleb (Cale	BRP	1997	MID B	80.0
1800	MID B	55.0	Davis, Matthew W	BND	1998	MID B	55.0
1810	MID B	63.0	Day, James	HBCC	1998	MID B	63.0
1820	MID B	66.5	DeGraw, Lucas G.	AR	1997	MID B	66.5

Remove Selected Wrestler

Temporarily Change Level for Selected Wrestler (A->B and B->A only)

Move Selected Bantam Wrestler to Midget

Reset Division/Level of Selected Wrestler back to Original Values

Sort By Weight Sort By Name

Sort By Division>Level>Weight

Exit

Wt Validation Off On
Diff:

-----Meet Data-----|-----Registration Data-----|

< = Wrestling Up
*** = TOO OLD

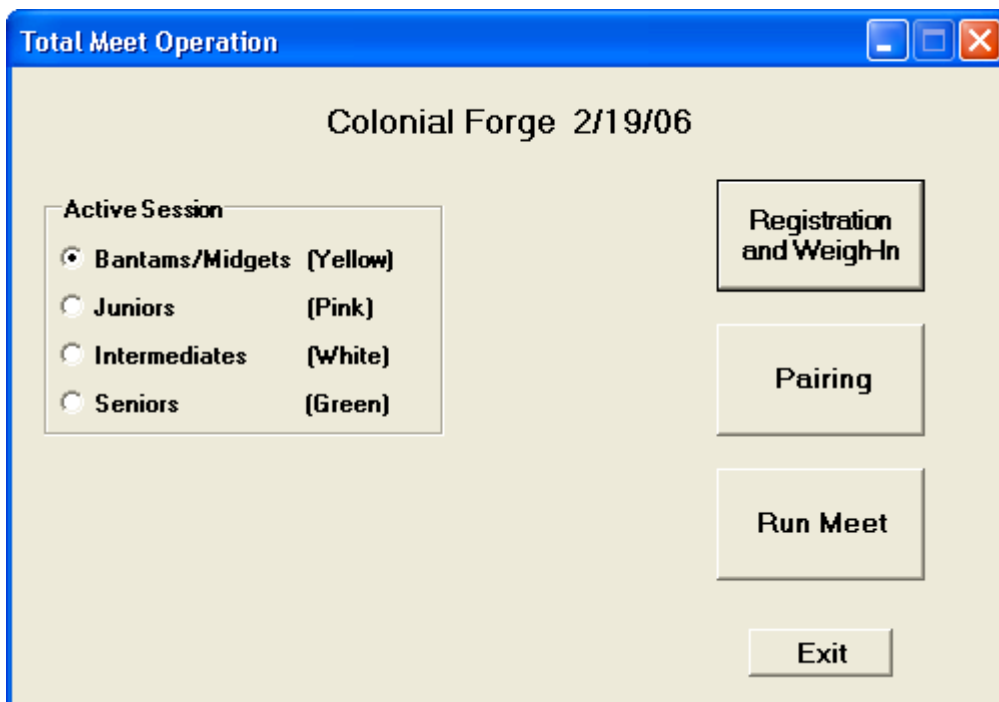
Total Registered: 116

Find Wrestler by Name

Enter Beginning of Last Name Below:

10. If a wrestler want to wrestle up, B -> A, and his coach agrees, select **Temporarily Change Level for Selected Wrestler**.
11. If a wrestler wants to wrestle down, A -> B, check his record below the Get Weight button. This should only be done if his record is an extremely lopsided losing record. Select **Temporarily Change Level for Selected Wrestler** if his record is lopsided and his coach agrees.
12. Be sure and advise the coach that this is a TEMPORARY change and that any permanent change must be requested by the team's registrar making the requested change to the NVWF Registrar.
13. Once registration is closed select *Exit*.

(NOTE: As you are collecting the cards, put them in numerical order.)



14. Select **Pairing**.

Pairing Colonial Forge 2/19/06 - Bantam/Midget

Registered [116] [116 Unpaired] Classes (0) Print Summary Exit

UnPaired

00270	Daus, Jimmy	VYI	1999	BAN	B	34.0	36.7
00590	Kirkman, Blake	END	1999	BAN	A1	35.0	37.8
00470	Harrison, Natha	ERP	2000	BAN	B	38.0	41.0
00060	Baughman, Alex	CC	2001	BAN	B	38.0	41.0
00480	Hartman, Todd B	END	2001	BAN	B	40.0	43.2
00550	Ivkin, Maxim	VYI	2000	BAN	B	40.0	43.2
00420	Godwin, Mark	VYI	2000	BAN	B	40.0	43.2
00530	Hosking, Henry	VYI	2000	BAN	B	42.0	45.4
00170	Cafurello, Bruc	STR	1999	BAN	A1	43.0	46.4
00340	Elder, Davis R	APCS	2000	BAN	B	43.0	46.4
00630	Lalonde, Caleb	VYI	2000	BAN	B	43.0	46.4
00330	Elder, Conner W	APCS	2000	BAN	B	44.0	47.5
00490	Hauck, Clayton	LYWC	1999	BAN	A1	44.0	47.5
00090	Berrick, Gabrie	CYA	1999	BAN	B	44.0	47.5
00150	Budd, Kyle	FAQ	1999	BAN	B	44.2	47.7
00290	Demas, Evan A	APCS	1999	BAN	B	45.0	48.6
00120	Brown, Dallin	QW	2000	BAN	B	45.0	48.6
00520	Homan, Creight	CYA	2000	BAN	B	45.0	48.6
00190	Casciano, Charl	END	1999	BAN	B	45.0	48.6
00370	Fields, Drew	STF	2000	BAN	B	45.0	48.6
00580	Kemp, Kamren M	FTE	1999	BAN	B	45.0	48.6
00230	Collier, Braydo	STF	1999	BAN	B	45.0	48.6
00110	Brandon, Hunter	STF	1999	BAN	B	45.0	48.6
00350	Eubanks, Cole	LH	1999	BAN	A1	46.5	50.2
00280	Davis, Jason Bu	CC	2000	BAN	B	47.0	50.8
00300	Drake, Everett	STR	2000	BAN	B	47.0	50.8
00030	Averna, Samuel	FAQ	2000	BAN	B	47.1	50.9
00040	Avila, Erik	VYI	1999	BAN	A1	48.0	51.8
00380	Fisher, Benjami	CYA	1999	BAN	B	48.0	51.8
00360	Perlazzo, Nicho	END	1999	BAN	B	48.0	51.8
00050	Badillo, Ryan	CYA	2000	BAN	A1	49.0	52.9

Classes (0)

<=Add Selected Wrestler to Class

Order Classes By Weight

Order Classes By Div>Lvl>Wt

Order Classes By Div>Wt>Lvl

Clear Selected Class

Selected Class

Class Warnings

Remove Selected Wrestler from Class

Matches in Selected Class with Weight Issues

Pair All Clear All Classes Unpair Selected Pair Selected Create Class from Selected

Pairing Algorithm 1 Allow Bantam/Midget Classes

Pairing Algorithm 2 Use Team Separation

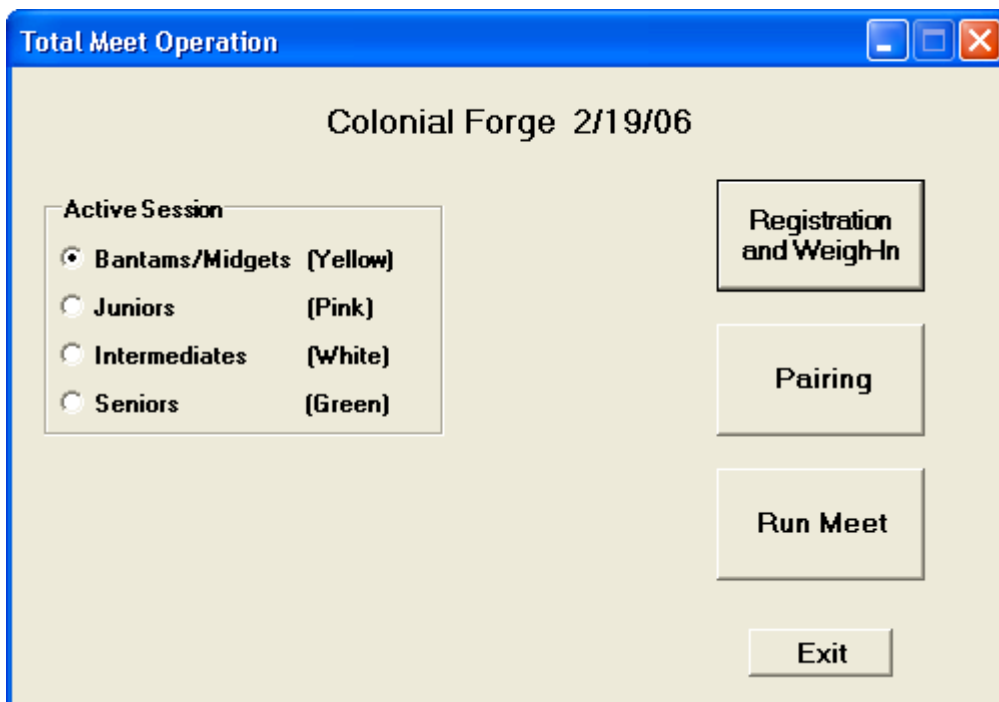
15. Select **Pairing Algorithm 1**

16. Select **Pair All**

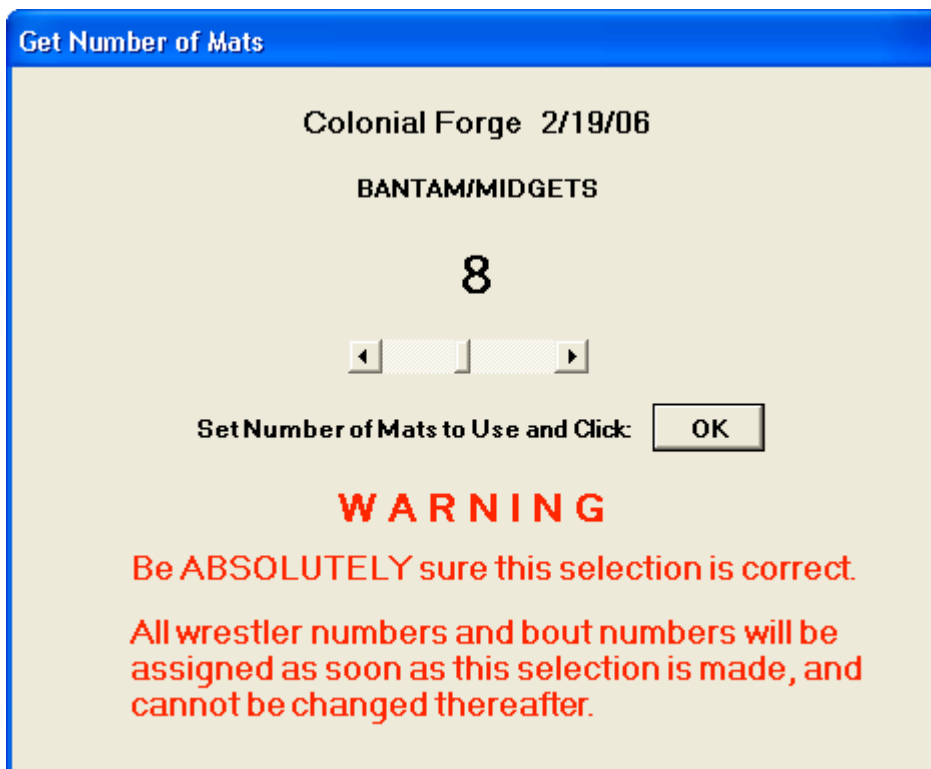
NOTE: Level “C” should **under no circumstance** wrestle a Level “A1” or “B” wrestler. To wrestle a Level “A2” through “A9”, a Level “C” wrestler must receive permission from the Level “A” wrestler’s coach.

17. Look at any unpaired wrestlers to see if you can pair them with any group in the upper right hand window. In this case, there isn't any weight bracket for the unpaired wrestler to be paired in. Notify the wrestler he will need to wrestle up to the next age group.
18. Check each weight bracket.
 - a. Look to see if a small weight bracket (two – three wrestlers) can be:
 - combined with the brackets above or below
 - have wrestlers from brackets above or below combined in their bracket.
19. Check all the brackets with * next to them. Typically this indicates, *Mixed Div/Level* or *Required Order*. These two indicators are for you to be aware in case you want to change the bracket. Mixed Div/Level is self explanatory. Required Order indicates that the computer has arranged the class in a specific order to avoid teammate matches and/or matches violating our weight guidelines. This is not a problem, but rather a warning that if you change the class, you may cause teammate matches or weigh violations. If *Max Wt Exceeded* ever comes up, the actual wrestlers involved in the match or matches that exceed our weight standards will be displayed in the lower right list box, and the coach of the lighter wrestlers *must* be called to get approval for him to wrestle.
20. When you have completed pairing, select **Exit**

NOTE: Level “C” should **under no circumstance** wrestle a Level “A1” or “B” wrestler. To wrestle a Level “A2” through “A9”, a Level “C” wrestler must receive permission from the Level “A” wrestler’s coach.



21. Select **Run Meet**



22. Use the arrow bar to select the number of mats you are using for this session.
23. Select **OK** once you have the correct number of mats displayed.

NVWF Wrestling Colonial Forge 2/19/06

Active Session

- Bantams/Midgets (Yellow)
- Juniors (Pink)
- Intermediates (White)
- Seniors (Green)

Work with Classes Print Options Record Bouts Terminate Program

Bout Summary for Active Session

Class	Bout	Wrestler 1	Wrestler2	Winner	Score
B-034	03107	Daus, Jimmy (VYI)	Kirkman, Blake (BND)	(UNRECORDED)	
B-038	01104	Harrison, Nath (BRP)	Baughman, Alex (CC)	(UNRECORDED)	
	01105	Hartman, Todd (BND)	Ivkin, Maxim (VYI)	(UNRECORDED)	
	01204	Harrison, Nath (BRP)	Hartman, Todd (BND)	(UNRECORDED)	
	01205	Baughman, Alex (CC)	Ivkin, Maxim (VYI)	(UNRECORDED)	
	01304	Baughman, Alex (CC)	Hartman, Todd (BND)	(UNRECORDED)	
B-040	01305	Harrison, Nath (BRP)	Ivkin, Maxim (VYI)	(UNRECORDED)	
	02104	Godwin, Mark (VYI)	Hosking, Henry (VYI)	(UNRECORDED)	
	02105	Cafurello, Bru (STR)	Elder, Davis R (APCS)	(UNRECORDED)	
	02204	Godwin, Mark (VYI)	Cafurello, Bru (STR)	(UNRECORDED)	
	02205	Hosking, Henry (VYI)	Elder, Davis R (APCS)	(UNRECORDED)	
M-042AB	02304	Hosking, Henry (VYI)	Cafurello, Bru (STR)	(UNRECORDED)	
	02305	Godwin, Mark (VYI)	Elder, Davis R (APCS)	(UNRECORDED)	
	03106	Arnold, Reaves (CYA)	Aldiva, Yarhos (STF)	(UNRECORDED)	
B-043	03206	Arnold, Reaves (CYA)	Amundson, Zach (STF)	(UNRECORDED)	
	03306	Aldiva, Yarhos (STF)	Amundson, Zach (STF)	(UNRECORDED)	
	01101	LaLonde, Caleb (VYI)	Elder, Conner (APCS)	(UNRECORDED)	
	01102	Berrick, Gabri (CYA)	Budd, Kyle (FAQ)	(UNRECORDED)	
	01103	Hauck, Clayton (LYWC)	Demas, Evan A (APCS)	(UNRECORDED)	
	01201	LaLonde, Caleb (VYI)	Hauck, Clayton (LYWC)	(UNRECORDED)	

Total Bouts by Mat: 1:21 2:21 3:19 4:19 5:19 6:19 7:18 8:18 Total:154

Unrecorded Bouts by Mat: 1:21 2:21 3:19 4:19 5:19 6:19 7:18 8:18 Total:154

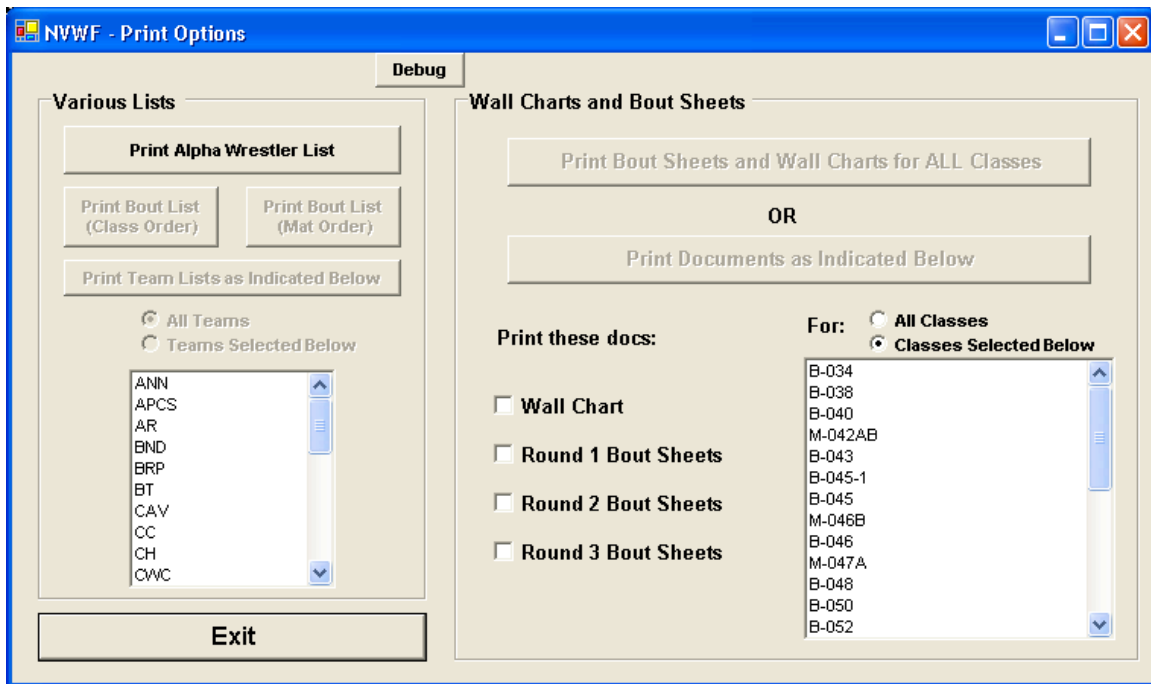
Record Selected Bout

Summarize by Class Summarize by Bout Number

Reprint Bout Sheet for Selected Bout

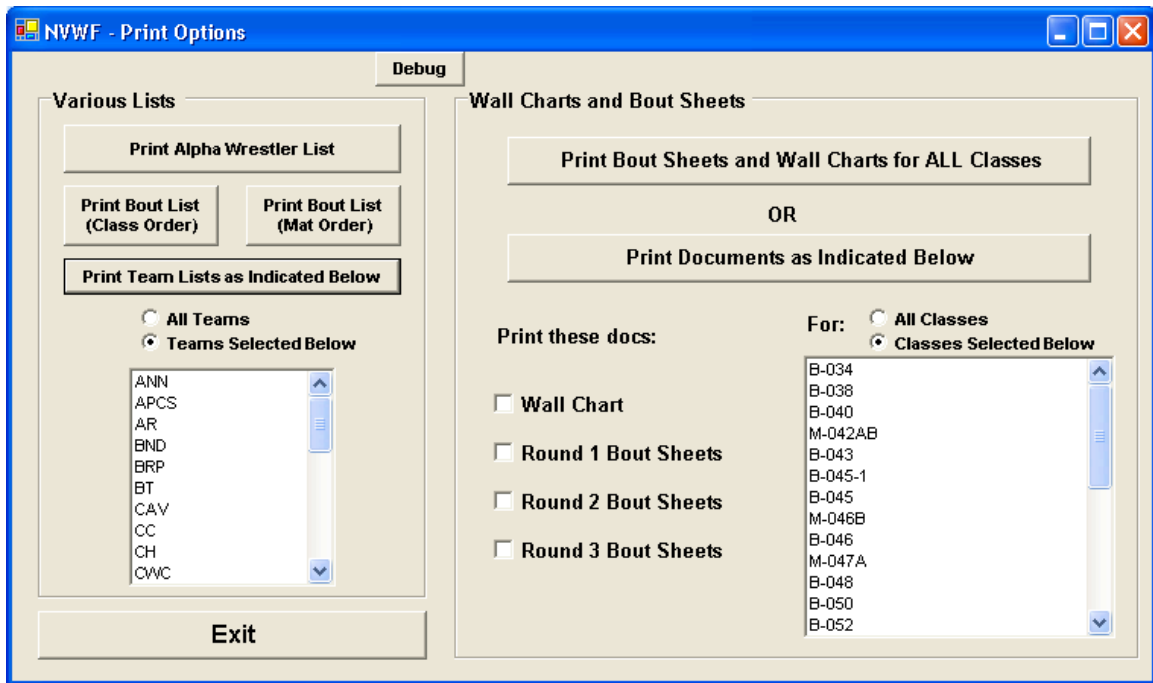
Display UNRECORDED Bouts Only

22. Select **Print Options**.



Note: Make sure you have the printer connect to the computer.

23. Select **Print Alpha Wrestler List** twice.
24. Post one list to the wall and give the other list to the announcers table.
25. Select **Print Team Lists as Indicated Below** (You will only be able to select this after Print Alpha Wrestler List has been selected).
26. Select **All Teams** under **Team Lists as Indicated Below** and select **Team Lists as Indicated Below** once more.
27. Give the two lists to the announcers table where they can be given to the team coaches.



28. Select Print Bout Sheets and Wall Charts for ALL Classes.

Note: Print Bout Sheets and Wall Charts for ALL Classes will first print the first round bouts for one class on each mat – this is so you have a few bouts for each match to get things started. It will then print the rest of the first round bout sheets for each mat. Once the first round bouts sheets have been completed, the Wall Charts will be printed. Once the wall charts are completed the second and third round bout sheets will be printed.

29. As the bouts sheets are being printed, take them and cut them in half. **(be careful not to cut the Wall Charts in half when you get to the last of the round 1 bout sheets).**
30. Once you have the first few for each mat, have them delivered so wrestling can start.
31. Cut the remaining round 1 bout sheets.
32. Order them by Bout number. *(Note: It is easier to have two piles, the top half and the bottom half. The order is top – bottom – top – bottom ... The first digit (or 2, if more than 9 mats) is the Mat number, the second digit is the round, and the last two digits are the bout for that mat and round. For example, 10203 is the third bout in round 2 on mat 10.)*
33. Once the first round bouts are in order, send them out to the tables.
34. Once Wall Charts have printed, post them to the wall.
35. As the second and third round bout sheets are printed, cut them and order them.
36. Once each round has been ordered send them to the tables.
37. Once the last bout sheet has printed, *(Note: Make sure you didn't run out of paper.)* disconnect the printer and scale. Disconnect the power cord from the power outlet.
38. Exit the application.
39. Remove the memory stick.
40. Give the memory stick to the person at the scorers table.

NVWF Wrestling Colonial Forge 2/19/06

Active Session

Bantams/Midgets (Yellow)
 Juniors (Pink)
 Intermediates (White)
 Seniors (Green)

Work with Classes Print Options Record Bouts Terminate Program

Bout Summary for Active Session

Class	Bout	Wrestler 1	Wrestler2	Winner	Score
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B-038	01104	Harrison, Nath (BRP)	Baughman, Alex (CC)	(UNRECORDED)	
	01105	Hartman, Todd (BND)	Ivkin, Maxim (VYI)	(UNRECORDED)	
	01204	Harrison, Nath (BRP)	Hartman, Todd (BND)	(UNRECORDED)	
	01205	Baughman, Alex (CC)	Ivkin, Maxim (VYI)	(UNRECORDED)	
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	01305	Harrison, Nath (BRP)	Ivkin, Maxim (VYI)	(UNRECORDED)	
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	02205	Hosking, Henry (VYI)	Elder, Davis R (APCS)	(UNRECORDED)	
	02304	Hosking, Henry (VYI)	Cafurello, Bru (STR)	(UNRECORDED)	
	02305	Godwin, Mark (VYI)	Elder, Davis R (APCS)	(UNRECORDED)	
M-042AB	03106	Arnold, Reaves (CYA)	Aldiva, Yarhos (STF)	(UNRECORDED)	
	03206	Arnold, Reaves (CYA)	Amundson, Zach (STF)	(UNRECORDED)	
	03306	Aldiva, Yarhos (STF)	Amundson, Zach (STF)	(UNRECORDED)	
B-043	01101	LaLonde, Caleb (VYI)	Elder, Conner (APCS)	(UNRECORDED)	
	01102	Berrick, Gabri (CYA)	Budd, Kyle (FAQ)	(UNRECORDED)	
	01103	Hauck, Clayton (LYWC)	Demas, Evan A (APCS)	(UNRECORDED)	
	01201	LaLonde, Caleb (VYI)	Hauck, Clayton (LYWC)	(UNRECORDED)	

Total Bouts by Mat: 1:21 2:21 3:19 4:19 5:19 6:19 7:18 8:18 **Total:154**
Unrecorded Bouts by Mat: 1:21 2:21 3:19 4:19 5:19 6:19 7:18 8:18 **Total:154**

Summarize by Class Summarize by Bout Number
 Display UNRECORDED Bouts Only

Reprint Bout Sheet for Selected Bout Record Selected Bout

41. After getting computer set up at the Recording station, select **Record Bouts**.

NVWF - Record Bouts

(1) Enter Bout Number to Record: (No Such Bout)

(2) Select Winner:

Red

Green

Draw

(3) Enter Score:

Scoring Examples

Sample Score	What It Means	Some Definitions
4-4	Draw	Draw: A tie match. Both wrestlers scored the same in normal match time and no overtime was wrestled.
6-3	Decision	Decision: Win by points. Match went full length of time with one wrestler scoring more points than the other.
2:17	Fall 2 minutes and 17 seconds into the match. Use the full match time wrestled, not just the time in the round	Fall: Win by pin. Match ended early when one wrestler satisfied the conditions to win by pin.
17-2/2nd	Technical Fall in 2nd round	Technical Fall: Win by 15 or more point majority. Match ended early when one wrestler exceeded his opponents score by 15 or more points.
12-10/OT	Decision in overtime	Disqualification: Match ended early when one wrestler was disqualified.
5:20/OT	Fall in overtime	Default: Match ended early when one wrestler chose not to continue (non-injury).
DFLT/1st	Default in 1st round	Injury: Match ended early due to injury.
INJ/3rd	Injury in 3rd round	Forfeit: Match did not take place due to one or both wrestlers not reporting for wrestling.
DQ/2nd	Disqualification in 2nd round	
FORF	Forfeit	
(use FORF ONLY for No Shows)		
???	No clue what the actual score of the match was	

42. Enter the bout number. (The wrestlers' names will appear.)
43. Select the wrestler who won. *(Note: Go by name, not color. The mats occasionally change the colors.)*
44. Enter the score. There are examples below to assist. *(Note: There are occasions when the table does not put the correct time for a Fall otherwise known as a pin. If it appears a match went to the second round before the Fall happened and the time that was recorded as :30 seconds, then something is wrong. More then likely it was 1:30 for Bantam – Junior, or 2:00 for Intermediate and Senior. Bantam – Junior have 1:00 minute rounds where Intermediate – Senior have 1:30 minute rounds.)*
45. *Place all bout sheets in numerical order by BOUT number. Bout sheets must be returned to registrar.*