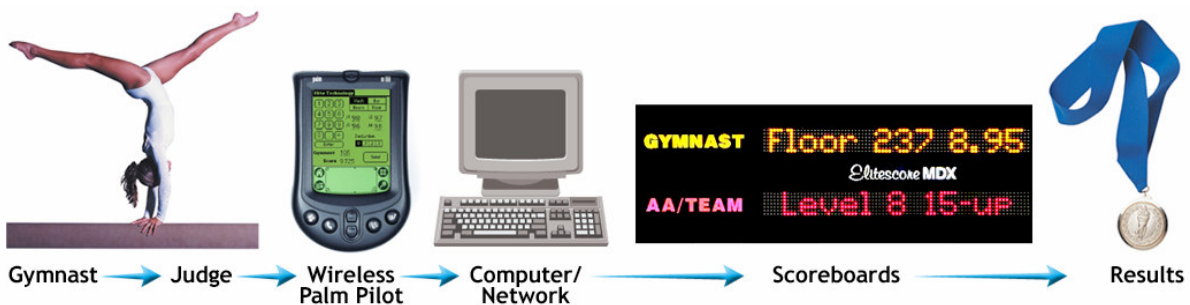




Scoring software used in 35,000+ meets since 1987

# Score Master User Guide



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## **Author - Mark S. Mahoney**

Mark began his gymnastics career in 1973 at Stone Mountain High School (in Atlanta, Georgia) when Coach MacIntire asked him to come out and practice. Though his achievements did not earn him a letter on the University of Georgia squad, he did earn a degree in computer programming at UGA. Upon graduation and relocation to Dallas, Texas, Mark got back involved with the sport. He coached and worked out at Southwest Gymnastics and also judged boys meets in the Dallas area. Upon moving to Charlotte, North Carolina in 1987 he wrote Score Master. This was a dream to combine two hobbies together and give something back to the sport.

## **Dedication - Sam MacIntire**

This software is dedicated to the late Sam MacIntire, former gymnastics coach at Stone Mountain High School in Stone Mountain, Georgia. As a coach, he gave his students the motivation and confidence to do their best and the strength to persevere. As a young high school student, it's hard to appreciate the dedication and efforts of such a person as Coach MacIntire. But as a coach, he knew that the ideals, habits and drive that can be instilled in young people through sports would be with them for a lifetime. It is because of his profound impact that gymnastics has had on the life of the author that he now dedicates Score Master to Coach Sam MacIntire.

## **License Agreement**

This is where the Bloodthirsty License Agreement is supposed to go, explaining that Score Master is a copyrighted package, sternly warning you not to pirate copies of it, (except within in your own gym), and explaining, in detail, the gory consequences if you do.

We know that you are an honest person and are not going to go around pirating copies of Score Master. This is just as well with us since we worked hard to perfect it, and selling it is our only method of making anything out of all the hard work. Please make sure that no one gives the software to another gym/entity

If, on the other hand, you are one of those few people who go around pirating copies of software, you probably aren't going to pay much attention to a license agreement, bloodthirsty or not. Just keep your doors locked and look out for the Score Master land shark.

## **Useless Disclaimer**

We do not claim Score Master is good for anything. If you think it is, great, but it is up to you to decide. If Score Master does not work, tough. If your meet is six hours late and you lose a million dollars because it messes up, it's you that is out the million, not us. If you do not like this disclaimer, tough. We reserve the right to do the absolute minimum provided by law, up to and including nothing. This is basically the same Disclaimer that comes with all software packages, but ours is in plain English and the others are in legalese. We did not really want to include any Disclaimer at all, but our lawyers insisted. We tried to ignore them, but they threatened us with the land shark (see License Agreement above) at which point we relented.

# Section 1 – System Overview

Score Master is a very easy-to-use meet management and score keeping system. It is the most dependable and widely used software in the United States. It has been used in over 35,000+ gymnastic meets since 1987 and is currently used in 12 countries and 47 states. The product is used at all levels: international, national, regional, state, sectional, invitational and local. The software comes with a 90-day unconditional money-back guarantee. That is how strongly we believe in the product.

The system can be used for artistic / rhythmic / trampoline & tumbling, men's and women's, compulsory / optional, team / individual competitions. Standard reports include: Team Roster, Meet Roster, Competitor Cards, Program Sheets, Heat Sheets, Score Sheets, Winner Sheets, Winner Labels, Team Score Sheets, Team Winner Sheets, USAG Score Sheet and NCAA Score Sheet.

The software was written for end-user parents who know nothing about gymnastics or computers. The system comes with a very comprehensive user guide, which walks the user, keystroke by keystroke, how to set up and score a meet. Non-computer persons can be taught to enter scores in 2 minutes.

# Section 2 – How to Configure Score Master

## Setup Options

Choose Options from the Tools Menu and verify options are set to your needs.

## Setup Event Names

Choose Event Names from the Tools Menu and verify Event Names are set to your needs.

# Section 3 – How to Setup a Meet

## 1. Setup Levels

### Level Description

Choose Levels Descriptions from the Tools Menu and verify Level Descriptions. It is okay to add Levels at any time. If changes are made to a description after it has been used by a competitor, then it will not display on a report when that particular description has been selected. If a used description is changed, then the competitor Level needs to be changed to a current level description through the Edit Competitor or Edit a Team screens.

### Age Calculation Date field

The Age Calculation Date can be changed at anytime. It is the "as of" date that is used to calculate an age. For example, if the competitor's age is to be calculated "as of" the State Meet then the date of the State Meet should be inputted in this field. If this field is left blank then today's date will be used.

**Note:** If the Re-calc Ages button is clicked, all ages of all members of all teams will be re-calculated based on the appropriate "as of date".

Remember to select the "Save and Close" button if you have made changes.

## 2. Setup Age Groups

Choose Women or Men Age Group Descriptions from the Tools Menu and verify descriptions. It is okay to add descriptions, but not change the description of an Age Group that is used. If changes are made to a description after it has been used by a competitor, then it will not display on a report when that particular description has been selected. If a used description is changed, then the competitor Level needs to be changed to a current level description through the Edit Competitor or Edit a Team screens or the Re-calc Ages and Re-Assign Age Groups option under the Tools menu.

**Note:** If age groups need to be re-assigned due to the splitting of an age group, make appropriate changes and select the Re-calc ages and Re-assign age groups from the Tools menu option. This will re-assign the age group to every member of every team.

To insert or delete an age group you must first select any one of the fields of the line. The new line will be inserted above the line selected.

Remember to select the "Save and Close" button if you have made changes.

## 3. Input New Teams

Choose New Team from the Team Menu and input the team information.

### General Team Details

Complete each of the available fields as applicable.

Name - The Team Name should be kept short in order to display properly on reports.

Gov Bdy - If this field is changed to either Collegiate or HS No Ages the number of columns available in the Team Member list will disappear.

**QUICK TIP!** - Team information can be imported using one of the following to options.

Import Member Data - Select the Input Member data. The text file format should be the same as the file that is created by selecting the Export button.

Download from USAG Website - If you are inputting a USAG team roster, you can download team rosters from the USAG website. An Internet connection and a USAG professional login id will be required.

### Team Members

First and Last name - The last and first name is required.

Level Descriptions - The level descriptions come from the level descriptions under the Tools Menu.

Birth Date - The system uses this field to calculate the competitor's age.

Age - The system calculates the competitor's age based on two fields: Competitor's birth date and Age Calculation date (from Level Description screen).

Age Group - When the cursor moves from Age field to the Age Group field the system will assign the competitor to an Age Group. This will be done based on the competitor's birth date or age and level (from Age Group screen). The user can override this default value by inputting any value from the Age Group List.

Sub Team - This field is used for Team competitions. If a team has more than one team competing per level or age group this field should be used to distinguish the different sub teams. It is suggested to use "A" for the first and "B" for the second and so on. When printing the Team Score Sheets or Team Winner Sheets these sub teams will be separated as if they were totally different teams.

User Field 1 & User Field 2 - These fields should be used for data that is relative to each competitor independent of a meet. For example a State ID. When reporting information these two user fields can be part of the selection criteria. Do not use these fields for Rotation or Session indicators - because those values will be set up through the Competitor Information Screen - for each meet. Click on the "Save and Close" button to save all information. DO NOT open up more than one Team Window at a time.

#### **4. Input a New Meet**

Choose New Meet from the Meet Menu. Input the meet information.

##### **Options Tab**

Options - Break Ties

This option is mainly for USAG competitions. If this option is checked, then event ties and all-around ties will be broken according to USAG rules and policies.

Honor all places

This option is mainly for YMCA competitions. If this option is checked, and there is a tie then the next place will be honored. Example: If there is a two way tie for 1st place, then a 2nd place will still be given.

Input Neutral Deductions - This option is typically for women's competitions. If this option is checked, there will be a separate field to input a neutral deduction in addition to the judges scores. Example: a neutral deduction is taken, if a person steps outside the floor exercise mat during a routine

Input two sets of Vault scores - If this option is checked, then two sets of vault scores can be inputted per competition and the system will automatically use the higher average of the two vaults scores.

Number of scores to be counted for Team score - If the team score calculation is to take the top 3 scores of the team members, then input a 3. Any number can be inputted into this option. It can also be overridden at report generation time. Also, this field works in conjunction with the Sub-Team field located on the Edit Competitor window.

Participating Teams Tab

Click on the Participating Teams Tab – Select which teams are participating in the current meet.

Event Tabs

Click on each Event Tab – Input the number judges scores that are going to be inputted for each event into the software.

**Score Calculation Note:** If 2 or 3 scores are inputted, the average of all scores will be calculated. If 4 scores are inputted, the highest and lowest scores will be discarded and the average of the

remaining two scores will be calculated. If the "Input Neutral Deductions on Input Window" is selected on the Option tab, the deduction will be subtracted after the average has been calculated. Click on the "Save and Close" button to save all information.

From The Main Menu on the main screen choose the Default Meet field (located in the upper right hand part of the main screen) and choose the current meet being setup. This will SAVE a lot of time - not having to choose a meet for every option.

## 5. Input Competitor Information

Click the "Competitor" button from the tool bar on the main screen.

A full list of competitors from the participating teams will be displayed. These members could be entered from the Teams Menu option or downloaded from the USAG Website. Scratched competitors are grayed out or can be hidden by checking the "Hide Scratched Competitors" checkbox.

To search for a competitor use the "Find a Competitor" button

Scratching Competitors - To scratch a single Competitor for all events, highlight the competitor and select the

"Scratch a Competitor" button - To un-scratch a Competitor for all events, highlight the competitor and select the "Un-scratch a Competitor" button.

To Scratch or Un-scratch all competitors select the "Scratch all" or Un-Scratch all" buttons.

**QUICK TIP!** Use the "Limit Competitors Displayed" button to filter the competitor list to a group of competitors to scratch. For example If you had downloaded a complete Competitor Roster from the USAG site but your meet is only Level 8, scratch all competitors first, then Limit the Competitors Displayed to view Level 8 only. Un-scrach all competitors using the "Un-scratch All Displayed" button. All level 8 competitors will be left un-scratched.

Assign Competitor Numbers - Type the beginning number in the Starting Number Box. It is common to use the first number as the Level number for example the Level 8 number will begin at 801. You must first decide if the numbering sequence will continue through all numbers or you will use a new starting number for each specified group. For example all Level 7 will begin with 701, all Level 8 will begin with 801.

**To assign numbers to all competitors listed** - Select the field to use for the order of numbers, for example select last name if you require the numbers to be assigned to the competitors by Last Name order. Make sure the selection equals "All". Select the sort order, ascending or descending.

**To assign a different starting number for a specified group** - Select the field to group the first set of numbers by. Make sure the selection = "Specific" The Sort Criteria selection will change to allow you to enter the number or word used to select the group of competitors. For example if you selected Level as the field to group by, enter 7 in the Criteria field to assign the 700 numbers to the level 7 group. Repeat for Level 8 and so on.

**QUICK TIP!!** - Multiple starting numbers for groups of competitors can also be assigned by using the Break Start Number field. When the selection All is selected, type the break number. Foe example if you have selected level and type 100 in the Break Start number and for each new level the Starting number will move to the next 100. E.g. Level 7 = 701, Level 8 = 801.

**Note:** The assign competitor numbers can be run multiple times allowing the assignment of different starting numbers for multiple groups. If the assign competitor numbers is run twice for the same selection final run will overwrite the last assignment.

Locating Duplicates - To find any Competitors with the same names, competitor numbers or USAG numbers select the "Check Duplicates" button

Filtering the Competitor List - To filter the Competitor List, select the "Limit Competitors Displayed" button.

Type name or value, or select the field to reduce the competitor list. Competitors that match all the selected criteria will only be displayed when the execute button is selected.

To view all competitors select the Display every competitor button

Creating Squads - Create squad logic: Begin assigning teams to squads (Largest to Smallest) and to attempt to even out the # competitors in each rotation without breaking up a team. Any rotation that has been assigned by this function, can be manually overridden by changing the value in the "Squad" field on the Edit Competitor Screen.

If a competitor is scratched, they will not be assigned a squad.

If the squads do not come out perfectly even, then the last squad will have the most competitors in it.

If the "Limit Competitors Displayed" button is "ON" (On the Edit a Competitor Screen), then only those competitors that are being displayed will be assigned a squad. This is a great way to limit which competitors are being assigned to a squad.

Sub Team - This field is used for Team competitions. If a team has more than one team competing per level or age group this field should be used to distinguish the different sub teams. It is suggested to use "A" for the first and "B" for the second and so on. When printing the Team Score Sheets or Team Winner Sheets these sub teams will be separated as if they were totally different teams.

**6. Sub Totals Report** – (A button on the Edit Competitors Screen) This report is very helpful in determining how levels and age groups should be defined to level and balance the competition.

#### **7. Print Team Rosters**

These reports shows all the information inputted for each team. These reports should be printed and given to each team to be reviewed for accuracy.

#### **8. Session Summary**

This report shows a break down of each session, rotation, level, age group and team and all sub totals.

#### **9. Meet Summary**

This report shows all the teams in a meet with their entry fees paid and owed, missing USAG's, missing birthdays, number of teams and number per level.

#### **10. Print Meet Roster**

This report shows all the options regarding a meet. This report should be printed to make sure the Meet is set up correctly, it also displays the combinations of levels and age groups and respective sub totals.

#### **11. Print Program Sheets**

This report may be used to be given to spectators to track scores.

#### **12. Print Heat Sheets**

These reports may be used to track which competitors are competing on which events. These reports may be given to the judges to record scores.

#### **13. Print Rotation Schedules**

This report displays a Rotation by squad.

The Rotation Schedule uses the "Squad" field to sort the competitors into different squads. The squad (alphabetical) is put on the first event (Olympic Order). The "Squad Start" field is used to indicate which Gymnast starts on which event for each rotation. (This will appear to the left of the competitor #) The Competitors are sorted using the Event Order Fields. All these fields can be found on the "Edit Competitor screen.

#### **14. Print Competitor Labels or Cards**

If you already have Competitor Cards you can print the Labels to put onto these cards or you can print the Cards from Score Master.

# Section 4 – How to Score a Meet

## 1. Inputting Scores

Inputting score can be done one of three ways. Speed Score, Score Card and Edit Scores.

**Speed Score** - Using Speed Score is the recommended option. This screen is quick and easy to use and the number of mistakes is kept to a minimum. The keypad can be used to navigate through this screen. Speed score is used to enter scores on a per competitor per event basis.

**Score Card** – The Score Card is similar to the Speed Score option and allows edit of any scores of a competitor at one time.

**Edit Scores** – The Edit Scores screen will display all scores for all competitors. This option allows maximum flexibility but also maximizes the potential for mistakes.

### Speed Score

Choose the Speed Score option from the Score menu. Scores can be inputted through this option by selecting the Competitor number or searching for the Competitor Name. When the competitor appears in the window the next event that requires a score will be automatically chosen. This can be manually overridden. If no score have been entered for the Competitor the first event will appear.

- You may use the enter key to move through each field.
- The Speed Score window will show all the previous scores entered for the Competitor for each event.
- The Speed score option is the recommended score entry option. This option is fast and mistakes are kept to a minimum.
- Select the Print Score Audit Report to review all scores entered since the last Audit Report printed.

### Verifying Scores

It is recommended to verify scores throughout the Meet to catch mistakes, which in turn will save time at the end of the meet.

- **Audit trail report** – (Found on the Speed Score Screen) This will save time at the end of the meet because you will be frequently checking scores have been inputted correctly. The report will display all scores inputted since the last time the Score Audit report was printed. It is recommended to print the report after each rotation.
- **Missing Scores** – (Found on the Speed Score Screen and Reports Menu) Use this report to check which scores have been missed. The report will display the name of the competitor and which events that the scores are missing from. Selectivity based on: level, age group, rotation, session, team and event.
- **Score Sheet** - These sheets can be used to verify that scores have been entered accurately. Selectivity based on: level, age group, rotation, session, team and event

## 2. Editing Scores

Choose the Speed Score, Score Card or Edit Scores option from the Score menu. Scores can be inputted or edited through these options. It is strongly recommended that score be changed via the speed score feature to limit mistakes.

## Section 5 – How to Print Meet Results

Score Master has many standard reports. All reports may go to printer, screen, MS Word or MS Excel. If a different report format is desired, all reports can be printed to a file and edited using any word processor/spread sheet software.

**Helpful Hint:** Batch Reports – This feature is a big time saver when the pressure is on. It gives you the ability to predefine all the different combination of winner reports (and other reports) that you want, by saving all that report criteria ahead of time. **WE STRONGLY RECOMMEND THAT YOU USE THE REPORT BATCHES TO ACCURATELY REPORT THE RESULTS.**

- **Verify Scores during Meet** – Use the Print Score Audit Report located on the Speed Score window. This will save time at the end of the meet because you can check scores as you go to verify the score have been inputted correctly. The report will display all scores inputted since the last time the Score Audit report was printed. It is recommended to print the report after each rotation at a minimum.
- **Missing Scores** – (Found on the Speed Score Screen and Reports Menu) Use this report to check which scores have been missed. This report can be printed at any time to verify the scores that are missing are in deed not to be inputted. The report will display the name of the competitor and which events that the scores are missing from. Selectivity based on: level, age group, rotation, session, team and event.
- **Score Sheets** - These sheets can be used to verify that scores have been entered accurately. Selectivity based on: level, age group, rotation, session, team and event.
- **Winners Sheets** - This report has all the information for announcing the awards. Selectivity based on: level, age group, rotation, session, team and event.
- **Winner labels for ribbons** - Selectivity based on: level, age group, rotation, session, team and event. Can be used to stick on the back of the rib
- **Achievement Award Sheet** – Display the color ribbon will be awarded to individuals. Selectivity based on: level/class, age group, rotation, session, team and event.
- **Team Score Sheet** - This report displays each team and competitor and indicates how the team score was calculated. Selectivity based on: level/class, age group, rotation, session, team and event.
- **Team Winner Sheet** - This report ranks each team and shows team and event totals. Selectivity based on: level, age group, rotation, session, team and event.
- **USAG All Around Score Sheet** - This report has been certified by the USA Gymnastics as an official results report. Selectivity based on: level/class, age group, rotation, session, team and event.

## Section 6 – How to Setup Batch Reports

Score Master has many reports with many different selection criteria. It is very tedious to keep track of which reports need to be printed at the end of a rotation or session with what criteria.

Batch reporting addresses this need especially when everyone is waiting for fast and accurate results.

How to setup a Batch of Reports:

1. Choose the Batch Reports button from tool bar on the main screen.
2. Input a description – example: Session 1 – Winners Sheets
3. Choose a report and all of its associated criteria, you can test this report by clicking the view button to verify it is displaying the correct competitors.

Quick Tips:

It is a good idea to setup a batch for each session: Rotation Sheets, Winners Sheets, Winners Labels & USAG Score Sheets.

You can print a partial batch by positioning the cursor a report and clicking the print or view button.

# Section 7 – How to Setup Meet Financials

Choose Meet Financials from the Meet Menu.

Score Master has a powerful and comprehensive Meet Financials tracking module. It gives you the ability to print Team Statements and track meet profitability. The Meet Financials module contains 3 areas: transactions, budgets and entry fee calculations. On any screen you can export all the information to Excel and perform further calculations.

The Transactions tab displays the transactions that have been manually inputted and also the entry fee - auto transactions calculated from the Entry Fee Calculations tab. You may want to begin by choosing the Entry Fee Calculations tab and inputting the entry fee amounts per level. After these amounts have been inputted you will see the calculated fees appear on the Transaction tab.

The Budgets tab displays the different budget categories and new ones can be added at the bottom on the list. This Budget tab allows you to set budgets for an unlimited number of categories. By using this option you can view the budgetary amounts of: total expenses, total revenue and total profitability. This is a good way to see what the predicted profit/loss financials. After manual transactions and auto transactions are inputted you can view and track the discrepancies between the budgetary and actual amounts.

The Entry Fee Calculations tab is a little overwhelming at first glance, but it can save you a tremendous amount of time. Input the entry fee amounts first - the default amount is \$50. You can then input a commitment amount of competitors on a team and level basis. Once competitors are actually in the meet the commitment numbers or overridden by the actual numbers. By inputting these figures you will see the calculated projected revenue. You will see this total revenue number on the Budgets and Transactions tabs.

Printing a Statement for a team - Once you have inputted the number of committed competitors or have actual competitors in the meet, you can begin creating statements by team. You can produce a statement for a team by first choosing the Transactions tab and choosing the "Limit Trans. Displayed" button and selecting an account (team) to view. At this point you should only see the transactions for that team and can then choose the "Print Statement" button (which was the "Print Report" button before limiting the view).

## Section 8 – How to Transfer Meet Data from one PC to another

It is easy to transfer Score Master meet data from PC to another. Score Master uses a MS Access 97 database and this database contains all the meet related information. It is typically found in the \Program Files\SMWin folder and is named SMWin97.mdb. This database contains all the data – currently you cannot merge two Score Master databases.

To copy it to another PC, two options are available:

Option 1 – Use the Score Master Utility

1 – At the source PC - Select the “Export a Score Master Database” found under the “File” main menu item and copy the database to a diskette or another folder. (it is important to remember it’s location and file name)

2 – At the target PC - Select the “Import a Score Master Database” found under the “File” main menu item and copy the database from a diskette or another folder.

Option 2 – Copy the file using MS Explorer

1 – Simply copy the database file using the MS Explorer feature to the other PC.

The Score Master client is responsible to setup and operate the LAN. Score Master does not provide technical support for LAN's.

# Section 9 – How to Setup Score Master for a LAN

*(Only the Score Master Network/Score Board version will function properly on a LAN with multiple users – see the website for upgrade pricing and details.)*

The Score Master client is responsible to setup and operate the LAN. Score Master does not provide technical support for LAN's.

The below instructions suggest where to put the Score Master database and software.

- Your Official Meet Database should be saved in the Shared Documents folder on the Server (Master) ONLY. No other location will most likely perform satisfactorily.
- Verify that each station laptop points to this database (including the Master).
  - Open Score Master
  - Choose Tools from the menu bar
  - Choose Options from the pull down menu
  - Click on Browse in the Edit System Preferences window
  - Click on the My Network Places Icon on the right side of the window
  - Select and Open the Shared Docs on Server (Master)
  - Select the pre-saved Database for appropriate for that meet
  - No need to import the database file initially as long as it is copied into the Shared Documents folder and all stations are pointing to this location.
- Score Master application will run from each workstation's own C: drive, not from the Master.
  - Put a Score Master shortcut on the desktop for easy access.
  - The path to the executable for each station is C:\Program Files\SMWin. (it is suggested to delete the SMWin.mdx file on the local workstation - so that someone does not inadvertently use the local database versus the central database.)
  - Check [www.score-master.com](http://www.score-master.com) and apply the latest update.

# Section 10 – Using Elite Score Boards

*(Only the Score Master Network/Score Board version will function properly on a with Elite Score Boards – see the website for upgrade pricing and details.)*

Elite Score has gone to great efforts to provide a comprehensive user guide. This help documentation can be found on their website: [www.EliteScore.com](http://www.EliteScore.com)

# Section 11 – Using BetaBrite Score Displays

*(Only the Score Master Network/Score Board version will function properly with Score Boards - see the website for upgrade pricing and details.)*

Score Master can work with Betabrite displays in several different configurations.

## **BetaBrite Displays attached to each Event Workstation**

### **Configuring Score Master**

1 – Choose “Select Score Board Type” from the Score Board menu and select “Betabrite / Big Dot” for the appropriate options: Scores Displays and Results Displays.

2 – Choose “Betabrite” from the Score Board menu and configure the way you want the scores to be displayed on the signs.

Display scores from Speed Score – Check this so that when scores are inputted via the Speed Score screen, scores will be displayed on the signs.

Big Dot Sign – Check this if “Big Dot” signs are being used, so that the correct commands are sent to the signs.

Display Speed – Controls how fast the data scrolls on the signs. Some signs do not have the ability to control this speed.

Com Port # - Which port the signs are attached to. This one setting affects all the workstations.

Signs are attached to each workstation – Check this if each workstation at each event has a sign attached to it.

Signs are attached to the server via communication ports – Do not check. In this configuration, each sign is attached each workstation.

Signs are attached to the server, serially connected - Do not check. In this configuration, each sign is attached each workstation.

3 – Test the configuration, by inputting scores via the “Speed Score” screen at each workstation.

### **BetaBrite Displays attached to a single PC**

1 – Choose “Select Score Board Type” from the Score Board menu and select “Betabrite / Big Dot” for the appropriate options: Scores Displays and Results Displays.

2 – Choose “Betabrite” from the Score Board menu and configure the way you want the scores to be displayed on the signs.

Display scores from Speed Score – Check this so that when scores are inputted via the Speed Score screen, scores will be displayed on the signs.

Big Dot Sign – Check this if “Big Dot” signs are being used, so that the correct commands are sent to the signs.

Display Speed – Controls how fast the data scrolls on the signs. Some signs do not have the ability to control this speed.

Com Port # - Which port the signs are attached to. This one setting affects all the workstations.

Signs are attached to each workstation – Do not check this. In this configuration, each sign is attached to the server.

Signs are attached to the server via communication ports – Check this only if each sign is attached to the server via a different communications port. This configuration is only recommended if non “Big Dot” signs are being used and cannot be assigned an “address”. It usually requires the sign’s remote control device to assign the sign an address.

Signs are attached to the server, serially connected – Check this only if each sign is attached to the server via one communications port and each sign has been assigned an “address”. It usually requires the sign’s remote control device to assign the sign an address.

### **Displaying Incoming Scores**

1 – Choose “Monitor Incoming Scores” and select the “Start Display” button. This will begin displaying scores that are inputted via the Speed Score option.

2 – This screen can remain up and running or can be closed to perform other functions in Score Master and will not affect the scores being displayed.

You can also refresh the screen display by clicking on the “Refresh Display” button.

You can delete the previous score history data by clicking on the “Delete History” button.

If you want to print the scores that have been inputted and are on this monitor screen, you can click on the “Print Scores” button.

3 – Test the configuration, by inputting scores via the “Speed Score” screen at each workstation.

# Section 12 – Using Large Arena Score Boards

*(Only the Score Master Network/Score Board version will function properly with Score Boards – see the website for upgrade pricing and details.)*

## Score Master / Chyron Lyric Software Interface

**Hardware required:** 1 PC with a serial port and 1 “null modem” 9 pin serial cable (this type of serial cable is different from a serial cable and it can be purchased at a computer store or Radio Shack).

1 – Install Network Version Score Master on the PC

2 – Configure Score Master to work with the Chyron Lyric Software.

A – Within the Score Master software choose Score Board main menu option and select the Options item from the Tools menu. At the bottom of the screen within the display scores panel select the Chyron Lyric software option and click on the Save and Exit button.

B – Choose the File main menu option and select the Chyron Lyric settings item from the Score Board menu. Set the following parameters: Choose the appropriate com port which the null modem cable will be attached to. Input test information in the Title1, Title2, Footer1 and Footer2 text fields. The other settings should be preset to the right information – do not change any of the other parameters as this it will cause erroneous score information to be displayed.

3 – Copy the “SMScore.lyr” file located in the \Program Files\SMWin folder onto a diskette.

4 – Now at the Chyron Lyric PC - insert the diskette and copy the “SMScore.lyr” file into the \Chyron\Lyric 4.0\Messages folder – assuming this is the default folder that the Chyron Lyric software looks for message files in.

5 – Connect the Score Master PC to the Chyron Lyric software pc via the null modem serial cable.

6 – Run the Chyron Lyric Software and open the “SMScore.lyr” file from the file menu.

7 – Within the Chyron Lyric software - Choose the Config main menu item and select the Intelligent Interface menu item. Enable the appropriate com port and select the appropriate com port in the Recall Keys panel. Then click on the OK button. This should cause the Chyron Lyric software to being listening on the appropriate COM port for incoming score data.

8 – Within Score Master at the Chyron Lyric settings window click on the “Send Test Data” button. This should send data through the serial cable to the Chyron Lyric software and you should see the test data appear on the Chyron Lyric software and it should also appear the large video screen.

### Trouble shooting the Interface:

**Lyric Software does not do anything when the Send Test Data button is clicked within Score Master –**

Verify that the correct COM port settings are set both in the Score Master software and in the Chyron Lyric software. If you are sure that they are correct you may want to run Hyperterminal on each PC to verify that the both COM ports and the Serial Cable is all working.

Close either Score Master or the Chyron Software on the PC that you are about to run Hyperterminal on. Run Hyperterminal by choosing the Windows Start button, select Programs, select Accessories, select Communications and select Hyperterminal.

Within Hyperterminal, select an icon, select the correct COM port and click OK.

Set the port settings to Bits per second: 19200, Databits: 8, Parity: none, Stop bits: 1, Flow Control: Xon / Xoff.

Click on the telephone icon to call the other PC. Then make sure the cursor is in the large text window and press the ENTER key. If the Chyron Lyric software receives this information it should return a "00001234" on the screen.

If nothing is returned the problem may be on the Chyron Lyric PC – possible issues: incorrect COM port on the Lyric PC is selected, the null modem cable that you are using may not be a "null modem cable" which is different from a regular serial cable.

If this happens, then type in the following command in the text window exactly and you will not see the characters you type:

V\13\5\1\1\Scores\1\ and then press the ENTER key. This should cause the Chyron Lyric software to display the text "Scores" in the title1 field. If this does appear, then retry the test with the Score Master software. Make sure before you rerun Score Master that you shut down the Hyperterminal software.

**Lyric Software Complains that the "SMScore" message is not found** – make sure the SMScore.lyr file is in the correct folder. You can access the default messages folder by choosing the Config main menu option, select the Preferences menu item and select Default Paths tab and it displays the folder where it looks for the message template.

**Lyric Software Displays Score Data not in the correct columns** – Make sure that the following settings are configured on the Chyron Lyric Settings window:

Com Port:

Message File: SMScore (Note: do NOT put a dot or an extension in this field)

Title1 field: checked

Title2 field: checked

Event field: checked

Name field: checked

Competitor # field: checked

Number of lines to be displayed: 7

Footer1 field: checked

Footer2 field: checked

## Configuring Score Master

1 – Choose "Select Score Board Type" from the Score Board menu and select "Chyron - Lyric Software" for the appropriate options: Scores Displays and Results Displays.

2 – Choose "Chyron - Lyric Software" from the Score Board menu and configure the way you want the scores to be displayed in the Score Screen Window. This is the screen that will be used to display incoming scores and the results.

## Displaying Incoming Scores

1 – Choose "Monitor Incoming Scores" and select the "Start Display" button. This will begin displaying scores that are inputted via the Speed Score option.

2 – This screen can remain up and running or can be closed to perform other functions in Score Master and will not affect the scores being displayed.

You can also refresh the screen display by clicking on the "Refresh Display" button.

You can delete the previous score history data by clicking on the "Delete History" button.

If you want to print the scores that have been inputted and are on this monitor screen, you can click on the "Print Scores" button.

## Displaying Individual Results

Select "Winner Sheet" from the Reports menu and input the appropriate criteria and click on the "Score Board" button.

## Current Standings

1 - Choose the "Current Standings" radio button and click the "Start Displaying" button. This will display each page based on the "# of seconds to display each screen" parameter.

2 – To choose the “Stop Displaying” button to stop the displaying.

### **Final Results**

1 - Choose the “Final Results” radio button and click the “Start Displaying” button.

2 – Now to display each line, click on the “Display” column.

3 – After displaying all the results in an event, click on the “Clear Scores” button.

4 – Now you can display the next event’s results.

5 – Now when you are finished displaying these results, click on the “Stop Displaying”.

### **Displaying Team Results**

Select “Team Winner Sheet” from the Reports menu and input the appropriate criteria and click on the “Score Board” button.

### **Current Standings**

1 - Choose the “Current Standings” radio button and click the “Start Displaying” button. This will display each page based on the “# of seconds to display each screen” parameter.

2 – To choose the “Stop Displaying” button to stop the displaying.

### **Final Results**

1 - Choose the “Final Results” radio button and click the “Start Displaying” button.

2 – Now to display each line, click on the “Display” column.

3 – After displaying all the results in an event, click on the “Clear Scores” button.

4 – Now when you are finished displaying these results, click on the “Stop Displaying”.

# Section 13 – Using a Daktronics Score Board

*(Only the Score Master Network/Score Board version will function properly with Score Boards – see the website for upgrade pricing and details.)*

## **Daktronics Venus 7000 Software instructions**

1. Open the Daktronics Venus 7000 Shell program
2. If the sign has not been previously configured.
  - 2a. Click on the Configure button to bring up the System Configuration dialog
  - 2b Click on the Signs tab
  - 2c Click Add Sign
  - 2d Enter a name for the sign and click OK
  - 2e The Sign Configuration dialog will appear. Click on the Sign tab, and enter the size of the sign (In this case, 48 rows and 64 columns)
  - 2f Choose the Color Technology (Tri-Color) from the drop-down list
  - 2g Choose the Pixel technology (LED, if it doesn't get selected automatically)
  - 2h Click on the Create Sign Folder button at the bottom of the page, and create a sign folder
  - 2i Click OK to save and exit from the Sign Configuration dialog
- 3 If the communications have not been previously configured.
  - 3a. From the System Configurations dialog, click on the RTD Inputs tab
  - 3b. Choose an empty input from the list (there will be a list of 16), and click Edit Input
  - 3c Give the input a name (i.e. ScoreMaster), and set the following settings  
Source Type = COMM PORT  
Baud Rate = 9600  
Source = (Actual comm port the data is coming in on)  
Parity = NONE  
Protocol = STANDARD  
Data bits = 8  
Size = 100
  - 3d. Click OK to save the RTD input and exit
4. Create an RTD sequence it has not already been created. In this instance, the RTD sequence should include 1 RTD frame with 6 lines of ten chars each. I am not going to go into the specifics of creating that sequence here, but they can refer to the Venus 7000 Operator's Manual for this.
5. After they have done all of this, Click on Diagnostics from the Shell, and start the sign service if it is not running already. From the Services tab, click on the V7SS service in the list, and click on the Start button.
6. Then from the Shell, click on the Display button, choose the sequence created for showing the ScoreMaster data, and click on Play Sequence.

## **Score Master software instructions:**

1. Start Score Master and choose Select Score Board type from the Score Board menu. Select the Daktronics score board option at the bottom of the screen and click on the Save & Exit button.
2. Select the Daktronics Display Settings from the Score Board menu and setup up the display options. Choose the Send Test Info Message to verify the display options and that the communications is working properly.

3. Select the Monitor Incoming scores option from the Score Board menu and choose the Start Displaying Score button. The system is now ready for scores to be inputted from workstation(s).
4. When all the scores have been inputted, choose the “Stop Displaying” button and begin printing meet results. (see Printing Meet Results section)

# Section 14 – Using a Computer Monitor / TV for Displaying Scores

*(Only the Score Master Network/Score Board version will function properly with Score Boards – see the website for upgrade pricing and details.)*

## Configuring Score Master

- 1 – Choose “Select Score Board Type” from the Score Board menu and select “Computer Monitor” for the appropriate options: Scores Displays and Results Displays.
- 2 – Choose “Computer Monitor Settings” from the Score Board menu and configure the way you want the scores to be displayed in the Score Screen Window. This is the screen that will be used to display incoming scores and the results.

## Displaying Incoming Scores

- 1 – Choose “Monitor Incoming Scores” and select the “Start Display” button. This will begin displaying scores that are inputted via the Speed Score option.
- 2 – This screen can remain up and running or can be closed to perform other functions in Score Master and will not affect the scores being displayed.

You can also refresh the screen display by clicking on the “Refresh Display” button.

You can delete the previous score history data by clicking on the “Delete History” button.

If you want to print the scores that have been inputted and are on this monitor screen, you can click on the “Print Scores” button.

## Displaying Individual Results

Select “Winner Sheet” from the Reports menu and input the appropriate criteria and click on the “Score Board” button.

### Current Standings

- 1 - Choose the “Current Standings” radio button and click the “Start Displaying” button. This will display each page based on the “# of seconds to display each screen” parameter.
- 2 – To choose the “Stop Displaying” button to stop the displaying.

### Final Results

- 1 - Choose the “Final Results” radio button and click the “Start Displaying” button.
- 2 – Now to display each line, click on the “Display” column.
- 3 – After displaying all the results in an event, click on the “Clear Scores” button.
- 4 – Now you can display the next event’s results.
- 5 – Now when you are finished displaying these results, click on the “Stop Displaying”.

## Displaying Team Results

Select “Team Winner Sheet” from the Reports menu and input the appropriate criteria and click on the “Score Board” button.

### Current Standings

- 1 - Choose the “Current Standings” radio button and click the “Start Displaying” button. This will display each page based on the “# of seconds to display each screen” parameter.
- 2 – To choose the “Stop Displaying” button to stop the displaying.

### Final Results

- 1 - Choose the “Final Results” radio button and click the “Start Displaying” button.
- 2 – Now to display each line, click on the “Display” column.

- 3 – After displaying all the results in an event, click on the “Clear Scores” button.
- 4 – Now when you are finished displaying these results, click on the “Stop Displaying”.

### **Hardware devices to broadcast the computer screen to TV’s wirelessly:**

Grandtec GWB-4000 Ultimate Wireless Sender and Receiver – Approximate price: \$150

AVerMedia AVerKey 300 Gold Converter – Approximate price: \$150

These devices can be found on the web at [www.TigerDirect.com](http://www.TigerDirect.com)

**Computer specifications** requirement – The PC needs to be able to drive 2 monitors. Either a desktop model with 2 video cards or Laptop is sufficient. It does NOT need to be the server – it just needs to have access just like the other workstations to the Score Master database.

# Section 15 – Posting Scores to the Web

## Creating Static Web Pages

Any report can be exported to an HTML Web page by clicking on the “Export” button on the appropriate report’s Selection Criteria screen. Select the HTML radio button, input the appropriate file name and click on the “Save & Close” button. The most common report used to post results is the USAG Score Sheet. These web pages can also be created via the Batch Reporting feature.

## Uploading Results to [www.GymnasticStats.com](http://www.GymnasticStats.com) or [www.MeetScoresOnline.com](http://www.MeetScoresOnline.com)

### Configure Score Master

- 1 – Select the “Edit Meet” option from the Main Menu “Meet” heading.
- 2 – Select the “Web Results” tab
- 3 – Select “GymnasticStats” or “MeetScoresOnline” option on the “Publish Scores to Website” panel.
- 4 – Input the appropriate Meet ID – usually the sanctioned meet ID.
- 5 – If you want to clear the individual results that have been posted (uploaded) to the site for this meet, click on the “Clear Athlete Scores” button.
- 6 – If you want to clear the team results that have been posted (uploaded) to the site for this meet, click on the “Clear Team Scores” button.

### Posting Individual Results

- 1 – Select the “Winner Sheets” from “Reports” menu.
- 2 – Input the appropriate selection criteria and click on the “GymnasticStats” button.
- 3- This will post the selected scores to GymnasticStats.com website.

### Posting Team Results

- 1 – Select the “Team Winner Sheets” from “Reports” menu.
- 2 – Input the appropriate selection criteria and click on the “GymnasticStats” button.
- 3- This will post the selected scores to GymnasticStats.com website.

## Posting Real Time Scores to [www.GymnasticStats.com](http://www.GymnasticStats.com) or [www.MeetScoresOnline.com](http://www.MeetScoresOnline.com)

(Score Master Network/Score Board version only)

*(Only the Score Master Network/Score Board version will function properly with Score Boards – see the website for upgrade pricing and details.)*

### Configure Score Master

- 1 – Select the “Edit Meet” option from the Main Menu “Meet” heading.
- 2 – Select the “Web Results” tab
- 3 – Select “GymnasticStats” or “MeetScoresOnline” option on the “Publish Scores to Website” panel.
- 4 – Check the “Post scores to website real time” field,
- 4 – Input the appropriate Meet ID – usually the sanctioned meet ID.
- 5 – If you want to clear the individual results that have been posted (uploaded) to the site for this meet, click on the “Clear Athlete Scores” button.

6 – If you want to clear the team results that have been posted (uploaded) to the site for this meet, click on the “Clear Team Scores” button.

### **Posting Results Real Time**

(Only Individual Results can be posted real time)

1 – Choose “Monitor Incoming Scores” and select the “Start Display” button. This will begin posting scores that are inputted via the Speed Score option.

2 – This screen can remain up and running or can be closed to perform other functions in Score Master and will not affect the scores being posted to the website.

## Section 16 – How to send your suggestions

We are every interested in your ideas and suggestions for the software. It is from these user ideas and comments that software updates are made. Suggestions may include: more flexibility, more fields, report changes, new reports and etc.

Please email (do not call) these suggestions to [info@score-master.com](mailto:info@score-master.com). It is much easier to define and collect suggestions via email than voice messages. Please include examples and your daytime and evening phone numbers.

# Section 17 – Support and Upgrades

Score Master is an extremely dependable system. It has been scoring competitions successfully since 1987. It has never failed in competition. The software is very durable, even if power is lost during the meet, no information will be lost.

## Support

Support is available on weekdays from 6:00 pm to 9:00 pm eastern standard time. The phone number is listed on the website and is located in eastern time zone. A great deal of time and effort was spent writing the User Guide and we ask that you look in the documentation before calling. Please limit phone calls. If you do call, please have the documentation available for reference.

## Upgrades

Upgrades are developed and offered on an as needed basis. The cost of each upgrade is dependent on the effort required to enhance the product. The product will be kept in compliance with the rules and regulations that govern gymnastic competitions via upgrade offerings.

## Section 18 - Technical Information

The product was written using Microsoft's Visual Basic 5.0 and the database is MS Access. There are no reported problems or issues with any Windows operating system. It will work under Microsoft Windows '95, '98, ME, 2000, XP or higher. It is recommended to not use Windows ME due to its unreliability.

- Developed using Microsoft Visual Basic version 5.x
- Uses Microsoft's Access 97 database (Access is NOT required to run Score Master). Microsoft's Access database was chosen because it is the standard "low end" database and "power users" could easily access the data.
- Microsoft Access Queries have been pre-built for reporting purposes, so a "power user" can create their own reports when using Access.
- Farpoint's Spread 3.x product is used to display data in a spreadsheet format.

### Minimum Requirements:

CPU: 486 processor  
RAM Memory: 8 MB  
Disk space: 30 MB  
Any type printer

### Recommended Requirements:

CPU: Pentium or faster  
RAM Memory: 20 MB  
Disk space: 30 megabytes free  
Color Monitor

Any type printer

# Section 19 - Sample Reports

## Team Roster

	Field Name	Value	USAG	D	E	F	G	H	I	J	L	N	O	P	Q	T	U	V	W	
1																				
2	Name:	USA																		
3	Short Name:	USA																		
4	Sponsor:																			
5	Coach1:																			
6	Coach2:																			
7	Coach3:																			
8	Coach4:																			
9	Address1:																			
10	Address2:																			
11	Address3:																			
12	Phone1:																			
13	Phone2:																			
14	Gender:	W																		
15	Type:	USAG																		
16	Email:																			
17																				
18		Last Name	First Name	USAG		Level	Birth Date	Age		Age Grp	Comp #	Rotat	Sess	User1	User2	V	UB	BB	FX	
20																				
21		Chow	Amy			8		0		Lvl 8: 15 & up	135						True	True	True	True
22		Dantzsch	Jamie			8		0		Lvl 8: 15 & up	133						True	True	True	True
23		Dawes	Domnique			8		0		Lvl 8: 15 & up	136						True	True	True	True
24		Maloney	Kristin			8		0		Lvl 8: 15 & up	131						True	True	True	True
25		Ray	Elise			8		0		Lvl 8: 15 & up	132						True	True	True	True
26		Schwikert-Warren	Tasha			8		0		Lvl 8: 15 & up	134						True	True	True	True
27																				
28	Team Totals																6	6	6	6

## Meet Roster

	Field Name	Value	USAG
1			
2	Name:	2000 Olympic Games - Women Team Finals	
3	Sponsor:	Sydneys	
4	Director:		
5	Director2:		
6			
7			
8	Address1:		
9	Address2:		
10	Address3:	Sydney Au	
11	Phone1:		
12	Phone2:		
13	Date:	9/20/2000	
14	Gender:	W	
15			
16	Rhythmic:	False	
17	Type:	USAG	
18	Break Event Ties:	True	
19			
20	Honor All Places:	False	
21	# of Scores for Team:	4	
22	Input Neutral Deductions:	False	
23			
24	Check List	Completed	
25		False	
26		False	
27		False	
28		False	
29		False	
30		False	
31		False	
32		False	
33		False	
34			
35	Vault	Name	USAG
36	# of Judges Scores inputted:	1	
37	Judge 1:		
38	Judge 2:		
39	Judge 3:		
40	Judge 4:		
41			
42	Uneven Parallel Bars		
43	# of Judges Scores inputted:	1	
44	Judge 1:		
45	Judge 2:		

46	Judge 3:		
47	Judge 4:		
48			
49	Balance Beam		
50	# of Judges Scores inputted:	1	
51	Judge 1:		
52	Judge 2:		
53	Judge 3:		
54	Judge 4:		
55			
56	Floor Exercise		
57	# of Judges Scores inputted:	1	
58	Judge 1:		
59	Judge 2:		
60	Judge 3:		
61	Judge 4:		
62			
63			
64			
65			
66			
67			
68			
69			
70			
71			
72			
73			
74			
75			
76	Participating Teams		
77			
78	Russia		
79	China		
80	USA		
81	Romania		
82	Spain		
83	Ukraine		
84			
85	Competitor Statistics		
86			
87	Level	Age Group	Totals
88	-----	-----	-----
89	8	Lvl 8: 15 & up	36
90	-----	-----	-----
91	Competitor Total:		36

## Program Sheet

	Num	Name	Team	Level	Age	V	UB	BB	FX	AA
1	101	Elena Zamolodtchikova	Russia	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
2	102	Ekaterina Lobaznikouk	Russia	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
3	103	Yelena Produnova	Russia	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
4	104	Svetlana Khorkina	Russia	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
5	105	Anastassia Kolesnikova	Russia	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
6	106	Anna Tchepeleva	Russia	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
7	107	Xuan Liu	China	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
8	108	Yuanuan Kui	China	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
9	109	Jie Ling	China	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
10	110	Fangxiao Dong	China	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
11	111	Yun Yang	China	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
12	112	Manda Huang	China	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
13	113	Kristin Maloney	USA	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
14	114	Elise Ray	USA	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
15	115	Jamie Dantzscher	USA	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
16	116	Tasha Schwikert-Warren	USA	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
17	117	Amy Chow	USA	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
18	118	Domnique Dawes	USA	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
19	119	Simona Amanar	Romania	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
20	120	Claudia Presacan	Romania	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
21	121	Maria Olaru	Romania	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
22	122	Andreea Isarescu	Romania	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
23	123	Andreea Raducan	Romania	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
24	124	Loredana Boboc	Romania	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
25	125	Susana Garcia	Spain	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
26	126	Esther Moya	Spain	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
27	127	Paloma Moro	Spain	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
28	128	Marta Cusido	Spain	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
29	129	Laura Martinez	Spain	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
30	130	Susan Moro	Spain	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
31	131	Tetyana Yarosh	Ukraine	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
32	132	Halyna Tyryk	Ukraine	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
33	133	Viktoriya Karpenko	Ukraine	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
34	134	Olha Teslenko	Ukraine	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
35	135	Alona Kyasha	Ukraine	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____
36	136	Olga Roshchupkina	Ukraine	8	Lvl 8: 15 & up	_____	_____	_____	_____	_____

## Heat Sheets

	Num	Name	Team	Level	Age	Judge 1	Ave
1	101	Elena Zamolodtchikova	Russia	8	Lvl 8: 15 & up	_____	_____
2	102	Ekaterina Lobaznikouk	Russia	8	Lvl 8: 15 & up	_____	_____
3	103	Yelena Prodnova	Russia	8	Lvl 8: 15 & up	_____	_____
4	104	Svetlana Khorkina	Russia	8	Lvl 8: 15 & up	_____	_____
5	105	Anastassia Kolesnikova	Russia	8	Lvl 8: 15 & up	_____	_____
6	106	Anna Tchepeleva	Russia	8	Lvl 8: 15 & up	_____	_____
7	107	Xuan Liu	China	8	Lvl 8: 15 & up	_____	_____
8	108	Yuanuan Kui	China	8	Lvl 8: 15 & up	_____	_____
9	109	Jie Ling	China	8	Lvl 8: 15 & up	_____	_____
10	110	Fangxiao Dong	China	8	Lvl 8: 15 & up	_____	_____
11	111	Yun Yang	China	8	Lvl 8: 15 & up	_____	_____
12	112	Manda Huang	China	8	Lvl 8: 15 & up	_____	_____
13	113	Kristin Maloney	USA	8	Lvl 8: 15 & up	_____	_____
14	114	Elise Ray	USA	8	Lvl 8: 15 & up	_____	_____
15	115	Jamie Dantzscher	USA	8	Lvl 8: 15 & up	_____	_____
16	116	Tasha Schwikert-Warren	USA	8	Lvl 8: 15 & up	_____	_____
17	117	Amy Chow	USA	8	Lvl 8: 15 & up	_____	_____
18	118	Domnique Dawes	USA	8	Lvl 8: 15 & up	_____	_____
19	119	Simona Amanar	Romania	8	Lvl 8: 15 & up	_____	_____
20	120	Claudia Presacan	Romania	8	Lvl 8: 15 & up	_____	_____
21	121	Maria Olaru	Romania	8	Lvl 8: 15 & up	_____	_____
22	122	Andreea Isarescu	Romania	8	Lvl 8: 15 & up	_____	_____
23	123	Andreea Raducan	Romania	8	Lvl 8: 15 & up	_____	_____
24	124	Loredana Boboc	Romania	8	Lvl 8: 15 & up	_____	_____
25	125	Susana Garcia	Spain	8	Lvl 8: 15 & up	_____	_____
26	126	Esther Moya	Spain	8	Lvl 8: 15 & up	_____	_____
27	127	Paloma Moro	Spain	8	Lvl 8: 15 & up	_____	_____
28	128	Marta Cusido	Spain	8	Lvl 8: 15 & up	_____	_____
29	129	Laura Martinez	Spain	8	Lvl 8: 15 & up	_____	_____
30	130	Susan Moro	Spain	8	Lvl 8: 15 & up	_____	_____
31	131	Tetyana Yarosh	Ukraine	8	Lvl 8: 15 & up	_____	_____
32	132	Halyna Tyryk	Ukraine	8	Lvl 8: 15 & up	_____	_____
33	133	Viktoriya Karpenko	Ukraine	8	Lvl 8: 15 & up	_____	_____
34	134	Olha Teslenko	Ukraine	8	Lvl 8: 15 & up	_____	_____
35	135	Alona Kyasha	Ukraine	8	Lvl 8: 15 & up	_____	_____
36	136	Olga Roshchupkina	Ukraine	8	Lvl 8: 15 & up	_____	_____

## Score Sheet

	Num	Name	Team	Level	Age	Judge1	Average
1	101	Elena Zamolodtchikova	Russia	8	Lvl 8: 15 & up	9.756	9.756
2	102	Ekaterina Lobaznikouk	Russia	8	Lvl 8: 15 & up	9.625	9.625
3	103	Yelena Prodnova	Russia	8	Lvl 8: 15 & up	9.212	9.212
4	104	Svetlana Khorkina	Russia	8	Lvl 8: 15 & up	9.762	9.762
5	105	Anastassia Kolesnikova	Russia	8	Lvl 8: 15 & up	0.000	0.000
6	106	Anna Tchepeleva	Russia	8	Lvl 8: 15 & up	9.462	9.462
7	107	Xuan Liu	China	8	Lvl 8: 15 & up	9.443	9.443
8	108	Yuanuan Kui	China	8	Lvl 8: 15 & up	0.000	0.000
9	109	Jie Ling	China	8	Lvl 8: 15 & up	9.393	9.393
10	110	Fangxiao Dong	China	8	Lvl 8: 15 & up	9.575	9.575
11	111	Yun Yang	China	8	Lvl 8: 15 & up	9.662	9.662
12	112	Manda Huang	China	8	Lvl 8: 15 & up	0.000	0.000
13	113	Kristin Maloney	USA	8	Lvl 8: 15 & up	9.493	9.493
14	114	Elise Ray	USA	8	Lvl 8: 15 & up	9.418	9.418
15	115	Jamie Dantzscher	USA	8	Lvl 8: 15 & up	9.424	9.424
16	116	Tasha Schwikert-Warren	USA	8	Lvl 8: 15 & up	0.000	0.000
17	117	Amy Chow	USA	8	Lvl 8: 15 & up	9.350	9.350
18	118	Domnique Dawes	USA	8	Lvl 8: 15 & up	9.243	9.243
19	119	Simona Amanar	Romania	8	Lvl 8: 15 & up	9.593	9.593
20	120	Claudia Presacan	Romania	8	Lvl 8: 15 & up	0.000	0.000
21	121	Maria Olaru	Romania	8	Lvl 8: 15 & up	9.581	9.581
22	122	Andreea Isarescu	Romania	8	Lvl 8: 15 & up	9.575	9.575
23	123	Andreea Raducan	Romania	8	Lvl 8: 15 & up	9.712	9.712
24	124	Loredana Boboc	Romania	8	Lvl 8: 15 & up	9.400	9.400
25	125	Susana Garcia	Spain	8	Lvl 8: 15 & up	0.000	0.000
26	126	Esther Moya	Spain	8	Lvl 8: 15 & up	9.643	9.643
27	127	Paloma Moro	Spain	8	Lvl 8: 15 & up	9.331	9.331
28	128	Marta Cusido	Spain	8	Lvl 8: 15 & up	9.175	9.175
29	129	Laura Martinez	Spain	8	Lvl 8: 15 & up	9.406	9.406
30	130	Susan Moro	Spain	8	Lvl 8: 15 & up	9.350	9.350
31	131	Tetyana Yarosh	Ukraine	8	Lvl 8: 15 & up	9.324	9.324
32	132	Halyna Tyryk	Ukraine	8	Lvl 8: 15 & up	9.068	9.068
33	133	Viktoriya Karpenko	Ukraine	8	Lvl 8: 15 & up	9.343	9.343
34	134	Olha Teslenko	Ukraine	8	Lvl 8: 15 & up	0.000	0.000
35	135	Alona Kyasha	Ukraine	8	Lvl 8: 15 & up	9.306	9.306
36	136	Olga Roshchupkina	Ukraine	8	Lvl 8: 15 & up	9.212	9.212

## Rotation Schedule

	A	B	C	D	E	F	G	H
<b>1</b>	<b>Squad: A - Vault</b>				<b>Squad: B - Uneven Parallel Bars</b>			
<b>2</b>	V	109	Jie Ling	China	UB	119	Simona Amanar	Romania
<b>3</b>	UB	101	Elena Zamolodtchikova	Russia	BB	118	Domnique Dawes	USA
<b>4</b>	BB	112	Manda Huang	China	FX	113	Kristin Maloney	USA
<b>5</b>	FX	110	Fangxiao Dong	China	V	114	Elise Ray	USA
<b>6</b>		108	Yuanuan Kui	China		115	Jamie Dantzscher	USA
<b>7</b>		107	Xuan Liu	China		116	Tasha Schwikert-Warren	USA
<b>8</b>		106	Anna Tchepeleva	Russia		120	Claudia Presacan	Romania
<b>9</b>		105	Anastassia Kolesnikova	Russia		121	Maria Olaru	Romania
<b>10</b>		104	Svetlana Khorkina	Russia		122	Andreea Isarescu	Romania
<b>11</b>		103	Yelena Produnova	Russia		123	Andreea Raducan	Romania
<b>12</b>		102	Ekaterina Lobaznikouk	Russia		124	Loredana Boboc	Romania
<b>13</b>		111	Yun Yang	China		117	Amy Chow	USA
<b>14</b>								
<b>15</b>	<b>Squad: C - Balance Beam</b>				<b>Squad: D - Floor Exercise</b>			
<b>16</b>	BB	127	Paloma Moro	Spain	FX	136	Olga Roshchupkina	Ukraine
<b>17</b>	FX	130	Susan Moro	Spain	V	131	Tetyana Yarosh	Ukraine
<b>18</b>	V	128	Marta Cusido	Spain	UB	132	Halyna Tyryk	Ukraine
<b>19</b>	UB	126	Esther Moya	Spain	BB	133	Viktoriya Karpenko	Ukraine
<b>20</b>		125	Susana Garcia	Spain		134	Olha Teslenko	Ukraine
<b>21</b>		129	Laura Martinez	Spain		135	Alona Kyasha	Ukraine

## Competitor Labels

2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
#101, Elena Zamolodtchikova	#102, Ekaterina Lobaznikouk	#103, Yelena Produnova
Russia, Lvl: 8, Age: Lvl 8: 15 & up	Russia, Lvl: 8, Age: Lvl 8: 15 & up	Russia, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
#104, Svetlana Khorkina	#105, Anastassia Kolesnikova	#106, Anna Tchepeleva
Russia, Lvl: 8, Age: Lvl 8: 15 & up	Russia, Lvl: 8, Age: Lvl 8: 15 & up	Russia, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
#107, Xuan Liu	#108, Yuanuan Kui	#109, Jie Ling
China, Lvl: 8, Age: Lvl 8: 15 & up	China, Lvl: 8, Age: Lvl 8: 15 & up	China, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
#110, Fangxiao Dong	#111, Yun Yang	#112, Manda Huang
China, Lvl: 8, Age: Lvl 8: 15 & up	China, Lvl: 8, Age: Lvl 8: 15 & up	China, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
#113, Kristin Maloney	#114, Elise Ray	#115, Jamie Dantzscher
USA, Lvl: 8, Age: Lvl 8: 15 & up	USA, Lvl: 8, Age: Lvl 8: 15 & up	USA, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
#116, Tasha Schwikert-Warren	#117, Amy Chow	#118, Dominique Dawes
USA, Lvl: 8, Age: Lvl 8: 15 & up	USA, Lvl: 8, Age: Lvl 8: 15 & up	USA, Lvl: 8, Age: Lvl 8: 15 & up

## Competitor Cards

# 101, Elena Zamolodtchikova, Tm: Russia, Lvl: 8, Age: Lvl 8: 15 & up

V: \_\_\_\_\_ UB: \_\_\_\_\_ BB: \_\_\_\_\_ FX: \_\_\_\_\_ AA: \_\_\_\_\_

**101**

## Missing Scores Sheet

	Num	Name	Team	Level	Age	V	UB	BB	FX
5	105	Anastassia Kolesnikova	Russia	8	Lvl 8: 15 & up	Missing	9.237	9.65	Missing
6	106	Anna Tchepeleva	Russia	8	Lvl 8: 15 & up	9.462	Missing	Missing	9.3
8	108	Yuanuan Kui	China	8	Lvl 8: 15 & up	Missing	Missing	Missing	Missing
12	112	Manda Huang	China	8	Lvl 8: 15 & up	Missing	Missing	9.75	9.412
13	113	Kristin Maloney	USA	8	Lvl 8: 15 & up	9.493	9.537	Missing	9.737
15	115	Jamie Dantzcher	USA	8	Lvl 8: 15 & up	9.424	Missing	9.7	9.712
16	116	Tasha Schwikert-Warren	USA	8	Lvl 8: 15 & up	Missing	9.35	9.675	9.6
18	118	Domnique Dawes	USA	8	Lvl 8: 15 & up	9.243	9.475	9.7	Missing
20	120	Claudia Presacan	Romania	8	Lvl 8: 15 & up	Missing	9.45	Missing	Missing
22	122	Andreea Isarescu	Romania	8	Lvl 8: 15 & up	9.575	Missing	9.687	9.6
25	125	Susana Garcia	Spain	8	Lvl 8: 15 & up	Missing	9.187	9.687	9.425
27	127	Paloma Moro	Spain	8	Lvl 8: 15 & up	9.331	Missing	Missing	9.525
28	128	Marta Cusido	Spain	8	Lvl 8: 15 & up	9.175	8.625	9.437	Missing
34	134	Olha Teslenko	Ukraine	8	Lvl 8: 15 & up	Missing	9.65	9.65	9.25
35	135	Alona Kyasha	Ukraine	8	Lvl 8: 15 & up	9.306	Missing	Missing	Missing

## Winner Labels for Ribbons

2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
Ev:AA Pl:1 Sc:38.861	Ev:AA Pl:2 Sc:38.836	Ev:AA Pl:3 Sc:38.58
#123, Andreea Raducan	#111, Yun Yang	#121, Maria Olaru
Romania, Lvl: 8, Age: Lvl 8: 15 & up	China, Lvl: 8, Age: Lvl 8: 15 & up	Romania, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
Ev:AA Pl:4 Sc:38.567	Ev:AA Pl:5 Sc:38.567	Ev:AA Pl:6 Sc:38.512
#126, Esther Moya	#119, Simona Amanar	#103, Yelena Prodnova
Spain, Lvl: 8, Age: Lvl 8: 15 & up	Romania, Lvl: 8, Age: Lvl 8: 15 & up	Russia, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
Ev:AA Pl:7 Sc:38.393	Ev:AA Pl:8 Sc:38.38	Ev:AA Pl:9 Sc:38.375
#109, Jie Ling	#133, Viktoriya Karpenko	#110, Fangxiao Dong
China, Lvl: 8, Age: Lvl 8: 15 & up	Ukraine, Lvl: 8, Age: Lvl 8: 15 & up	China, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
Ev:AA Pl:10 Sc:38.261	Ev:AA Pl:11 Sc:38.25	Ev:AA Pl:12 Sc:38.175
#104, Svetlana Khorkina	#102, Ekaterina Lobaznikouk	#124, Loredana Boboc
Russia, Lvl: 8, Age: Lvl 8: 15 & up	Russia, Lvl: 8, Age: Lvl 8: 15 & up	Romania, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
Ev:AA Pl:13 Sc:38.129	Ev:AA Pl:14 Sc:38.105	Ev:AA Pl:15 Sc:37.924
#107, Xuan Liu	#101, Elena Zamolodtchikova	#131, Tetyana Yarosh
China, Lvl: 8, Age: Lvl 8: 15 & up	Russia, Lvl: 8, Age: Lvl 8: 15 & up	Ukraine, Lvl: 8, Age: Lvl 8: 15 & up
2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals	2000 Olympic Games - Women Team Finals
Ev:AA Pl:16 Sc:37.837	Ev:AA Pl:17 Sc:37.817	Ev:AA Pl:18 Sc:37.786
#117, Amy Chow	#114, Elise Ray	#130, Susan Moro
USA, Lvl: 8, Age: Lvl 8: 15 & up	USA, Lvl: 8, Age: Lvl 8: 15 & up	Spain, Lvl: 8, Age: Lvl 8: 15 & up

## Event and All Around Winner Sheet

Vault											
Place	Ave Score	AA Total	Name	Num	Level	Age	Team				
1	9.762	38.261	Svetlana Khorkina	104	8	Lvl 6: 7 to 11	Russia				
2	9.756	38.105	Elena Zamolodtchikova	101	10	Lvl 8: 15 & up	Russia				
3	9.712	38.861	Andreea Raducan	123	8	Lvl 8: 15 & up	Romania				
4	9.662	38.836	Yun Yang	111	8	Lvl 8: 15 & up	China				
Uneven Parallel Bars											
Place	Ave Score	AA Total	Name	Num	Level	Age	Team				
1	9.837	38.861	Andreea Raducan	123	8	Lvl 8: 15 & up	Romania				
2	9.800	38.393	Jie Ling	109	8	Lvl 8: 15 & up	China				
3	9.800	38.375	TIE - Fangxiao Dong	110	8	Lvl 8: 15 & up	China				
4	9.787	38.580	Maria Olaru	121	10	Lvl 8: 15 & up	Romania				
Balance Beam											
Place	Ave Score	AA Total	Name	Num	Level	Age	Team				
1	9.800	38.512	Yelena Produnova	103	10	Lvl 7: 15 & up	Russia				
2	9.775	38.836	Yun Yang	111	8	Lvl 8: 15 & up	China				
3	9.775	38.393	TIE - Jie Ling	109	8	Lvl 8: 15 & up	China				
4	9.750	37.837	Amy Chow	117	8	Lvl 8: 15 & up	USA				
Floor Exercise											
Place	Ave Score	AA Total	Name	Num	Level	Age	Team				
1	9.787	38.261	Svetlana Khorkina	104	8	Lvl 6: 7 to 11	Russia				
2	9.775	38.567	Simona Amanar	119	10	Lvl 8: 15 & up	Romania				
3	9.775	38.105	TIE - Elena Zamolodtchikova	101	10	Lvl 8: 15 & up	Russia				
4	9.762	38.861	Andreea Raducan	123	8	Lvl 8: 15 & up	Romania				
All Around											
Place	AA Total	Hi Sc	Name	Num	Level	Age	Team	V	UB	BB	FX
1	38.861	9.837	Andreea Raducan	123	8	Lvl 8: 15 & up	Romania	9.712	9.837	9.550	9.762
2	38.836	9.775	Yun Yang	111	8	Lvl 8: 15 & up	China	9.662	9.737	9.775	9.662
3	38.580	9.787	Maria Olaru	121	10	Lvl 8: 15 & up	Romania	9.581	9.787	9.525	9.687
4	38.567	9.775	Simona Amanar	119	10	Lvl 8: 15 & up	Romania	9.593	9.762	9.437	9.775

## Achievement Award Sheet

Ribbon	Ave Score	Name	Num	Level	Age	Team
Blue	9.762	Svetlana Khorkina	104	8	Lvl 8: 15 & up	Russia
Blue	9.756	Elena Zamolodtchikova	101	8	Lvl 8: 15 & up	Russia
Blue	9.712	Andreea Raducan	123	8	Lvl 8: 15 & up	Romania
Blue	9.662	Yun Yang	111	8	Lvl 8: 15 & up	China
Blue	9.643	Esther Moya	126	8	Lvl 8: 15 & up	Spain
Blue	9.625	Ekaterina Lobaznikouk	102	8	Lvl 8: 15 & up	Russia
Blue	9.593	Simona Amanar	119	8	Lvl 8: 15 & up	Romania
Blue	9.581	Maria Olaru	121	8	Lvl 8: 15 & up	Romania
Blue	9.575	Fangxiao Dong	110	8	Lvl 8: 15 & up	China
Blue	9.575	Andreea Isarescu	122	8	Lvl 8: 15 & up	Romania
Blue	9.493	Kristin Maloney	113	8	Lvl 8: 15 & up	USA
Blue	9.462	Anna Tchepeleva	106	8	Lvl 8: 15 & up	Russia
Blue	9.443	Xuan Liu	107	8	Lvl 8: 15 & up	China
Blue	9.424	Jamie Dantzscher	115	8	Lvl 8: 15 & up	USA
Blue	9.418	Elise Ray	114	8	Lvl 8: 15 & up	USA
Blue	9.406	Laura Martinez	129	8	Lvl 8: 15 & up	Spain
Blue	9.400	Loredana Boboc	124	8	Lvl 8: 15 & up	Romania
Blue	9.393	Jie Ling	109	8	Lvl 8: 15 & up	China
Blue	9.350	Amy Chow	117	8	Lvl 8: 15 & up	USA
Blue	9.350	Susan Moro	130	8	Lvl 8: 15 & up	Spain
Blue	9.343	Viktoriya Karpenko	133	8	Lvl 8: 15 & up	Ukraine
Blue	9.331	Paloma Moro	127	8	Lvl 8: 15 & up	Spain
Blue	9.324	Tetyana Yarosh	131	8	Lvl 8: 15 & up	Ukraine
Blue	9.306	Alona Kyasha	135	8	Lvl 8: 15 & up	Ukraine
Blue	9.243	Domnique Dawes	118	8	Lvl 8: 15 & up	USA
Blue	9.212	Yelena Produnova	103	8	Lvl 8: 15 & up	Russia
Blue	9.212	Olga Roshchupkina	136	8	Lvl 8: 15 & up	Ukraine
Blue	9.175	Marta Cusido	128	8	Lvl 8: 15 & up	Spain
Blue	9.068	Halyna Tyryk	132	8	Lvl 8: 15 & up	Ukraine

## Team Score Sheets

	Num	Name	USAG	Level	Age	Team	Sub Team	V	PI 1	UB	PI 2	BB	PI 3	FX	PI 4	AA	PI
1	111	Yun Yang		8	Lvl 8: 15 & up	China		9.662*		9.737*		9.775*		9.662*		38.836	0
2	109	Jie Ling		8	Lvl 8: 15 & up	China		9.393*		9.800*		9.775*		9.425*		38.393	0
3	112	Manda Huang		8	Lvl 8: 15 & up	China		0.000		0.000		9.750*		9.412*		19.162	0
4	110	Fangxiao Dong		8	Lvl 8: 15 & up	China		9.575*		9.800*		9.625		9.375*		38.375	0
5	107	Xuan Liu		8	Lvl 8: 15 & up	China		9.443*		9.762*		9.662*		9.262		38.129	0
6	108	Yuanuan Kui		8	Lvl 8: 15 & up	China		0.000		0.000		0.000		0.000		0.000	0
7		-----						-----		-----		-----		-----		-----	
8		Team Totals				China		38.073		39.099		38.962		37.874		154.008	
9																	
10																	
11	119	Simona Amanar		8	Lvl 8: 15 & up	Romania		9.593*		9.762*		9.437		9.775*		38.567	0
12	123	Andreea Raducan		8	Lvl 8: 15 & up	Romania		9.712*		9.837*		9.550*		9.762*		38.861	0
13	124	Loredana Boboc		8	Lvl 8: 15 & up	Romania		9.400		9.600*		9.475*		9.700*		38.175	0
14	121	Maria Olaru		8	Lvl 8: 15 & up	Romania		9.581*		9.787*		9.525*		9.687*		38.580	0
15	122	Andreea Isarescu		8	Lvl 8: 15 & up	Romania		9.575*		0.000		9.687*		9.600		28.862	0
16	120	Claudia Presacan		8	Lvl 8: 15 & up	Romania		0.000		9.450		0.000		0.000		9.450	0
17		-----						-----		-----		-----		-----		-----	
18		Team Totals				Romania		38.461		38.986		38.237		38.924		154.608	

## Team Winner Sheet

Place	Team	Sub Team	V	PI 1	UB	PI 2	BB	PI 3	FX	PI 4	Total
1	Romania		38.461	2	38.986	2	38.237	6	38.924	2	154.608
2	Russia		38.605	1	37.899	4	38.862	3	39.037	1	154.403
3	China		38.073	3	39.099	1	38.962	1	37.874	5	154.008
4	USA		37.685	5	37.699	6	38.875	2	38.674	3	152.933
5	Spain		37.730	4	37.861	5	38.523	5	37.999	4	152.113
6	Ukraine		37.185	6	38.625	3	38.674	4	37.362	6	151.846

## USAG Score Sheet

	Num	Name	USAG	Level	Age	Team	V	PI 1	UB	PI 2	BB	PI 3	FX	PI 4	AA	PI
1	127	Paloma Moro		Elite	Lvl 7: 15 & up	Spain	9.331	1	0.000	1	0.000	1	9.525	1	18.856	1
2	125	Susana Garcia		Elite	Lvl 6: 7 to 11	Spain	0.000	1	9.187	1	9.687	1	9.425	1	28.299	1
3	136	Olga Roshchupkina		Elite	Lvl 5: 12 & up	Ukraine	9.212	1	9.675	1	9.687	1	8.812	1	37.386	1
4	121	Maria Olaru		10	Lvl 8: 15 & up	Romania	9.581	3	9.787	1	9.525	2	9.687	3	38.580	1
5	119	Simona Amanar		10	Lvl 8: 15 & up	Romania	9.593	2	9.762	2	9.437	3	9.775	1	38.567	2
6	101	Elena Zamolodtchikova		10	Lvl 8: 15 & up	Russia	9.756	1	8.862	3	9.712	1	9.775	2	38.105	3
7	124	Loredana Boboc		10	Lvl 8: 12 to 13	Romania	9.400	1	9.600	1	9.475	1	9.700	1	38.175	1
8	103	Yelena Prodnova		10	Lvl 7: 15 & up	Russia	9.212	1	9.775	1	9.800	1	9.725	1	38.512	1
9	120	Claudia Presacan		10	Lvl 7: 15 & up	Romania	0.000	2	9.450	2	0.000	2	0.000	2	9.450	2
10	131	Tetyana Yarosh		9	Lvl 8: 15 & up	Ukraine	9.324	1	9.550	1	9.450	1	9.600	1	37.924	1
11	113	Kristin Maloney		9	Lvl 7: 12 to 14	USA	9.493	1	9.537	1	0.000	1	9.737	1	28.767	1
12	133	Viktoriya Karpenko		9	Lvl 6: 7 to 11	Ukraine	9.343	1	9.750	1	9.737	1	9.550	1	38.380	1
13	123	Andreea Raducan		8	Lvl 8: 15 & up	Romania	9.712	1	9.837	1	9.550	16	9.762	1	38.861	1
14	111	Yun Yang		8	Lvl 8: 15 & up	China	9.662	2	9.737	5	9.775	1	9.662	4	38.836	2
15	126	Esther Moya		8	Lvl 8: 15 & up	Spain	9.643	3	9.625	7	9.637	13	9.662	5	38.567	3
16	109	Jie Ling		8	Lvl 8: 15 & up	China	9.393	11	9.800	2	9.775	2	9.425	9	38.393	4
17	110	Fangxiao Dong		8	Lvl 8: 15 & up	China	9.575	5	9.800	3	9.625	15	9.375	11	38.375	5
18	102	Ekaterina Lobznikouk		8	Lvl 8: 15 & up	Russia	9.625	4	9.175	12	9.700	6	9.750	2	38.250	6

# NCAA Score Sheet

Date: 9/20/2000		Host: Sydneys				Attendance:					
Team: Romania				Team: Russia							
Competitor #/Name	1	3	4	nd	AVE	Competitor #/Name	1	3	4	nd	AVE
119	Simona Amanar	9.593			9.593	101	Elena Zamolodtc	9.756			9.756
120	Claudia Presaca					102	Ekaterina Lobaz	9.625			9.625
V											
A	121	Maria Olaru	9.581		9.581	103	Yelena Prodnov	9.212			9.212
U											
L	122	Andreea Isaresc	9.575		9.575	104	Svetlana Khorki	9.762			9.762
T											
	123	Andreea Raducan	9.712		9.712	105	Anastassia Kole				
124	Loredana Boboc	9.4		9.4		106	Anna Tchepeleva	9.462			9.462
Vault Score:		38.461	Running Score:		38.461	Vault Score:		38.605	Running Score:		38.605
119	Simona Amanar	9.762		9.762		101	Elena Zamolodtc	8.862			8.862
B	120	Claudia Presaca	9.45		9.45	102	Ekaterina Lobaz	9.175			9.175
A	121	Maria Olaru	9.787		9.787	103	Yelena Prodnov	9.775			9.775
R	122	Andreea Isaresc				104	Svetlana Khorki	9.712			9.712
S	123	Andreea Raducan	9.837		9.837	105	Anastassia Kole	9.237			9.237
Bars Score:		38.986	Running Score:		77.447	Bars Score:		37.899	Running Score:		76.504
119	Simona Amanar	9.775		9.775		101	Elena Zamolodtc	9.775			9.775
F	120	Claudia Presaca				102	Ekaterina Lobaz	9.75			9.75
L	121	Maria Olaru	9.687		9.687	103	Yelena Prodnov	9.725			9.725
O	122	Andreea Isaresc	9.6		9.6	104	Svetlana Khorki	9.787			9.787
O	123	Andreea Raducan	9.762		9.762	105	Anastassia Kole				
R	124	Loredana Boboc	9.7		9.7	106	Anna Tchepeleva	9.3			9.3
Floor Score:		38.924	Running Score:		154.608	Floor Score:		39.037	Running Score:		154.403
			<b>154.608</b>						<b>154.403</b>		
All-Arounders											
	Amanar	Presacan	Isarescu	Raducan	Boboc	Zamolodtchikova	Lobaznikouk	Khorkina	Kolesnikova	Tchepeleva	
VT	9.593		9.575	9.712	9.4	9.756	9.625	9.762		9.462	
UB	9.762	9.45		9.837	9.6	8.862	9.175	9.712	9.237		
BB	9.437		9.687	9.55	9.475	9.712	9.7	9	9.65		
FX	9.775		9.6	9.762	9.7	9.775	9.75	9.787			9.3
AA	38.567	9.45	28.862	38.861	38.175	38.105	38.25	38.261	18.887		18.762
Judge's * VT:		* UB:		* BB:		* FX:					
Signatures											
VT:		UB:		BB:		FX:					
* Head Judge											
Coach's Signature:											