

Barrel Race America Version 12.9



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Introduction

Welcome to the Barrel Race America system. This software system is copyrighted by Charlie Horse Ranch Timing Systems, Inc. and may not be reproduced or distributed without express written permission. **Note:** WPRA©, WBRA© BRN4D©, ACBRA©, IBRA©, BBR© , UBRA© and NBHA© are the copyrighted abbreviations for the Women’s Professional Rodeo Association, Washington Barrel Racing Association, Barrel Racer’s National 4-D, American Computer Barrel Racing Association, International Barrel Racing Association, Better Barrel Racing, United Barrel Racing Association, and the National Barrel Horse Association, respectively. These organizations are used as examples throughout this publication.

Every attempt has been made to ensure the accuracy of this software, but Charlie Horse Ranch Timing Systems, Inc. will not be responsible for problems arising from its use. If you find problems or errors, please report them to Charlie Horse Ranch. A corrected version of the software will be made available to you as soon as possible. Current fixes can be found at our web site, www.CharHorseRanch.com. Click on “**Downloads**” to see the latest update.

The software was designed to run on a computer with Windows© 7 or greater installed, and a minimum screen resolution of 1024 x 768 pixels.

This software was developed especially for Show Producers who run Jackpot Barrel Races. It also supports any event (like Poles) which requires a single time for placings. It supports all ‘D’ formats, from 1-D to 7-D and may have as many as 80 events and 9000 riders in a single show. It also allows for ‘carry over’ times from any event to other events. You can produce “Interval time” reports for any rider to earn extra income from your show. Finally, it can use up to 12 different payout structures in a single show. This is useful for those who are running co-sanctioned shows or events. In addition to 5 user payoff tables, payoff tables are predefined for BRN4D, ACBRA Category, ACBRA 4-D, IBRA, BBR 4-D, BBR 5-D, AW4D, NBHA 3-D, NBHA 4-D and NBHA 5-D in accordance with their respective Rule Books as of the time this software was released. It also has the ability to define fixed payout amounts or percentages for a race, regardless of the number of entries. Some of the highlights of the system are:

1. A rider database to quickly sign up riders for a show. This database will hold up to 9000 riders and is automatically updated as you sign up each rider in a show. Each rider is assigned a number. If they have multiple horses, each horse has a number, as well. For example, Bill Jones with 3 horses would have numbers 39-1, 39-2 and 39-3. The rider database entry for Bill is only one record. Note that you don’t have to put riders on the database before you sign them up.
2. A simple definition of any show, including the names of up to 80 events, the date of the show, the entry fees for each event, ground fees, and other administrative data.
3. Automatic calculation of total fees owed by the rider when signing up, including ‘other’ fees and credits.
4. A financial summary of the show, showing monies received, monies paid out, event breakdown, and the ability to reconcile the cash box.

5. The ability to generate a draw list and an announcer's sheet at any time after the draw(s) for each event, showing the riders in that event and a place to write their time. The draw can be completely random, or modified for your local needs. Multiple draws may be used for a single event. A rider on multiple horses is automatically separated in the draw.
6. The ability to input the rider's time to the computer (manually, or automatically with FarmTek© or Thunderpaws©, timers and a PC interface cable, available from the manufacturer). The computer automatically prints out a jackpot payout list for each event and each 'D', as well as computer printed payout checks, including an automatic signature on the checks. Optionally, payout amounts may be rounded to whole dollars.
7. The ability to calculate Averages and/or Target reports for selected events in a single show or for multiple shows. Three different averaging methods are provided, and added monies can be paid (and checks written) for Average/Target reports.
8. Automatically figure out how many places to pay. Percentages of each 'D' and placings are based on one of twelve different tables, defined by you. Default tables are provided. In each case, you may choose to base the number of payouts in each 'D' on the number of riders, on the last rider in the lowest 'D' getting at least their entry fee back, a specific number of places defined by you, or a fixed payout amount or percentage.
9. The ability to extract show data to a 'comma-delimited' file, suitable for importing to popular spreadsheet and word processing systems for local reporting.
10. Optionally, you can set the number of riders between each drag of the arena, and the announcer's list and time reporting screens will let you know when to drag.
11. Optionally, when using direct timer input, you can run in 'unattended' mode. This means the screen will automatically advance to the next rider when a time is posted. The only time you have to intervene is when a rider is disqualified, or when dragging the arena which may cause timer breaks.
12. Optionally, when using direct timer input in FarmTek "Time Stamp" mode with extra heads, you can create "interval time" reports, showing the rider their times between and around the barrels and comparing those times to the fastest rider in the race. Riders will pay extra for these reports, generating more income for you.
13. Allows you to run a "2-Go Average" race, where the rider pays one entry fee and runs in both of two rounds. The order of go is reversed in the second round. Monies are paid as percentages defined by you for Round 1, Round 2 and the Average, using the payout table you select. Times can be carried to other races and/or side pots. This format is frequently used for Futurity and Derby races.
14. Allows you to network two or more computers for a single race, where one computer can be taking signups and printing checks, while the other computer(s) can be taking additional signups, timing an event or just running an event monitor.

15. Allows you to run a “2-Go Short” race, where the rider pays one entry fee and runs in both of two rounds. The order of go is reversed in the second round. At the end of the two rounds, a percentage or specific number of the riders are selected by you to qualify for a 3rd (short) round. Monies are paid as percentages defined by you for Round 1, Round 2 and the Short Go, using the payout table you select. Times can be carried to other races and/or side pots.
16. Allows you to run a “2-Go Short with Average” race, where the rider pays one entry fee and runs in both of two rounds. The order of go is reversed in the second round. At the end of the two rounds, a percentage or specific number of the riders are selected by you to qualify for a 3rd (short) round. Monies are paid as percentages defined by you for Round 1, Round 2, the Short Go, and the Average, using the payout table you select. Times can be carried to other races and/or side pots.
17. Allows you to run a “1-Go Short” race, where the rider pays one entry fee and runs in the first round. At the end of the first round, a percentage or specific number of the riders are selected by you to qualify for a 2nd (short) round. Monies are paid as percentages defined by you for Round 1 and the Short Round. Times can be carried to other races and/or side pots.
18. Allows you to run a “2-Go Fastest” race, where the rider pays one entry fee and runs in two rounds. At the end of the second round, the winner(s) are based on the fastest of the 2 runs, and the other run is ignored. Times can be carried to other races and/or side pots.
19. In an extension of Charlie Horse Ranch products, support is included for FastEnter.com, which means you have the ability for riders to sign up on-line, and pay with a credit card. The show definition is sent to FastEnter.com and riders can immediately sign up. Sign up processing allows you to gather entries from FastEnter.com and enter them in the show with a single click of a button. After the draw, the rider order (draw) can be posted on-line at FastEnter.com. After the show, race results can be posted on-line at FastEnter.com by pressing a single button.
20. Support is included for the “Local Terminal”. It allows riders to come in and sign themselves up for the show on the computer, print an invoice, then come to the desk to pay. The computer operator can click a single button and gather all of the Local Terminal signups and enter them in the show all at once. This feature can also be used by multiple office personnel to sign up riders without interfering with other processing.
21. Optionally, for any report created by this system, you can create .html formatted report files suitable for posting to your web page.
22. The ability to do Side Pot reports.
23. The ability to do High Points reports, both by show and Year to Date. High point reports can be further subdivided into division, points earned and/or money won.
24. Automatic generation of co-sanctioning reports and fees for up to four different co-sanctioning organizations for any event.

25. Support for “Slack” events, such that you can have multiple slack events, then combine them with a normal event for the final payout.

26. Support for a “Barrel Insurance Pot” which allows riders to put money into a pool and potentially get paid if they knock down a barrel.

27. Connect your current Barrel Race America software to the CINCH Horse Show Tracker! HST is a mobile smart phone app that allows your riders and spectators to see draws and results in real-time. Current leaders for each class are updated as each run is posted. For more information and to get signed up with HST, go to this Google Doc: <http://bit.ly/2UkrAJy>

Conceptual Overview

If you are reading this publication, chances are that you are already familiar with the concept of 4-D Jackpotting and Barrel Racing in general. Most Barrel Races have several things in common, regardless of the sanctioning organization and Show Producer. They are:

1. The 'draw' is sacred and once done and published, it cannot be changed. Riders may be added to the end or scratched, but you cannot change it much. You especially cannot change when a rider runs relative to the intermediate drags of the arena.
2. The show producer will keep a fixed percentage of the entry fees or will use a 'flat fee (Office Charge)' structure. They may also charge the rider directly for the organization sanctioning fees. The remainder goes into a payout pool, along with 100% of any added money. Some producers keep a different percentage, depending on whether it's an Open event or Youth event, or have fixed rider fees, regardless of the entry fee.
3. Riders are not willing to sit around and wait a long time to find out if they won any money and don't like waiting for someone to write checks.
4. Payouts for each 'D' are a fixed percentage of the payout pool. They may vary by organization, but they generally run something like this: 1-D = 35%, 2-D = 30%, 3-D = 20% and 4-D = 15%.
5. Depending on the number of riders or the size of the payout pool, each 'D' may pay to multiple places (1st, 2nd, 3rd, etc. within each 'D'). All 'D's' should pay to the same number of places. Consequently, you first have to determine the size of the payout pool for each 'D', and then calculate the percentage that goes to each place within that 'D'. Some organizations base the places of payout on the number of riders, and others use a formula that calculates how deep you need to go such that the lowest rider in the 4-D (or last 'D') pool will receive at least their entry fee back.
6. It is preferable to have software that read the timers directly, instead of keying times in. This avoids a lot of errors and/or questions.
7. Most organizations allow for a "carry-over" of a time from the Open event to the Senior and Youth or other divisions, such that a single ride in the Open event counts for the Senior or Youth as well. Other variations allow for carrying the time from the Youth and/or Senior into the Open event. The rider pays entry fees for both, but only rides once.
8. Show producers are not thrilled by having to key in all of a rider's information (name, horse name, etc.) at the show, especially if the rider has ridden there before. They want a 'fast and easy' signup system.
9. Keeping track of high point reporting and co-sanctioning needs to be fast and easy.
10. Many show producers have other optional fees (shavings, dances, haul-in, etc.) that they would like to collect and keep track of with show software.

This software does all of that and more!

Once the draw is done, you can scratch riders, add additional riders and even swap riders around, but the original draw positions are preserved. The system will let you know when it's time to drag the arena and give you a snapshot of the current payout.

All calculations are done and results and checks are available within seconds after the last rider completes their ride. Complicated payout structures are defined in advance using predefined payout tables for NBHA, BRN4D, IBRA, ACBRA, BBR, and up to 6 "user payout tables", which define the producer's percentage, the 'D' percentages, and the places of payout within each 'D' (up to 30 places). They also define the payout method (number of riders or automatic calculation).

You can also set up fixed payout tables, where a flat amount is being paid regardless of the number of riders, fixed percentage tables, where the total pool is divided according to your local standards, and payouts for the "1-Go Short", "2-Go Average", "2-Go Fastest", "2-Go Short with Average", and "2-Go Short" methods. When setting up the show, the producer needs only to indicate which payout table is being used for this event. The rest is completely automatic.

Jackpot results and Interval time reports are available immediately and 'carry-over' is totally automated.

The system will print your checks for you, including signing them for you. Checks are available for distribution within seconds.

A rider database is kept and automatically updated during each show. When a rider signs up after the first show, you only need to click on that rider in a list, and all their information is automatically filled in.

Current high point standings can be reported at any time.

Co-Sanctioning and financial reports can be printed immediately after the race.

The software can optionally read the timer directly and fill in the rider's time, then advance to the next rider. If a rider is disqualified (barrel down), one mouse click of a 'NT' button takes care of it, while still preserving their original time in case of a problem later. Alternatively, you can assign penalty seconds for each downed barrel.

Producers can define up to 15 additional fees for non-race items (shavings, etc.). Each fee can be required or optional, and the optional fees can have units (if the item is a bag of shavings, the rider may want 3 of them, It will calculate the total fee for you and the rider). Separate reporting is provided for these fees, and the income is included on the financial report. The tracking and payment of these fees can be done on-line through FastEnter.com and during local signups.

If you have an account with FastEnter.com, riders can sign up on-line, and pay with a credit card. Sign up processing can gather entries from FastEnter.com and enter them in the show with a single click of a button. Draw results and show results can be posted on-line at FastEnter.com by pressing a single button.

You can set up multiple local terminals at your show, and riders can sign themselves up right there, get an invoice printed, then just pay the office. Normal sign up processing can gather entries from the Local Terminal files and enter them in the show with a single click of a button.

Jackpot Concept

Jackpotting is a simple concept and is very popular with most riders. Each rider puts up a certain dollar amount and the rider with the fastest time wins the money. 4-D Jackpotting is the most popular format because more riders get payouts. It involves taking the fastest time, then adding increments of time to get the 2-D, 3-D, 4-D, etc. winners. Each 'D' gets a fixed percentage of the jackpot. For large shows, this is further refined where each 'D' is paid to multiple placings depending on the number of riders and the amount of money in the pool. In this software, you have complete control over time increments, payout structures, and how many 'D's are used. For example, a typical Barrel Race uses the following format:

- 1-D = Fastest time (payout is 30% of the total pool)
- 2-D = Fastest time + 0.5 seconds (payout is 27% of the total pool)
- 3-D = Fastest time + 1.0 seconds (payout is 23% of the total pool)
- 4-D = Fastest time + 2.0 seconds (payout is 20% of the total pool)

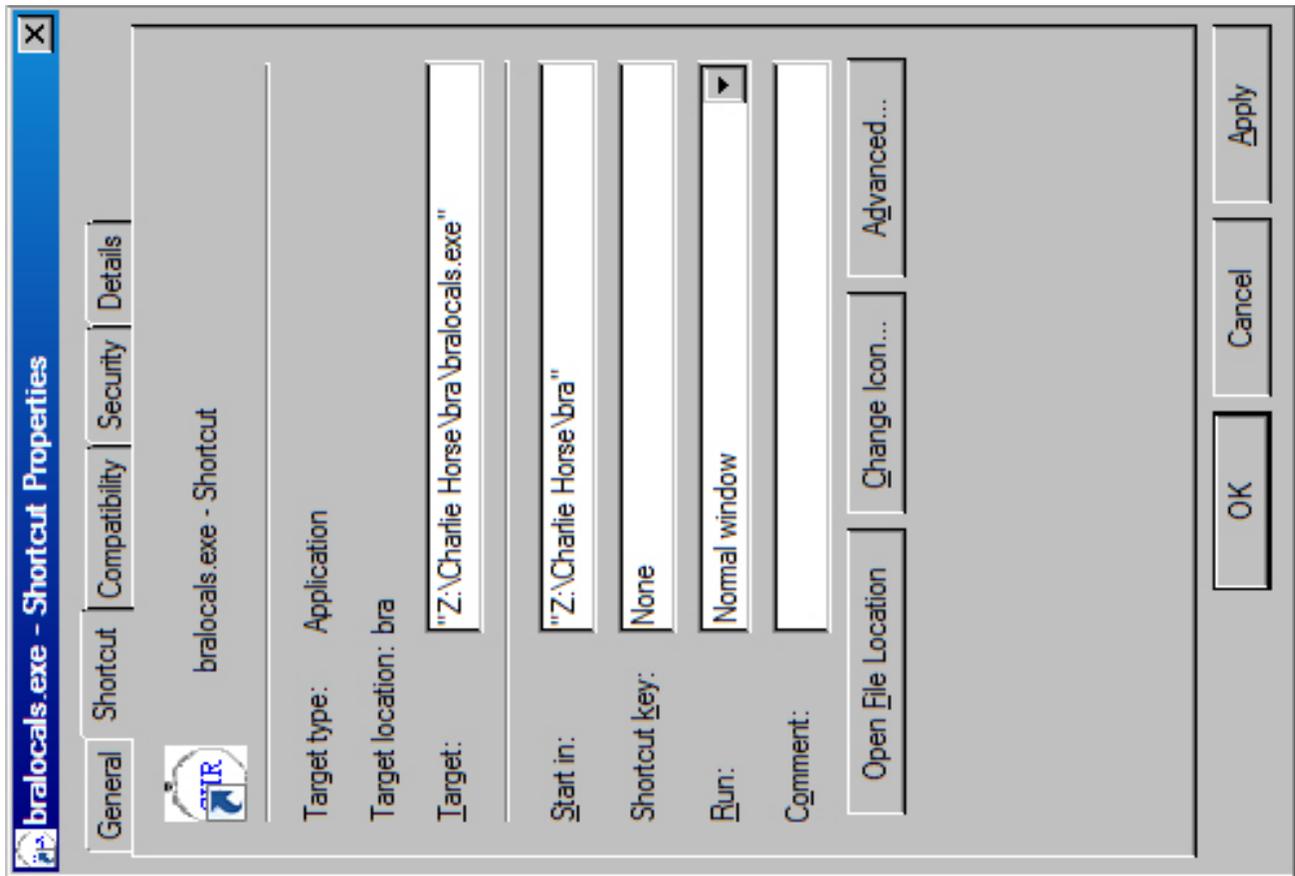
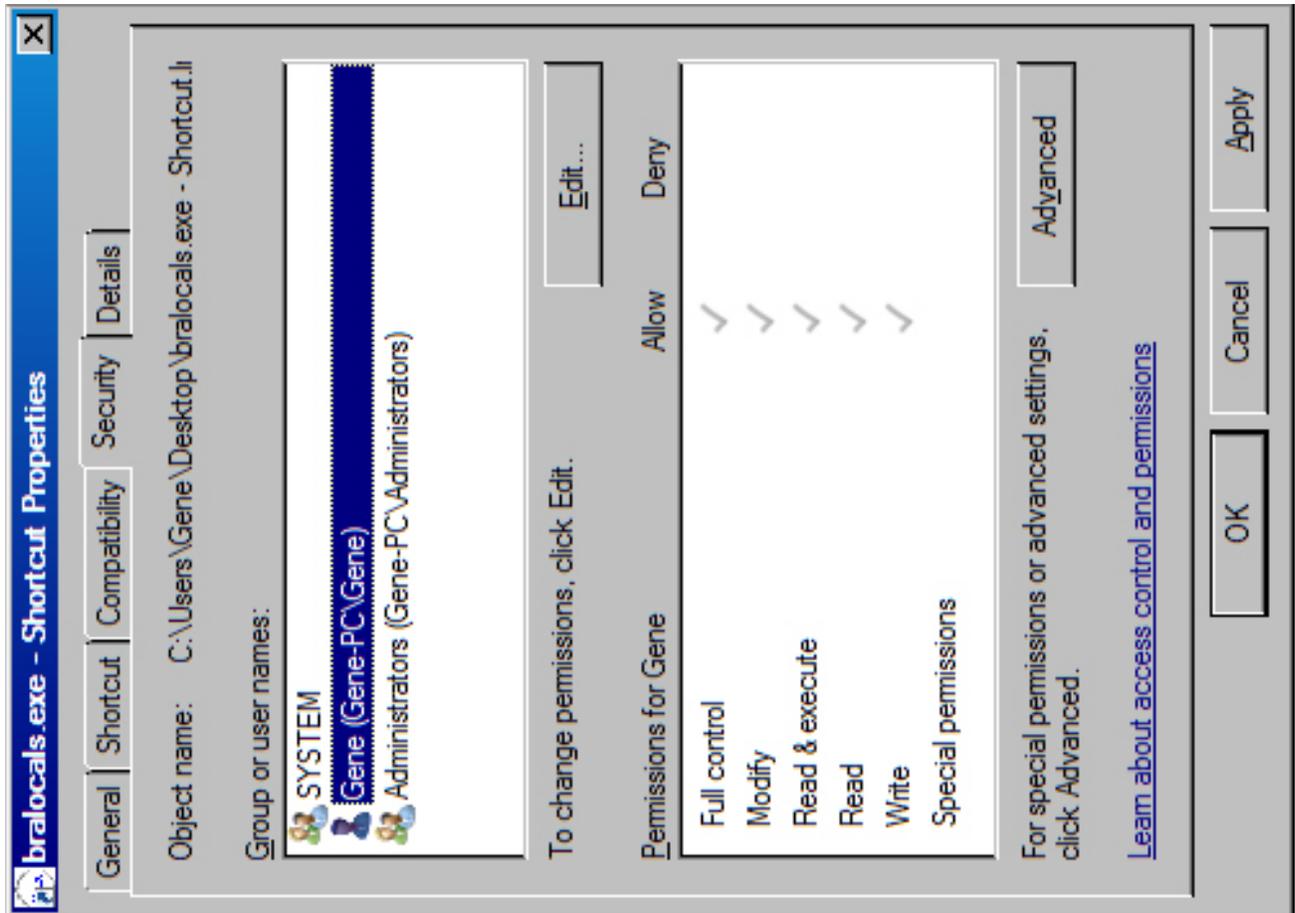
The software automatically establishes the number of payout placings based on the number of riders, a percentage of the pool, a fixed amount payout table, or a calculation such that the last placing in the lowest 'D' gets at least their entry fee back. You may use a different method for each event.

This software also provides an alternate scoring method, the Divisional Matrix method. If set, it means that the Divisional Matrix method will be used to calculate 'D' placings, instead of the traditional fastest time + increment method. The Divisional Matrix method says that you will define the actual time that represents the top of the 2D, 3D, 4D, etc. divisions, instead of just defining the split increments. Anything faster than the top of 2D will be a 1D, but the fastest time doesn't alter the placings of the other divisions. For example, if you set the top of 2D as 17.200 and the top of 3D as 17.700, anything faster than a 17.200 is a 1D time. Any rider who gets a time in the range of 17.200 - 17.699 will place in the 2D, regardless of the fastest time. Riders can try to target a particular 'D', or just do their best and see where they fall.

Networking Considerations

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

1. The share name MUST allow read/write authority. The default when setting up a share name is “read-only”. If left in place, Charlie Horse products cannot make use of the network, because the software requires read/write permissions. If not set up correctly, you will get messages like “Software Improperly Installed”, or messages indicating it can’t find certain files and locking timeouts. All of these are caused by being unable to write to the hard drive.
2. When you map to a drive on another computer, you are required to provide a User identification, which was previously defined on the other machine. That user id must have read/write access to the folders and files you are going to use. Simplest is to give it “Administrator” authority.
3. To test the setup, the simplest method is to map to the other drive. If you can “see” the drive and it’s folders and the response time is within a second, the actual network is probably OK. The next test is to locate any .txt file on the other computer and double click on it. On most computers, this will bring up the standard Microsoft “Notepad” utility. Make a minor change to the text of the file, then save it. If that works, then you most likely have the permissions set up correctly.
4. If you have problems with the network or with the permissions, CHRTSI cannot help you. It isn’t related to the CHRTSI software. Each system has it’s own peculiarities and in many cases, we could unintentionally give you bad advice.. You need to talk to your Administrator or whoever helps you with computer issues. Give them this paper if they have questions regarding the software.
5. On the next page there is an example from the Barrel Race America software. The icon was set up to allow secondary terminals to use the “Local Terminal” option. There are two views, one showing the links (using the “Z” drive to map to the other computer’s “C” drive) and the other showing the permissions. In addition, “Networked” must be checked in the BRA options.



Averaging Method

Method 1: This method uses a pretty standard rule for averaging, which is: “To figure the average of 2 races: 1st Division = Contestant with the Fastest Combined time. 2nd Division = Fastest Combined Time + 1 second. 3rd Division = Fastest Combined Time + 2 seconds. 4th Division = Fastest Combined Time + 4 seconds. To figure the average of 3 (or more) races: 1st Division = Contestant with the Fastest Combined time. 2nd Division = Fastest Combined Time + 1.5 seconds. 3rd Division = Fastest Combined Time + 3 seconds. 4th Division = Fastest Combined Time + 6 seconds.”

This software figures averages following the above rule, with the exception of more than 3 races. In actual practice, the software continues adjusting the splits for each additional race, and you have the ability to override the calculated split times. You can figure the average on a single show (up to 80 events) or use multiple shows as input, using multiple events from each show up to a maximum of 80 events.

Method 2: Some show producers prefer a different averaging method, where the fastest time from each event is combined and used as the base time, regardless of which contestant had them. The rider who comes closest to that combined time wins the 1-D, and the 2-D through 7-D time breaks are figured on that combined time, using Method 1 (above). This is known as the “Alternate Average”.

Method 3: Some show producers prefer to use a “True Average”, where the times of each ride are accumulated, then divided by the number of rides (a mathematical average). Again, you have ability to override the split times used for payout.

Regardless of the method used, you can also provide a dollar value that is treated as added money for the average, and have the software write checks for that, as well.

In this software, the average reports allow you the flexibility to optionally throw out the worst run for all riders, so that a No Time on the first day doesn't automatically exclude them from winning an average award. It also allows a rider to optionally skip a race entirely, and have that race be considered the skipped worst run.

Draw Methods

There are 5 different methods that can be used to draw riders for an event.

Method 1 - A completely random draw which assumes you have given equal priority to all riders. The software automatically separates entries where a single rider is on multiple horses.

Method 2 - A modified random draw. This method allows you to define a priority from 1 to 9999 for each rider (the default value is 10). When the draw occurs, it will group all riders of equal priority. The highest priority is 1 and the lowest priority is 9999, so the riders will be arranged in random order within their priority groups.

Method 3 - A “Reverse Draw”. This method allows you to reverse the ride order used in one event and use it for a 2nd event. Normally, this is used when you are running two Open events, and you want the 2nd Open event to use the reverse ride order from the 1st Open event.

Method 4 - A “Copy Draw”. This method allows you to maintain the ride order used in one event and use it for a 2nd event. Normally, this is used when you are running two Open events, and you want the 2nd Open event to use the same ride order from the 1st Open event.

Method 5 - Set Run Order Manually. This method allows you to assign the run position to each rider. The riders are presented in alphabetical order, and you assign the run position. If you use the “Poker Chip” draw method, this is how to do it. It isn’t exactly the same, since skipping chip numbers will not preserve those draw positions. Do not use priorities for a “Poker Chip Draw” because it will not come out the way you expect it to. When you set the Run Order manually, the priority flag is ignored. When you do “Add to Draw”, all riders are presented, with the new ones (Late Draw Requests and late entries) inserted alphabetically.

Note: If you skip run positions, they will NOT be preserved. For example, if you skipped position 16, 15 and 17 would run back to back. The drag is based on every 5 actual riders, not every 5 run positions. Consequently, if you subsequently insert a rider at draw position 16, the remaining riders would be shifted down one position relative to the drags. The Announcer’s list and the Draw list will close up the numbers to compensate for any missing ones.

In all cases, you can do an initial draw, and any number of supplemental draws to add late signups. Those riders in the supplemental draws are always placed after those in the initial draw except in the case of a setting the Run Order manually, when you can place them anywhere. You also have the ability to modify the draw when circumstances require it. You can ‘swap’ riders to move them around, and scratch riders after the draw is done while preserving the original draw positions.

See the section on “Combining Draws” for information on how to combine draws for multiple events.

Carrying Times

Carrying times from one event to another is common at most barrel races. Most often it is used to carry the time from the Open event to the Youth or Senior Event. That way, the rider only rides once, but the time counts for two or more different events.

This software allows you to carry times:

- 1: From one event to another.
2. From a single event to multiple events.
3. From multiple events to a single event (fastest time used).

Method 1 - Let's say we were carrying the time from the Open event to the Senior Event, and the Open event is Event 1. All you need to do is set the OID (Open ID) field in the Senior Event to 1 (The event number of the Open Event), and set the "Carry" flag when the rider signs up for the Senior Event.

Method 2 - Let's say we were carrying the time from the Open event to the Senior and the Youth Events, and the Open event is Event 1. All you need to do is set the OID (Open ID) field in the Senior and the Youth Events to 1 (The event number of the Open Event), and set the "Carry" flag when the rider signs up for the Senior or Youth Event.

Method 3 - Let's say we were carrying the time from the Youth and Senior Events to the Open Event. All you need to do is set the OID (Open ID) field in the Open Event to 99 (This is a special OID flag that means multiple events will carry to this event), then use the "Sidepot/Multiple Carry Events" button in the show setup screen to define which events will send their times to the Open Event. You also set the "Carry" flag when the rider signs up for the Open Event. In the event that the rider rode in multiple events that are carrying to the single event, the fastest time will be used. Multiple go events carrying to other multiple go events can carry all times. See Show Setup.

In all cases, the time is actually carried at the moment the awards list for the affected event is produced.

Combining Draws

Combining draws can be beneficial at any show. The benefit is simple. Riders don't have to wait for an Open class to be done before they can ride in their Senior or Youth division. All divisions are combined into a single draw and riders will be sooner or later in the draw. All riders are treated equally. An example is below:

Lets assume we have a show with Open, Youth and Senior Events. To combine all of these events into one draw, use the following steps.

- 1: Set up the normal Open Youth and Senior Events as events 1, 2 and 3.
2. Set up a 4th event (named Combination Draw or something similar) with a PType of 0 (zero).
3. Use the "Combo Draw, Sidepot, Multiple Carry Event" button and select the Combo Draw Event on the left hand side of the screen. Then select the events to include in that draw from the right hand side of the screen.
4. That's it. You've done it. When the time comes, you won't be able to do an individual draw from the Open, Youth or Senior Events. Instead, you'll select the Combination Draw event and do the draw and Time Posting to that event.
5. When all times have been posted, select the individual event and run the "Final Results" report for each one, just like normal.
6. Restrictions: You cannot use the PType C or R options to refer to a Combined Draw Event. Sidepot Events of any kind may not be combined. No event can carry from a Combined Draw, since it isn't a real event. You can combine like multiple go events (all 'G' or all 'H' for example). They will stay combined until the Short Go draw (if any). The Short Gos are run separately. You can also do a Manual Order on a combined event. It will consider the requested draw positions from all included events to avoid duplicates.

Local Terminal Sign Up

One of the icons on the desktop is the BRA Local Terminal. While this may be used at the “main” or only computer, it’s primary purpose is to be used on a networked computer with the network drive mapped back to the “main” computer, where it will not interfere with normal office activities. It allows riders to come in and sign themselves up for the show on the computer, print an invoice, then come to the desk to pay. The computer operator can click a single button in the show signup screen to gather all of the Local Terminal signups and enter them in the show all at once. The screen looks like this and is very similar to the normal sign up screen. An explanation of each field and button is supplied below.

BRA Local Terminal - Current Show date is 07/04/12

Events 1-20
 Events 21-40
 Events 41-60
 Events 61-80

Event Name	Fees	E	C	N	N	N	N
Open - Friday	\$60.00	<input checked="" type="checkbox"/>					
Senior - Friday	\$0.00	<input type="checkbox"/>	<input type="checkbox"/>				
Youth - Friday	\$0.00	<input type="checkbox"/>	<input type="checkbox"/>				
Open - Saturday	\$60.00	<input checked="" type="checkbox"/>					
Senior - Saturday	\$0.00	<input type="checkbox"/>	<input type="checkbox"/>				
Youth - Saturday	\$0.00	<input type="checkbox"/>	<input type="checkbox"/>				
Open - Sunday	\$60.00	<input checked="" type="checkbox"/>					
Senior - Sunday	\$0.00	<input type="checkbox"/>	<input type="checkbox"/>				
Youth - Sunday	\$0.00	<input type="checkbox"/>	<input type="checkbox"/>				
Washington Poles	\$35.00	<input checked="" type="checkbox"/>					
Open Sidepot	\$35.00	<input checked="" type="checkbox"/>					
Insurance	\$0.00	<input type="checkbox"/>					

First: Jane Registered Horse Name
 Last: Adams
 Horse: Snowflake
 Member
 Ground Fee: \$0.00
 Other Fee: 0.00
 Late Fee: 0.00
 Credit: 0.00
 Co-Sanctions: \$0.00
 Camp/Stall: \$0.00
 Interval Report \$0.00
 T/O Fees: 0.00
 Processing Fee: \$0.00
 Producer Fees: \$0.00
 Reminders \$0.00
 Total Fees: \$250.00

NBHA Dist:
 ACBRA ID:
 Tab 6 ID:
 BRN4D ID:
 NBHA ID:
 IBRA ID:
 WPRA ID:
 User1 ID:
 User2 ID:
 User3 ID:
 User4 ID:

Street: PO Box 697
 City: Elverta
 State: CA Zip: 95626 Phone: 916-275-3277
 SSN: ***** (Hidden)
 EMail: chrtsi@aol.com
 Sponsor:

Entry Note:

New Entry: Selecting this button will allow you to find yourself and your horse on the database of existing riders, select your profile with a new horse, or add yourself as a new rider.

Camping/Stall Reservations: Select this button to sign up for a stall and/or a camp site and select which days you will pay for.

Print Invoice: Select this button to print an invoice showing you how much you owe.

Enter, Carry, etc.: Selecting the box under “**Enter**” will add you to the event. Selecting the box under “**Carry**” will automatically carry your time from the ‘Open’ event to this event when jackpots are calculated. Selecting the box under “**ACBRA**”, “**BBR**”, “**BRN4D**”, “**NBHA**” or other co-sanctioning organization will include your times in the report to the appropriate co-sanctioning organization. Fees are automatically calculated and the total updated as each event is selected.

Member: If checked, this means you are a member of the local club. Meaningful only if “Member Only High Point” is checked in the options. Check with the producer.

Registered: If checked, this means the horse is registered in one of the national registries (AQHA, APHA, etc.) and that this is the horse’s registered name.

Late Fee: The late fee you owe (if any)

Ground Fee: The ground fee required by the producer.

Co-Sanction: The co-sanction fee(s) you will owe.

Camp/Stall: The camping and/or stall fees you will owe.

T/O Fees: The Time Only or Exhibition fees you are paying.

Interval Report: Selecting this button will sign you up for the Interval report and charge you the appropriate fee. Check with the producer to see if this is available.

Other Fee: Any other fees you are paying (shavings, etc.).

Credit: Any credits given to you by the producer (multiple horse discounts, family discounts, etc.). This amount is subtracted from the total fees owed by you.

NBHA Dist: For those riders who are NBHA members, this is your home district (like WA07 or CA14).

NBHA ID, WPRA ID, BRN4D ID, etc.: These are member identification numbers of various predefined associations you belong to.

User1, User2, etc.: These are user member identification numbers of various associations you belong to that haven’t been given “official” names. Check with the producer for proper use of these fields.

City, State: These are optional fields showing where you came from. If supplied, they will show on the time posting screens (and, optionally, the announcer’s list) to give the announcer some information to give about you.

Street, Zip, Phone, Email: These are optional fields for the rider database. Check with the Producer for the use of these fields.

SSN: Social Security Number. Some producers require this information (for later 1099 reporting) before they will give out checks. Note that this is a “protected” display item, and the actual Social Security Number will not be displayed. Instead, it will show a series of asterisks (*).

Sponsor: This is an optional field showing that you have an individual sponsor. If supplied, it will show on various reports to give credit to the sponsor.

Processing Fee: The processing fee charged by the producer.

Reminders: checking this box means you are signing up for the Reminder Notifications.

Entry Note: A comment supplied by you containing special information for the producer.

Total Fees: The total amount of fees you owe.

Producer Fees: Selecting this button will take you to a new screen where you can indicate that you are paying for some optional (and required) services provided by the producer. Check with the producer for proper use of these fields.

Clear Screen: This button clears all fields on the existing screen so that no one can alter the entry just made. Until this is done, each save is considered an update to the rider still on the screen.

Rodeo 4D Format

This method of calculating payouts is intended to combine the best of Rodeo (WPRA) style Barrel Racing with Divisional Barrel Racing. For lack of a better name, we're calling it "Rodeo 4D". Instead of simply adding the 2D increment (usually 1/2 second), etc. to the fastest time, a different method of establishing the 2D time is used. The fastest time is still the top of the 1D, but the 1D bracket is always filled with the number of places being paid. The next time after last place in the 1D becomes the top 2D time, and all adjustments (3D, 4D, etc.) are made based on the 2D time. For example, if you were paying 6 places and using 1/2 second splits, the 1D bracket would have the top 6 fastest times. The next fastest time would become the top of the 2D bracket. The 3D bracket would be the 2D time + 1/2 second. The 4D bracket would be the 2D time + 1 second. The end result is that all 1D brackets are filled, there are (usually) no 1D riders who don't get paid, and (usually) the 2D-4D brackets pay slower times. To use this method for any race, set a value of 0.00 for the 2D increment and then adjust the 3D and 4D times accordingly (usually .5 for the 3D and 1.0 for the 4D). The software keys off of the 0.00 in the 2D increment to do this processing. Below is a more detailed description, and also see "**D Increments and Payout Overrides**".

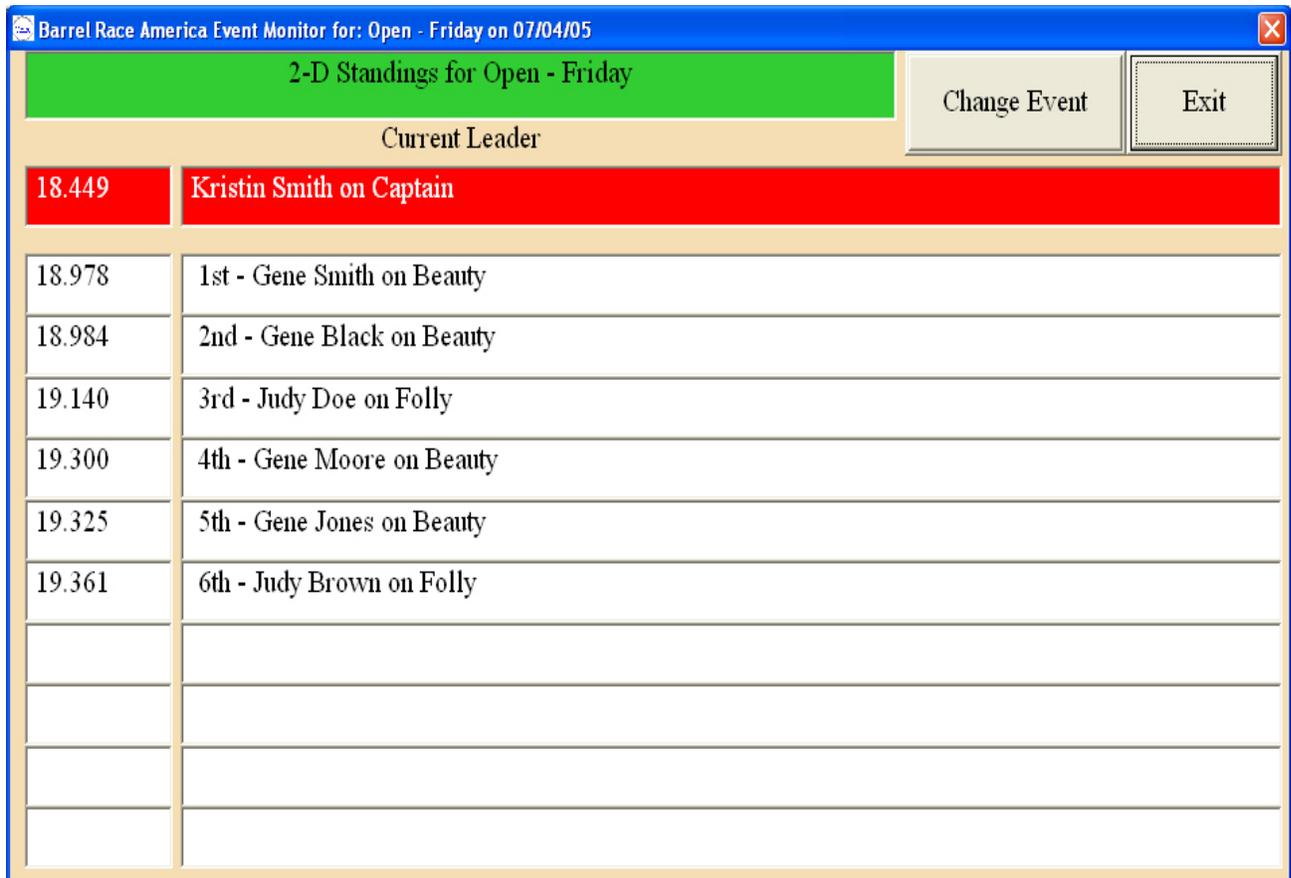
1. The race is set up like any other divisional race, with percentages to each "D", etc. Everybody who signs up is equal. There are no "1D" signups.
2. The payout is calculated normally, determining how many places to pay and how much is in each "D" pool.
3. In the 1D only, the division will "fill", meaning all of the places to pay will be filled, regardless of the time run.
4. Once that is established, the next fastest time becomes the top of the 2D. It is not a calculation, adding something to the prior time, it is the actual time of the next fastest rider.
5. From that point on, the 3D, 4D and 5D times are calculated based on the splits for that show, 1/2, 1, 1.5, etc. based on the 2D time, NOT the 1D time.
6. The effect of this is: If the 1D would have filled anyway, then it is possible that the times for 2D through 5D will be faster than they would have been in a standard Divisional format. If the 1D would not have filled anyway, the times for the 2D through 5D will be slower than they would have been in a standard Divisional format.

Event Monitor

One of the icons on the desktop is the BRA Event Monitor. While this may be used at the “main” or only computer, it’s primary purpose is to be used on a networked computer, where it will not interfere with signing up riders or posting times. It can have two types of real time displays, the current event in progress, or a running display of the average standings. If you have two networked computers, you “could” do both. The advantage, of course, is that riders can see the current standings without asking booth personnel or other show officials, and the announcer doesn’t have to keep announcing the current standings. It’s there for all to see. Note, you must check “Networked” in the options.

Current Event Monitor - You select the event to be monitored, and you can change it at any time. It keeps a running display of the top 10 placings in each ‘D’ of the selected event, and constantly displays the fastest time for the event. A sample display is shown below.

Average Monitor - You select the events to be included in the average report, and you can change it at any time. It keeps a running display of the top 10 placings in each ‘D’ of the average, and constantly displays the fastest average. The display is similar to the Current Event Monitor.



2-D Standings for Open - Friday	
Current Leader	
18.449	Kristin Smith on Captain
18.978	1st - Gene Smith on Beauty
18.984	2nd - Gene Black on Beauty
19.140	3rd - Judy Doe on Folly
19.300	4th - Gene Moore on Beauty
19.325	5th - Gene Jones on Beauty
19.361	6th - Judy Brown on Folly

Draw Monitor

One of the icons on the desktop is the BRA Draw Monitor. While this may be used at the “main” or only computer, it’s primary purpose is to be used on a networked computer, where it will not interfere with signing up riders or posting times. It can have a real time display of the current draw, showing who is in the arena and who is coming up soon. The advantage, of course, is that riders can see when they are due to ride without asking booth personnel or other show officials. It’s there for all to see. Note, you must check “Networked” in the options.

Current Draw Monitor - You select the event to be monitored, and you can change it at any time. It keeps a running display of the next 10-15 riders in the selected event, with intermediate drags. A sample display is shown below.

Category	Rider Name
In Arena:	4. Becky Martin on Becky-1
At Gate:	5. John Moore on Fluffy
Next Up:	DRAG
Ready:	6. John Brown on Fluffy
Ready:	7. Max Adams on Dark Horse
Ready:	8. Judy Smith on Folly
Ready:	9. Judy Cole on Folly
Ready:	10. Bill Jones on Spot
Ready:	DRAG
Ready:	11. Bill Black on Spot
Ready:	12. Max Smith on Dark Horse
Ready:	13. Bill Moore on Spot
Ready:	14. Rose Brown on Rusty
Ready:	15. Max Doe on Dark Horse
Ready:	DRAG
Ready:	16. Gene Adams on Beauty
Ready:	17. Judy White on Folly
Ready:	18. Kristin White on Captain

Combined Draw/Event Monitor

One of the icons on the desktop is the BRA Draw & Event Monitor. While this may be used at the “main” or only computer, it’s primary purpose is to be used on a networked computer, where it will not interfere with signing up riders or posting times. It combines the functions of the Draw Monitor and the Event Monitor into a single screen. Half of the screen is the draw monitor and the other half is the event monitor. They can be working with separate events at the same time. A sample display is shown below.

Barrel Race America Draw/Event Monitor		Select Draw Event	Select Standings Event	Monitor Average
		1-D Standings for Open		
In Arena:	14. Fred Doe on Dark Horse	Fastest:	17.221 - Kim Roe on Dark Horse	
At Gate:	15. Kristin Brown on Bat Horse	1st - 17.221 - Kim Roe on Dark Horse		
Ready:	----- DRAG -----	2nd - 17.225 - Kim Doe on Rusty		
Ready:	16. Judy Jones on Bat Horse	3rd - 17.255 - Rose Black on Fluffy		
Ready:	17. Jane Roe on Falcon	4th - 17.367 - Joe Moore on Dark Horse		
Ready:	18. Jane Brown on Prince	5th - 17.415 - Judy Black on Rusty		
Ready:	19. Angie Doe on Spot	6th - 17.566 - Kristin Doe on Fluffy		
Ready:	20. Max Brown on Screamer	7th - 17.569 - Rose Adams on Captain		
Ready:	----- DRAG -----			
Ready:	21. Jane Jones on Fluffy			
Ready:	22. Gene Black on Falcon			
Ready:	23. Judy Doe on Prince			
Ready:	24. Fred Roe on Captain			
Ready:	25. Charlie Moore on Fluffy			
Ready:	----- DRAG -----			
Ready:	26. Angie Moore on Prince			

Select Draw Event - You select the event to be monitored, and you can change it at any time. It keeps a running display of the next 10-15 riders in the selected event, with intermediate drags.

Select Standing Event - You select the event to be monitored, and you can change it at any time. It keeps a running display of the top 15 placings in each 'D' of the selected event, and constantly displays the fastest time for the event.

Monitor Average - You select the events to be included in the average report, and you can change it at any time. It keeps a running display of the top 15 placings in each 'D' of the average, and constantly displays the fastest average. The display is similar to the Standing Event Monitor.

Sanctioning and Co-Sanctioning Overview

This software supports up to 10 sanctioning organizations. They are defined in the “Definition and Options”->”Sanctioning Organizations” tab. In prior versions of this software, the sanctioning organization was based on the payout table in use, or you had to select from a sub-menu when the payout table could not accurately reflect which organization to use. Now you have a single place to define the organization’s name, and its sanctioning and co-sanctioning fees. When you go into “Show Setup”, there is a tab called “Sanctioning and Co-Sanctioning”, which allows you to define the sanction and co-sanction organizations in use for each event. Each event can have a different sanctioning organization, and the show can have up to 4 different co-sanctioning organizations. Note. The sanctioning organization cannot be a numeric value, like ‘7777’. It must have at least one non-numeric character. If you enter a numeric value, the software will change it. For example, if you entered ‘3333’, the software will change it to ‘C333’.

In the “Definitions and Options” screen, there is a tab for “Sanctioning Organizations”. Under it, there are 10 names; ACBRA, WCBRA, NBHA , BRN4D, IBRA, WPRA, User1, User2, User3 and User4. Except for WPRA, any of these names and fees can be changed to another organization.

Our sample client puts on NBHA Barrel Races that are co-sanctioned by UBRA (United Barrel Racing Association). They also run UBRA races without co-sanctioning. Since they are in the east, there is little chance they will co-sanction with WCBRA, which is primarily a western organization. They would like to eliminate references to WCBRA and use UBRA instead.

In the WCBRA section, replace the name “WCBRA” with “UBRA” and adjust the fees accordingly. From this point on, all sanction and co-sanction screens and reports that referenced WCBRA will now say UBRA instead. Make sure you change the payout table associated with this event to have the proper title and rules for UBRA (In this example, you could change the Table 6 payout table, which is a generic table).

Believe it or not, that’s it. WCBRA is gone and UBRA is in. All reports, payouts headings, .csv files, etc. will now use UBRA as the organization. You can use this procedure to define any sanctioning or co-sanctioning organization, replacing the ones that are supplied with the software. In this example, when setting up a show, ‘6’ will now be a UBRA show. **Note** - you cannot change the WPRA Organization name. Special processing is done for WPRA and that entry is reserved.

Some producers feel it’s an imposition on them to do co-sanctioning. All of the money goes to the co-sanction organization, while the producer does all of the work of reporting. This system allows the producer to charge an administrative fee for any rider who requests co-sanction reporting, in addition to any co-sanction fees.

Barrel Insurance Pot

One of the problems dealt with by producers is the rider who knocks down a barrel, and then essentially walks the rest of the course. They have no incentive to go fast, and it really slows down the race. This software provides a possible solution, the Barrel Insurance Pot.

The way it works is that you set up a type 'Z' event. It's very similar to a Sidepot. The time will be carried from an Open event. The difference is that good rides from the Open are eliminated here (considered No Time rides) and bad rides (those with values in the penalty section) are placed, based on their base time + penalties. Actual No Time rides (off course, etc.) are still considered No Time rides. You MUST record penalties when using this feature. That's how the software knows that it was a Barrel Down DQ, instead of an off course DQ.

After the Open race is over, you can calculate the payout for the Barrel Insurance Event, and even write the checks immediately.

Tell your riders to enter this pot (keep the price nominal, and even toss in a little added money), and they will have incentive to keep moving fast after knocking down a barrel. The good news is that it costs you nothing, takes no extra time, and you actually earn a percentage off of it.

Pre-Entries from FastEnter.com

FastEnter.com is an easy way for your riders to sign up on-line and pay with a credit card. Best of all, the cost to you is very little (credit card fees, and even those can be charged to the rider). The steps to do this are:

One time:

1. Establish a producer account with FastEnter.com. To do this, go to www.FastEnter.com, click on “Producers” and follow the instructions you find there.
2. Notify your riders that pre-entry sign up can be done at FastEnter.com. If you have a web site, add a link to <http://www.FastEnter.com>.

For each show:

1. Do your show setup normally. Pay particular information to the “Show Specific Information” button. You can tailor the information the riders see on-line. If you want to start taking entries immediately, click on the “Activate Immediately” button. When you’re done, click on the “Send to FastEnter.com” button. The show and all of it’s characteristics will be sent to FastEnter.com.
2. If you didn’t click the “Activate Immediately” button, log on to your producer account at FastEnter.com and click the button that allows entries to be taken.
3. Periodically, go to the “Show Signup” function, and click on the “Get Entries from FastEnter.com” button. All of the riders who have signed up at FastEnter.com will be automatically added to your show, with no additional work by you.
4. When Pre-entries close, do the “Pre Entry Draw”, then go to Administrative Functions and select the button “Draw Results to Web”. This will send the draw list to FastEnter.com where it is available immediately for your riders to see.
5. After the show is over, go to Administrative Functions and select the button “Show Results to Web”. This will send the jackpot winners list to FastEnter.com where it is available immediately for your riders to see.

That’s it. You’re done...

Example 1 - Set Up a One Day Show

The simple case is a one day show. Here we will set up a BRN4D show for February 9, 2012 with Open, Senior and Youth Barrels events and a local Washington Poles event. The Open has \$100 added, and the Washington Poles event has \$100 added.

Step 1. Set up the Show.

Using the “Show Setup” button, we set the date of the show, select the events to be run, the type of ‘D’ for each event, the type of event, and the method of carry-over. The carry over method requires a little explanation. Event though there is only one Open event defined, the software needs to know (for the Youth and Senior events), which Open event has the time to be carried. We do that by using the “OID” (Open ID) field. In the Youth and Senior events, we must refer to the proper Open event. In this case, the Youth and Senior events must carry times from the Open (event 1). We’ve also decided that while the Open is a 4-D payout, the Senior and Youth events are 3-D payouts and Washington Poles is a 2-D payout, and that Washington Poles will pay out based on Table 2.

Run Today	New Show Date	OID	PType	1D	2D	3D	4D	5D	6D	7D	MOrder	Run/Payout Types (PType)
<input checked="" type="checkbox"/> 1	Open	0.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0 = Combination Draw
<input checked="" type="checkbox"/> 2	Senior	1.0	G	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1 = Table 1
<input checked="" type="checkbox"/> 3	Youth	1.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2 = Table 2
<input checked="" type="checkbox"/> 4	WPRA DT	1.0	W	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3 = Table 3
<input checked="" type="checkbox"/> 5	2 go short	0.0	H	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4 = Table 4
<input type="checkbox"/> 6	Youth - Day 2	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5 = Table 5
<input type="checkbox"/> 7	Open - Day 3	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6 = Table 6
<input type="checkbox"/> 8	Senior - Day 3	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7 = BBR 4D
<input type="checkbox"/> 9	Youth - Day 3	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8 = BBR 5D
<input checked="" type="checkbox"/> 10	Washington Poles	0.0	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9 = Progressive Shares
<input type="checkbox"/> 11	Unused Event 11	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Amounts for Payout Type F
<input type="checkbox"/> 12	Unused Event 12	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Percentages for Payout Type P
<input type="checkbox"/> 13	Unused Event 13	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Select a Prior Show Date
<input type="checkbox"/> 14	Unused Event 14	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	'D' Increments and Payout Overrides
<input type="checkbox"/> 15	Unused Event 15	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sanctions and Co-Sanctions
<input type="checkbox"/> 16	Unused Event 16	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Combo Draw, Sidepot, Multiple Carry Events

Events 1-16 Using HST
 Events 17-32
 Events 33-48
 Events 49-64
 Events 65-80

Camp/Stall Setup Send Show to FastEnter.com
 Producer Fees Show Specific Information
 Limits, Added Money, Sponsors, Show Fees
 Exit

Step 2. Set Entry Fees and Include the added money.

Using the “Added Jackpots, Sponsors and Show Fees” button, we select the events which have added money and/or sponsors. We can also make any entry fee adjustments here.

The screenshot shows a software window titled "Barrel Race America Added - Define Added Money and Fees". The window has a blue title bar with standard Windows window controls (minimize, maximize, close). The main content area is light tan and contains a table for defining event fees and a sidebar with various fee categories.

Event Name	Added	(Even)	Entry	Sponsor
Open	100.00	<input type="checkbox"/>	30.00	
Senior	0.00	<input type="checkbox"/>	30.00	
Youth	0.00	<input type="checkbox"/>	30.00	
Washington Poles	100.00	<input type="checkbox"/>	30.00	

On the right side of the window, there is a sidebar with the following controls:

- Save and Exit** button
- Ground Fee: 0.00
- T/O Fee: 2.50
- Late Fee: 0.00
- Process Fee: 0.00
- CoSanction Admin: 0.00
- Hat Fine: 0.00
- Max Entries: 0
- Entry Limit: 0
- Events 1-20
- Events 21-40
- Events 41-60
- Events 61-80

Step 3. Sign up the riders.

Using the “Show Signup” button, we sign up each rider and select the events in which they are riding. Note that you don’t have to put riders on the rider database before you sign them up. They are automatically added to the database as you sign them up.

Barrel Race America - Sign Up Riders for a Show
□ ×

Get Entries from FastEnter.com

Get Entries from Local Terminals

L	S	N	N	N	C	E	D
LA	SC	NO	NO	NO	CA	NT	RA
TE	R*	one	one	one	RR	ER	WP
	*				Y	R	P

Event Name: Fees: \$40.00

 \$25.00

 \$0.00

Member NBHA Dist:

Ground Fee: \$0.00 ACBRA ID: (H)

Other Fee: 0.00 Tab 6 ID:

Late Fee: 0.00 BRN4D ID:

Credit: 0.00 NBHA ID:

Co-Sanctions: \$0.00 IBRA ID:

Camp/Stall: \$0.00 WPRA ID:

Interval Report \$0.00 User1 ID:

T/O Fees: 0.00 User2 ID:

Processing Fee: \$0.00 User3 ID:

Producer Fees: \$0.00 User4 ID:

Reminders:

Fees Paid: \$65.00

Administrative Data

Street:

City:

State: Zip:

Email:

Phone: Cell:

SSN: DOB:

Events 1-10 Events 11-20

Events 21-30 Events 31-40

Events 41-50 Events 51-60

Events 61-70 Events 71-80

First: SID/Eno: Registered

Last: Horse: Priority: Member

Sponsor:

Entry Note:

At this point, it’s the same as any other show. You run each event, print the reports and checks, and go on to the next event.

Example 2 - Multiple Day Shows

Many show producers put on multiple day shows (2 or 3 days). On each day, there is an Open event and generally a Youth and Senior event. Some software packages require that you set up each day as a separate show, meaning you have to sign up the riders 2 or 3 times (once for each day). This software is more flexible. This section shows you how to set up multiple day shows as a single show, which only requires signing up once for each rider, but allowing you the flexibility to select which events to use for the average, use different added money and fees for each day, and control carry-over of times correctly. In this example, we will assume you are running a 3-day show on the holiday weekend of July 4, 5 and 6 of 2012. Further, we will assume you are running a BRN4D Open, Senior and Youth event each day, and running a local Washington Poles event on Saturday. The Open on all 3 days has \$500 added, and the Washington Poles event has \$100 added. Lastly, we will have a \$500 added Side pot event, using the Open from all 3 days, with an entry fee of \$35. The Open Races are co-sanctioned by NBHA, IBRA, and ACBRA.

Step 1. Set up the show.

Using the “Show Setup” button, we set the date of the show and the number of days for the show, select the events to be run, the type of ‘D’ for each event, the type of event, and the method of carry-over. The carry over settings requires a little explanation. Since there are 3 Open events defined, the software needs to know (for the Youth and Senior events), which Open event has the time to be carried. We do that by using the “OID” (Open ID) field. In the Youth and Senior events, we must refer to the proper Open event. In this case, the Youth and Senior events for Friday must carry times from the Open for Friday (event 1). The Youth and Senior events for Saturday must carry times from the Open for Saturday (event 4). The Youth and Senior events for Sunday must carry times from the Open for Sunday (event 7). We’ve also decided that while the Open events and the Side pot are 4-D payouts, the Senior and Youth events are 3-D payouts and Washington Poles is a 2-D payout. See the next page for the show set up. For the Side pot event, we’ll click on a separate button to define the events included in the Side pot.

Run Today	New Show Date	07/04/12	OID	PType	1D	2D	3D	4D	5D	6D	7D	MOrder	Run/Payout Types (PType)	
<input checked="" type="checkbox"/> 1	Open - Friday		0.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0 = Combination Draw 1 = Table 1 2 = Table 2 3 = Table 3 4 = Table 4 5 = Table 5 6 = Table 6 7 = BBR 4D 8 = BBR 5D 9 = Progressive Shares	
<input checked="" type="checkbox"/> 2	Senior - Friday		1.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Amounts for Payout Type F	
<input checked="" type="checkbox"/> 3	Youth - Friday		1.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Select a Prior Show Date	
<input checked="" type="checkbox"/> 4	Open - Saturday		0.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	'D' Increments and Payout Overrides	
<input checked="" type="checkbox"/> 5	Senior - Saturday		4.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Combo Draw, Sidepot, Multiple Carry Events	
<input checked="" type="checkbox"/> 6	Youth - Saturday		4.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sanctions and Co-Sanctions	
<input checked="" type="checkbox"/> 7	Open - Sunday		0.0	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	"Go" Controls	
<input checked="" type="checkbox"/> 8	Senior - Sunday		7.0	H	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Limits, Added Money, Sponsors, Show Fees	
<input checked="" type="checkbox"/> 9	Youth - Sunday		7.0	6	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Exit	
<input checked="" type="checkbox"/> 10	Washington Poles		0.0	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input checked="" type="checkbox"/> 11	Open Sidepot		0.0	S	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input checked="" type="checkbox"/> 12	3-go short		0.0	#	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/> 13	Bar Futurity		0.0	G	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/> 14	Unused Event 14		0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/> 15	Unused Event 15		0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/> 16	Unused Event 16		0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
<input checked="" type="checkbox"/> Events 1-16 <input type="checkbox"/> Events 17-32 <input type="checkbox"/> Events 33-48 <input type="checkbox"/> Events 49-64 <input type="checkbox"/> Events 65-80														
<input checked="" type="checkbox"/> Using HST														
Camp/Stall Setup			Send Show to FastEnter.com			Limits, Added Money, Sponsors, Show Fees			Exit					
Producer Fees			Show Specific Information											

Step 2. Define Sanctions and Co-Sanctions

Using the “Co-Sanction Setup” button, we select those events that are co-sanctioned by one or more other organizations (in this case, ACBRA, IBRA and NBHA). The co-sanctioning fee was defined in the “Definitions and Options” screen.

Barrel Race America Sanctions and Co-Sanctions - This Show
Exit and Save

Sanction by:

BRN4D ▾

AW4D ▾

AW4D ▾

AW4D ▾

User2 ▾

None ▾

Event Name

Open - Friday

Senior - Friday

Youth - Friday

Open - Saturday

Senior - Saturday

Youth - Saturday

Open - Sunday

Senior - Sunday

Youth - Sunday

Washington Poles

Open Sidepot

ACBRA

NBHA

IBRA

Use These Organization Names and Fees (Maximum of 4)

	Org	Sanc	CoSanc
1.	<input checked="" type="checkbox"/> ACBRA	0.00	1.50
2.	<input type="checkbox"/> AW4D	0.00	2.00
3.	<input type="checkbox"/> BRN4D	0.00	1.50
4.	<input checked="" type="checkbox"/> NBHA	0.00	1.00
5.	<input checked="" type="checkbox"/> IBRA	2.00	0.00
6.	<input type="checkbox"/> WPRA	0.00	0.00
7.	<input type="checkbox"/> User1	0.00	0.00
8.	<input type="checkbox"/> User2	0.00	0.00
9.	<input type="checkbox"/> User3	0.00	0.00
10.	<input type="checkbox"/> User4	0.00	0.00

Events 1-20

Events 21-40

Events 41-60

Events 61-80

Step 3. Define side pot events

Using the “Sidepot/Multiple Carry Events” button, we select those events that will be included in the Sidepot, and the payoff table that will be used to pay the winners.

Barrel Race America Select Sidepot/Multiple Events

Insurance/Sidepot/Multiple Event in use

Exit Event Selection

Below are for Sidepots Only

Payout Table

Events to carry from

Event 1 Open - Friday

Event 2 Senior - Friday

Event 3 Youth - Friday

Event 4 Open - Saturday

Event 5 Senior - Saturday

Event 6 Youth - Saturday

Event 7 Open - Sunday

Event 8 Senior - Sunday

Event 9 Youth - Sunday

Event 10 Washington Poles

Event 11 Open Sidepot

Events to carry to

Event 11 Carry Events 1-20

Event 12 Carry Events 21-40

Event 13 Carry Events 41-60

Event 14 Carry Events 61-80

Event 15 Carry Events 81-100

Event 16 Carry Events 101-120

Event 17 Carry Events 121-140

Event 18 Carry Events 141-160

Event 19 Carry Events 161-180

Event 20 Carry Events 181-200

Table 1

Table 2

Table 3

Table 4

Table 5

Table 6

Table 7

Table 8

Table 9

Table 10

AW4D

BRN4D

IBRA 4D

NBHA 3D

NBHA 4D

NBHA 5D

ACBRA Category

ACBRA 4D

Progressive

Sidepot Type

NBHA District

2-Go Event Options

First Go Time

Second Go Time

Both Go Times

Fastest Go Time

Average Time (G)

Step 4. Set Entry Fees and Include the Added Money.

Using the “Added Jackpots, Sponsors and Show Fees” button, we select the events which have added money, and define entry fees and sponsors

Event Name	Added	(Even)	Entry	Sponsor
Open - Friday	500.00	<input type="checkbox"/>	60.00	Ford of Sacramento
Senior - Friday	0.00	<input type="checkbox"/>	60.00	AARP of Modesto
Youth - Friday	0.00	<input type="checkbox"/>	60.00	FFA of Stockton
Open - Saturday	500.00	<input type="checkbox"/>	60.00	BRN4D
Senior - Saturday	0.00	<input type="checkbox"/>	60.00	Senior Gleaners
Youth - Saturday	0.00	<input type="checkbox"/>	60.00	Sandy Hills Horse Center
Open - Sunday	500.00	<input type="checkbox"/>	60.00	Big Time Money
Senior - Sunday	0.00	<input type="checkbox"/>	60.00	AARP of Yuba City
Youth - Sunday	0.00	<input type="checkbox"/>	60.00	Sacramento County 4-H
Washington Poles	100.00	<input type="checkbox"/>	60.00	Pole Benders of America
Open Sidepot	0.00	<input type="checkbox"/>	60.00	Never 2 Fast Productions

Save and Exit
Ground Fee: 0.00
T/O Fee: 2.50
Late Fee: 0.00
Process Fee: 0.00
CoSanction 0.00
Admin:
Hat Fine: 0.00
Max Entries: 0
Entry Limit 0
<input checked="" type="checkbox"/> Events 1-20
<input type="checkbox"/> Events 21-40
<input type="checkbox"/> Events 41-60
<input type="checkbox"/> Events 61-80

Step 5. Sign up the riders.

Using the “Show Signup” button, we sign up each rider for 1, 2 or all 3 days, and select the events in which they are riding, any carry-overs, and any co-sanctioning requests. Note that you don’t have to put riders on the database before you sign them up, since they are automatically added.

Barrel Race America - Sign Up Riders for a Show
□ X

Event Name	Fees
Open - Friday	\$60.00
Senior - Friday	\$0.00
Youth - Friday	\$30.00
Open - Saturday	\$60.00
Senior - Saturday	\$0.00
Youth - Saturday	\$30.00
Open - Sunday	\$60.00
Senior - Sunday	\$0.00
Youth - Sunday	\$30.00
Washington Poles	\$35.00

First: Bill	SID/Eno: 28 - 1	28	<input type="checkbox"/> Registered
Last: Adams			
Horse: Spot			
Priority: 10	<input checked="" type="checkbox"/> Member		
Ground Fee:	NBHA Dist:		
Other Fee:	ACBRA ID:	(H)	
Late Fee:	Tab 6 ID:		
Credit:	BRN4D ID:		
Co-Sanctions:	NBHA ID:		
Camp/Stall:	IBRA ID:		
<input type="checkbox"/> Interval Report	WPRA ID:		
T/O Fees:	User1 ID:		
Processing Fee:	User2 ID:		
Producer Fees:	User3 ID:		
<input type="checkbox"/> Reminders:	User4 ID:		
<input checked="" type="checkbox"/> Fees Paid	\$405.00		

Administrative Data	
Street:	<input type="text"/>
City:	<input type="text"/>
State:	<input type="text"/>
Email:	<input type="text"/>
Phone:	<input type="text"/>
SSN:	<input type="text"/>
Cell:	<input type="text"/>
DOB:	<input type="text"/>

<input checked="" type="checkbox"/> Events 1-10
<input type="checkbox"/> Events 11-20
<input type="checkbox"/> Events 21-30
<input type="checkbox"/> Events 31-40
<input type="checkbox"/> Events 41-50
<input type="checkbox"/> Events 51-60
<input type="checkbox"/> Events 61-70
<input type="checkbox"/> Events 71-80

Sponsor:

Entry Note:

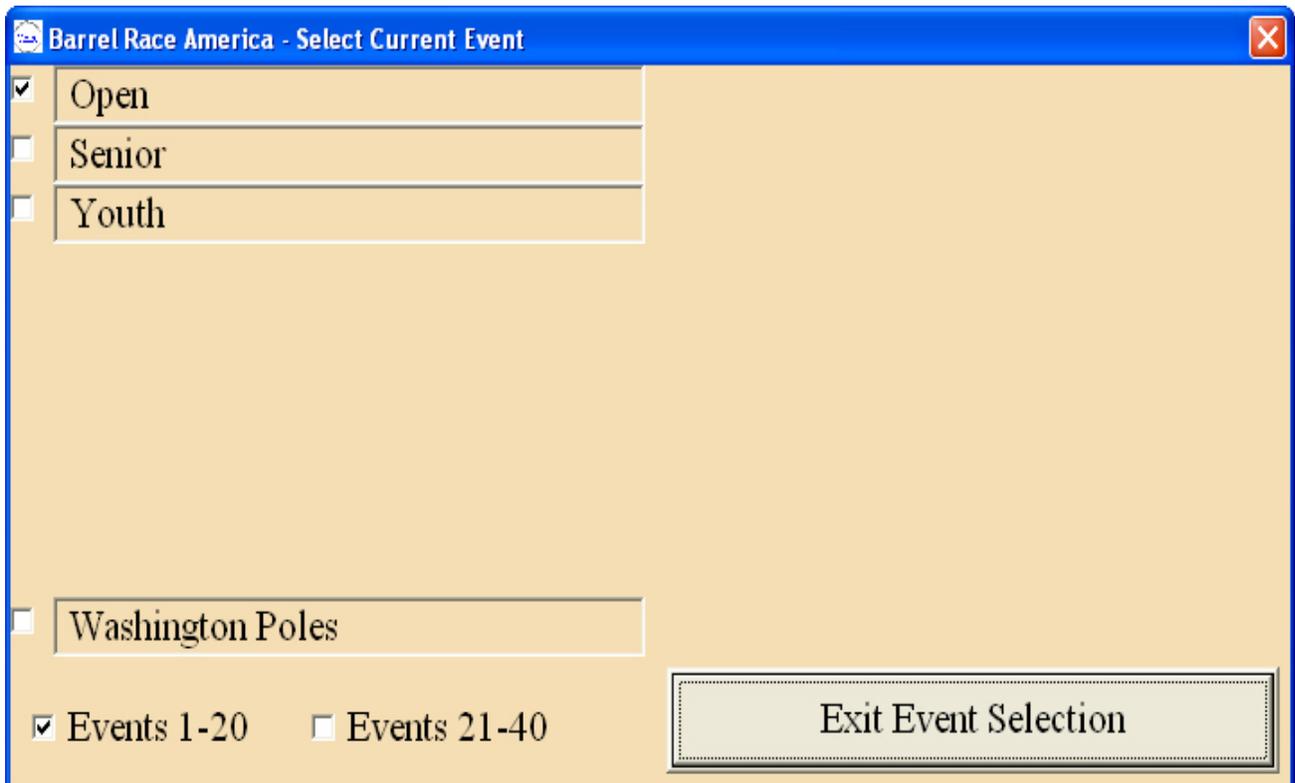
At this point, it’s the same as any other show. You run each event, print the reports and checks, and go on to the next event. On Sunday, you can run the Average and Sidepot reports immediately after the Open.

Example 3 - Running Each Event

In this section, we will use the prior example of a one day show, and run the Open event. After the event is completed, we will produce the jackpot report and the checks. When all events are completed, we can create the interval time reports, the Financial report, the High Point report and the Summary Reports.

Step 1. Select the event.

Using the “Change Event” button, we will select the Open event to be our current event. When that event is completed, we will repeat this process to run the Senior, Youth and Washington Poles events.



Barrel Race America - Select Current Event

Open

Senior

Youth

Washington Poles

Events 1-20 Events 21-40

Exit Event Selection

Step 2. Draw for the event.

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

Step 3. Create Announcer’s list.

Using the “Announcer’s List” button, we will print the riders in this event in their ride order. The list shows tractor breaks and has a place to write their times for backup purposes. Give this list to your announcer and you’re ready to run the event.

Step 4. Run the event.

Using either the “Post Times from Timer” or the “Post Times Manually” button, we will run the event. As each rider goes, either fill in the time (manual) or watch the computer do it for you (Timer). If the rider knocked down a barrel, use the mouse to select the ‘NT’ button for that rider. The original time will be preserved, but the system will add 400 seconds to the time to reflect that the rider was disqualified. Selecting the ‘NT’ button again will remove the 400 second penalty. Alternatively, you can enter penalty points (5 seconds for a downed barrel, etc.), and the sum of the time and the penalty points will be shown. When all rides are done, we use the ‘Exit’ button to return to the main menu.

Next Rider	Prior Rider	Select Rider	Scratch Rider	Correct a Time or Penalty	Exit
Pri-3: Pen: 0	<input type="checkbox"/> NT	21.514	27. Jane Jones on Snowflake		
Pri-2: Pen: 0	<input type="checkbox"/> NT	23.993	28. Joe Smith on Prince		
Pri-1 Pen: 0	<input type="checkbox"/> NT	21.361	29. Max Smith on Dark Horse		
Run Pen: 0		0.000	30. Gene Adams on Beauty		
<input type="checkbox"/> Pri-1 Hat Fine	At Gate:	(Drag) 31. John Adams on Fluffy			
Pri-1 Ride Code: GR	Ready:	32. John Jones on Fluffy			
<input type="checkbox"/> Pri-2 Hat Fine	Ready:	33. Judy Doe on Folly			
Pri-2 Ride Code: GR	Ready:	34. Rose Doe on Rusty			
<input type="checkbox"/> Pri-3 Hat Fine	Ready:	35. Kristin Doe on Captain			
Pri-3 Ride Code: GR	Ready:	(Drag) 36. Kristin Smith on Captain			
	Ready:	37. Judy Adams on Folly			
Fastest This Round:	18.449	Kristin Smith on Captain			
Fastest Average:					
<input checked="" type="checkbox"/> Round 1		<input type="checkbox"/> Alphabetic Posting			
Total Runs = 50, Runs Left = 21, Drags Left = 4					
Timer Started - waiting for rider					
Start Timer	Stop Timer	Interim Results	Eye Test	Time Verification	

Step 5. Print the Jackpot results.

Using the “Final Results” button, we will create the payout report. Hang this up so the riders can see where they placed.

Step 6. Print the Checks.

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

Step 7. Change the current event and start over.

Go Back to step 1, change the current event to the next event (Senior, Youth or Washington Poles) and repeat this process.

Step 8. Finish up.

All the events have been run, so now you’re ready to close out the show. First, create any Interval Time reports using the “Interval Time Reports” button.

Using the “Financial Report” button, create your financial report, making sure you first fill in the number of “Time Only” rides to get an accurate accounting of your cash box.

Using the “Show Summary” button, create the report that you can keep for your records or various organizational reporting, showing the riders and their times.

Using the “Co-Sanctioning Reports” button, print the co-sanctioning report, if necessary.

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

If this were a multi-day show and you had awards for fastest average, you would also create the Average report using the “Average Report” button

Interval Time Reporting

Many riders would like to be able to analyze their runs to find where they could improve their time and be more competitive.

You can provide this service for your riders (for a small fee, of course).

A typical Barrel run can be divided into seven distinct pieces. They are:

1. Run from start line to 1st barrel.
2. Turn around first barrel.
3. Run from 1st barrel to 2nd barrel.
4. Turn around 2nd barrel.
5. Run from 2nd barrel to 3rd barrel.
6. Turn around 3rd barrel.
7. Run from 3rd barrel to finish line.

This software will produce a report showing the times for each piece, total time in straight runs, total time in turns, and the total time for the run (not including penalties), and compare them to the fastest ride of the day. It will produce the report even if the rider is disqualified, so long as they completed the course. It will also show all of the events the rider actually rode (not carry-overs) in a single report.

What you need:

1. This software.
2. A FarmTek© Polaris timer and 4 sets of timer heads or a Thunderpaws Sport Timer 3000 and 4 beams.

What you do (All):

1. Set up the timers as shown in the diagram on the next page.
2. Select “Interval Times” in the “Definition and Options” screen.
3. Test the timers using the BRA software. Make sure all intervals are shown.
4. Run the event.
5. Produce the reports as requested by the riders.
6. Deposit your extra income in the bank.

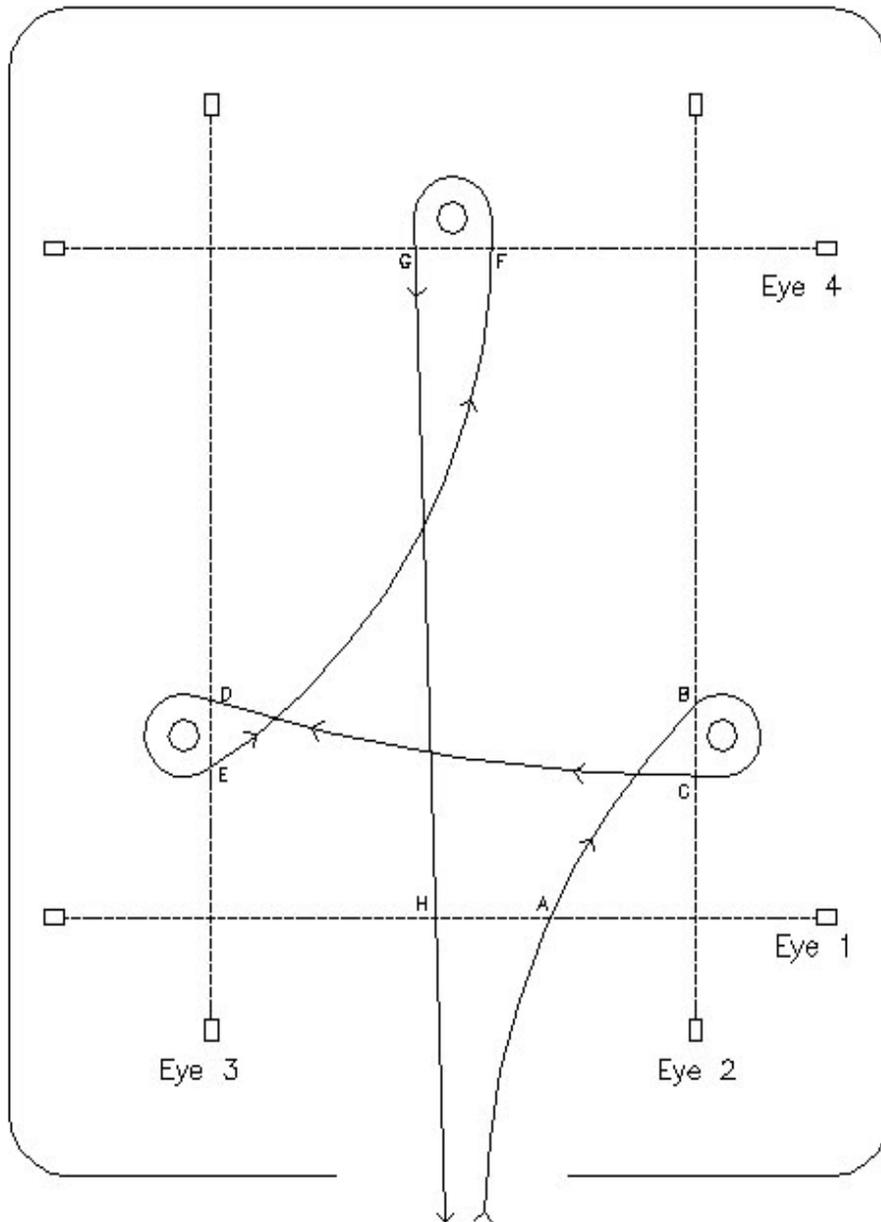
Timer Specific (FarmTek):

1. Set your Polaris timer to “Timestamp” mode (see “FarmTek Interval Time Setup”).

Timer Specific (Thunderpaws):

1. Make sure all of the beams have the same ID as the timer.

Timer set up for Interval Time Posting.



Section	Split Time
A-B	Start to Barrel 1
B-C	Time around Barrel 1
C-D	Barrel 1 to Barrel 2
D-E	Time around Barrel 2
E-F	Barrel 2 to Barrel 3
F-G	Time around Barrel 3
G-H	Barrel 3 to Finish
A-H	Total Time

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Internet Reporting

Many show producers would like to post their show results on their web site. This software makes it easy to do. Simply select the “Make HTML file” button on any report, and it will create an HTML file of that report. All you need to do is FTP the file(s) to your site, and set up links to each report. Assuming you named the file **open_fri.html**, a typical link would look like this:

<P>Results for Open Friday on the July 4th show. Open Friday

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

The reports look like this:

Barrel Race America Software - Windows Internet Explorer

C:\bratest\Jackpot.html

Norton Phishing Protection on Identity Safe Log-ins

Barrel Race America Software

9:20 AM 06/30/08 Barrel Race America, Version 11.0 Page 1
Copyright (C) 2004-2008 by Charlie Horse Ranch Timing Systems
Producer: Western Barrel Racers
Contact: Gene Moore 916-275-3277
Location: Diamond Bar Arena, Elverta, CA
BRN4D Jackpot in Open - Friday on 07/04/05

Race Sponsored by: Ford of Sacramento

Paying to 6 placings, Jackpot Total = \$ 4826.00, Rider count = 103

1D Time = 17.456, Placings = 1, Pool = \$ 1447.80
2D Time = 17.956, Placings = 2, Pool = \$ 1303.02
3D Time = 18.456, Placings = 8, Pool = \$ 1109.98
4D Time = 19.456, Placings = 90, Pool = \$ 965.20
Not Placed = 2

1D Placings
1st 17.456 \$1448.00 Bernice Ramirez on Bernice-1

2D Placings
1st 18.177 \$743.00 Joe Moore on Prince
2nd 18.449 \$560.00 Kristin Smith on Captain

3D Placings
1st 18.827 \$300.00 Max Jones on Dark Horse
2nd 18.978 \$255.00 Gene Smith on Beauty
3rd 18.984 \$200.00 Gene Black on Beauty
4th 18.993 \$155.00 Bill Moore on Spot
5th 19.140 \$111.00 Judy Doe on Folly
6th 19.300 \$ 89.00 Gene Moore on Beauty
7th 19.325 Gene Jones on Beauty

Done My Computer 100%

Hints and Tips

Q. I've got my show set up, and I want to allow my riders to sign up on-line and pre-enter the show. I don't have the knowledge, time or energy to maintain my own web page. Is there another service available?

A. Yes. We make available (for no charge) a product called FastEnter.com. You can set up an account there and not worry about it any more. After the show is set up, there is a button on the Show Setup screen ("Send Show to FastEnter") that will upload your show to FastEnter.com. You are then immediately ready to accept pre-entries, and the rider can pay with a credit card. FastEnter.com will accumulate show signups until you are ready to process them. In the Show Signup screen, there is a button ("Get Entries from FastEnter") that will get all of the accumulated entries and add the riders to the show. After you do your draw, it can be posted at FastEnter.com, and when the show is over, your results can be posted to FastEnter.com. We charge the riders a small fee for this service. It is collected along with your fees and you pay it to us after the show is over.

Q. It's show day, and the show office is buried in signups. I don't have enough people to keep up with the entries. Is there another service available?

A. Yes. We make available (for no charge) a feature called the BRA Local Terminal. You can set up multiple networked computers, and each one can be used by the riders to sign themselves up for the show, print an invoice, then come to you with the payment. The Local Terminal will accumulate show signups until you are ready to process them. In the Show Signup screen, there is a button ("Get Entries from Local Terminals") that will get all of the accumulated entries and add the riders to the show.

Q. I have already done the draw and the event is running. How can I add a rider to the draw?

A. Actually, it's pretty simple. Without External Posting, use the "Show Signup" button to add the rider, then use the "Add to Draw" button. The rider will be added to the end of the draw. If you were posting times, the rider is automatically added to the list of riders. With External Posting, follow the same procedure up through "Add to Draw". Then use the "Export to External Post" function to create a new file, go to the other computer, insert the diskette, exit the time posting, then use the External Posting "Merge" function to add the additional riders. After that, you just start the time posting function again and it will pick up where you left off. A really good time to do this is during the drag.

Q. I have a rider on two horses. Can I keep the draw from putting them too close together?

A. The software recognizes this condition, and will automatically separate the entries in the draw. If you are still not satisfied with the draw positions, you have the ability to 'swap' riders in the draw and/or handle late scratches while retaining the original draw positions. See Menu functions.

Q. For reasons that are too complicated to go into, I need to run a rider out of order. How can I do that?

A. On the “Post Times” screen, there is the option to select an individual rider. Select the rider and they will be the next to run. When their ride is complete, use the same function to go back to the rider you left off with, and you’re back in order. Just remember to skip over this rider when they come up in the normal flow.

Q. Does this software support networked computers?

A. Of course it does. You install the software on one (and only one) computer. All of the other computers are hooked up via a network router or Windows Homegroup and mapped to the “main” computer. You set the “Networked” option in this software, and you’re done.

Q. Now that you mention it, what’s External Posting?

A. If you can’t network for some reason, this is an alternative. In a large show, you may be running an event while you’re trying to sign up riders for another event. This can be pretty inconvenient if you are only using one computer, even though they are in separate windows and can be accessed concurrently. The External Posting function allows you to extract an event to an external file and take that file to another computer to run the event. When the event is complete, you update the external file at that computer, then bring it back to the “Main” computer to merge it back into the show.

Q. I’m confused. Let’s say we are running a 4-D event, and nobody qualifies for the 3-D payout. What happens to the money?

The money will be redistributed among the other 3 ‘D’s, unless it’s an ACBRA event or you have selected the “No Redistribution” option. If it’s an ACBRA race, the money is sent to ACBRA. If you are using the “No Redistribution” option, the money is kept by the producer (you).

Q. OK. What happens when I’m paying out to 4 placings within a division, but only two riders qualify?

A. This depends on the options setting for “Payout Adjustment Method 1”. For example, in a race paying 3 places and only 2 actual placings, the normal method is to allocate the 1st and 2nd place money according to the 3 place percentages, then divide the leftover 3rd place money by the percentages for 2 placings. If the above option is set, it will be calculated as though we were only paying to 2 places for that division. The above may be modified if it’s an NBHA or ACBRA event, or you have selected the “No Redistribution” option. In the case of NBHA, the remaining money is normally divided equally among the riders who did qualify. If it’s an ACBRA race, the money is sent to ACBRA. If you are using the “No Redistribution” option, the money is kept by the producer (you).

Q. What happens with ties?

A. Let’s say that two riders had exactly the same time, and it was the fastest time in that ‘D’. In that case, the money for 1st and 2nd in that ‘D’ is combined, and then split equally between those two riders. Both riders are placed 1st, then 2nd place is skipped and the next fastest rider would be placed 3rd.

Q. I'm running a 3 day show (Saturday, Sunday and Monday) with Open, Youth, Senior, Novice Youth and Novice divisions. Do I have to define 3 shows and sign the riders up 3 different times (once for each day)?

A. No. Because there are 80 available events, you can set up a event definitions like this:

Open Saturday, Open Sunday, Open Monday.

Senior Saturday, Senior Sunday, Senior Monday.

Youth Saturday, Youth Sunday, Youth Monday.

Novice Youth Saturday, Novice Youth Sunday, Novice Youth Monday.

Novice Saturday, Novice Sunday, Novice Monday.

This totals 15 events. Since 80 events are available, you can do it all as one show, and there's still room for other divisions. Senior and Youth for each day can be carried from the Open for that day by setting the proper Open ID (OID) in the options. See "Multiple Day Shows and Carry-over" for an example.

Q. I have a lot of riders on my database and would like to eliminate those who haven't ridden recently. How can I clean off my database and only have active riders?

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

Q. We drag the arena after every 6 riders. How will I know when to do the drag?

A. You set the frequency of drags in the options. When you create the announcer's list, you will see a line on the report that says 'Drag before this rider'. Also, in the event posting screen, the rider's entry will have a '(Drag)' in front of it, indicating you should drag before that rider. If you don't want drags to show in the reports, simply put a drag count of '0' in the options.

Q. In addition to Barrel Races, we also run some local Poles events. Does this software support that?

A. Absolutely. Define the event and the time splits in the "Definitions and Options" or the "Show Setup" screen, and the payout method in the 'Edit Table x' screen. When you set up your show, select that event and the proper payout table. Other than that, it is treated the same as a Barrel event.

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

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

Q. I don't want to press enter or manually advance to the next rider after each ride. Can the system do this for me?

A. Yes. If you set the 'auto advance' option, the system will automatically scroll to the next rider when a time is captured. You can still disqualify up to 3 previous riders on the same screen without interrupting the flow of rides.

Q. I have a complicated situation. I run an Open event, a Youth event and a Novice event. I want to be able to carry times from both the Youth and the Novice events to the Open event. Is that possible?

A. Yes. The software will choose the fastest of the two times to carry into the Open event.

Q. I want to post an old show to confirm that this software will generate the same results I got manually or using other software. I can't recreate the draw order from my old show, so it's difficult to match up the riders to post the times. Is there a way to make this easier?

A. Yes. In the time posting screens, there is an option to post the rider's times in alphabetical order, instead of draw order. If you have an alphabetic list of the rider's times from your old show, it's fairly easy to post the times.

Q. What are these payout tables you keep mentioning? Do I have to do something with them?

A. Maybe, but not necessarily. As you know, each Barrel Racing organization (NBHA©, BRN4D©, ACBRA©, etc.) has it's own method of calculating payouts, rules regarding producer percentage, how much to pay each 'D', etc.. Some methods are based on the number of riders in an event, and other methods have an automatic calculation where the last rider in the lowest 'D' gets their entry fee back. Additionally, each organization has different percentages paid to 1st, 2nd, 3rd, etc. This software has predefined tables for NBHA (3-D, 4-D and 5-D), ACBRA (both Category and 4-D), IBRA (4D), BBR (4-D and 5-D) and BRN4D, as well as 6 user tables you can use to define the various options. In the simple case, you would use Table 1 for all of your events and not worry about the others. In the case where you are running a multiple-sanctioned show, you may want to use different tables for each event. See "Edit Payout Tables" for more details.

Q. I want to run a side pot, only for those riders who pay a fee of \$25.00, and pay to the fastest combined time in a 3-D format. Is that even possible?

A. Yes. In the show setup screen, use an event type of 'S' (Side pot) with a 3-D payout. Then, use the 'D Increments' button to define the time splits for the Side pot. Lastly, use the 'Sidepot Events' button to select the events and the payoff table that will be included in the Side pot report. You can also define added money, just like any other event. When the other events are completed, simply select that event and print your results. It's all automatic.

Q. Without mentioning any names, some genius walked through the timer while a rider was on course, so I need to rerun that rider. I'm using direct timer input with "Auto Advance". How do I do that??

A. Easy. Simply use the "Previous Rider" button to scroll back to that rider, and let them run again. If you are letting them take a break between riders, you can use the "Select Rider" button when they're ready to go again.

Q. We were at a drag, and the tractor driver broke the timers. I had forgotten to turn off the eyes, so it posted the tractor's time for that rider. Now what?

A. Easy. See the previous question.

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

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

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

A. If you are using FastEnter.com, simply clicking on the "Draw Results to Web" button will post the draw. Without using FastEnter.com, for the draw, use "Administrative Functions" and click on the "Draw Results to Web" button. It will create a file called **Draw_results.html**, which contains all of your draws. Send this file to your web page and set up a link, and you're done. After the show is over, you'll want to get your results out there. Use "Administrative Functions" and click on the "Show Results to Web" button. It will create a file called **Show_results.html**, which contains all of your event results (including the Average, if you want). Send this file to your web page and set up a link, and you're done.

Q. We got out of sync and posted a couple of wrong times to riders. We had the times written down, so I just need to correct it. With Direct Timer Input, I'm not allowed to modify the time, so how do I fix this?

A. At a drag, click on the "Correct a Time" button. Make the necessary corrections, then exit. It will pick up where you left off. The reason that time value is protected in Direct Timer Input mode is to prevent accidental altering of times.

Q. I have to pay extra to my bank when I exceed a certain number of checks per month. Is there a way to reduce the number of checks I print at a show?

A. Yes. Select the "Combine Checks" option. Then you only print checks once, at the end of the show. All of a rider's earnings are combined on a single check.

Q. We don't take a percentage of the entry fee at our races. Instead, we charge an Office Charge of \$5.00 + \$1.00 for our sanctioning organization. We use different entry fees depending on whether it is an Open, Youth or Senior race, but the Office Charges are always the same. Doing this with a percentage is pretty difficult. How do we handle that?

A. In “Edit Payout Tables”, edit the appropriate table, and select the “Use Office Charge Method” button. Also select the “Deduct Org Fee from Entry Fee” button. Fill in the “Office Charge” amount (\$5.00). When a rider signs up for an event, a total of \$6.00 (assuming the sanctioning fee was \$1.00) will be deducted from their fee for each event, and the remainder of the entry fee will go into the payout pool, to be paid at 100%.

Q. I run a pretty standard Show, with Open, Youth and Senior divisions. I run the open division first, since times can carry from the Open to the Youth and Senior divisions. The riders that just run Senior and Youth complain that they have to wait until the entire Open class finishes before they get a chance to ride. Is there a way to combine them all into one draw and be fair to everybody?

A. Yes. See the section on “Combining Draws” earlier in this manual. See also “Ptype 0” in the Show Setup screen. You can combine similar events into a single draw.

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

A. None. This software is completely self-contained and no other supporting software is needed. You may want to set up an account with FastEnter.com to have an efficient method of processing on-line entries. The supporting software for FastEnter.com is already installed with this software.

Main Menu

When you start the system, you will see the Main Menu. After that, you select the various functions to define and run your show. See the following pages for the description of each button.

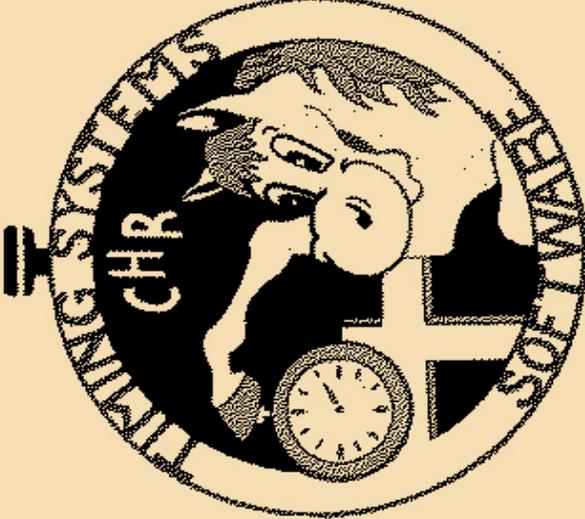
Barrel Race America Software Main Menu - Version 12.8.0.2807
✕

Barrel Race America Main Menu

Producer: Western Barrel Racers, Show Date = 07/04/12

- Rider Database
- Definitions and Options
- Show Setup
- Show Signup
- Projected Payouts
- Draw ALL Events
- Draw for This Event
- Short Go Draw
- Add to Draw
- Swap Riders in Draw
- Scratch After Draw
- Print Current Draw/Event
- Announcer's List
- Export to External Post
- Merge External Post
- Time Verification
- Multi Horse Riders
- All Final Results

- License Key
- Unlicense
- Post Times From Timer
- Post Times Manually
- Show Statistics
- Interim Results
- Final Results (Jackpot)
- Show High Point
- Check Processing
- Average/Target Report
- Show Summary
- Co-Sanctioning Report
- Interval Time Reports
- Administrative Functions
- Edit Payout Tables
- Hat Fine Report
- Reminder Messages
- Financial Report
- Extra T/O Count:



- Horse Show Tracker Functions
- Send Show
- Send Draw
- Send Result
- Test HST Connection

- Send New Class
- Re-Send Times
- Review Log

Change Event, Current:

Open - Friday

The functions of each button are:

- 1. Definitions and Options:** Use this button to define your organization's default events, 'D' Increments, Event Fees, sanctioning organizations, Time-Only fees and Ground fees. You would also use "**Tables and Administration - Edit Table x**" to define your payout method(s). Once set, you would not normally have to change them again
- 2. Show Setup:** Use this button to set up the show you are about to run, setting the show date, selecting the events, 'D' format, co-sanctioning, sponsors, and any added jackpot money. You can also send the show to FastEnter.com.
- 3. Show Signup:** Use this button to sign up riders in the show you are about to run, selecting the events for each rider, co-sanctioning payments, and any 'carry over' options for other events. It can also be used to process pre-entries from FastEnter.com and the Local Terminal(s).
- 4. Show Statistics:** Use this button to get a quick count of how many riders are signed up in each event.
- 5. Projected Payouts:** Use this button to get a quick look at the payouts based on the number of riders and added money for the current event.
- 6. Draw ALL Events:** Use this button draw the ride order for all events at once. This is normally used when you have been taking pre-entries, and want to draw them for publishing on your web page. The draws can be printed when needed using the "Announcer's List" and/or "Print Current Draw" buttons.
- 7. Draw for This Event:** Use this button draw the ride order for the current event. The draw can be printed when needed using the "Announcer's List" and/or "Print Current Draw" buttons. Note - For "MOrder" draws you will be asked if you want a variable number chosen internally for when to do the first drag. If yes, the software will randomly use a random number for the first drag. This prevents riders from choosing a draw position immediately after a drag, since they cannot predict it.
- 8. Short Go Draw:** Use this button draw the ride order for the short go portion of the current event, after the first one or two rounds are complete. The draw can be printed when needed using the "Announcer's List" and/or "Print Current Draw" buttons.
- 9. Add to Draw:** Use this button to draw additional riders (late signups) for the current event. They will be placed after those riders in the initial draw. The draw can be printed when needed using "Announcer's List" and/or "Print Current Draw" buttons.
- 10. Swap Riders in Draw:** Use this button to 'swap' the draw positions of two riders. This allows you to exchange two rider's draw positions.
- 11. Scratch After Draw:** Use this button to scratch riders that were already drawn. Once the draw is posted, you don't want to change draw positions, so the rider will remain in the draw, flagged as a 'scratch'. That way, you don't affect other rider's draw positions. You can scratch with or without refunds.

- 12. Print Current Draw/Event:** Use this button to print the draw for the current event. It creates a report in alphabetical or draw order so that riders may easily look up their draw positions. If the option to show all riders in the event is set, it will show riders who haven't been drawn yet, as well.
- 13. Announcer's List:** Use this button to print the run order for the current event. You may print the full draw (all draws combined) or just the supplemental draw. Note that 'Carry Over' riders will appear on this list at the end, but will have the word "Carried" where you would normally write the time.
- 14. Export to External Post:** Use this button to create a flash drive with the current event to be used for the 'External Posting' method on another computer. This flash drive is taken to the other computer and restored to the hard drive. When the event is complete, that computer creates a flash drive that is merged back into the show file on this computer (See "Merge External Post").
- 15. Merge External Post:** Use this button to merge the flash drive from the 'External Posting' method on another computer into this computer.
- 16. Time Verification:** Use this button to create a report showing the times that have been posted so far for the current event. Used to verify that times have been posted correctly.
- 17. Rider Database:** Use this button to make changes to your rider database.
- 18. Multi Horse Riders:** Use this button to create a report showing those riders on multiple horses in the current event.
- 19. Post Times from Timer:** Selecting this button starts running the current event and accepts times directly from the timer for each rider.
- 20. Post Times Manually:** Selecting this button starts running the current event and allows the operator to type the times into the computer for each rider. See "Manual Input" for more detailed information.
- 21. Show Statistics:** Creates a report showing the number of riders in each event.
- 22. Interim Results:** Selecting this button gives a payout report for the current event based on the riders who have run so far.
- 23. Final Results (Jackpot):** Use this button to create a report showing the final payouts for the current event.
- 24. Show High Point:** Use this button to create the High Point report for this show. For multiple show High Point reports, see "Administrative Functions".
- 25. Check Processing:** Use this button to print checks and/or the check register.

26. Average/Target Report: Use this button to create a report showing the fastest averages for selected events in this show, or a Target Report. For multiple show average/target reports, see “Administrative Functions”.

27. Show Summary: Use this button to create various optional management reports, showing by event which table was used, an alphabetic listing of the riders in the event and how they placed, and member reports for various sanctioning organizations. It will also optionally create posting files to be sent to the various sanctioning organizations.

28. Co-Sanctioning Report: Use this button to create a report for each co-sanctioning organization, showing the riders who paid the co-sanction fees, their times, placings, and money won, as well as the fees owed to that organization. It will also optionally create posting files to be sent to the various sanctioning organizations.

29. Interval Time Reports: Use this button to create a report for one or more riders, showing their interval times for all events. You will have the option to do all riders, only riders who signed up for the report, or individual riders. See “Interval Time Reporting” for more details.

30. Administrative Functions: Use this button to perform basic housekeeping, make backups of show files, post show draws and results to the Internet, and do multi-day average reports.

31. Edit Payout Tables: Use this button to define and modify your payout tables.

32. Hat Fine Report: Use this button to create a report showing those riders who were assessed a hat fine during their ride.

33. Reminder Messages: Use this button to process Rider Reminder messages for the show activities.

34. Financial Report: Use this button to create a report showing income and outgo for this show. Be sure to fill in the number of “Time-Only” rides that weren’t entered in the rider’s sign up in the “Extra T/O Count” field to get an accurate accounting of the cash box.

35. Change Event: Use this button to change the current event for all other reports. For example, if you have selected “Youth”, all draws, announcer’s lists, payout reports and checks will be for the Youth division.

36. License Key: Use this button to provide information to CHRTSI regarding Licensing your software.

37. Unlicense: Use this button to unlicense the software on this machine after moving the software to another machine. **Do NOT use unless instructed to do so. You will be locked out of the software.**

38. All Final Results: Same as **Final Results (Jackpot)** except that all classes are put into a single report. All results are recalculated at once.

Horse Show Tracker Functions

1. If you are going to use Horse Show Tracker (HST) for a show, you must first set HST Client Key in the options file. For more information and to get signed up with HST, go to this Google Doc: <http://bit.ly/2UkrAJy>
2. Next, you must set the “Using HST” flag value in the Show Setup screen.
3. You don’t need to do anything else until you have completed the show setup process. Once the show has been set up and you are ready to give that information to HST, click on the “Send Show to HST” button. The software will send no further information to HST until you’re ready to do so.
4. These instructions will be repeated for each class:
 - a. When the draw has completed for a class and no more adjustments are needed, make sure that’s the current class in the green area of the main menu, then click on “Send Draw to HST”. The software will send the current draw to HST (and any later adjustments, automatically). As times are posted for each rider, the times and the current standing will also be automatically sent to HST.
 - b. When the class is complete, and the Final Results have been calculated and you are satisfied with them, click on “Send Results to HST”, The winner’s list will be sent to HST and will be visible to those who have the App on their phones.

This section defines those Main Menu functions available when using the Horse Show Tracker.

- 1. Send Show to HST:** Use this button to send the list of classes for this show to the Horse Show Tracker (HST).
- 2. Send Draw to HST:** Use this button to send the draw list for the current class to the Horse Show Tracker (HST).
- 3. Send Results to HST:** Use this button to send the winner’s list for the current class to the Horse Show Tracker (HST).
- 4. Send New Class to HST:** Use this button to send the definition of a new class to the Horse Show Tracker (HST).
- 5. Re-Send Times to HST:** Use this button to re-send the posted times for the current class to the Horse Show Tracker (HST). Normally not needed as times are sent as they occur.
- 6. Review Log:** Use this button to review the log file of activities related to the Horse Show Tracker (HST).
- 7. Test HST Connection:** Use this button to send a test message to HST and wait for a response. It’s used to make sure the internet connection between HST and BRA is active.

Definitions and Options

This is where you define the events you are going to run and the default values for things like event names, entry fees, ground fees, and 'D' increments. The screen looks like this:

Barrel Race America - Update Options and Defaults
✕

Arena Name:

Camp Fee: **Timer Port:** **Drag Every:**

Stall Fee: **Check for Thunderpaws Timer**

Ground Fee: **Points**

T/O Fee: **Membership by Horse**

Interval Fee: **Members Only High Point**

Pay to: **Recalculate for Members**

Reminder Fee: **High Point by Earnings**

Processing: **Per Rider**

High Point by Division

Retroactive Points

Draw Options

Alternate Short Go

Don't Reverse 2nd Go

Draw Order on Draw List

Show Not Yet Drawn

Confirm Redraw

Entry Order Supplemental

Combine 2-Go Announcer

City-State on Announcer

1-Up Draw

Draw CSV File

Large Type Draw List

Desired Horse Separation

No Horse Separation

No Guaranteed Order

Use Predictable Draw Logic

Manual Adds to Short Go

Confirm Add to Draw

Always Draw Short Go (D, H, I)

Delete from Draw if Removed from Event

Sign Off Register

Alternate Average

Combine Checks

Average Detail

Sign Checks

Consecutive Target

Prompt for Checks

Standardized Target

Check Address

WPRA Alternate Payout

Bold Checks

2-Up Program

Round Payouts

Create CSV Files

3-Up Checks

No Redistribution

Checks By Round

Networked

Checks Win Order

Carry = Enter

Canada Check Format

Access

NBHA Check Format

Password:

ACBRA Rules

Voucher Check Location (T, M, B)

Using FastEnter

Rider Sponsor

City/State on Jackpot List

Interim Detail

Added Money = Expense

No Color Print

Interval Time

Uppercase

Unpaid Invoices

Send Reminder Messages

Local Terminal Release

Combine Invoices

Pre-Entry Invoice

Pre-Entry Camp

Pre-Entry Stall

3-Up Labels

Auto Advance

2-Go Avg/Target Options

Count 1st Go

Count 2nd Go

Count All Gos

2-Go Point Options

1st Go

2nd Go

All Gos

FastEnter.com Options

Update Old Entries

User ID:

Password:

Rules:

Release:

Edit Rules **Edit Release**

Last Name First for Database

Last Name First for Show

Payout Adjustment Method 1

PTypes S and T are ad-hoc

Recalc Gos

HST Client Key:

Cosanction Admin:

Client id:

Item Height:

Default Ride Code:

N/T Seconds:

Event Definitions

Sanctioning Organizations

Exit and Save

Check for ThunderPaws Timer: If checked, the time posting software will check for the existence of a ThunderPaws Timer.

Event Definitions: Use this button to define default event names, fees and 'D' breaks for each event.

Timer Port: If you are using the direct timer input option (FarmTek or ThunderPaws) this is the COMM port on your computer where the timer cable is plugged in. See "Timer Direct Input Setup" for proper installation.

Round Payouts: If this button is selected, all payouts are rounded to whole dollars. Otherwise they are in dollars and cents.

Ground Fee: If you charge a ground fee, this is the default amount. It can be overridden in the Show Setup screen. It will be automatically applied to each rider's entry.

Camp Fee: If you charge a fee for camping, this is the amount. It will be automatically applied to each rider's entry who indicates they want a camp site. When using FastEnter.com, this can be a daily fee or a fee for the entire show.

Stall Fee: If you charge a fee for stalls, this is the amount. It will be automatically applied to each rider's entry who indicates they want a stall. When using FastEnter.com, this can be a daily fee or a fee for the entire show.

Sanctioning Organizations: This button will take you to a screen where you can define or update the organizations you regularly sanction or co-sanction with. You can change the default names (like change AW4D to UBRA) and the fees you pay the organization for each ride in a race they have sanctioned or co-sanctioned. This fee is collected from each rider who elects to have the time reported to the co-sanctioning organization and is passed on to that organization. See "Sanctioning and Co-Sanctioning Overview" for details. **Note** - WPRA actually Co-Approves rather than Co-Sanction and does not charge the riders a fee for it. All riders in certain categories are reported and they don't have to request co-sanctioning. Consequently, there is no need to mark individual riders for Co-Sanctions for WPRA. The producer only needs to indicate an Event is WPRA Co-Sanctioned in the Co-Sanctions screen. When the show is over, using the "Co-Sanctioning Report" button and select WPRA. All reports are automatically produced and you can print and mail them to WPRA, or create a .html file and Email it to WPRA. **The name of this entry in the table is reserved for WPRA and may not be changed.**

ACBRA Rules must be set if the sanctioning organization is ACBRA and you want the specific ACBRA rules to be enforced regarding leftover distribution and sanctioning fees.

Co-sanction Admin is the default administrative fee you will charge each rider for doing any co-sanctioning reports.

WPRA Alternate Payout. If checked, use the Optional Payout structure instead of the WPRA Rodeo structure. See PType 'W' for details.

Auto Advance: If selected, this means time posting is in 'unattended' mode, automatically advancing to the next rider whenever a time is posted (meaningful only if using direct timer input).

Sign-off Register: If selected, this means that the check register is formatted to have a signature line, to allow riders to sign that they have gotten their payout. Used for cash shows.

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

Voucher Check Location (T, M, B): When printing voucher checks, the software needs to know where the actual check is (Top, Middle or Bottom) so it can place the signature properly.

Prompt for Checks: If selected, this means that the operator will get a prompt to insert the check stock in the printer before actual printing.

Uppercase: If selected, this means that all rider and horse names will be in upper case format. If not selected, rider and horse names will be in whatever format you entered them as.

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

NBHA Check Format: If selected, this means that check printing will have the check formatted for the NBHA National Show Department checks, with a single large stub and the check on the bottom (with address for mailing).

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

Combine Checks: If selected, this means that check printing will be done at the end of the show, instead of after each event. All of a rider's earnings will be combined into a single check.

Checks by Round: If selected, this means that check printing will be done for each round in a 2-Go event (types "G", "J" and "H") instead of printing a single check for the event.

Alternate Average: If selected, this means you will be using the alternate method of calculating the Average report, where the fastest times from each event, regardless of rider, are used for the base time, and 2-D through 7-D payouts are based on that time, instead of the combined times for a single rider.

T/O Fee: This is the fee you charge for "Time-Only" or Exhibition runs. When creating your financial report, be sure to enter the number of "Time Only" runs that weren't accounted for on the signup screens. That number is automatically multiplied by this fee, resulting in the amount of money you took in from these runs.

Interval Fee: This is the fee you charge for Interval reports. The rider has the option to sign up for this report when they check in, and this amount is automatically added to their total fee.

Processing: This is the fee you charge each entry or each rider for processing their entry. If "Per Rider" is checked, the fee is only applied by rider, regardless of the number of horses they are entering. Otherwise, it is charged for each horse/rider combination.

Drag Every: This is the frequency at which you drag the arena after a certain number of riders have ridden. Most shows use a count of 5, but you may set this value at any number you want from 1-99. The drag intervals are shown on the announcer's list and on the time posting screen. If you prefer not to see this information, use a value of '0'.

Interval Time: If this button is selected, you are using the option to record interval times. See the "Interval Time Reporting" section and "Farmtek Interval Time Setup" for details.

Alternate Short Go: This affects the Short Go Draw for 2-go short events. If checked, it will pull the riders from the 1st go, then pull riders from the 2nd go. If a rider in the 2nd go has already been chosen in the 1st go, it will be eliminated and the next rider in the 2nd go will be chosen. Some producers think this results in an uneven distribution of riders from each go. Consequently, if the option is NOT checked, the software will use the fastest time to determine which go a rider will be pulled from, allowing riders in both gos a chance to move up. This logic is only used if the rider qualified in both gos initially.

Draw Order: If checked, this means that when you print the draw list, it will be in the order of the draw instead of alphabetical order.

Delete from Draw if Removed from Event: If you don't care that draw positions will close up if you delete a rider from the show or remove a rider from an event, this option will cause the rider to be removed from the draw and the draw positions to move up 1 place from that point on. It is effectively the same as a "Scratch with Refund", except that they won't hold a draw position and that other rider's draw positions may be changed.

Manual Adds to Short Go: If checked, this means that when you draw the short go list for the PType 'H' short go, you will be given an opportunity to add additional riders who didn't meet the qualifications. Used for awards and "Buy Back" prizes.

Networked: If selected, this means that multiple computers will be running and sharing the files on the 'main' computer. This allows you to be signing up riders on one computer while posting times on another, or running event monitors for your riders. See the section on "Networking Considerations" for more details about networking. You will see a separate process called "BRA Monitor Control" running on the main computer, whose function is to "feed" the monitor functions. It will start up with the Main menu and terminate when the Main menu does. See also 'External Posting' for a different method which doesn't require networked drives and files.

Show Not Yet Drawn: If checked, this means that when you print the draw list, it will also show those riders who were entered into the even after the draw. Their draw number will be "NotD" on the report.

Don't Reverse 2nd Go: Normally, in 2-go events (G, J, etc.) the 2nd go is in exact reverse order of the first go. If this box is checked, this means that the 2nd go will be in the same order as the first go.

Draw CSV File: If checked, this means that when you go to Administrative Functions and use the "Draw Results to Web" function, it will also create a [Draw_results.csv](#) file, which can be imported to Excel or other utility for local reporting. The advantage of this file is that it lists each rider and their draw position for all events in a columnar format.

Always Draw Short Go (D, H, I): Normally, in 3-Go events (D, H, etc.) the 3rd go is a short go. However, if a rider is carrying times from a 2-Go event, the software will not draw them in the short go because of the carry flag. If this box is checked, the carry flag is ignored for the short go draw and all riders are drawn. This also applies to 1-go short events (I) where the 2nd go is carried.

Bold Checks: If checked, this means that when you print the checks, they will be printed with a bold font. The reason you may want to do this is that many preprinted checks have a very busy pattern on them making the printing hard to see.

Checks Win Order: If checked, this means that when you print the checks, they will be printed in order of placing, instead of alphabetic order. Useful when you are making awards presentations at a large show.

City-State on Announcer: If checked, this means that when you print the announcer's list, you would like to have the rider's city and state on the list to give the announcer more information about the rider.

City/State on Jackpot List: If checked, this means that when you print the jackpot list, you would like to have the rider's city and state on the list to give more information about the rider.

No Color Print: If checked, this means that many reports which use color printing to highlight certain lines will only print in black. The reason for this is that some black/ white printers will not show color lines clearly.

Last Name First for Database: If checked, this means that when displaying database entries, the names will be presented in last-name, first name format. If not checked, the names will be presented in first-name, last-name format (sometimes known as "natural" format).

Last Name First for Show: If checked, this means that when displaying show entries, the names will be presented in last-name, first name format. If not checked, the names will be presented in first-name, last-name format (sometimes known as "natural" format).

Arena Name: The name of the arena where this show is being run. This name will show on all reports.

2-Up Program: If checked, this means that when you print a show program, it will be in a 2-up format with smaller font, saving paper.

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

Confirm Redraw: If checked, this means that if a draw is attempted for an event that has already been drawn, the operator must confirm twice that they want to redraw it.

Confirm Add to Draw: If checked, this means that if an "add to draw" function is attempted for an event, the operator must confirm that they want to add to the draw.

Average Detail: If checked, this means that Average and/or Target Reports will show the details of each ride.

Rider Sponsor: If checked, this means that individual riders may obtain sponsors for their participation in this show. When signing up a rider, a field will be available for entering the sponsor's name, and it will show on the Announcer's sheet and the Winner's list. If not checked, you will be unable to enter or list rider sponsors.

High Point by Earnings: If checked, this means that high point reporting will be based on the rider's earnings. If not checked, high point reporting will be based on points earned.

High Point by Division: If checked, this means that high point reporting will be by division (1D, 2D, etc.). If not checked, high point reporting will be based on Overall earnings or points.

Membership by Horse: Normally a rider is a member regardless of the number of horses he or she rides. However, if this box is checked, their membership only applies to one horse. If they want membership benefits (year-end awards, etc.) on another horse, that entry will be marked separately and (presumably) they will have to pay another fee.

Members Only High Point: If checked, this means that only those riders marked as members are eligible for high point awards.

2-Go Point Options: These options control how points are allocated for 2-Go events. You may elect to have points calculated based on the 1st go, the 2nd go or both gos.

Recalculate for Members: If checked, this means that you are running a "show within a show" for point calculation purposes. Whenever high point reporting is done, the rider's placings are recalculated as though only those riders marked as members were in the show. Meaningful only if "Members Only High Point" is checked.

2-Go Avg/Target Options: These options control how averages are calculated when including one or more 2-Go events in the average or Target report. You may elect to use the time from 1st go, the 2nd go or both gos.

Large Type Draw List: If checked, the draw list will be printed in large type, making it easier to be seen from a distance.

Create CSV Files: If checked, whenever you run the "Show Summary" and "Co-Sanction" reports, .csv files will be created for each organization, like BRN4D, NBHA, etc. These files should be sent to the various associations along with your reports to make it easier for them to update their records. It saves them the work of manually entering the information from your show.

Added Money = Expense: If checked, your financial report will not show the added money as income (because you put up the added money, instead of getting it from a sponsor). It makes the financial report more accurate.

Points 1st - 20th: For each box, this is the number of points given to the rider for their placing in each event. For example, a rider that placed 1st in the 1-D will get 20 points, and a rider who placed 3rd in the 3-D will get 18 points. Meaningful only if High Point by Earnings is not checked.

Pay To: When calculating payoffs for Average/Target reports or for an event that has no entry fee (Side pots, possibly), this is the minimum amount that will be paid to the last rider in the last D, when using the “Automatic Calculation” option.

Entry Order Supplemental: If checked, this means that after the initial draw, any supplemental draws will keep the riders in the order in which they were added to the show. This encourages late riders to sign up as soon as possible. If not checked, supplemental draws will be randomized within that draw.

Combine 2-Go Announcer: If checked, announcer’s sheets for a 2-Go event will have two places to write times, one for each round. If not checked, a separate announcer’s sheet will be printed for each round.

N/T Seconds: Normally, this software adds 400.00 seconds to a rider’s time to indicate a No Time ride. For some producers, a different number is more desirable, so you can override that value here.

Unpaid Invoices: Normally, entry fees are assumed to have been paid at the time the signup is entered. If checked, the assumption will be that they are not paid until the operator marks them as paid.

Using FastEnter.com: If checked, this means that you have set up an account at FastEnter.com, and all on-line pre-entry processing will be done using FastEnter.com. Draw posting and results posting can also be done using FastEnter.com.

Update Old Entries: If checked, this means that you want to update old entries from FastEnter.com, even if they have already been processed. Otherwise, the system will only process them one time.

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

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

1-Up Draw: If checked, this means that when you print the draw list, it will be in a “1-Up” format, instead of the condensed “2-Up” format. This is useful when you have long horse names that get truncated (chopped off) in the 2-up format.

Interim Detail: If checked, this means that you want placing for all riders on an interim report, instead of just the riders who are currently “in the money”.

Pre-Entry Invoice: If checked, each pre-entry processed by the sign up processing will generate an invoice for you to have available when the rider checks in at the show, showing exactly how much they paid on FastEnter.com.

Combine Invoices: If checked, the invoice will combine all of an individual rider's entries on a single invoice, instead of printing a separate invoice for each entry.

Pre-Entry Camp: If checked, FastEnter will have a button for the rider to check showing they would like to reserve a camping spot. It will also show the fee and the fee will be reflected on the invoice. FastEnter will allow the rider to specify which days they want a campsite for.

Pre-Entry Stall: If checked, FastEnter will have a button for the rider to check showing they would like to reserve a stall. It will also show the fee and the fee will be reflected on the invoice. FastEnter will allow the rider to specify which days they want a stall for.

Rules: For FastEnter.com, the file containing a description of the show, and any special rules or other items you want to show on FastEnter.com's description of the show. Clicking **Edit Rules** will allow you to edit this description.

Release: For FastEnter.com, the file containing a Release of Liability statement you would like FastEnter.com to display when riders sign up. Clicking **Edit Release** will allow you to edit this description.

Default Ride Code: This is the value that will be plugged into the "Ride Code" field during time posting. It may be overridden there.

Access Password: With the advent of wireless networks, it "might" be possible for someone to hack in to your system and modify the results of an event. If this field has any value, it is the password required to get into the Barrel Race America software. It is case-sensitive and is not displayed, so make sure you remember it, or you could lock yourself out of your own software.

Carry = Enter: If set, clicking the "Carry" box for any event will automatically enter the rider in that event. If not set, you have to click the "Enter" box, then the "Carry" box.

Participation Points: Any Rider with a qualified ride will get this number of points if they don't earn any points with their normal placing.

No Redistribution: If checked, and there is leftover money because not enough riders qualified in a 'D' (paying to 3 places, but only 2 qualified), the money is kept by the producer instead of being redistributed to those that did qualify. This is also true if nobody qualified in a particular 'D' (If it only paid 1D, 3D and 4D, the 2D money is kept by the producer). This overrides the "Payout Adjustment Method 1" option.

Desired Horse Separation: Tells the software the ideal separation between horses for the same rider. For example, a rider on 3 horses might want 25 riders in between each of her rides. This value will be used for all riders. The actual separation will usually be within + or - 10 riders of this value.

No Horse Separation: Normally, when the draw is done, the software will make an attempt to separate those riders who are on more than one horse. Some producers would prefer that the draw just be completely random, and that if any adjustments are necessary, they will make them manually, using "Swap Riders in Draw". If this box is checked, the software will make no attempt to separate riders on multiple horses.

No Guaranteed Order: Normally, when the draw is done, the software will keep riders on multiple horses in the same horse order in multiple events. This is the order in which they were entered into the show. Some organizations don't allow the rider to request this horse order, insisting that the draw must be totally random. If this box is checked, the horse order is not guaranteed to be the same from one event to another.

Use Predictable Draw Logic: If checked, this means that the draw is "predictable". It will separate the riders in groups, depending on the number of horses they are riding. The group on the most horses will be placed in the draw first, then the group on the next most number of horses, etc., until the single horse riders are used in to fill in the gaps. The advantage of this method is twofold. First, it guarantees the best separation for those riders on multiple horses, and the separation between those entries is close to the same for everybody. In other words, if rider "A" on two horses is separated by 30 riders, all other riders on two horses will also be separated by about 30 riders. The disadvantage of this method is that it is predictable, especially for the rider on the most horses. That rider will always get the same draw positions. The riders on fewer horses are less predictable.

Send Reminder Messages: If checked, you are providing the Reminder Message service for your riders who request it. Note that you must have a FastEnter account and have the show on FastEnter to use this service.

Reminder Fees: The one-time charge your riders pay to get the Reminder Message Service.

3-Up Labels: If set, all label printing will use a 3-up format, instead of the default 2-up format.

Standardized Target: If set, the times for Target reports will be sorted in slowest to fastest order before doing the calculations. That means the results would be consistent, regardless of the order in which the rides occurred.

Consecutive Target: If set, Target reports will use the "Consecutive Difference" method of calculating Target Reports. Otherwise, Target Reports will use the "Baseline Difference" method. Both methods are explained below.

HST Client Key: This is the client key supplied by Funnware that allows you to use the Horse Show Tracker (HST functions).

Target Race Options

The simple case is 2 Races, get the difference, the one with the smallest difference wins (difference is a positive value). This option comes into effect when you have more than 2 races.

As an example, let's use 4 races, with times of:

Race 1 - 18.500, Race 2 - 19.100, Race 3 - 18.001, Race 4 - 18.780

If Standardized, they would be:

Race 1 - 18.001, Race 2 - 18.500, Race 3 - 18.780, Race 4 - 19.100

The **Consecutive Difference** method calculates it like this:

$(R2 - R1) + (R3 - R2) + (R4 - R3) = \text{net difference}$. All values are made positive.

In this example the rider would have (results summed):

Not Standardized			Standardized		
19.100	18.001	18.780	18.500	18.780	19.100
<u>-18.500</u>	<u>-19.100</u>	<u>-18.001</u>	<u>-18.001</u>	<u>-18.500</u>	<u>-18.780</u>
0.600	+ 1.099	+ 0.779	0.499	+ 0.280	+ 0.320
Score = 2.478			Score = 1.099		

The **Baseline Difference** Method calculates it like this (1st race is baseline).
 $(R2 - R1) + (R3 - R1) + (R4 - R1) = \text{net difference}$. All values are made positive.
 In this example the rider would have (results summed):

Not Standardized			Standardized		
19.100	18.001	18.780	18.500	18.780	19.100
<u>-18.500</u>	<u>-18.500</u>	<u>-18.500</u>	<u>-18.001</u>	<u>-18.001</u>	<u>-18.001</u>
0.600	+ 0.499	+ 0.280	0.499	+ 0.779	+ 1.099
Score = 1.379			Score = 2.377		

We believe the fairest method is Standardized and Consecutive. It generally gives the best advantage to each rider.

Payout Adjustment Method 1: Sets the method of distributing leftover money within a single ‘D’. For example, in a race paying 3 places and only 2 actual placings, the normal method is to allocate the 1st and 2nd place money according to the 3 place percentages, then divide the leftover 3rd place money by the percentages for 2 placings. If this option is checked, the money is allocated as if it were paying 2 places and there was no leftover money. Both of the methods may be affected by other options settings. If “No Redistribution” is set or it’s an ACBRA Event using the ACBRA Rules option, this option is ignored. If “Even Distribution of Leftovers” is set in the payout table, it is treated as if this option was not set.

PTypes S and T are ad-hoc: If checked, these two events will run similar to the “Average/Target Report” on the main menu, allowing you to set rules regarding how many events a rider can miss or get a no time in and still be eligible for an award.

Recalc Gos: Normally, the number of places to pay is calculated for the entire event, regardless of the number of gos. Each go is paid the same number of places, even though there may be more or fewer riders in a particular go. If this option is set, the software will recalculate the number of places to pay based on the number of riders in each go. For example, a 2-go short may have 500 riders, but the short go may have 100 riders. Without this option, the number of places paid in the short go would be the same as the other gos, even though there are fewer riders. With this option set, the number of places paid would be recalculated, based on 100 riders. This option has no effect on the money calculations except for the number of places paid.

Sanctioning Organizations

This screen comes up when you check “Sanctioning Organizations” from the Options screen. It allows you to define the sanctioning organizations and fees associated with your shows. In the example below, AW4D has been replaced with UBRA. The screen looks like this:

	Sanction Organization	Sanction Fee	Co-Sanction Fee
1.	ACBRA	0.00	1.50
2.	AW4D	0.00	2.00
3.	BRN4D	0.00	1.50
4.	NBHA	0.00	1.00
5.	IBRA	2.00	0.00
6.	WPRA	0.00	0.00
7.	User1	0.00	0.00
8.	User2	0.00	0.00
9.	User3	0.00	0.00
10.	User4	0.00	0.00

Note - WPRA actually Co-Approves rather than Co-Sanctions and does not charge the riders a fee for it. All riders in certain categories are reported and they don't have to request co-sanctioning. Consequently, there is no need to mark individual riders for Co-Sanctions for WPRA. The producer only needs to indicate an Event is WPRA Co-Sanctioned in that screen. When the show is over, using the “Co-Sanctioning Report” button and select WPRA. All reports are automatically produced and you can print and mail them to WPRA, or create a .html file and Email it to WPRA. The name of WPRA cannot be changed.

Note - Organization 1 is set up for ACBRA which tracks by horse instead of rider. Any organization that uses this co-sanction will have the id numbers assigned to the horse, not the rider. Also, if you want the ACBRA special rules regarding redistribution and sanctioning fees, you must also check “ACBRA Rules” in the options.

Default Event Definitions

This screen comes up when you check “Event Definitions” from the Options screen. It allows you to define defaults for event names, fees and ‘D’ time breaks. The screen looks like this:

Event Name	Fee	2D	3D	4D	5D	6D	7D
NBHA Open - First Race	30.00	0.500	1.000	2.000	0.000	3.000	3.500
BRN4D Open - First Race	25.00	0.500	1.000	2.000	0.000	3.000	3.500
NBHA Youth	15.00	0.500	1.000	2.000	0.000	3.000	3.500
BRN4D Youth	15.00	0.500	1.000	2.000	0.000	3.000	3.500
WPRA	45.00	0.000	0.000	0.000	0.000	3.000	3.500
Pee Wee	5.00	0.500	1.000	2.000	0.000	3.000	3.500
NBHA Open - Second Race	30.00	0.500	1.000	2.000	0.000	3.000	3.500
BRN4D Open - Second Rac	25.00	0.500	1.000	2.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500
	0.00	0.000	0.000	0.000	0.000	3.000	3.500

Events 1-20
 Events 21-40
 Events 41-60
 Events 61-80

Exit and Save

Event Name: These are the events you run on a regular basis. When you set up the show, you will select which events you are running that day and the entry **Fee** for each event. Note that these are the default values and may be overridden when you set up the show.

2-D, 3-D, 4-D, 5-D, 6-D and 7-D: These are the partial second increments to use for jackpotting. 1-D will be the fastest time, and these increments are added to the fastest time to establish the 2-D, 3-D, 4-D, 5-D, 6-D and 7-D times. Note that these are the default values and may be overridden when you set up the show.

Administrative Functions

This is where you perform basic housekeeping functions, like backing up files and deleting old shows, multiple show averaging, and extracting data for local reporting. The screen looks like this:

					
Back Up Files	Export Show File	Multiple Show High Point Report	Delete Old Shows	Show Program	
Restore Files	Export Rider File	Multiple Show Average/Target Report	Delete Shows from FastEnter.com	Consolidated Draw Report	
Camping Report	Stall Report	Individual Rider History Report	1099 Report	Equi-Stat Reporting	
Show Results to Web	Draw Results to Web	Rider Historical Summary	Producer Fees Report	Barrel Racing Report File	
NBHA State Director File		Back Up Current Show Files	Create Draw CSV File for an Event	PEWC Report File	
Create Class for Another Producer	Load Class from Another Producer		Exit		

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

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

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

Delete Old Shows: Use this button to delete old show files from the hard drive. If the show(s) were defined to FastEnter.com, they will be deleted from there, also.

Delete Shows from FastEnter.com: Use this button to delete old show files from FastEnter.com, but keep them on your hard drive

Multiple Show Average/Target Report: Use this button create a report showing the fastest average or closest target of selected events from multiple shows.

Multiple Show High Point Report: Use this button create a report showing the high point from multiple shows.

Show Results to Web: If not using FastEnter.com, this function creates a file named **Results_producer_name_mm_dd_yy.html** (producer name and date). This file is ready to be sent to your web site, and has the jackpot results for all of the events in the show. If you are using FastEnter.com, the show results are sent directly to FastEnter.com and are immediately available for viewing.

Draw Results to Web: If not using FastEnter.com, this function creates a file named **Draw_producer_name_mm_dd_yy.html** (producer name and date). This file is ready to be sent to your web site, and has the draw for all of the events in the show. If you are using FastEnter.com, the draw results are sent directly to FastEnter.com and are immediately available for viewing.

Export Show File: This function creates a file named **Smmddy.csv** (where mmddy is the date of the show). It is a comma-delimited file suitable for importing into many popular spreadsheet and database programs. It allows you to export show data and do your own local reporting.

Export Rider File: This function creates a file named **Riders.csv**. It is a comma-delimited file suitable for importing into many popular spreadsheet and database programs. It allows you to export your rider database and do your own local reporting.

Show Program: For shows where all riders are pre-entered, this button creates a show program listing the riders in run order by event.

Camping Report: A report showing the riders who have paid for camp sites and (if supplied) the locations of the camp sites.

Stall Report: A report showing the riders who have paid for stalls and (if supplied) the locations of the stalls.

1099 Report: A report and 1099.csv file showing the riders who have earned \$600.00 or more during the current year. For those producers who generate 1099 reports, this provides the necessary data for those forms.

Consolidated Draw Report: A report showing the riders and their draw positions in up to 4 races in an easy to read format.

Rider Historical Summary: A report showing the riders, the number of events they have ridden in and the amount of money won.

Individual Rider History Report: A report showing the detailed history for an individual rider, including show dates, events, times and money won.

Producer Fees Report: A report showing the detailed payments made for some or all of the user-defined producer fees.

Equi-Stat Reporting: Creates a file to be sent to Equi-Stat, who maintains statistics on horse earnings. Email the output file to: equistat@cowboypublishing.com.

Barrel Racing Report File: Creates a file to be sent to the Barrel Racing Report, who publishes a weekly newsletter for barrel racers. Email the output file to: info@barrelracingreport.com.

PEWC Report File: Creates a file to be sent to the PEWC.

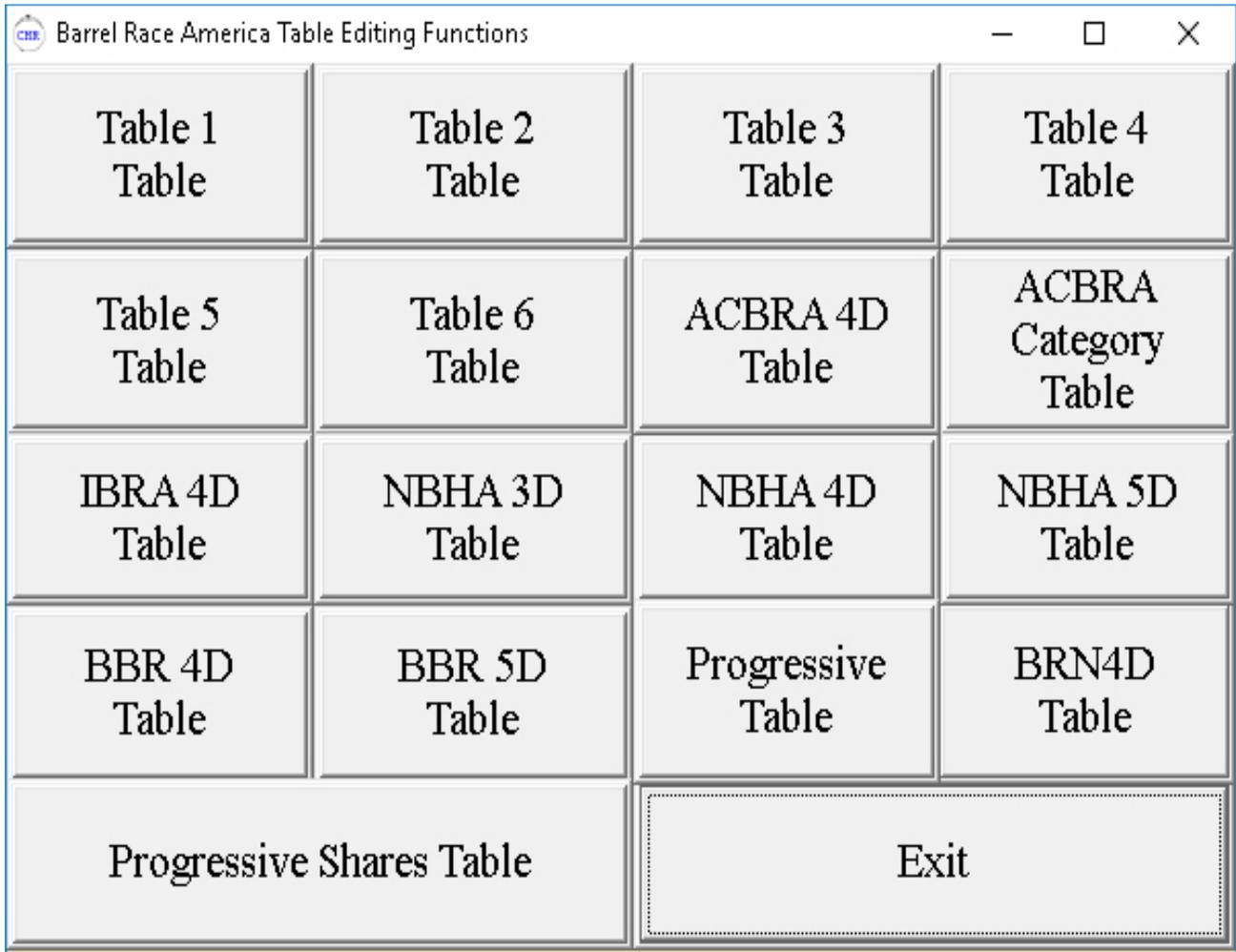
Create Draw CSV File for an Event: Creates a .csv file of a selected event for local reporting.

Create Class for Another Producer. Creates a .csv file of the riders in this class (and their times) suitable for importing to a class on another producer's computer.

Load Class from Another Producer. Loads a .csv file of the riders in a class (and optionally their times) from a class on another producer's computer.

Edit Payout Tables

This is where you set up your payout structure for each type of race. The screen looks like this:



Note - The titles in each box above may be different, depending on the title you use for each table.

Table x: This is where you edit the user payout tables, define payout methods, and define percentage of entry fees kept by the show producer. See “**Table Editing**” in the next section for details.

(BRN4D, IBRA, NBHA 3D, NBHA 4D, NBHA 5D, ACBRA 4D, ACBRA Category, BBR 4D, BBR 5D) Table: This is where you edit the specific payout tables for predefined barrel racing organizations, define payout methods, and define percentage of entry fees kept by the show producer. See “**Table Editing**” in the next section for details.

The Progressive Table has it’s own section, since that is a different concept. See “Edit Progressive Table”.

The Progressive Shares Table has it’s own section, since that is a different concept. See “Edit Progressive Shares Table”.

Edit Progressive Table

This shows the settings for the Progressive Payout Table (PType "O"). The objective of a progressive payout is to make sure that the last person paid in a higher "D" gets more than the first person paid in the next "D". For example, in a race paying 3 places, the 3rd place in the 1D cannot make less than the 1st place in the 2D. This table allows for dynamic adjustments up to 6 places. For progressive payouts greater than 6 places, the "P" (Fixed Percentage) table should be used. The screen looks like this:

Places	1D	2D	3D	4D	5D	6D	7D	Total
1:	.3500	.2800	.2200	.1500	.0000	.0000	.0000	1.0000
2:	.2200	.1500	.1100	.0700	.0000	.0000	.0000	
	.2000	.1200	.0800	.0500	.0000	.0000	.0000	1.0000
3:	.1700	.1000	.0700	.0450	.0000	.0000	.0000	
	.1500	.0850	.0600	.0350	.0000	.0000	.0000	
	.1300	.0750	.0500	.0300	.0000	.0000	.0000	1.0000
4:	.1400	.0850	.0500	.0300	.0000	.0000	.0000	
	.1200	.0700	.0450	.0250	.0000	.0000	.0000	
	.1150	.0600	.0400	.0200	.0000	.0000	.0000	
	.0950	.0550	.0350	.0150	.0000	.0000	.0000	1.0000
5:	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	0.0000
6:	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	
	.0000	.0000	.0000	.0000	.0000	.0000	.0000	0.0000

Places	Rider Count
2	15
3	25
4	40
5	9999
6	9999

Use Office Charge Method
 - Office Charge:
 or Producer Percentage:
 Automatically Calculate Depth
 Deduct Org. Fee from Entry Fee
 Even Division of Leftover Money

Table Title For Reporting:

No Errors Encountered

Restore to Default Settings: Clicking this button will restore the Payout Table to the settings that came with the distributed software.

Places: For the number of places paid, you set the percentage of the total payout pool that will be paid to that place. In the example above, if you were paying two places, 1st in the 1D would get 22% of the total pool, and 2nd in the 1D would get 20% of the total pool. Then 1st in the 2D would get 15% of the total pool and 2nd in the 2D would get 12% of the pool. This process continues on down to the 7D payouts.

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

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

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

or Producer Percentage: This is the percentage of the entry fees kept by the show producer. In most Barrel Races, this value is 20-30%. It is entered as a fractional amount (like .30 for 30%). This value is ignored if "Office Charge Method" is checked

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

Rider Count: This is the number of riders in the event that determines how deep (how many places) the payout is for each 'D'. These values are used when "Automatically Calculate Depth" is not set. In the above example, if there are 1-14 riders, the payout is 1 place, if there are 15-24 riders, the payout is to 2 places, if there are 25-39 riders, the payout is to 3 places, etc.

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

Even Division of Left Overs: This controls how any left over money in a payout is allocated in the case where there weren't enough riders in a 'D'. For example, in a 1D pool, you may be paying to 3 places, but only two riders qualified. In some cases, the payout is calculated as though all 3 riders were there. If this button is checked, the left over money is divided evenly between the two qualifying riders. If this button is not checked, the remaining money is proportionally split.

Table Title for Reporting: This is the name of this table for local reporting purposes. For example, by replacing "Table 1" on the reports, it could say "WestRaces". You can use up to 16 characters.

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

Edit Progressive Shares Table

This shows the settings for the Progressive Shares Payout Table (PType "9"). The objective of a progressive payout is to make sure that the last person paid in a higher "D" gets more than the first person paid in the next "D". For example, in a race paying 3 places, the 3rd place in the 1D cannot make less than the 1st place in the 2D. This table can calculate payments up to 30 places in each division. The difference between this and the other tables is that you decide in advance how many places you're going to pay in each 'D' and how many 'D's you're going to pay. The software then calculates the payments based on a "shares" concept. Very simplified, the calculation goes like this:

1. The number of places in each 'D' is multiplied by the number of 'D's. In this example, we'll pay 4 'D's with 3 places in each 'D' with a pool of \$4700.00. This give us a value of 12 (4 x 3).
2. All of the places are added together (12 + 11 + 10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1) giving us a value of 78.
3. We divide the total pool (\$4700.00) by 78 giving us the value of one share (\$60.26).
4. Lastly, we multiply in inverse order to give the dollar amounts for each place. In this case:

1D 1st = 12 shares x \$60.26 = \$723.08

1D 2nd = 11 shares x \$60.26 = \$662.82

1D 3rd = 10 shares x \$60.26 = \$602.56

2D 1st = 9 shares x \$60.26 = \$542.31

2D 2nd = 8 shares x \$60.26 = \$482.05

2D 3rd = 7 shares x \$60.26 = \$421.79

.....

4D 3rd = 1 share x \$60.26 = \$60.26

The screen looks like this:

chr Edit Payout Table for: Progressive Share

Places to Pay per Division: 3

Use Office Charge Method - Office Charge: 5.00

or Producer Percentage: 0.300

Deduct Org. Fee from Entry Fee

Table Title For Reporting Progressive Share

Save and Exit

Places to Pay per Division: Set the number of places to pay for each division. Range can be from 1 to 30.

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

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

or Producer Percentage: This is the percentage of the entry fees kept by the show producer. In most Barrel Races, this value is 20-30%. It is entered as a fractional amount (like .30 for 30%). This value is ignored if "Office Charge Method" is checked

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

Table Title for Reporting: This is the name of this table for local reporting purposes. For example, by replacing "Progressive Shares" on the reports, it could say "Brown Progressive". You can use up to 18 characters.

Note: In the case where there weren't enough riders in a 'D', the money is divided evenly among the remaining riders in that 'D' For example, in a 1D pool, you may be paying to 3 places, but only two riders qualified. The left over money is divided evenly between the two qualifying riders.

Payout Table Editing

This is where you define the percentage of entry fees kept by the show producer and define the payout structure for events. Each event can use a different table (useful when running multiple-sanctioned shows, like an NBHA© show with an IBRA© event). The screen looks like this:

The screenshot shows a software window titled "Edit Payout Table for: NBHA 4D D Settings and Rider Counts". The window is divided into several sections:

- Payout Tables:** Six columns represent different payout levels: 2-D Payout, 3-D Payout, 4-D Payout, 5-D Payout, 6-D Payout, and 7-D Payout. Each column has rows for "1-D:", "2-D:", and "Total:". For example, in the 2-D Payout column, 1-D is 0.600, 2-D is 0.400, and Total is 1.000.
- Control Buttons:** On the right side, there are buttons for "Refresh and Check", "Print This Table", "Reset to Default Settings", and "Save and Exit".
- Places Selection:** Three buttons labeled "Places 1 - 17", "Places 18 - 24", and "Places 25-30" are located below the "Print This Table" button.
- Rider Count Table:** A grid of input boxes for rider counts. The top row is labeled "Places" and ranges from 2 to 15. The bottom row is labeled "Rider Count" and ranges from 13 to 1251. Below this, another row of boxes ranges from 16 to 30, with values like 1301, 1351, etc.
- Settings:** At the bottom, there are checkboxes for "Use Office Charge Method" (with a value of 5.00), "Automatically Calculate Depth", "Even Division of Left Overs" (checked), and "Deduct Org. Fee from Entry Fee". There is also a field for "Table Title For Reporting" set to "NBHA 4D".

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

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

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

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

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

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

or Producer Percentage: This is the percentage of the entry fees kept by the show producer for this event. In most Barrel Races, this value is 20-30%. It is entered as a fractional amount (like .30 for 30%). This value is ignored if “Office Charge Method” is checked

Deduct Org Fee from Entry Fee: If checked, the Sanctioning Organization fee is deducted from the entry fee for the event, as well as any producer percentage or Office Charge. If not checked, the sanctioning organization fee is taken from the producer percentage or Office Charge. The actual fee is defined in Definitions and Options.

Rider Count: This is the number of riders in the event that determines how deep (how many places) the payout is for each ‘D’. These values are used when “Automatically Calculate Depth” is not set. In the above example, if there are 1-11 riders, the payout is 1 place, if there are 12-19 riders, the payout is to 2 places, if there are 20-39 riders, the payout is to 3 places, etc.

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

x-D Payout: Depending on whether a 2-D through 7-D structure is used for the event, these are the percentages of the total pool paid to each ‘D’. 1-D is always 100% (1.0). Again, each value is entered as a fractional amount (like .20 for 20%).

Even Division of Left Overs: This controls how any left over money in a payout is allocated in the case where there weren’t enough riders in a ‘D’. For example, in a 1D pool, you may be paying to 3 places, but only two riders qualified. In some cases, the payout is calculated as though all 3 riders were there. If this button is checked, the left over money is divided evenly between the two qualifying riders. If this button is not checked, the remaining money is treated as though you are only paying to two places for that ‘D’ only and applied to those riders.

Place x: On the various Place Screens (not shown). Within each ‘D’, here is where you define the percentage of the pool for that ‘D’ that is paid to each placing. For example, if the ‘D’ were paid to two places, the values are .60 and .40.

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

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

Restore to Default Settings: Clicking this button will restore the Payout Table to the settings that came with the distributed software.

Rider Database

This is where you keep definitions of each rider. If you separate riders by different horses, each one can have a different entry. The screen looks like this:

Data Elements: The data elements (first name, last name, etc.) are self-explanatory.

NBHA ID, etc.: These are member identifications of various associations the rider belongs to. See the “Definitions and Options” section for details.

NBHA Dist: For NBHA members, this is the home district of the rider, like WA07 or CA14.

Member: If checked, this means the rider is a member of your local club.

Last Show: This is the date of the last time this rider rode in one of your shows.

Purge Old Riders: This function deletes riders who have not ridden in your shows since a given date. You fill in the ‘Purge Date’ field, then select the “Purge Old Riders” tab to eliminate old riders.

Update This Record: Select this button any time you have made a change to any of the data elements to save the changes.

Add New Rider: Select this button to create a new entry on the database. It will assign a new rider number and present you with a screen to fill in. Once you have typed in the information, use “Update This Record” to save your changes.

Select a Rider: Select this button to get a screen of all riders on the database. When you highlight a rider in the list and press “Select”, that rider will appear on this screen. You can then modify or delete the record.

Copy a Rider: Select this button to get a screen of all riders on the database. When you highlight a rider in the list and press “Select”, that rider will appear on this screen, but the horse name will be blank. It will also have a new horse number. This is how you add a new horse to an existing rider. Fill in the new horse name and save the entry.

Reset Membership Flags: Select this button to remove the “Member” flag on each rider in the entire database. Saves the work of doing it individually.

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

Rebuild D/B from Old Shows: If your database has been damaged, this button will create a new database from the old show entries. Normally, this should not be used unless you are directed to do so by product support.

Merge 2 Rider Entries: It occasionally happens that a rider or a horse/rider combination is defined twice, and you need to merge them into one entry. This button allows you to select the base rider/horse (The “good” entry) and the other (“bad”) entry and merge them together into a single rider. If it’s the same horse, it’s a simple merge. If it’s a different horse, a new horse id is created for the base rider. In addition, all shows on the hard drive are adjusted to reflect the change. If there are no more horses for the “bad” rider, the entry is deleted from the database.

Print Database: Select this button to print a report showing all riders on the database, with detailed information (address, phone, email, etc.). If you provide a date in the “Mail or Purge Date” field, then only riders who have ridden since that date will be printed.

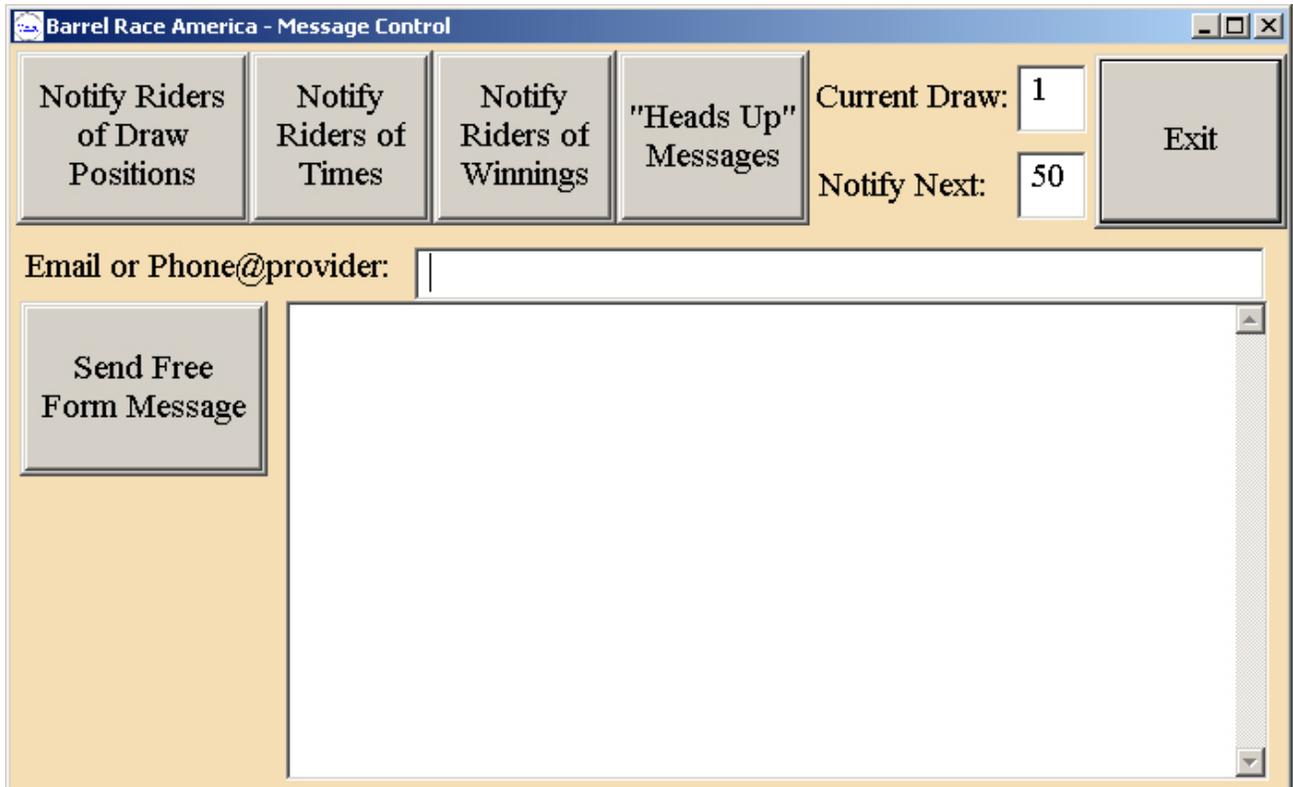
Short Database Print: Select this button to print a report showing all riders on the database in an abbreviated format. If you provide a date in the “Mail or Purge Date” field, then only riders who have ridden since that date will be printed.

Mailing Labels: Select this button to create a set of mailing labels from your rider database. This is useful when you want to mail out flyers of upcoming shows. If you provide a date in the “Mail or Purge Date” field, then only riders who have ridden since that date will get labels. It will ask if you want to eliminate duplicate address labels, as well. 2-up labels are pre formatted for 1” x 4” labels. 3-up labels are pre formatted for 1” x 2 5/8” labels.

Print Flyers: Select this button to print your return address and rider address information directly on the back of your flyers. This is useful when you want to mail out flyers of upcoming shows. The information is printed on the bottom 3rd of the page, so you can make a tri-fold flyer. If you provide a date in the “Mail or Purge Date” field, then only riders who have ridden since that date will be printed. It will ask if you want to eliminate duplicate addresses, as well.

Reminder Notices

Some producers want to notify riders of certain events before and during a show. BRA and FastEnter have a service that will provide the notifications. This is considerably cheaper than sending text messages, not to mention faster. The rider may have to pay a fee to their phone carrier for the message, which is why we've made it optional. BRA will send the message to FastEnter, who will then send it via Email to the recipient. The recipient can be an Email address or a cell phone (9165551212@txt.att.com) in the proper number@provider format. You can have the riders pay a nominal fee or provide the service for free. The Menu looks like this:



You set in the options that you are providing this service, and the flat rate fee (if any) the rider pays for the service. The riders can sign up for the service via FastEnter, the Local Terminal, or on the sign up screen as you enter them. On the Menu:

Notify Riders of Draw Positions - A sub question will ask if you want all, just the pre-entries or just the late entries. It will also allow you to select the events. Each rider who has signed up for the service will get an Email or cellphone text message telling them what their draw position is in each event.

Notify Riders of Times - A sub question will allow you to select the events. Each rider who has signed up for the service will get an Email or cellphone text message telling them what their time was in each event.

Notify Riders of Winnings - A sub question will allow you to select the events. Each rider who has signed up for the service will get an Email or cellphone text message telling them their place, time and what they won in each event.

"Heads Up" Messages- A sub question will allow you to select the event. You fill in the current draw number and number of riders to look ahead. Each rider in that draw range who has signed up for the service will get an Email or cellphone text message telling them the current draw number, their draw number and how many riders are ahead of them.

Send Free Form Message - You fill in the Email or phone@provider for a specific rider, or "*" if you want it to go to all riders who have signed up for the service. The message can say anything up to 1024 characters, like "The tractor broke. There will be a one-hour delay." .

Caution, network delays at the servers or locally can delay Email messages, so make sure you aren't incurring any liability ('I missed my ride because the "Heads Up" message was delayed')...

Show Setup

This is where you set the show date and the events you are going to run in today's show, as well as defining the number of 'D's, co-sanctioning, and which payout table you will use. The screen looks like this:

Barrel Race America - Define Show Date and Events
✕

Run Today

New Show Date 07/05/12

Run/Payout Types (PType)

Run Today	OID	PType	1D	2D	3D	4D	5D	6D	7D	MOrder
<input checked="" type="checkbox"/> 1	0.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 2	1.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 3	1.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 4	0.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 5	4.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 6	4.0	B	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 7	0.0	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 8	7.0	H	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 9	7.0	6	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 10	0.0	2	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 11	0.0	S	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> 12	0.0	#	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 13	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 14	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 15	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> 16	0.0	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Using HST

0 = Combination Draw

1 = Table 1

2 = Table 2

3 = Table 3

4 = Table 4

5 = Table 5

6 = Table 6

7 = BBR 4D

8 = BBR 5D

9 = Progressive Shares

Amounts for Payout Type F

Percentages for Payout Type P

'D' Increments and Payout Overrides

Combo Draw, Sidepot, Multiple Carry Events

Sanctions and Co-Sanctions

"Go" Controls

Limits, Added Money, Sponsors, Show Fees

Send Show to FastEnter.com

Camp/Stall Setup

Producer Fees

Select a Prior Show Date

Exit

Show Specific Information

Events 1-16
 Events 17-32
 Events 33-48
 Events 49-64
 Events 65-80

New Show Date: This button allows you to set up a new show date. You will select a date from an on-screen calendar. If you select a prior show, it will show the events you ran that day.

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

Select a Prior Show Date: This will present you with a list of prior shows, allowing you to select one of them.

Run Today: Each box allows you to choose from the events you defined during the event definition process, indicating that event will be run at this show.

Number of Days: Normally 1, but if you're running a 3-day show, you'd put 3.

1D, 2D, 3D, 4D, 5D, 6D or 7D: Select the jackpot format you will use for that event. For example, if you select 2D, then there will be no payouts for 3D through 7D.

OID (Open ID): This defines the proper relationship of events for carry-over, slack or draw purposes. Most Barrel Races allow a rider to 'carry' a time from the Open event to other events (like Youth and Senior). Because you may be running multiple events in a show, all 'Open' events have a '0.0' in this field. Other events (Youth, Senior) have a numerical value that relates that event to its corresponding 'Open' event, so the software knows which event to carry the time from. Any event with a '0.0' in this field is considered an 'Open' event, regardless of its name. This field stays as '0.0' for Side pot events, since they are defined with the "Side pot Events" button. Note that there are actually 2 values in this field. It is in the format **e.g.**, where "e" refers to the event number, and "g" tells what to do with the gos within that event (like G, J and H events).

Valid values for "g" are:

- 0 or 1 - Carry the first go or only time to the first time.
- 2 - Carry the 2nd go time to the first time.
- 3 - Carry the fastest time of the two gos to the first time.
- 4 - Carry the time of each go to the same go in the new event (go1->go1, go2->go2, go3->go3).

There is a special setting of **99.g**, which means that there are multiple events carrying into this event. In that case, use the "Sidepot/Multiple Carry Events" button to select the events that will carry into this one. Note that if there are multiple times being carried, the fastest time(s) will be used.

D Increments and Payout Overrides: Selecting this button allows you to change the default values for the increment (1/2 second, etc.) for each event. Generally, this would be used for Side pot events, but might be used for Local events or other things as well. This button is also used to set an upper limit on the time for payouts (NP placings), and to override the calculated number of places to pay in each 'D'.

Producer Fees: Selecting this button allows you to define special non-ride fees that are specific to you. See the following section on "Producer Fee Definitions".

Combo Draw, Sidepot, Multiple Carry Events: Selecting this button allows you to define which events are included in the Side pot events (see next page) or the events which have multiple other events sending times to it, or which events are included in a combination draw.

Sanctions and Co-Sanctions: Selecting this button allows you to select which events are sanctioned and/or co-sanctioned by other organizations (like an NBHA race co-sanctioned by BRN4D).

Run/Payout Type (PType): This defines which run and/or payout table you will use for this event. The meanings may be different depending on the titles you used in the payout tables. Values are:

‘0’ - means this defines a Combination Draw event. Use the “Combo Draw, Sidepot, Multiple Carry” button to select the events to combine into a single draw.

‘1’ - means this event uses Table 1.

‘2’ - means this event uses Table 2.

‘3’ - means this event uses Table 3.

‘4’ - means this event uses Table 4.

‘5’ - means this event uses Table 5.

‘6’ - means this event uses Table 6. This table is set up for the former AW4D payout method, so long as the title is set to “AW4D”.

‘7’ - means this event uses the predefined BBR 4D payout table.

‘8’ - means this event uses the predefined BBR 5D payout table.

‘9’ - means this event uses the Progressive Shares method of calculating the Payout. See “Edit Progressive Shares Table” earlier in this manual.

‘B’ - means this event uses the predefined BRN4D payout table.

‘E’ - means this event uses the predefined IBRA payout table.

‘L’ - means this event uses the predefined NBHA 5-D payout table.

‘N’ - means this event uses the predefined NBHA 4-D payout table.

‘M’ - means this event uses the predefined NBHA 3-D payout table.

‘O’ - means this event uses the predefined Progressive payout table.

‘V’ - means this event uses the WBRA Open payout format.**

‘W’ - means this event uses the WPRA barrel race format.**

‘\$’ - means this event uses the WPRA sidepot format.**

‘X’ - means this event uses the predefined ACBRA 4-D payout table.

‘Y’ - means this event uses the predefined ACBRA Category payout table.**

** WBRA, WPRA and ACBRA Category races are run as a 1-D event (no D’s).

‘K’ -means that this is a Slack event. Slack events are run as separate events with their own draw, but are combined with a regular event for payout purposes. The OID field of a slack event must point to the regular event which will ultimately be used for the payout. The entry fee for a slack event MUST be the same as the fee for the ‘regular’ event.

‘S’ -means that this is an “Average” Side Pot event. Side Pot events are not actually run, but are carried from one or more other events. The riders pay a fee, and the times from the other event(s) are carried into this event. It has its own entry fee and can have added money. If more than one other event is included, the times are cumulative and a NT or a “not entered” in any included event disqualifies the rider from the Side pot. Payouts are based on the table selected in the side pot definition.

‘A’ -means that this is an “All Rides Count” Side Pot event. Each time included from the other event(s) has a chance of winning. Payouts are based on the table selected in the side pot definition.

‘Q’ -means that this is an “Blackjack” Side Pot event. This event is not actually run, but a time is carried from one other event. The riders pay a fee, and the time from the other event is carried into this event. It has its own entry fee and can have added money. Payouts are based on the table selected in the side pot definition. The rule for this sidepot is that the digits of the rider’s time must equal exactly 21 ($24.465 = 2 + 4 + 4 + 6 + 5 = 21$). Only one ‘D’ is paid and only one place (1st) is paid. If there are ties, the money is split evenly. If nobody wins, the producer keeps the money. If you are carrying from a multiple go event (G, H, etc.), the time is carried from the 1st go.

‘T’ -means that this is a Target Side Pot event. It’s the same as an Average Sidepot, except the results are figured as a Target Race instead of an Average.

‘F’ -means that this is a Fixed Payout event. This means that this race has a fixed payout, regardless of the number of riders. Payouts are defined by the “Set Payout Amounts for Payout Type F” button. No percentage calculations are done, it is simply paid as defined in the table for the event.

‘P’ -means that this is a Fixed Percentage event. This means that this race has a fixed percentage that will be paid to each place in each ‘D’, regardless of the number of riders. Percentages are defined by the “Set Payout Percentages for Payout Type P” button. No complicated calculations are done. It is simply paid as defined in this table for the event.

‘G’ -means that this is a 2-Go Average event. This means that this event will have two Rounds of riders, the 2nd in the reverse order of the first, and the payouts are paid as defined in the “Go Controls”.

‘D’ -means that this is a 2-Go Short with Average event. This means that this event will have two Rounds of riders, the 2nd in the reverse order of the first, and then a draw is done to select the fastest riders from the first two rounds for a “Short” round. Winners are calculated for the 1st go, the 2nd go, the short go, and the average of all 3 gos. Payouts are possible for all 4 stages. Percentages of payouts, method of selecting riders and the ride order for the “Short” round are defined in the “Go Controls”.

‘H’ -means that this is a 2-Go Short event. This means that this event will have two Rounds of riders, the 2nd in the reverse order of the first, and then a draw is done to select the fastest riders from the first two rounds for a “Short” round. Winners are calculated for the 1st go, the 2nd go, and the short go. Percentages of payouts, method of selecting riders and the ride order for the “Short” round are defined in the “Go Controls”.

‘I’ -means that this is a 1-Go Short event. This means that this event will have one Round of riders, and then a draw is done to select the fastest riders from that round for a “Short” round. Percentages of payouts, method of selecting riders and the ride order for the “Short” round are defined in the “Go Controls”.

‘#’ -means that this is a 3-Go Short event. This means that this event will have three Rounds of riders, and then a draw is done to select the fastest riders from the first three rounds for a “Short” round. The riders with the fastest average in the first 3 rounds will advance. Winners are calculated for the 1st go, the 2nd go, the 3rd go, and the short go. Percentages of payouts, the number of riders to advance and the ride order for the “Short” round are defined in the “Go Controls”.

‘J’ -means that this is a 2-Go Fastest event. This means that this event will have two Rounds of riders, then the winner’s list is created using each rider’s fastest time. The payout table is defined in the “Go Controls”.

‘V’ -means that this is a special payout format used by WBRA. There are very specific rules to this format, and they may not be changed. They are:

1. It is a 1D race only.
2. After adding the entry fees and added money (if any), 6% is taken out to send to WBRA. The remainder is the payout pool.
3. The payout is to a minimum of 3 places. After deducting the 6%:
 - If the pool is over \$349.99, it pays to 4 places.
 - If the pool over \$499.99 it pays to 5 places.
 - If the pool over \$699.99, it pays to 6 places.
 - If the pool over \$999.99, it pays to 7 places.
 - If the pool over \$1499.99, it pays to 8 places.
 - If the pool over \$1999.99, it pays to 9 places.
4. The percentages paid to each place are:
 - 3 places - .45, .35, .20.
 - 4 places - .40, .30, .20, .10.
 - 5 places - .34, .27, .20, .13, .06.
 - 6 places - .29, .24, .19, .14, .09, .05.
 - 7 places - .26, .22, .18, .14, .10, .06, .04.
 - 8 places - .23, .20, .17, .14, .11, .08, .05, .02.
 - 9 places - .20, .17, .15, .13, .11, .09, .07, .05, .03.

‘W’ - means that this is a special barrel race payout format used by WPRA. There are very specific rules to this format, and they may not be changed. They are:

1. It is a 1D race only.

2. After totaling the entry fees, 6% is taken out to send to WPRA and 6% is taken out for the producer. The remainder plus any added money is the payout pool.

3. The payout is to a minimum of 4 places.:

If the pool is over \$1000, it pays to 6 places.

If the pool over \$2000 it pays to 8 places.

If the pool over \$4000, it pays to 10 places.

If the pool over \$10000, it pays to 12 places, and

If the pool over \$15000, it pays to 15 places.

or the WPRA Optional (Alternate) Payout (see Definitions and Options):

If the pool is over \$800, it pays to 6 places.

If the pool over \$1200 it pays to 8 places.

If the pool over \$1700, it pays to 10 places.

If the pool over \$7000, it pays to 12 places.

4. The percentages paid to each place are:

4 places - .40, .30, .20, .10.

6 places - .29, .24, .19, .14, .09, .05.

8 places - .23, .20, .17, .14, .11, .08, .05, .02.

10 places - .21, .18, .15, .13, .10, .08, .06, .04, .03, .02.

12 places - .20, .17, .14, .12, .10, .07, .05, .04, .035, .03, .025, .02

15 places - .20, .16, .13, .10, .08, .06, .05, .045, .04, .035, .03, .025,
.02, .015, .01.

5. Times are to 1/100th of a second. If two riders had a time of 15.231 and 15.233, it would be considered a tie and both would have 15.23. Times are NOT rounded, so that 15.239 is the same as 15.231.

6. Money is never rounded to dollars, it's always in dollars and cents.

‘\$’ - means that this is a special sidepot format used by WPRA. There are very specific rules to this format, and they may not be changed. They are:

1. It is a 1D race only.

2. After totaling the entry fees, 6% is taken out to send to WPRA and 6% is taken out for the producer. The remainder plus any added money is the payout pool.

3. The rules for payout are as follows:

If there are fewer than 5 riders, it pays 1 place.

If there are 5 to 9 riders, it pays 2 places.

If there are 10 to 14 riders, it pays 4 places.

If there are 15 to 19 riders, it pays 6 places.

If there are 20 to 24 riders, it pays 8 places.

If there are 25 or more riders, it pays 10 places.

4. The percentages paid to each place are:

2 places - .60, .40.

4 places - .40, .30, .20, .10.

6 places - .29, .24, .19, .14, .09, .05.

8 places - .23, .20, .17, .14, .11, .08, .05, .02.

10 places - .21, .18, .15, .13, .10, .08, .06, .04, .03, .02.

5. Times are to 1/100th of a second. If two riders had a time of 15.231 and 15.233, it would be considered a tie and both would have 15.23. Times are NOT rounded, so that 15.239 is the same as 15.231.

6. Money is never rounded to dollars, it's always in dollars and cents.

‘Z’ -means that this is a Barrel Insurance Pot. See the section *Barrel Insurance Pot* for details.

‘R’ - means that this is a “Reverse Draw” event. A Reverse Draw event is one in which you want to reverse the ride order from an earlier event. For example, you are running two Open events. A draw is done for the first Open and the event is run. In the 2nd Open, you want the riders to go in the reverse order of the first Open. If you are using this option, the OID field must refer to the Open event that has the original draw.

‘C’ - means that this is a “Copy Draw” event. A Copy Draw event is one in which you want to maintain the ride order from an earlier event. For example, you are running two Open events. A draw is done for the first Open and the event is run. In the 2nd Open, you want the riders to go in the same order as the first Open. If you are using this option, the OID field must refer to the Open event that has the original draw.

‘U’ (Time Draw) - This is similar to the ‘R’ and ‘C’ draw types, where the draw order is dependent on another class. In this case, the draw order is the slowest to fastest times from the other class. New entries, and riders who got a “no time” in the other class are drawn first, then the remaining riders are ordered from slowest to fastest time from the first run.

Certain restrictions apply to the “R”, “C” and ‘U’ types:

1. The OID field MUST refer to an open event. It cannot refer to a carry-over event.
2. You cannot reference another ‘R’, ‘C’ or ‘U’ event.
3. No carry-overs are allowed into this event.
4. When Jackpot and other reports are created they will have the event type of the event this one refers to. For example, this event refers to a Table 1 event with an event type of ‘1’. That means when this event is reported, it will be considered a Table 1 event.
5. For ‘C’ and ‘R’, if not all riders who were signed up in the original event signed up for this event, it will obviously affect the draw order. Those positions will not be reserved.

Limits, Added Money, Sponsors, Show Fees: Selecting this button allows you to define added monies for each event, sponsoring organizations, late fees, and to change the event fees to ones unique to this show, instead of the default values. You may also set limits on the number of riders in an event and the number of times a rider may enter an event.

Send to FastEnter.com: Selecting this button will send the show to FastEnter.com, where it becomes available for riders to sign up. Be sure to do the Camp/Stall Setup and the Show Specific Information buttons first.

Payout Amounts for Payout Type F: Selecting this button allows you to define fixed payout pools for this race, regardless of the number of entries.

Payout Percentages for Payout Type P: Selecting this button allows you to define fixed payout percentages for this race, regardless of the number of entries.

“Go” Controls: Selecting this button allows you to set specific rules for “x-go” events.

Camp/Stall Setup: Selecting this button will allow you to set up the available days for camping and stalls.

Show Specific Information: Selecting this button will allow you to provide information specific to this show, like arena name, pre-entry and absolute deadlines, show title, etc. Much of the information is only used by FastEnter.com, however some of it will show on your reports. See “Show Specific Information” for details.

MOrder: If checked, the Run Order for the event will be drawn manually. When you check “Draw for an Event”, you will be presented with a list of riders in alphabetical order. You can fill in run order number for those riders. Used for “Poker Chip” type draws and to recover an event that was re-drawn and shouldn’t have been. **Note:** Unused Run Order positions will NOT be saved. For example, if you skip position 48 in the Run Order and then later add somebody to that position, riders starting with position 49 will be “pushed down”. Conversely, if you skip a number, riders will be “pushed up”. For example, if you assign numbers 16 and 19, but not 17 and 18, the rider with 19 will run in the 17th position in the draw. This will shift their positions relative to the drags. With Version 12.4 and later, you “can” enter the draw numbers at signup time, before even doing the first draw. They will be propagated to the draw screen.

Using HST: Check this box to indicate that the current show is being sent to HST for tracking.

Producer Fee Definitions

This is where you set up the producer-defined fees for this race. These fees are not related to the individual events, but are normally used for items like shavings, haul-in fees, etc., which have no specific definition in this software. These items can be collected and posted during signup, either locally or through FastEnter. The screen looks like this:

	Resource Name	Maximum Allowed	Unit Cost
<input checked="" type="checkbox"/> Required Fee	Haul_in Fee	1	5.00
<input type="checkbox"/> Required Fee	Bag of Shavings	10	3.00
<input type="checkbox"/> Required Fee	Dinner Tickets	4	10.00
<input type="checkbox"/> Required Fee	Futurity Nomination	1	25.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00
<input type="checkbox"/> Required Fee		0	0.00

Save and Exit

Required Fee: If checked, payment of this fee is required. That mean all riders must pay it and it is automatically applied when doing local signups or FastEnter signups. If not checked, the fee is optional for the rider.

Resource Name: This is a description of the fee, like Shavings, etc.

Maximum Allowed: For required fees, the only allowable value is 1. For optional fees, it allows you to set an upper limit on the number of resources the rider can purchase (like someone who tries to buy 500 bags of shavings).

Unit Cost: The price for one unit of whatever the resource is (like \$3.00 for a bag of shavings). This value is multiplied by the number of units the rider selects to derive the total cost of that resource.

Camping and Stall Definitions

This is where you set up the available dates for camping sites and stalls. The screen looks like this:

Barrel Race America - Camping and Stall Definitions

Stall Start Date: 02/09/2005

Stall End Date: 02/09/2005

Camp Start Date: 02/09/2005

Camp End Date: 02/09/2005

Save Definitions

Stall is Entire Show

Camp is Entire Show

Stall Start Date: This is the first day stalls are available.

Stall End Date: This is the last day stalls are available.

Stall is Entire Show: If checked, this means that stalls are charged a one time fee, instead of by day.

Camp Start Date: This is the first day camp sites are available.

Camp End Date: This is the last day camp sites are available.

Camp is Entire Show: If checked, this means that camp sites are charged a onetime fee, instead of by day.

Show Specific Information

If you click on Show Specific Information, you will see a screen like this:

Show Start Date:	07/04/2011	Save Definitions	
Show End Date:	07/04/2011	<input checked="" type="checkbox"/> Activate Immediately if FastEnter	
Pre-Entry Deadline:	07/04/2011	<input checked="" type="checkbox"/> Use FastEnter Express	
Absolute Deadline:	07/04/2011	Late Fee:	0.00 <input type="checkbox"/> Per Rider
Title:	Diamond Bar Arena		
Address:	PO Box 697		
City:	Elverta	State:	CA
Contact:	Gene Moore 916 275 3277		
Arena:	Diamond Bar Arena		
Dress Code:			
Additional Prize Value:	0.00	Association:	NA
Producer - This Show:	Western Barrel Racers		

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

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

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

Absolute Deadline: This is the last day any entries will be accepted for the show.

Late Fee: The additional late fee the rider must pay if they enter the show after the “Pre-Entry Deadline” date.

Per Rider: If checked, the late fee is paid per rider, not per entry, so that it is only paid once for a rider on multiple horses in a single signup.

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

Use FastEnter Express: If set, FastEnter Express will be used for Sign Up processing, where FastEnter only collects the convenience fee, and all other fees are collected by the producer when the rider checks in at the show. The software provides an Invoice showing how much is due.

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

Arena Name: The arena name.

Association: The name of the sanctioning association (like NBHA, BRN4D, IBRA, etc.), or any other name you would like to use, up to 15 characters. This name will appear on the FastEnter web page.

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

Dress Code: Dress code rules for this show.

Additional Prize Value: Value of additional prizes not including added money (trucks, trailers, saddles, etc.)

Fixed Percentage Definitions

This is where you tell the system what the percentages are for type “P” events. It will first determine which event you are processing, then will show a screen like this.

Barrel Race America Fixed Percentages

Lev	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Total	
16	0.600	0.100	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.700
1-D	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.300
2-D	0.300	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
3-D	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
4-D	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
5-D	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
6-D	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
7-D	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000	0.000
																Total Payout:	1.000

Youth

Exit Fixed Percentage Definition

Refresh Fixed Percentage Definition

Producer Percentage: 0.200

In this example, we will deduct 20% from the entry fee pool for the producer. The remaining pool and all of the added money will be paid as 1-D first gets 60%, 1-D 2nd gets 10% and 2-D first gets 30%.

Fixed Payout Definitions

This is where you tell the system what the payouts are for type “F” events.

Barrel Race America Fixed Payout Amounts																															
Lev	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Total															
1-D:	1250	1000	750	500	425	300	200	150	150	150	100	100	100	100	100	5375															
2-D:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000															
3-D:	1000	750	500	300	200	150	100	100	100	100	100	100	100	100	100	4000															
4-D:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4000															
5-D:	1000	750	500	300	200	150	100	100	100	100	100	100	100	100	100	0															
6-D:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0															
7-D:	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0															
Saturday Open																Total Payout: 17375															

Exit Fixed Payout Definition

Refresh Fixed Payout Definition

Even Distribution of Leftovers
 No Distribution of Leftovers

In the example above, the race will pay exactly \$17,375.00 and will pay to 15 places in each ‘D’. The amount paid to each placing is predefined, and by checking the “No Redistribution” box, any money not paid to a placing will be kept by the producer and not redistributed among the other winners. NOTE, if this is a multi-go race (Type G, etc.), these are the **total** amounts. The software will calculate the percentage for each go.

Sanctions and Co-Sanctions

This is where you tell the system which events are Sanctioned and/or Co-Sanctioned by another organization.

Sanction by:	Event Name	ACBRA	NBHA	IBRA	
BRN4D	Open - Friday	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
BRN4D	Senior - Friday	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
BRN4D	Youth - Friday	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
BRN4D	Open - Saturday	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
BRN4D	Senior - Saturday	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
BRN4D	Youth - Saturday	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
AW4D	Open - Sunday	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
AW4D	Senior - Sunday	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
AW4D	Youth - Sunday	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
User2	Washington Poles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
None	Open Sidepot	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Use These Organization Names and Fees (Maximum of 4)			
	Org	Sanc	CoSanc
1. <input checked="" type="checkbox"/>	ACBRA	0.00	1.50
2. <input type="checkbox"/>	AW4D	0.00	2.00
3. <input type="checkbox"/>	BRN4D	0.00	1.50
4. <input checked="" type="checkbox"/>	NBHA	0.00	1.00
5. <input checked="" type="checkbox"/>	IBRA	2.00	0.00
6. <input type="checkbox"/>	WPRA	0.00	0.00
7. <input type="checkbox"/>	User1	0.00	0.00
8. <input type="checkbox"/>	User2	0.00	0.00
9. <input type="checkbox"/>	User3	0.00	0.00
10. <input type="checkbox"/>	User4	0.00	0.00

Events 1-20
 Events 21-40
 Events 41-60
 Events 61-80

Exit and Save

In the above example, the Open races are sanctioned by BRN4D, and co-sanctioned by ACBRA, IBRA and NBHA. If WPRA had been chosen, the following information may be useful:

WPRA actually Co-Approves rather than Co-Sanctions and does not charge the riders a fee for it. All riders in certain categories are reported and they don't have to request co-sanctioning. Consequently, there is no need to mark individual riders for Co-Sanctions for WPRA. The producer only needs to indicate an Event is WPRA Co-Sanctioned in this screen. When the show is over, using the "Co-Sanctioning Report" button and select WPRA. All reports are automatically produced and you can print and mail them to WPRA, or create a .html file and Email it to WPRA.

Limits, Added Jackpot Money and Fees

This is where you tell the system that there is added jackpot money (usually contributed by a sponsor

Barrel Race America Added - Define Added Money and Fees
Save and Exit

Event Name	Added	Entry	Sponsor	Even
Open - Friday	500.00	60.00	Ford of Sacramento	<input type="checkbox"/>
Senior - Friday	0.00	30.00	AARP of Modesto	<input type="checkbox"/>
Youth - Friday	0.00	30.00	FFA of Stockton	<input type="checkbox"/>
Open - Saturday	500.00	60.00	BRN4D	<input type="checkbox"/>
Senior - Saturday	0.00	30.00	Senior Gleaners	<input type="checkbox"/>
Youth - Saturday	0.00	30.00	Sandy Hills Horse Center	<input type="checkbox"/>
Open - Sunday	500.00	60.00	Big Time Money	<input type="checkbox"/>
Senior - Sunday	0.00	30.00	AARP of Yuba City	<input type="checkbox"/>
Youth - Sunday	0.00	30.00	Sacramento County 4-H	<input type="checkbox"/>
Washington Poles	100.00	35.00	Pole Benders of America	<input type="checkbox"/>
Open Sidepot	500.00	35.00	Never 2 Fast Productions	<input type="checkbox"/>
3-go short	500.00	100.00		<input type="checkbox"/>

Ground Fee:

T/O Fee:

Late Fee:

Process Fee:

CoSanction Admin:

Hat Fine:

Events 1-20

Events 21-40

Events 41-60

Events 61-80

Event Name is the name of the event.

Added is the amount of added money for this event.

Even: If checked, it means that the added money is to be divided evenly among the divisions (“D’s”). If not checked it means the added money will be divided according to the same rules as the payout table for each ‘D’.

Entry Fee is the entry fee for the event.

Sponsor is the name of the sponsor for this event.

Ground Fee is the ground fee for this show only (see Options).

T/O Fee is the time only fee for this show only (see Options).

Late Fee is the late fee for this show only.

Process Fee is the processing fee for this show only (see Options).

Co-Sanction Admin. Some producers feel it’s an imposition on them to do co-sanctioning. All of the money goes to the co-sanction organization, while the producer does all of the work of reporting. This system allows the producer to charge an administrative fee for any rider who requests co-sanctioning, in addition to any co-sanction fees. That amount is defined here.

Selecting Sidepot/Multiple Carry Events

This is where you tell the system to include events in the Sidepot calculation, for events with multiple carry overs, or for Combination Draw events. In this case, we are setting up a 4-D Sidepot, based on the accumulated total of 3 Open runs, using the payoff structure defined by the BRN4D table.

Barrel Race America Select Sidepot/Multiple Events

Combo/Insurance/Sidepot/Multiple Event in use

Events to carry from or include (combo)

Event 1 Open 5D
 Event 2 Senior
 Event 3 Youth

Event 5 Senior - Day 2
 Event 6 Youth - Day 2

Event 10 Washington Poles

Exit Event Selection

Below are for Sidepots Only

Payout Table

Table 1 BBR 4D
 Table 2 BBR 5D
 Table 3 WPRA
 Table 4
 Table 5
 Table 6
 BRN4D
 IBRA 4D
 NBHA 3D
 NBHA 4D
 NBHA 5D
 ACBRA Category
 ACBRA 4D
 Progressive

Sidepot Type

NBHA District

X-Go Event Options

First Go Time
 Second Go Time
 Third Go Time
 1st-2nd Go Times
 Fastest (1-2) Go Time
 Average Time (G 1-2)
 All Gos (1-2-3)

Carry/Combo Events 1-20
 Carry/Combo Events 21-40
 Carry/Combo Events 41-60
 Carry/Combo Events 61-80

Events 1-20 Events 21-40
 Events 41-60 Events 61-80

If one or more of the selected events are “2-Go” events, then the “2-Go Events Options” field controls which times carried into the sidepot. Ignored for combo draw.

First Go Time: If selected, the time from the first go will be used.

Second Go Time: If selected, the time from the second go will be used.

Third Go Time: If selected, the time from the third (short) go will be used.

Fastest (1-2) Go Time: If selected, the fastest time from either the first or second go will be used.

1st-2nd Go Times: If selected, the fastest time from both gos will be used. **Note** - If used for a sidepot (PType S), both times will be added together.

Average Time (1-2): If selected, the average time from both gos will be used (valid for ‘G’ events only).

All Go (1-2-3): If selected, the average time from all 3 gos will be used (valid for ‘H’ events only).

Sidepot Type: If “NBHA District” is selected, This report will generate a sidepot for each NBHA district represented in the event. For example, it could generate separate side pots for NBHA districts CA07, CA15, CA16, etc., each with its own pool.

“Go” Controls

This is where you tell the system how you are handling draws, payouts, etc. for “x-go” events. The screen looks like this:

The screenshot shows a window titled "Set 'GO' Controls" with a yellow background. It contains several sections for configuring event controls:

- Select:** A list of events with checkboxes. "Senior - Sunday" is unchecked, and "3-go short" is checked.
- Description:** Text boxes for each selected event.
- Draw Short Go in:**
 - Order options: Random Order, Fastest-Slowest Order, Slowest-Fastest Order.
 - Advance by Percentage of Riders (disabled).
 - Round 1: 0.00, Round 2: 0.00.
 - Advance This Number of Riders, Per Division (D').
 - Round 1: 5, Round 2: 0.
- Advance Riders Based on:**
 - Fastest Times, Any Round (disabled).
 - Fastest Average.
 - Fastest From Each Round (disabled).
- Round Payout Percentages:**
 - Round 1: 0.100000
 - Round 2: 0.100000
 - Round 3: 0.100000
 - Short Go or Average: 0.700000
- Round Payout Places:**
 - 2
 - 2
 - 2
 - 3
- Event Ranges:**
 - Events 1-20
 - Events 21-40
 - Events 41-60
 - Events 61-80
- Payout Table for this Event:** A dropdown menu showing "1 = Table 1".
- Exit Go Control Processing:** A button in the bottom right corner.

Select: This selects the “x-go” event for which these options will apply.

Draw Short Go in:

Slowest-Fastest: If selected, this means that the short go run order will be slowest to fastest order, based on the qualifying times from the first go(s).

Fastest-Slowest: If selected, this means that the short go run order will be fastest to slowest order, based on the qualifying times from the first go(s).

Random Order: If selected, this means that the short go run order will be randomly drawn.

Advance Riders Based on:

Fastest Times, Any Round: If selected, this means that the fastest times, regardless of round, will be advanced to the short go. How many riders advance is based on the other options.

Fastest Average: If selected, this means that the fastest average from prior rounds will be advanced to the short go. How many riders advance is based on the other options. Note, for the 3-Go Short option (#), this method is the only method used.

Fastest From Each Round: If selected, this means that the fastest riders from each prior round will be advanced to the short go. How many riders advance is based on the other options.

Per Division ('D'): If selected, this means that when advancing from each round, the number advanced will be from each Division, and not overall. For example, in a 4D race, the top 5 riders from the 1D, 2D, 3D and 4D (20 riders) from each round would advance. This option is limited in that it will only work when "Advance This Number of Riders" and "Fastest From Each Round" is selected. Otherwise, it is ignored. This option may not be used with "Rodeo Format" races or 3-Go Short races.

Advance by Percentage of Riders: If selected, this means that the number of riders to advance to the Short Go is a percentage of the total rider pool. This option may not be used with 3-Go Short races. This is further refined by the values below.

Round 1: This percentage of riders will be advanced from Round 1, if "Fastest From Each Round" is selected. Otherwise, this is the total percentage of riders to advance.

Round 2: This percentage of riders will be advanced from Round 2, if "Fastest From Each Round" is selected.

Advance This Number of Riders: If selected, this means that the number of riders to advance to the Short Go is an actual value. This is further refined by the values below.

Round 1: This number of riders will be advanced from Round 1, if "Fastest From Each Round" is selected. Otherwise, this is the total number of riders to advance. Can be modified by the "Per Division" option.

Round 2: This number of riders will be advanced from Round 2, if "Fastest From Each Round" is selected. Can be modified by the "Per Division" option.

Note: When advancing Riders, if a horse/rider combination qualifies in both rounds, the fastest 'Go' time will be used to advance that rider, and other riders in the unused 'Go' will move up in the list. If "Alternate Short Go" is set on the options, a rider who qualifies in the 1st round will be ignored in the 2nd round.

Round Payout Percentages:

Round 1: This is the percentage of the pool money that will be paid to the winners in the first round.

Round 2: This is the percentage of the pool money that will be paid to the winners in the second round.

Round 3: This is the percentage of the pool money that will be paid to the winners in the third round.

Short Go or Average: This is the percentage of the pool money that will be paid to the winners in the short or average round. It is derived by subtracting the other 3 percentages from 100%.

Round Payout Places: For each round, the number of places to be paid. This overrides any other setting or calculation for this event.

D Increments and Payout Overrides

This is where you tell the system what the ‘D’ increments are for each race (including side pots). You also have the ability to set an upper limit on the time to be paid for each race, so that a rider whose time was over ‘x’ seconds faster than the fastest ride will not be paid. Lastly, you can override the calculated number of places to be paid in each ‘D’. The screen looks like this:

Barrel Race America Update D Settings and Pay Placings - This Show

Event Name	2D	3D	4D	5D	6D	7D	No Pay	Pay Places	D/M	Pen=N/T
Open - Friday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Senior - Friday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Youth - Friday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Open - Saturday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Senior - Saturday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Youth - Saturday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Open - Sunday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Senior - Sunday	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Youth - Sunday	18.100	18.600	19.100	19.600	20.100	20.600	0.000	0	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Washington Poles	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
Open Sidepot	0.500	1.000	2.000	0.000	0.500	1.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>
1 go short	0.500	1.000	1.500	2.000	2.500	3.000	0.000	0	<input type="checkbox"/>	<input type="checkbox"/>

Exit and Save

Events 1-20
 Events 21-40
 Events 41-60
 Events 61-80

2D, 3D, etc. - The time increments to be added to the fastest time for each ‘D’. See **“Special Payout Processing”** on the next page for other options.

Pay Places - Any value other than ‘0’ means the event will pay that many places in each ‘D’, regardless of any calculations or settings elsewhere.

No Pay - “No Place” value. This value is added to the fastest time of the race. If a rider’s time exceeds the total, they will not be placed in the final standings and will not receive payouts or points. For example, in Washington Poles above, if the fastest time of the day was 20.127, any rider whose time was 28.127 or slower will not be placed. They will show as “NP” in the awards list. If this value is zero, all riders with a good time will be placed.

Pen = NT - If checked, any rider who has penalties posted for this race will be treated as though they had a “No Time”, however their time will be carried without the N/T flag to other races.

D/M - Divisional Matrix method. If checked, it means that the divisional matrix method will be used to calculate 'D' placings, instead of the traditional fastest time + increment method. The Divisional matrix method says that you will define the actual time that represents the top of the 2D, 3D, 4D, etc. divisions, instead of just defining the split increments. Anything faster than the top of 2D will be a 1D, but the fastest time doesn't alter the placings of the other divisions. In the above example, the Youth Sunday event uses this method. Anything faster than a 18.100 is a 1D time, and there are 1/2 second splits all the way down. Any rider who gets a time in the range of 18.100 - 18.600 will place in the 2D, regardless of the fastest time.

Special Payout Processing - This is an optional special processing method of calculating the payouts. For lack of a better name, we're calling it "Rodeo 4D". Instead of simply adding the 2D increment (usually 1/2 second), etc. to the fastest time, a different method of establishing the 2D time is used. The fastest time is still the top of the 1D, but the 1D bracket is always filled with the number of places being paid. The next time after last place in the 1D becomes the top 2D time, and all adjustments (3D, 4D, etc.) are made based on the 2D time. For example, if you were paying 6 places and using 1/2 second splits, the 1D bracket would have the top 6 fastest times. The next fastest time would become the top of the 2D bracket. The 3D bracket would be the 2D time + 1/2 second. The 4D bracket would be the 2D time + 1 second. The end result is that all 1D brackets are filled, there are (usually) no 1D riders who don't get paid, and (usually) the 2D-4D brackets pay slower times. To use this method for any race, set a value of 0.00 for the 2D increment and then adjust the 3D and 4D times accordingly (usually .5 for the 3D and 1.0 for the 4D). The software keys off of the 0.00 in the 2D increment to do this processing.

Show Signup

This is where you sign up riders who are going to ride in today's show. The screen looks like this:

Barrel Race America - Sign Up Riders for a Show
□ ×

New Entry

Update Rider in Show

Delete a Rider

Merge with DB

Replace an Entry

Event Name	Fees	D R A W P	E N T E R Y	C A R R A	D B B R A	N o n e	N o n e	N o n e	S C R * *	L A T E	D R A W S
Open - Friday	\$60.00	4	<input checked="" type="checkbox"/>	<input type="checkbox"/>							
Senior - Friday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Youth - Friday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Open - Saturday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Senior - Saturday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Youth - Saturday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Open - Sunday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Senior - Sunday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Youth - Sunday	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Washington Poles	\$0.00		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Get Entries from FastEnter.com

Get Entries from Local Terminals

Print This Invoice

Camping/Stall Reservations

Print Riders in the Show

Print All Invoices

Print Entry Notes

Producer Fees

Exit Rider Signup

First: Angie

Last: Adams

Horse: B J

Priority: 10

Ground Fee: \$0.00

Other Fee: 0.00

Late Fee: 0.00

Credit: 0.00

Co-Sanctions: \$0.00

Camp/Stall: \$0.00

Interval Report: \$0.00

T/O Fees: 0.00

Processing Fee: \$5.00

Producer Fees: \$0.00

Reminders: \$0.00

Fees Paid: \$65.00

SID/Eno: 101 - 2

4

Registered

WCBRA Dist: _____

ACBRA ID: _____ (H)

SEVEN ID: _____

DBBRA ID: _____

WCBRA ID: _____

NG ID: _____

WPRA ID: _____

USER1 ID: _____

USER2 ID: _____

USER3 ID: _____

USER4 ID: _____

Event Name

Open - Friday

Senior - Friday

Youth - Friday

Open - Saturday

Senior - Saturday

Youth - Saturday

Open - Sunday

Senior - Sunday

Youth - Sunday

Washington Poles

Administrative Data

Street: _____

City: _____

State: _____

Email: _____

Phone: _____

SSN: _____

Events 1-10

Events 11-20

Events 21-30

Events 31-40

Events 41-50

Events 51-60

Events 61-70

Events 71-80

Sponsor: _____

Entry Note: _____

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New Entry: Selecting this button will allow you to choose a rider from your database of existing riders, select an existing rider with a new horse, or define a new rider.

Update Rider in Show: Select this button to get a screen of all riders already signed up for the show. When you highlight a rider in the list and double click or press “Select”, that rider will appear on this screen. You can then modify the record and select the events.

Merge with DB: Select this button to merge new information from the rider database with the existing show information for all riders. Many times, the database is updated after riders are entered into the show. This function allows you to capture that information, including corrections to the spelling of the Rider or Horse name.

Replace Entry: Select this button to replace an existing entry with a new entry. This can be a new rider and horse, or the same rider with a new horse. The entry is replaced in the show and in all draws, maintaining the draw number it originally had.

Camping/Stall Reservations: Select this button to sign the rider up for a stall and/or a camp site and select which days they will pay for.

Get Entries from FastEnter.com: Select this button to process all of the accumulated pre-entry files accumulated on the FastEnter.com web page. You need to be connected to the Internet when you do this.

Get Entries from Local Terminals: Select this button to process all of the accumulated Local Terminal files accumulated on the hard drive.

Delete a Rider: Select this button to get a screen of all riders already signed up for the show. When you highlight a rider in the list and double click or press “Select”, that rider will appear on this screen. It will confirm that you want to delete this rider. If the rider has already been drawn in any event, that draw position is **not** deleted. The draw position is held as “Scratch with Refund”.

Print Riders in the Show: Select this button to print a report showing all riders in this show.

Print Entry Notices: Select this button to print a report showing all notes from riders.

Print This Invoice: Select this button to print an invoice showing the rider and how much they owe and how much they paid.

Print All Invoices: Select this button to print an invoice for each rider or each unpaid rider, showing how much they owe and how much they paid.

SCR:** If this box is checked, the rider was entered and drawn, then subsequently scratched from the draw (with or without refund).

DRAWS: Will create a report showing Draw Positions already used if you are using MOrder.

DRAWP: If you are using the MOrder option for this race, this is the Run Order you would like assigned to this entry. **Note:** Unused Run Order positions will NOT be saved. For example, if you skip position 48 in the Run Order and then later add somebody to that position, riders starting with position 49 will be “pushed down”. Conversely, if you skip a number, riders will be “pushed up”. For example, if you assign numbers 16 and 19, but not 17 and 18, the rider with 19 will run in the 17th position in the draw. This will shift their positions relative to the drags.

LATED: If checked, this means that the rider will not be selected in the initial (Pre Entry) draw for this event because they prefer to be drawn later. They will be added to the event the first time “Add to Draw” is run (usually with the Late Entries).

Enter, Carry, etc.: Selecting the box under “**Enter**” will add the rider to the event. Selecting the box under “**Carry**” will automatically carry the rider’s time from the ‘Open’ event to this event when jackpots are calculated. Selecting the box under The Association name will add the co-sanctioning fee to the total fee for that organization, and include this rider’s times in the report to the appropriate co-sanctioning organization. Fees are automatically calculated and the total updated as each event is selected. If you click enter again (uncheck), the rider is removed from the event. If the rider has already been drawn in that event, that draw position is **not** deleted. The draw position is held as “Scratch with Refund”. If you uncheck the ‘carry’ box and the draw has been done, the rider is removed from the carryover draw and add to the regular draw when the next ‘Add to Draw’ is done.

Member: If checked, this means the rider is a member of your local club. Meaningful only if “Member Only High Point” is checked in the options.

Entry Note: A comment supplied by the rider containing special information for the producer.

Email: The rider’s Email address (can be cellphone@provider).

Registered: If checked, this means the horse is registered in one of the national registries (AQHA, APHA, etc.) and that this is the horse’s registered name.

Late Fee: The late fee paid by this rider.

Ground Fee: The ground fee paid by this rider.

Co-Sanction: The co-sanction fee(s) paid by this rider.

Camp/Stall: The camping and/or stall fees paid by this rider.

T/O Fees: The Time Only or Exhibition fees paid by this rider.

Interval Report: Selecting this button will sign up the rider for the automatic Interval report and charge them the appropriate fee.

Other Fee: Any other fees paid by this rider (shavings, etc.).

Credit: Any credits given to this rider (multiple horse discounts, family discounts, etc.). This amount is subtracted from the total fees owed by this rider.

Priority: This field allows you to define a priority from 1 to 9999 for each rider (the default value is 10). When the draw occurs, it will group riders of equal priority. The highest priority is 1 and the lowest priority is 9999, so the riders will be arranged in random order within their priority groups.

NBHA Dist: For those riders who are NBHA members, this is their home district (like WA07 or CA14).

Sponsor: This is an optional field showing that the rider has an individual sponsor. If supplied, it will show on various reports to give credit to the sponsor.

NBHA ID, WPRA ID, ACBRA ID, etc.: These are member identification numbers of various predefined associations the rider belongs to. Any riders who have a value in any of these fields will appear on a special report produced by the “Summary Report” function, so you can report the rider’s times and winnings to the various organizations. Note, these names may be different, depending on options settings.

User1, User2, etc.: These are user member identification numbers of various associations the rider belongs to. Any riders who have a value in any of these fields will appear on a special report produced by the “Summary Report” function, so you can report the rider’s times and winnings to the various organizations. The titles of each organization are set in the “Definitions and Options” screen.

City, State: These are optional fields showing where the rider came from. If supplied, they will show on the time posting screens (and, optionally, the announcer’s list) to give the announcer some information to give about the rider. This is part of the “Administrative Data” section which is also updated on your rider database.

Processing Fee: The processing fee paid by this rider.

Reminders: If checked, the rider wants the Reminder Notice Service.

Total Fees: The total amount of fees owed by this rider.

Fees Paid: If checked (the default), a flag indicating the rider has paid their fees. If not checked, the rider still owes these fees. A list of those riders who have not paid yet can be obtained by clicking on “Print All Invoices”.

Producer Fees: Selecting this button will take you to a new screen where you can indicate the rider paid some of the optional Producer fees. The sum of these fees will be reflected in the “Producer Fee” total field. See Next Page.

SSN: You can enter the rider’s Social Security number here, but it is disguised to protect the rider’s personal information. This is also propagated to the rider database.

DOB: You can enter the rider’s birthday here. This is also propagated to the rider database.

Camping and Stall Reservations

When you click on Camp/Stall Reservations in the rider signup screen, you will see a screen like this:

Qty Stalls	Qty Camping/RV
1 Entire Show	1 Entire Show
Stall Day 2	Camp Day 2
Stall Day 3	Camp Day 3
Stall Day 4	Camp Day 4
Stall Day 5	Camp Day 5
Stall Day 6	Camp Day 6
Stall Day 7	Camp Day 7

Stall Location: The stall number reserved for this rider. This will show on the stall report.

Camping Location: The camp site reserved for this rider. This will show on the camping report.

Qty Stall or Camping/RV day of week: Filling in the number of stalls or camp sites will reserve them for the rider and charge the appropriate fees.

Manual Time Input

Post Times Manually: Selecting this button allows you to type in the times for each rider as they run the event. You will see a screen like this:

Next Rider	Prior Rider	Select Rider	Scratch Rider	Correct a Time or Penalty	Exit
Pri-3: Pen: 0	<input type="checkbox"/> NT	12.659	78. Joe Adams on Prince		
Pri-2: Pen: 0	<input type="checkbox"/> NT	18.739	79. Rose Smith on Rusty		
Pri-1 Pen: 0	<input type="checkbox"/> NT	18.087	80. Charlie White on B J		
Run Pen: 0	<input type="checkbox"/> NT	0.000	(Drag) 81. Jane Roe on Snowflake		
<input type="checkbox"/> Pri-1 Hat Fine	At Gate:	82. Rose Doe on Rusty			
Pri-1 Ride Code:	Ready:	83. Judy Adams on Folly			
<input type="checkbox"/> Pri-2 Hat Fine	Ready:	84. Judy Brown on Folly			
Pri-2 Ride Code:	Ready:	85. Bill Cole on Spot			
<input type="checkbox"/> Pri-3 Hat Fine	Ready:	(Drag) 86. Bill Jones on Spot			
Pri-3 Ride Code:	Ready:	87. Max Brown on Dark Horse			
	Ready:	88. Jane Adams on Snowflake			
Fastest This Round:	8.998	Charlie Smith on B J			
Fastest 2-Go Average:					
<input checked="" type="checkbox"/> Round 1		<input type="checkbox"/> Alphabetic Posting			
Total Runs = 101, Runs Left = 21, Drags Left = 5					
Start Timer	Stop Timer	Interim Results	Eye Test	Time Verification	

Run: This is where you type in the rider's time for the event. If the rider is disqualified, enter the time anyway, but also select the 'NT' button. This will add 400 seconds to the time, but preserve the original time in case of a problem later. Selecting the 'NT' button again will restore the original time. If the rider had a penalty, fill in the **Pen:** box with the number of seconds. The displayed time will include the penalty. Pressing the 'enter' key or selecting "Next Rider" will advance the screen to the next rider.

Pri-1, Pri-2, Pri-3: These are the three previous rider's times. If the rider is disqualified, select the 'NT' button. This will add 400 seconds to the time, but preserve the original time in case of a problem later. Selecting the 'NT' button again will restore the original time. If the rider had a penalty, fill in the **Pen:** box with the number of seconds. The displayed time will include the penalty.

Pri-1 Hat Fine, Pri-2 Hat Fine, Pri-3 Hat Fine: If selected, the rider's hat came off during the ride and a hat fine will be assessed. Hat fines are reported from the main menu.

Pri-1 Ride Code, Pri-2 Ride Code, Pri-3 Ride Code: A ride code that is meaningful only to the Show Producer (requested by NBHA California). These codes are provided in the extracted show file and may have statistical value for local reporting.

Next Rider: Selecting this button will advance the screen to the next rider.

Prior Rider: Selecting this button will roll back the screen to the previous rider.

Select Rider: Select this button to get a screen of all riders in this event. When you highlight a rider in the list and double click or press “Select”, that rider will appear as the ‘Running’ rider on this screen. This is how you run a rider out of order. After the ride is complete, use ‘Select Rider’ again to go back to the rider who was next on the list.

Interim Results: Selecting this button gives a payout report based on the riders who have gone so far.

Alphabetic Posting: If this button is selected, the riders are presented in alphabetical order instead of draw order. This feature is here primarily for testing purposes, where you are posting an old show to confirm that the software works as you intended.

Time Verification: Use this button to create a report showing the times that have been posted so far for the current event. Used to verify that times have been posted correctly.

Scratch Rider: Use this button to scratch a rider. Once the draw is posted, you don’t want to change draw positions, so the rider will remain in the draw, flagged as a ‘scratch’. That way, you don’t affect other rider’s draw positions.

Correct a Time or Penalty: Use this button to select a rider and make any corrections to that rider’s time or penalties.

Direct Timer Input

Post Times from Timer: Selecting this button allows the timer to feed the times directly into the computer for each rider as they run the event.

Penalty	NT	Time	Rider Name
Pri-3: Pen: 0	<input type="checkbox"/> NT	32.537	87. Kristin Moore on Captain
Pri-2: Pen: 0	<input type="checkbox"/> NT	46.476	88. Rose Smith on Rusty
Pri-1 Pen: 0	<input type="checkbox"/> NT	20.820	89. Gene Cole on Beauty
Run Pen: 0		25.265	90. Max Roe on Dark Horse
<input type="checkbox"/> Pri-1 Hat Fine	At Gate:	(Drag)	91. Joe Roe on Prince
Pri-1 Ride Code: <input type="text"/>	Ready:		92. Rose Brown on Rusty
<input type="checkbox"/> Pri-2 Hat Fine	Ready:		93. John White on Fluffy
Pri-2 Ride Code: <input type="text"/>	Ready:		94. Judy Roe on Folly
<input type="checkbox"/> Pri-3 Hat Fine	Ready:		95. Gene White on Beauty
Pri-3 Ride Code: <input type="text"/>	Ready:		(Drag) 96. Jane Roe on Snowflake
	Ready:		97. Rose Moore on Rusty
Fastest This Round:	18.449	Kristin Smith on Captain	
Fastest 2-Go Average:			

Round 1 Alphabetic Posting

Total Runs = 100, Runs Left = 11, Drags Left = 2
 Timer Started - waiting for rider

When this menu starts, the timer is automatically set to record the time. If the timer was started inadvertently, use the 'Stop Timer' tab to reset, then use the 'Start Timer' tab to restart the timer. **Make sure you also reset the actual timer.**

If you are **not** using the 'auto advance' (unattended operation) option, all you need to do is confirm each rider's time by pressing "Enter" after each ride (possibly selecting the 'NT' button if the rider was disqualified).

If you **are** using the 'auto advance' (unattended operation) option, you need do nothing. The screen will automatically advance to the next rider as soon as the time is posted. You still have to option to disqualify the rider who just ran by selecting the 'NT' button next to that rider.

Stop Timer: Selecting this button will stop the timer. This may used if the rider did not complete the event for some reason, the timer was tripped inadvertently, or there was a timer malfunction (dead battery, etc.). No time will be recorded for the rider. This is also used to ignore timer signals while the arena is being dragged. While turned off, the display will blink to remind you to turn it back on before the next rider goes.

Run: This is where the computer puts in the rider's time for the event. If the rider is disqualified, select the 'NT' button. This will add 400 seconds to the time, but preserve the original time in case of a problem later. Selecting the 'NT' button again will restore the original time. If the rider had a penalty, fill in the **Pen:** box with the number of seconds. The displayed time will include the penalty.

Pri-1, Pri-2, Pri-3: This is the three previous rider's times. If the rider is disqualified, select the 'NT' button. This will add 400 seconds to the time, but preserve the original time in case of a problem later. Selecting the 'NT' button again will restore the original time. If the rider had a penalty, fill in the **Pen:** box with the number of seconds. The displayed time will include the penalty.

Pri-1 Hat Fine, Pri-2 Hat Fine, Pri-3 Hat Fine: If selected, the rider's hat came off during the ride and a hat fine will be assessed. Hat fines are reported from the main menu.

Pri-1 Ride Code, Pri-2 Ride Code, Pri-3 Ride Code: A ride code that is meaningful only to the Show Producer (requested by NBHA California). These codes are provided in the extracted show file and may have statistical value for local reporting.

Next Rider: Selecting this button will advance the screen to the next rider.

Prior Rider: Selecting this button will roll back the screen to the previous rider.

Select Rider: Select this button to get a screen of all riders in this event. When you highlight a rider in the list and press "Select", that rider will appear as the 'Running' rider on this screen. . This is how you run a rider out of order. After the ride is complete, use 'Select Rider' again to go back to the rider who was next on the list.

Interim Results: Selecting this button gives a payout report based on the riders who have gone so far.

Alphabetic Posting: If this button is selected, the riders are presented in alphabetical order instead of draw order. This feature is here primarily for testing purposes, where you are posting an old show to confirm that the software works as you intended. This feature is only used for manual posting.

Time Verification: Use this button to create a report showing the times that have been posted so far for the current event. Used to verify that times have been posted correctly.

Scratch Rider: Use this button to scratch a rider. Once the draw is posted, you don't want to change draw positions, so the rider will remain in the draw, flagged as a 'scratch'. That way, you don't affect other rider's draw positions.

Eye Test: If this button is selected, a new screen will appear, allowing you to do a complete test of the timers (either normal or Interval mode, depending on options). See next page.

Correct a Time or Penalty: Use this button to select a rider and make any corrections to that rider's time or penalties.

Eye Test

Eye Test: Selecting this button allows you to do a complete test of the timer system. You will see a screen like this:

Start to 1st Barrel (A-B):	0.000
Around 1st Barrel (B-C):	0.000
Barrel 1 to Barrel 2 (C-D):	0.000
Around 2nd Barrel (D-E):	0.000
Barrel 2 to Barrel 3 (E-F):	0.000
Around 3rd Barrel (F-G):	0.000
Barrel 3 to Finish (G-H):	0.000
Total Time (A-H):	4.207

Timer Started - waiting for breaks
Timer Test Complete

Start Timer Stop Timer Exit

Once the screen appears, click on the “Start Timer” button . Then have someone break the beams in the proper order. In normal mode (not Interval Timing), only the Total Time field will show a result. It should agree with what shows on the timer display. In FarmTek Timestamp mode or Thunderpaws with 4 beams, all of the fields will show a result, but not until the finish beam is broken. Once you have completed the test, select the ‘Exit’ button to return to normal timing mode for the riders.

If there is an error in breaking the beams (someone wandered through), use the “Stop Timer” button to end the test. Then start over again.

Check Processing

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

Barrel Race America Software Check and Register Processing

Barrel Race America Check Processing

Producer: Western Barrel Racers

Event: Open - Friday

Starting Check #: 1

Freeform Payee:

Freeform Amount:

Freeform Memo:

Street:

City, State Zip:

Write Payout Checks Print One Check Select DB Rider for Freeform Check

Print Check Register Print Freeform Check Exit Check Processing

Event - This is the name of the event for which you are printing checks. If you have selected the “Combine Checks” option, this will say “*All Events*”.

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

Write Payout Checks - Do this at the end of each event, so that you write one check for each rider. It will only print checks for the current event (as defined on the main menu), unless you have selected the “Combine Checks” option, in which case it will print one check for each rider with their accumulated winnings. Make sure you set the Starting Check number first. It will print 1-up (voucher) or 3-up checks, depending on the option you have set.

Print One Check - There are times when you need to reprint a check. Selecting this tab will allow you to select a rider and print just the check for that rider.

Print Check Register - Do this at the end of each event to print a check register. Make sure you set the Starting Check number first. You can use this report to hand write your checks and/or for later entry into QuickBooks© or other financial software.

Select DB Rider for Free form Check - This allows you to select a rider from the database to write a free form check to. It will fill in the rider's name and address. You then fill in the amount and the memo line, then click on "Print Free form Check".

Print Free form Check - This allows you to write check to anybody. Fill in the Payee, the amount, the memo line, and the address information, then click on this button. It will print that check and return to this menu. **Note**, free form checks do not appear on the check register.

Average/Target Report

When you click on “Average/Target Report”, you will see a screen like this.

In this example, we are creating a 4-D Average report of the three Open events, with \$1,000.00 added. When doing the payout calculation, the software will use the NBHA 4D payout table, and will pay down to the lowest entry in the 4th ‘D’ that will get at least \$40.00.

If we had clicked on ‘Target Report’, it would have shown the most consistent rider among the three events.

Drop Worst Run: If checked, the software will throw out the worst run for each rider, and calculate the average based on the numbers of runs - 1. For example, in the above example, if this box was checked, it would be a two run average, taking the best two runs out of 3.

Members Only: If checked, the software will only report on those riders who are identified as members in the show or on the rider database.

Skip Race = N/T: If checked, the software will allow a rider who missed a race to still be in the average, considering that race to be one of the “Worst Run” races from above. Meaningful only if “Drop Worst n Runs” is not 0.

Table x: If you are paying money on the Average/Target report, this is the payoff table that will be used to calculate the payoffs.

Target Report: When checked, this means you are creating a Target report instead of an Average report. If not checked, you are creating an Average report.

Event n: Each selected event will be included in the Average or Target report.

Payout Amount: The amount of added money being paid for this Average or Target Report.

Pay Down to: The minimum amount to be paid to the last 'D'.

Payout Pays to: The number of 'D's to be paid. See the next page to see how the time splits are handled.

Awards List: Awards file name (like **awards.txt**). If no file name is specified, no additional awards are shown on the report. If a file is specified, it contains the additional awards for this average report. A different file can be used for each average report. If the file is not in this folder, the full path must be specified. The file format is:

dppaward<c/r> where

d = the division 1-D to 7-D

pp = the place (01 to 99, MUST be two digits)

award = the name of the award (maximum of 15 characters)

After all events have been chosen, the software calculates what the time splits should be between each 'D', based on the number of events selected.. This may or may not be correct, depending on local rules, or you may be running an Average report for non-Barrels events (Poles, for example). Consequently, you are presented with this screen before the final report is produced, giving you the opportunity to change the time splits.

Barrel Race America Average/Target Splits
 Producer: Western Barrel Racers

2-D Increment	1.00
3-D Increment	2.00
4-D Increment	4.00
5-D Increment	
6-D Increment	
7-D Increment	

Include this Average for Co-Sanction Reporting

Exit Split Definition

Places for 1D:

x-D Increment: This is the number of seconds to be added to the fastest time. If you were using “Rodeo 4D” format, the screen would look like this to allow you to tell the software the number of places to pay in the 1D.

Barrel Race America Average/Target Splits
 Producer: Western Barrel Racers

2-D Increment	0.00
3-D Increment	1.50
4-D Increment	3.00
5-D Increment	
6-D Increment	
7-D Increment	

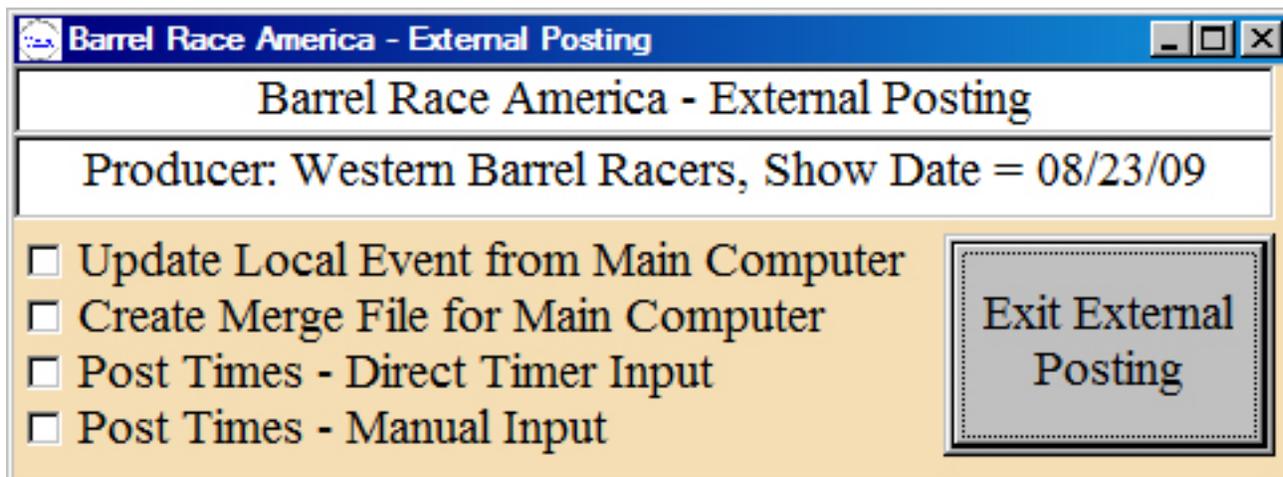
Include this Average for Co-Sanction Reporting

Exit Split Definition

Places for 1D: 4

External Posting

This icon is used at a secondary computer to run an event . The “Main” computer creates an external file (usually a flash drive and announcer’s list. Both are brought to the secondary computer, the external file is merged onto this computer, and the event is run. When the event is complete, the external file is updated and returned to the “Main” computer, where it is merged back into the show file. The screen looks like this:



Update Local Event from Main Computer: This function merges the external file from the “Main” computer to the hard drive on this computer. It is used after the initial draw to place the current event on the secondary computer, or to add additional riders to the draw on the secondary computer. After any draw is done on the main computer, the ‘Export to External Post’ button is run and the file is brought to this computer. Time posting is stopped briefly, this button is selected, and the (additional) riders are added to the show file on this computer. Then time posting is restarted. When time posting is restarted, it picks up where it left off. A good time to do this is during a drag.

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

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

Create Merge File for Main Computer: This function updates the external file with the times that were posted from this computer. The external file is then returned to the “Main” computer and merged back into the show. After that, winner and jackpot listings can be printed.

Timer Direct Input Setup

The Barrel Race America software is compatible with all FarmTek Timers and the Thunderpaws Sport 3000 timer. To use the Timer direct input option, you must first get a PC interface cable (available from FarmTek) or a USB Interface (available from Thunderpaws).

Installation Steps:

1. FarmTek only- If you have a serial port on your computer (9-pin), this is normally the COMM1 port. You will not need to install any of the FarmTek drivers. Simply plug the PC Interface cable into that port and to the “Output” port on the console. Then go to step 3. The COMM port number for step 3 will be “1”.
2. If you do not have a serial port on your computer (most new laptops don't), you will need to install the Serial to USB interface drivers from FarmTek or the USB driver from Thunderpaws. Install them and make note of which Serial Port it will use (normally 3, 4 or 5). If you need to find out which port it is after installation, use the Start button to go to Settings->Control Panel->System->Hardware->Device Manager. You will see several categories of devices. Find the one that says “Ports”. If there is a plus sign (+) in front of it, click on the plus sign (+) to expand the list of devices. Find the one that says “Serial to USB” (or similar wording) and make note of the COMM port number. Then go to step 3.
3. In the Barrel Race America Software, go to “Definitions and Options”. Find the value for “Timer Port” and replace it with the COMM port number you found in step 1 or 2 (above).
4. In the Barrel Race America Software, go to “Post Times from Timer” and click on “Eye Test”. Click on the “Start Timer” button, then break the timer beams. The “Total Time” field should agree with the time on the Timer Console. If you are using Interval Timing, the intermediate times should be displayed as well.

FarmTek Interval Time Mode Setup

After you turn the console on, the current event type is shown on the Status display on the timer console. If **TIMESTAMP MODE** is not displayed, select the Timestamp Mode as follows:

- a) Press **SETUP** to access setup functions.
- b) Press **ENTER** to select a new event.
- c) Press **NEXT CHOICE** until **Timestamp Mode** is displayed.
- d) Press **ENTER** to select **Timestamp Mode**.
- 6) Walk through each electric eye beam to force the eyes to send a message to the timer console. This makes the timer console update its electric eye alignment indicators (see below).

Checking Electric Eye Alignment:

The bottom right corner of the Status display shows the alignment status of each electric eye. When an electric eye is aligned, its eye number is displayed. If not aligned, an “x” is displayed. For example:

Eyes aligned Eye #1 2 3 4

Eye #2 not aligned (or beam broken) Eye #1 X 3 4.

Important! When setting up the electric eyes, always take time to align the eyes as outlined above – even if the timer indicates the eyes are aligned. This ensures a strong alignment instead of a possibly marginal alignment.

Operation:

When the rider enters the arena and breaks the beam, the timer automatically begins timing from zero. As each beam is broken in succession, the Interval times are passed to the computer. When the run is complete, the timer stops and shows the rider’s final time.