TWEAT Texas Scoring

R/C Sailing

TWo h**EAT Odd/Even Scoring**

V1.02

by Carl Hansen

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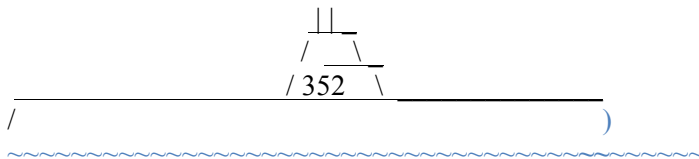
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If there are any questions, bugs, suggestions, corrections to this document or other concerns, please contact me.

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Sail safe!   All boats can submerge – only submarines can surface!

PLEASE LET ME KNOW IF YOU USE TWEAT AND PASS ALONG YOUR SUGGESTIONS FOR IMPROVEMENTS.

Introduction

This ODD-EVEN scoring system was originally developed to provide an easy (effortless) way of managing the Marco Island (FL) Model Yacht Club's 2009 R/C Laser Regatta. Over the past several years it has evolved and been expanded into it's current form as TWEAT Texas. Along the way many options were dropped because they were not useful. The program, with Version V1.02 includes:

1. Immediate availability of current standings
2. Ways to catch entry errors
3. Automatic calculation and application of throw-outs
4. RRC handling of DNF entries and Disqualifications
5. Means of managing heat ties
6. Capability for After-the-Fact (Protest) changes, and tie-breakers
7. Identification of frequency conflicts
8. Ability to add Late-Comers and permit Withdrawals
9. Single Heat scoring
10. Automatic switching between one and Two Heats based on field size
11. Equalization of heat sizes (Heat Management)
12. A means to calculate Redress

Don't be overwhelmed by these instructions - they are primarily just to be thorough - but they should be read at least once to understand how the system works. In it's simplest form, all that is necessary is to enter the **ROSTER** of competitors once, and sort it, enter Sail #s and other **REGATTA** info once, select some options - and enter the Sail #s of the winners as each **RACE** is completed. EVERYTHING ELSE IS DONE. Most of the instructions concern the error checking that is built-in, and the ways to make adjustments (ties, protests) to the results.

Limits

1. 200 total Skippers in **ROSTER** and a maximum of 50 Skippers in **REGATTA** (Max 25 per Race).

2. Maximum of 30 **RACE**s and 2 heats per race.

3. All spreadsheets, except **ROSTER** and the **Day 1/Day 2** sheets, are protected to avoid accidental changes. The only cells that can be changed are the ones in which data must/can be entered. The **ROSTER** spreadsheet is not protected to permit sorting the list in sail number order - a necessity. If your club's Roster is stored, and you find it convenient to prevent accidental loss of data by protecting the ROSTER sheet, you may do so. The **Day** sheets may be modified as needed by the organization for publication and printing.

To Start

Immediately after opening the spreadsheet, use the SAVE AS selection under the FILE menu to save a new copy of this spreadsheet with a NEW file name. That way the original spreadsheet will always be available, without having to clean out old data.

General Info

Spreadsheets in the TWEAT Texas Vx.xx .XLS Workbook

The workbook (TWEAT Texas Vx.xx.XLS) consists of 38 sheets, a short **INTRO**, one for maintaining your **ROSTER** of Skippers, one for entering the Skippers who will be sailing and other info and options about the **REGATTA**, one for each of the 30 possible **RACE**s, one which displays the final calculation **RESULTS,** two copies of **RESULTS** (**DAY 1** and **DAY 2**) which can have rows or columns deleted to simplify printing and publication, a **FINALS** sheet which lists the order and final scores of the finishers, and an **INFO** sheet which contains all tie-breaker details.

Regatta Workflow

TWEAT is designed to be a three person scoring system, a Scorer (at the computer) a Race Director (RD) and a Recorder who enters the sail numbers of the finishers as they are called out.

The **ROSTER** and **REGATTA** sheets are filled in, usually in advance, and any frequency or Sail # conflicts are resolved before racing begins.

Typically, the Scorer is at the computer with a printer available. When racing is ready to begin, the Scorer selects the **RACE 1** sheet and prints two copies. The paper FINISH[1] table(s) is handed to the RD who calls the ODD heat from the already filled in "BOATS IN THIS HEAT," and checks them off prior to the start. The other copy goes to the Recorder who records the race FINISHers as the RD calls them out at the finish. Then the EVEN heat is called, run, and recorded. As each heat is completed, the paper copy is handed to the Scorer who enters the order of finish in the computer, resolves any errors, and prints two copies of **RACE 2** after the Even heat. Etc.[2]

Error Checking

The system has error checking built-in. This is done by ensuring that each posted sail number is on the list of sail numbers that were in that heat. It also ensures that every sail number that is assigned to that heat has a posted position, or an error is generated. If a sail number is entered more than once, it is flagged as an error. If errors are not corrected, the following RACE sheet will make it quite obvious.

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[1] The FINISH tables and SCORE tables are parts of the individual RACE sheets.

[2] Alternatively, the Scorer and Recorder functions can be combined since neither is time consuming and their work does not conflict in time.

Heat Ties and other Adjustments

The system can provide for ties at the Finish Line, by using the OverRide feature of the heat's SCORE table. Whatever value you enter as an OverRide becomes the final score for that competitor. For example, if finishers 5 and 6 were actually tied, the RRS rules require that both finishers be given a score of 5.5. The TWEAT system permits you to enter a 5.5 in the O'Ride column for both the #5 and #6 finishers. These adjustments do not affect the positioning of boats in the subsequent race - they affect score, only. The OverRide feature can also be used to enter After-The-Fact changes.

Throw-Outs

The system automatically calculates the "throw-outs", and allows flexibility in determining when the throw-outs are applied. Up to 6 scores may be thrown out based on the number of races completed.

DNS and DNF Scores

Did Not Start (DNS) and Did Not Finish (DNF) competitors are given a score equal to the number of boats in the race (or the regatta) plus one. This is in accord with RRS rule A4.2. For example, if 12 boats are assigned to race in a heat and only 8 finish, the other 4 boats are given a score of 13. In a 2-heat system, a DNS/DNF will be based on the heat with the maximum number of boats. So, if there are 23 total boats in heats of 12 and 11, a DNF in either heat will be given a score of 13. DNS/DNF scores are eligible to be thrown-out.

DSQ and dsq Scores

If a boat is disqualified, that boat is also given a score equal to the number of boats in the heat plus one. The RRS states that DSQ scores are NOT eligible to be thrown-out if the DSQ is for unsportsmanlike conduct under Rule 2, Gross Misconduct as determined by the Protest Committee under Rule 69.1, or violations of the Propulsion rule (Rule 42). In TWEAT, these violations will be scored as "DSQ", while other – less serious disqualifications will be scored as "dsq". In order to distinguish between a DSQ and a dsq, the system will automatically make the DSQ score a negative number so it will not be a "Highest" throw-out. When the score is calculated on the **RESULTS** sheet, the negative is converted back to a positive and it is added back in. On the **RESULTS** sheet, DSQs will typically be numbers like **-14** (in **red** to denote a negative number), while a dsq will look like the same as a DNF.

Tie-Breakers

ALL TIE-BREAKING IS AUTOMATIC! The system uses a tie-breaker system that is consistent with RRS A8.1. TWEAT counts the scores in twelve tie-breaking categories. It is expected that any ties that still exist after this exhaustive criteria are going to be extremely rare, and at the lower end of the order. All of the data is available in the **RESULTS** sheet if any further resolution is necessary. Although TWEAT cannot use every tie-breaker, due to a mathematical constraint, the **INFO** sheet does contain the details.

Redress

A simplistic Redress Calculator has been included on the FINALS sheet.

Race Additions and Withdrawals

During the course of any Race, as many as two new entrants may be added to the subsequent race using the **Add-A-Boat** feature and two competitors may Withdraw from the competition. A Withdrawal may be returned to the competition, later, using **Add-A-Boat**.

When **Add-A-Boat** is used to add a brand new entrant, frequency checking is performed, but is only indicated at the bottom of the **REGATTA** sheet.

One-Heat or Two-Heats?

TWEAT may now be used for Regattas with fewer boats than that which would require a two-heat system. The Race Committee may specify that if (as an example) only 13 boats or fewer are racing, that all boats will race together in a single heat. By setting the "Max Boats in Any Heat" value to 13, all competitors will be listed in the Odd heat as long as there are 13 or fewer boats in the competition. If a 14th boat is added using **Add-A-Boat**, TWEAT will automatically switch the next race to a two-heat system. If a boat then Withdraws, TWEAT will automatically switch back to one-heat.

Forcing One-Heat or Two-Heats

Race Committees may force a two-heat Regatta by setting the "Max Boats in Any Heat" value to 0 (or by leaving the option blank and using the default) or they may force a one-heat Regatta by setting the "Max Boats in Any Heat" value at least the same number as there are boats. Of course a one-heat Regatta is limited to 25 competitors.

Heat Management

The "Heat Management Option," was available in TWEAT Version 1.x to allow TWEAT to equalize the heat sizes when the Odd heat was more than one boat larger than the Even heat. With this version of TWEAT, the ability for competitors to Withdraw further complicated the equalization of heat size and instead of being an option, TWEAT automatically adjusts heat sizes.

When a Withdrawal occurs, TWEAT fills-in the position by moving up boats with lower finishes. So, if a boat that finished 3rd in Race 4 withdraws before Race 5 begins, its spot in the Race 5 Odd heat will be filled in by one of the 4th place finishers, which in turn will be filled by a 5th place finisher, etc. Since these assignments are all done by mathematical calculations, the temporary divergence from true Odd/Even is not considered objectionable.

When a race consists of 2 odd-number heats, one of the two last-place finishers will be moved to the Even heat to equalize heat size.

Instructions for the ROSTER Sheet

The **ROSTER** contains the names, sail numbers and radio channel selection of **ALL** skippers, including those added with **Add-A-Boat**. It permits Skipper names and Sail #s to be entered once, to permit clubs that sail weekly to use the system without having to enter this data over and over. There is a limit of 200 skippers in the list. All numbers from 00 to 99 are included for all 2-digit sail #s. Other numbers may also be added. **Only one skipper can be assigned to any sail number.**

THE ROSTER MUST BE SORTED IN SAIL NUMBER (Column A) ORDER.
Depending on which version of Excel you are using, this may be done with the Sort Command under the Data menu, or with the Sort command on the HOME toolbar (Excel 2007). Newer versions also have a "Sort A-Z" button that can be used.

Since the **ROSTER** must be sorted, this sheet is not protected. The sheet contains basic info including sail numbers in column A, skipper names in column B, Radio Channels[3] in column C and any other info you need to keep on a skipper by skipper basis. The sail # entries may not include letters or special characters, since some of the data handling is done by using sail numbers and letters create errors.

Must Be Sorted on Sail #	ROSTER	FREQUENCY CHANNEL -Enter either S for Spectrum, 61-90 for 75 MHz, or A1-A6 for 27 MHz
01	Searly, Joseph	S
02		
03		
04	Gleason, Herb	73
05		
06	Clues, Kevin	S
07	Ollendorf, Chuck	A4
Etc.	Room for 200 Entries	Etc.

If a Skipper is using a digital radio with Spread-Spectrum radio technology, just enter an **S** as the Frequency Channel, otherwise enter the channel number that the Skipper will use.[4]

Once the **ROSTER** has been created, the spreadsheet should be saved again with a different name so it can be used whenever this same group of people get together.

Users can add other columns for address, phone, email, etc.

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[3] A list of 27MHz and 75MHz channels and frequencies is provided on the Regatta sheet, along with a count of how many boats are using each channel.

[4] TWEAT uses the Frequency info to identify conflicts before racing starts. It does not affect the results.

Instructions for the REGATTA Sheet

Regatta Name and Dates

The **REGATTA** sheet contains the list of Skippers sailing in this regatta, the name and date(s) of the regatta, information used by the spreadsheet to determine the Throw-Outs and other options for TWEAT use. Simply enter the name of the regatta in cell A2, and the dates (ie. February 27-March 1, 2009) in cell A4 .

Enter the Event name below.
Enter the Event date(s) below.

Sailing Today (Sail #s)

Next, enter the Sail #s of all the competitors in the white boxes – do not enter the names – they will be filled in automatically from the info in the **ROSTER**. These do not have to be in any specific order. Please note that the 1st, 3rd, 5th ... Skippers will be in the Race 1 ODD heat, while the 2nd, 4th, 6th ... will be in the EVEN heat.

SAILING TODAY		
Sail #	**Skipper**	**Freq**
35	Curran, Art	
21	Ford, Fred	
732	Buchwald, Hank	
08	Naughton, Judy	
101	Colombo, Vito	
16	Borg, Dale	

Regatta Options

Throw-Outs

<table>
<tr><td colspan="2" style="background:cyan; text-align:center">Throw-Outs</td></tr>
<tr><td>Valid entries are 0 and 2-10. If 1 throwout for every 5 completed races, enter 5, etc. Default is 0 (no throwouts).</td><td>6</td></tr>
</table>

Enter information regarding throw-outs. If the Race Committee desires to throw-out one race out of the every 5, enter a 5 in cell F8, if one out of every six, enter 6. A value of 0 indicates no throwouts will be allowed.

Max Boats in Any Heat

<table>
<tr><td colspan="2" style="background:cyan; text-align:center">Max Boats in Any Heat</td></tr>
<tr><td>Enter the maximum number of boats for a 1 heat race. If fewer, the race goes to Odd/Even. Default is 0 (2 Heats)</td><td>0</td></tr>
</table>

The system will automatically switch between 1 and 2 heats depending on the number of boats sailing in any race. A two heat regatta can be forced by setting this value to a low number or keeping it blank. A one heat regatta can be forced by setting this to any number higher than the number of boats that are sailing.

DNF/DNS/DSQ Scoring

<table>
<tr><td colspan="2" style="background:cyan; text-align:center">DNF/DNS/DSQ Scoring</td></tr>
<tr><td>When a New Entrant joins the Regatta or a Withdrawal leaves, this Option determines their score and how other DN...s are treated.</td><td>1</td></tr>
</table>

This option determines how DNS, DNF, DSQ, dsq and the scores of new competitors (Add-a-Boat) and Withdrawals are calculated. If Option 1 is selected, then all such scores are based on the highest number of boats in either heat of the underlined current race +1. As boats are added, or withdrawn, the DN* value will change for each race, but previous races are not affected. If Option 2 is selected, the number of boats in the underlined entire regatta is used as the basis regardless of any withdrawals. If new boats enter a race, all DN* scores are changed to reflect the new total number of boats – including changes to already posted scores. But if boats withdraw, the DN* scores do not go down.

Other REGATTA Sheet Info

SAILING TODAY Extended List

At the bottom of the SAILING TODAY list (where the Regatta's initial competitors were entered), is an extension that show the additional boats that were added with the ADD-A-BOAT entries. If there are any frequency conflicts, they are indicated here just as they were when the boat list was originally entered.

Frequency Utilization Chart

Next to the list of competitors is a chart which shows which frequencies are being used in the Regatta. If the # Using shows a 2 or greater for any frequency, there will also be errors indicated next to the competitors with the conflicts.

Frequency Utilization			
Band	**Channel**	**Freq**	**# Using**
75 MHZ	61	75.41	1
75 MHZ	62	75.43	0
75 MHZ	63	75.45	0
Etc.			

Errors on the REGATTA Sheet

The error indications on the REGATTA sheet only concern frequency assignments. They do not stop you from using the TWEAT system to manage races, but they might indicate that race problems will occur. These entries will appear in the FREQ column next to the Skipper's name.

72	These are all valid Frequency Channel entries for (top to bottom) 75MHz, 27MHz and Spread Spectrum
a3	
s	
?	No Channel Info entered for this Skipper
X54	54 is NOT a valid Channel Entry
XX68	More than one Skipper has Channel 68

Instructions for the RACE Sheets

The **RACE** sheets, one for each of the 30 possible races, each consist of four small spreadsheets to identify the boats sailing in both heats of a race, to record the finishes of those heats, to provide error identification and correction, to assign scores to each of the participants in each heat and to populate the heat information for the next race. This is the only place where any information is entered once the **REGATTA** sheet has been filled in.

Basics

The two tables on the left side of the sheet are associated with the "ODD" heat, while the two tables on the right are the "EVEN" heat.

The top tables are used to record the order of FINISHers (top to bottom). The entries on these tables also determine the starting order for the following <u>race</u>, so **once the first heat of the next race is called, no more changes can be made to the order of finish.** These FINISH tables are what gets printed as each race is called.

The bottom tables are used to compute the SCOREs of the competitors based on the finish information. While most of this is automatic, OverRides can be entered here to correct scores, enter ties, confirm DNFs, identify DSQs and make After-the-Fact changes.

The two little tables with red and yellow boxes give the value of DNF and DSQ entries for use in Overriding SCOREs. They are for information only.

The two little tables on the top right are used to ADD-A-BOAT or to Withdraw a boat to the Regatta in the following races. See the sections "How do I enter A Late Entry – ADD-A-BOAT" and "How do I enter a Withdrawal".

At the bottom of each **Race** sheet is a section entitled Notes where the user may enter any items they want.

FINISH Table

As soon as you have entered the competitors on the **REGATTA** sheet, the "BOATS IN THIS HEAT" on the **Race 1** sheet have been filled in so the Race Director can call the race. The example below shows what a FINISH table looks like before the race has been run. If this page is printed, it can be used to both call the competitors at the start, and to record the finishers as they cross the finish line. Simply enter the first place Sail # in the top white box, then the 2nd, 3rd, etc. **top to bottom**

		0

BOATS IN THIS HEAT	1 ODD FINISH	
655	1	
732	2	
1015	3	
1107	4	
93	5	
70	6	
97	7	
12	8	
1904	9	
16	10	
04	11	
43	12	
08	13	
44	14	
	Total Scorings	0

The FINISH table is the first step to assigning a score for all of the competitor's. The Sail #s, top to bottom, are also used to populate the "BOATS IN THIS HEAT" on the next **RACE's** Sheet. The 1st, 3rd, 5th FINISHers will race in the Odd heat of **RACE 2**, while the even FINISHers will race in the Even heat.

There is a column for NOTES to the left of the "BOATS IN THIS HEAT" where ties or DNF info can be captured.

The two blue boxes at the bottom of the sheet are used to count the number of FINISHers whose Sail numbers have been entered, and to add all the finishing sail numbers to error check.

SCORE Table

The bottom table, the SCORE table, for each heat also contains the Sail #s, Skipper names and some other info – including the final scores for this heat. They are listed in the same order as the "BOATS IN THIS HEAT." The example below also shows the table before any finish information has been entered. In the blue boxes at the bottom, this table indicates that there are 14 Skippers in this heat, and that their Sail #s add to 5800. The spreadsheet has no FINISH info entered yet, so all of the entries are currently blank. Since there are NO FINISHers - yet, no final SCOREs have been entered.

1 ODD	SKIPPER	SAIL #	Score	O'Ride	SCORE
	Curran, Art	655			
	Buchwald, Hank	732			
	Colombo, Vito	1015			
	Huntington, John	1107			
	Bunting, Dave	93			
	Dahlstrom, Carl	70			
	Davis, Ken	97			
	Fortunato, Bob	12			
	Selig, Steve	1904			
	Viterman, Tom	16			
	Gleason, Herb	04			
	Andrews, Bart	43			
	Ollendorf, Chuck	08			
	Closee, John	44			
	Total Skippers	14			
		5800			

Just to the left of the Skipper names is a column (under the **1 Odd** label) which will either be blank, or will have error messages. As soon as the first entry is made in the FINISH table, that competitor's SCORE becomes 1 and a **DNF?** appears next to each of the other competitors indicating that no score has been recorded above for that Sail #. The scores for those entries also become DNF scores. As each new FINISHer is posted, that competitor's score gets entered and the **DNF?** vanishes.

OverRides

The only entries on the SCORE table are OverRides. OverRides are used to enter DNF, DNS and DSQ scores, adjust scores for ties, and make After-The-Fact changes. You may enter a number, and that Skipper will be given a score of that number regardless of where they stand on the FINISH table. You may also enter "DSQ", "dsq", "DNS", "dns", "DNF" or "dnf" and the appropriate score will be calculated.

Errors on the RACE Sheet

The error indications on the RACE sheets are both for information and indications that corrections must be made.

FINISH Table Errors

Errors on the FINISH tables appear to the right of where Sail #s have been entered. **These errors must all be corrected!** They are:

Error!	This Sail # is not in this heat - Mistake!
Duplicate #!	This Sail # has been entered more than once
Entry Err	No Sail # should be entered here

SCORE Table Errors

Errors on the SCORE tables appear to the left of where Sail #s are listed. **These errors must all be corrected!** They are:

Duplicate #!	This Sail # has been entered more than once
Error!-O'Ride	An incorrect entry has been made in the OverRide column. Only a positive or negative decimal number (**1, 2, 3, 1.5, 4.5, 13, -18**, etc.), or **DNF, DNS, dsq** or **DSQ** may be entered.

DNF? Warning Indication

If a *DNF?* appears to the left of a Sail# on the SCORE table, it means no information about this boat's finish has been posted in either the FINISH table or the OverRide column. This is not an error, just an indication that a FINISH was not recorded.

DNF?	No FINISH or OverRide has been entered

ERRORS IN PREVIOUS RACE

This error message will appear in the Race sheet's title if the previous race has uncorrected errors. **These errors must all be corrected!**

The RACE Sheet Smiley Face

☹	Some kind of error exists for the entries in this FINISH table. This error must be corrected before the next race is called.
😐	No errors, but one or more boats has not been accounted for. They will be recorded as DNF.
🙂	All boats accounted for. Good JOB!

Instructions for the RESULTS Sheet

Once all the races have been run, and the FINISHers entered and adjustments to the SCOREs made, the work is done. All of the data is presented in the **RESULTS** sheet. The sheet is formatted to be printed on a single, letter-size page if desired – it will be small, but it is readable. If you choose, you may use Page Setup on the File menu to change to a legal-size page.

This system automatically reconciles ties at the completion of racing. The system does this by counting of the number of wins, and eleven other scoring categories for each competitor. These tie-breakers are prioritized – 1 extra 3rd place is worth more than all the lower criteria put together. With a reasonable number of races and a reasonable number of competitors, it is doubtful that any ties will exist after application of the tie-breakers. If one does – all of the data is present to help make a final decision.   NOTE, the top 5 places are highlighted.

Instructions for the FINALS Sheet

As soon as racing stops and the last heat's results are entered, the **FINALS** sheet can be printed with the winners identified, sorted, and ready to be announced. No sorting or other action is needed – the results are ready!

Both the **RESULTS** sheet and the **FINALS** sheet can be printed at any time and will show the final results as if sailing were to end at that moment! These are truly running results.

Instructions for the DAY 1 and DAY 2 Sheets

There are two sheets, Day 1 and Day 2 which are essentially duplicates of the RESULTS sheet, but are not protected. At the end of day 1, the user can go to the Day 1 sheet and hide any rows or columns that are extraneous and then print the sheet for posting. Similarly, the user can do the same for the Day 2 sheet at the end of the competition. This may permit larger print sizes.

Correcting Errors - An Example

There are four types of data entry errors. First, a Sail # can be mistyped, creating a Sail # that is not in this heat. If you accidently enter a Sail # which is not in the "BOATS IN THIS HEAT", the word *Error!* will appear in the column to the right of the Sail #. The second type of error is a duplicate entry. If a Sail # is mistakenly entered twice, a *Duplicate #!* error will be displayed next to each occurrence. The third type of error is when an entry is made where no entry should be. This results in an *Entry Err!* **ALL** *Error!* , *Entry Err!* **and** *Duplicate #!* **errors types must be resolved. The easy way to start this resolution process is to delete the incorrect entries.**

The fourth type of error is one of omission – what if a Sail # is just left out. Those are the *DNF?* entries that remain after all the FINISHers have been entered. In most cases, if a Sail # has not been recorded at the finish line, the boat did not finish

the race. The system permits the scorers to confirm the DNF and thereby remove the DNF? entry. Confirmation is also how we acknowledge that the Race Director was notified of a non-finish participant.

The FINISH table below and the SCORE table at the top of the next page show what happens when you enter incorrect data for a heat. Neither the number of boats nor the total of Sail #s in the blue boxes in the tables match. NOTE the big red frown – corrections are needed.

BOATS IN THIS RACE	1 ODD	☹	
	FINISH		
655	1	70	Duplicate #!
732	2	04	
1015	3	732	
1107	4	1107	
93	5	44	
70	6	15	Error!
97	7	08	
12	8	655	
1904	9	43	
16	10	1015	
04	11	97	
43	12	93	
08	13	70	Duplicate #!
44	14		
	Total Scorings	13	
		3953	

The first error that can be fixed is the one, that is next to Sail #15. "BOATS IN THIS HEAT" indicates that #15 is not a valid sail number for this race! By looking at the SCORE table, you will see that no finish score has been entered for either Sail #s 1904, 12 or 16. Assume a recheck shows that the 15 should be a 16. Making this change will clear both the Error! and the DNF? for Sail #16.

The next item that can be cleared is the Duplicate #! for Sail #70 which was entered more than once. This error message appears next to both FINISH entries, and also next to the Sail # in the SCOREs table. If it is confirmed that #70 won, simply delete the #70 in the entry for FINISH 13 and the error messages are removed. #70s Score is also corrected.

If the duplicate entry had been further up the list of finishers, then after it was deleted the remaining scores should have been moved up to fill the blank.

That's it for the errors, but we still have a DNF? for both #1904 and #12. These are not errors, but simply indications that no score has been entered. Nothing else needs to be done – except – some Race Directors may want to have confirmation that a boat Did Not Finish (or start) a race. By entering the letters DNF (or dnf) in the OverRide column, the DNF? in the left column is cleared.

1 ODD	SKIPPER	SAIL #	Score	O'Ride	SCORE
	Curran, Art	655	8		8
	Buchwald, Hank	732	3		3
	Colombo, Vito	1015	10		10
	Huntington, John	1107	4		4
	Bunting, Dave	93	12		12
Duplicate #!	Dahlstrom, Carl	70	14		14
	Davis, Ken	97	11		11
DNF?	Fortunato, Bob	12	15		15
DNF?	Selig, Steve	1904	15		15
DNF?	Viterman, Tom	16	15		15
	Gleason, Herb	04	2		2
	Andrews, Bart	43	9		9
	Ollendorf, Chuck	08	7		7
	Closee, John	44	5		5
	Total Skippers	14			
		5800			

HERE IS WHAT THE TABLES LOOK LIKE AFTER THE CORRECTIONS ARE MADE.

1 ODD	SKIPPER	SAIL #	Score	O'Ride	SCORE
	Curran, Art	655	8		8
	Buchwald, Hank	732	3		3
	Colombo, Vito	1015	10		10
	Huntington, John	1107	4		4
	Bunting, Dave	93	12		12
	Dahlstrom, Carl	70	1		1
	Davis, Ken	97	11		11
DNF?	Fortunato, Bob	12	15		15
	Selig, Steve	1904	15	DNF	15
	Viterman, Tom	16	6		6
	Gleason, Herb	04	2		2
	Andrews, Bart	43	9		9
	Ollendorf, Chuck	08	7		7
	Closee, John	44	5		5
	Total Skippers	14			
		5800			

The "after" SCORE table at the bottom of the previous page shows both variations of DNF handling. For Sail #12, nothing was done and the **DNF?** still exists. For #1904, an OverRide entry of DNF was made to confirm and the **DNF?** is gone. In either case, the competitor has received a SCORE of 15 in a 14 boat heat.

If the Non-Notification Penalty option had been selected, Sail #12 would have been given an additional 1 point penalty, while #1904 would not.

Note that all the error messages have been cleared except for the **DNF?** for Sail #12. If all of the messages are cleared we would have been rewarded by a **GREEN ☺ SMILEY** face in place of the **RED ☹ FROWN** face that we started with. Since we still have not cleared the #12 DNF with a confirmation, we have only gotten a **BLACK ☻ BLAHH** face indicating that, although no errors are present, the job is still not quite done.

The order of FINISH in the table to the left is what determines which heat the boats will race in and the order they will race in the following race. If a boat's FINISH is not recorded (a DNF or a DSQ), the missing Sail #s will be added to the list in the order of "BOATS IN THIS HEAT." In the example, to the left, Sail #12 will be counted as the 13th finisher and will race in the ODD heat of Race 2 while #1904 will be the 14th finisher and will be in the EVEN heat. This has nothing to do with their SCORES! *This table cannot be changed after the next race is run.*

The final SCORES table with the OverRides is scoring – ONLY, and will not affect the heat assignment of the following race. *Any after-the-fact changes to scores must be made as an OverRide.*

BOATS IN THIS RACE	1 ODD ☺	
	FINISH	
655	1	70
732	2	04
1015	3	732
1107	4	1107
93	5	44
70	6	16
97	7	08
12	8	655
1904	9	43
16	10	1015
04	11	97
43	12	93
08	13	
44	14	
	Total Scorings	12
		3884

OverRides & Other Entries

We've used an OverRide to confirm a DNF score. There are several other uses, including entering ties, entering DSQs and making adjustments to the scores.

Allowable O'Ride Entries

The system permits only the following entries in the O'Ride column. A DNS, dns, DNF or dnf may be entered to confirm that a boat did not finish the race. A DSQ or dsq may be entered to give that competitor a Disqualification score. Or, any number score may be used which becomes the FINAL SCORE. Numbers can be positive or negative, whole or decimal. If a negative number is entered, it will **not** be eligible as a Throw-out. If any other entry is made, *O'Ride* will appear in the left column. If zero is entered, the entry will be treated like a DNF.

Disqualification OverRides

Certain disqualifications are considered flagrant violations (usually assessed by a Protest Committee), while others are not. Flagrant disqualifications are not allowed to be thrown-out when final scores are calculated. To distinguish between the two, TWEAT will interpret a DSQ (UPPER CASE) to be a flagrant variety and will assign a negative score - which will not be thrown-out. A minor disqualification, represented by a dsq (lower case) will be treated exactly like a DNF.

How do I enter a Tie?

Ties at the finish line are simple to handle with the OverRide entries since any Adjustments to a Skipper's score for this heat can be made here. For example, if the 2nd & 3rd place FINISHers are really tied for 2nd, a score of 2.5 must be entered in the O'Ride column for both the 2nd place and 3rd place finishers and they will be given a FINAL SCORE of 2.5. The original, unadjusted Scores are not changed to permit review. This is illustrated in the FINISH table below.

How do I enter A Late Entry – ADD-A-BOAT?

The Regatta is already underway and a new participant arrives. How do they get added without disrupting all of the **RACE** sheets that have already been completed?

First enter the new competitor in the appropriate spot on the **ROSTER**. If the 2-digit number is available, just enter the Skipper's name and check if there is a Frequency conflict. If the boat has a 3 or 4 digit sail #, enter it at the bottom of the current list (with the Skipper's name) and re-sort the **ROSTER** on column A. This will not affect the current results. Do NOT enter the number on the **REGATTA** sheet.

The next step is to enter the new competitor's Sail # in one of the ADD-A-BOAT boxes in the upper right hand corner of the current RACE sheet. It will also enter the competitor on the **RESULTS** sheet and automatically fill in DNF scores for all races already completed.

Space is provided for adding as many two competitors on each RACE sheet

How do I enter A WITHDRAWAL?

If a competitor wishes to Withdraw from the competition, either temporarily or permanently, simply enter the sail number in one of the two Withdrawal boxes on the current **RACE** sheet. The competitor will continue to be scored as a Withdrawal, which will be the same as a DNS/DNF. The competitor can reenter the competition at any time using ADD-A-BOAT.

How do I enter an After-the-Fact Disqualification?

Now let's assume that one of the competitor's has called a foul and lodged a protest against Sail #08, and that this Regatta is being run with the Protest Committee hearings being held after the day's racing has concluded. We'll assume that the Protest Committee finds in favor of the protest and Sail #08 is Disqualified.

So, as shown below, Sail #08 has been given a Flagrant Disqualification score, in this case -15 (we could have entered DSQ instead), and all of the competitors who finished later have been moved up one position.

12 A	SKIPPER	SAIL #	FINISH	O'Ride	SCORE
	Curran, Art	655	8	7	7
	Buchwald, Hank	732	3	2.5	2.5
	Colombo, Vito	1015	10	9	9
	Huntington, John	1107	4		4
	Bunting, Dave	93	12	11	11
	Dahlstrom, Carl	70	1		1
	Davis, Ken	97	11	10	10
DNF?	Fortunato, Bob	12	15		15
	Selig, Steve	1904	15	DNF	15
	Viterman, Tom	16	6		6
	Gleason, Herb	04	2	2.5	2.5
	Andrews, Bart	43	9	8	8
	Ollendorf, Chuck	08	7	-15	-15
	Closee, John	44	5		5

How do I enter Redress?

If a boat has been fouled and the Protest Committee awards Redress, that boat's average score (without throw-outs being applied) for all other races is used as compensation. The **FINALS** sheet contains a REDRESS CALCULATOR for this purpose. When all racing is completed, simply enter the boat's Sail # and the SCORE (Points being Replaced) for that boat in the Race for which Redress is being awarded. The calculated "Avg. for Redress" must be entered, manually, in the OverRide for the Race in which Redress was requested. Note that this calculator assumes redress is only being awarded for one race. Note also that in the TWEAT Tie-Breaking, any fractional score is considered better than a higher integer value but worse than a lower. So, an Avg Score of 4.2 would be better than a 5th place finish, but worse than a 4th.

---------------END-----------------