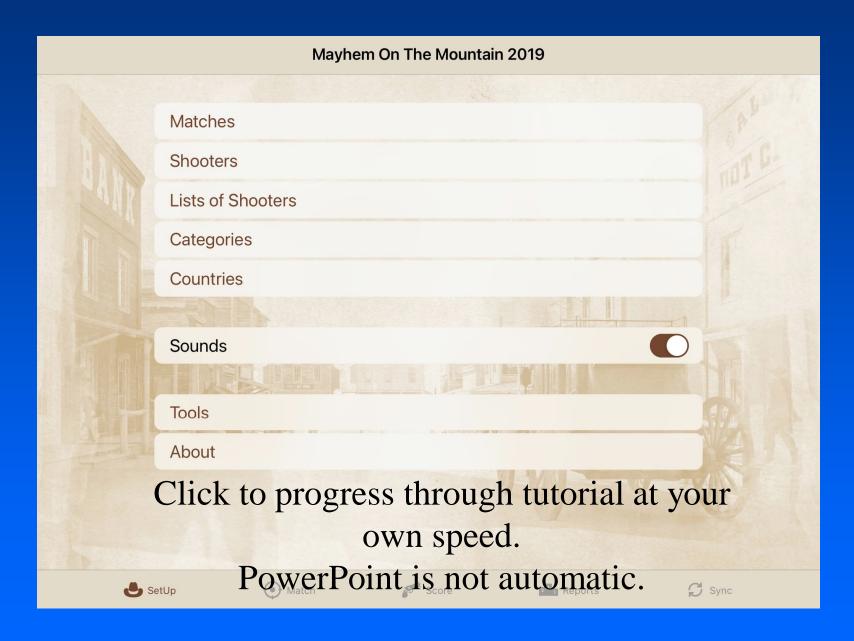
The CAS Scoring App – A Tutorial (Ver 5.0)



The CAS Scoring App

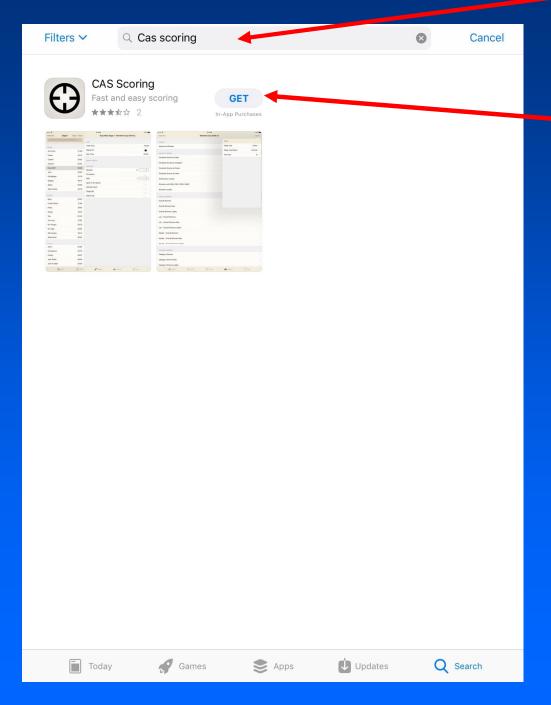
- A scoring app for Cowboy Action matches
- Can be downloaded from the Apple App Store
- It's FREE! (All parts!)
- Runs on iPad and iPhone (with iOS 10.3 and higher)

Suggestions for using the Tutorial

- Search for "CAS Scoring" in the Apple App Store.
- Download the app to your iPad or iPhone. (It's FREE!)
- Follow along on your device as we work through the tutorial.

You will notice that for the tutorial, I have added a few shooters from Mayhem on the Mountain 2019 for an additional demo match.

Downloading the App

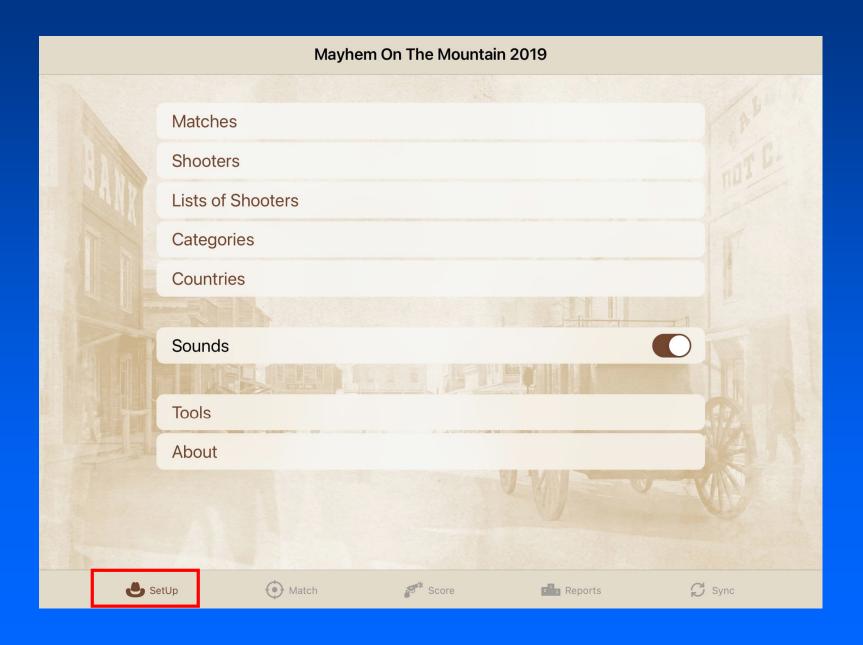


Search Apple App Store for CAS Scoring.

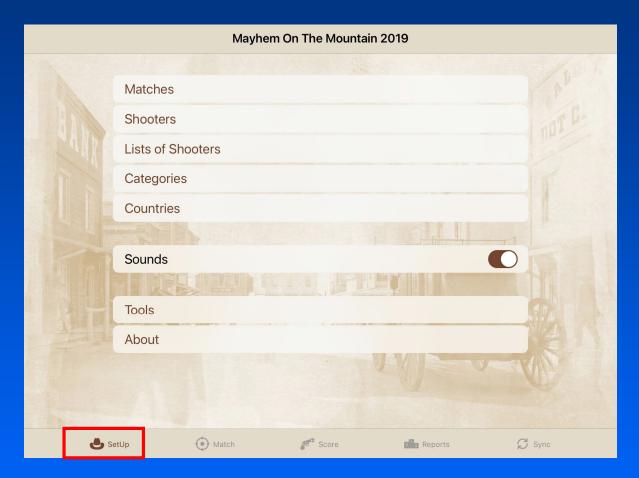
Download app to your device.

When download is complete, open app on your device.

CAS Scoring opens on the SetUp screen

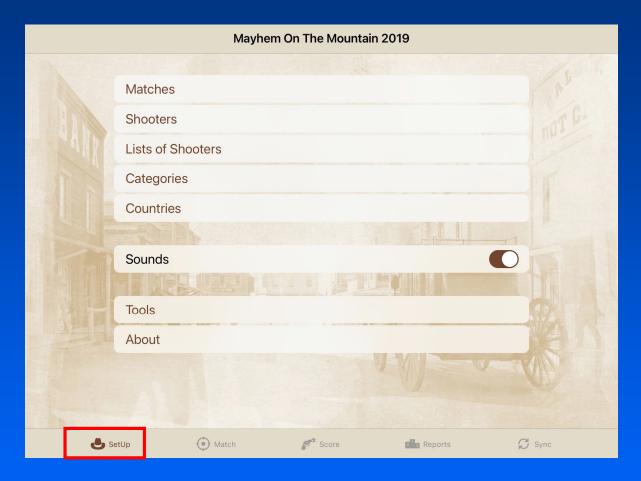


The SetUp screen



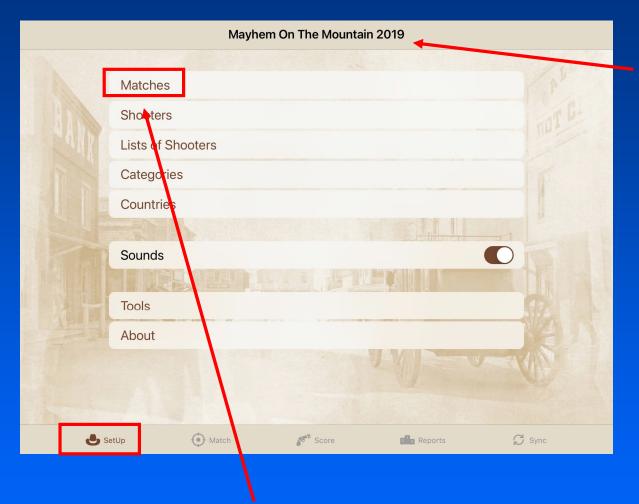
Much of the information entered here is used from match to match.

The SetUp screen



Some of the information is already entered! Let's look at the parts of the SetUp screen, then we will see how the parts work.

The Matches database

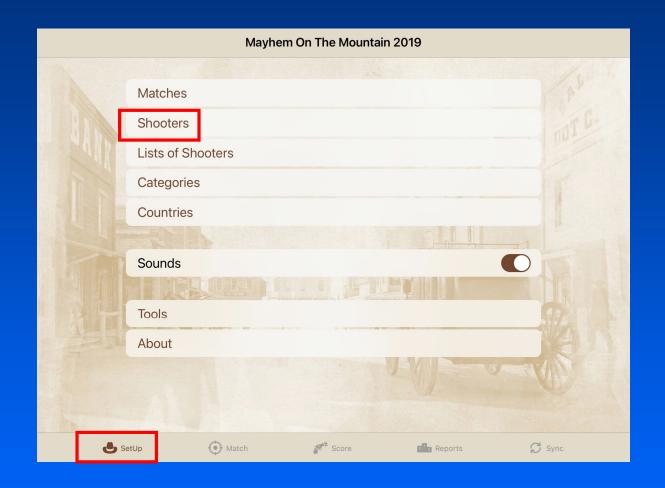


The current match appears at the top of the screen.

This is where you create new matches.

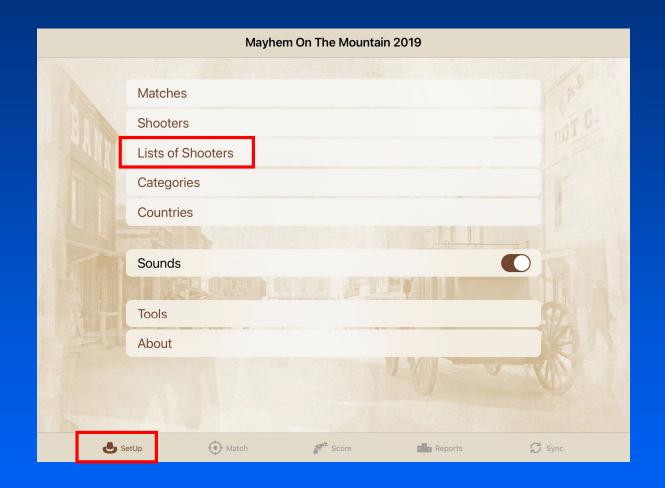
(Or return to previous matches.)

The Shooters database



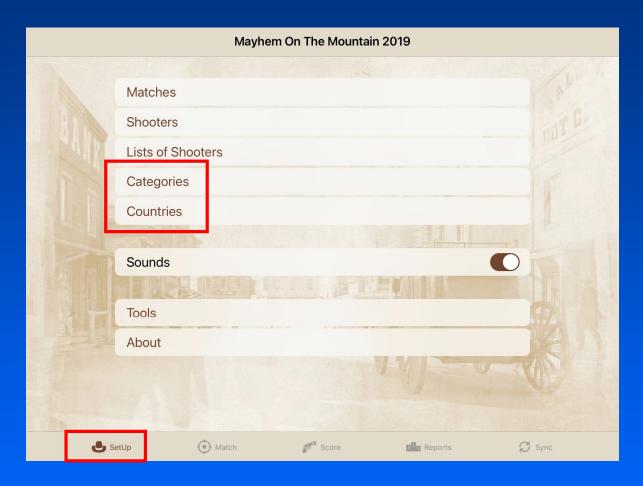
A shooter <u>must</u> be added to the Shooters database <u>before</u> being added to a match.

Lists of Shooters



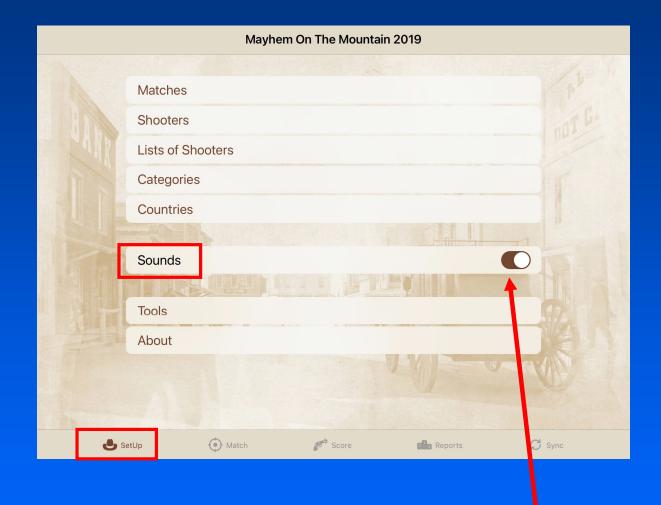
Lists (now called groups) of shooters may be created for use with similar matches or club lists.

Categories and Countries



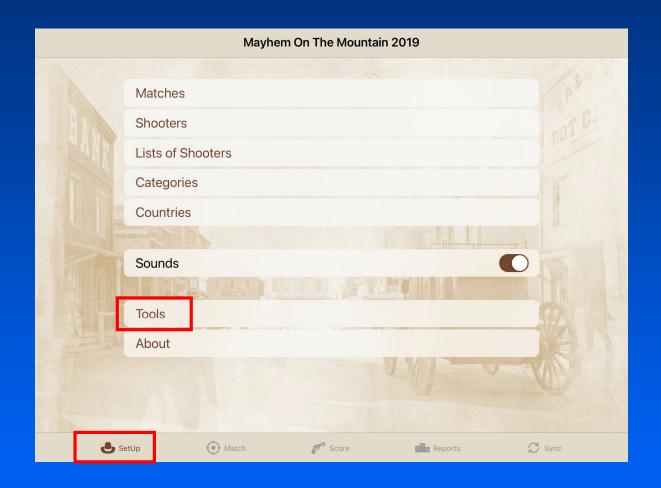
Categories and Countries have already been entered! More about these later.

Sounds



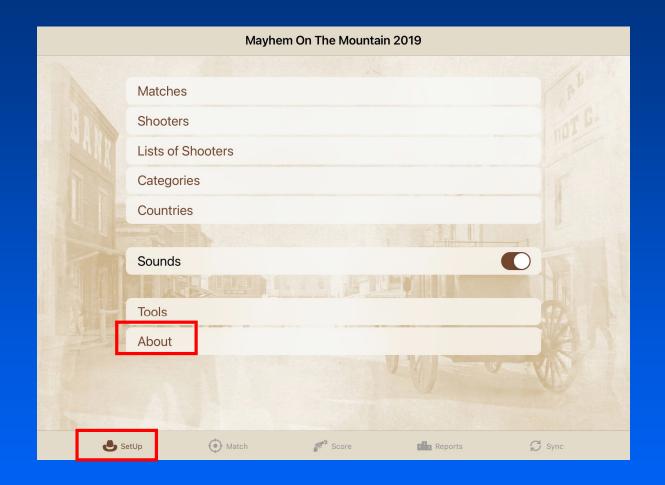
Sounds – your option. On or off.

Tools



Tools includes Score Tools, Shooters and Categories Tools and Reset.

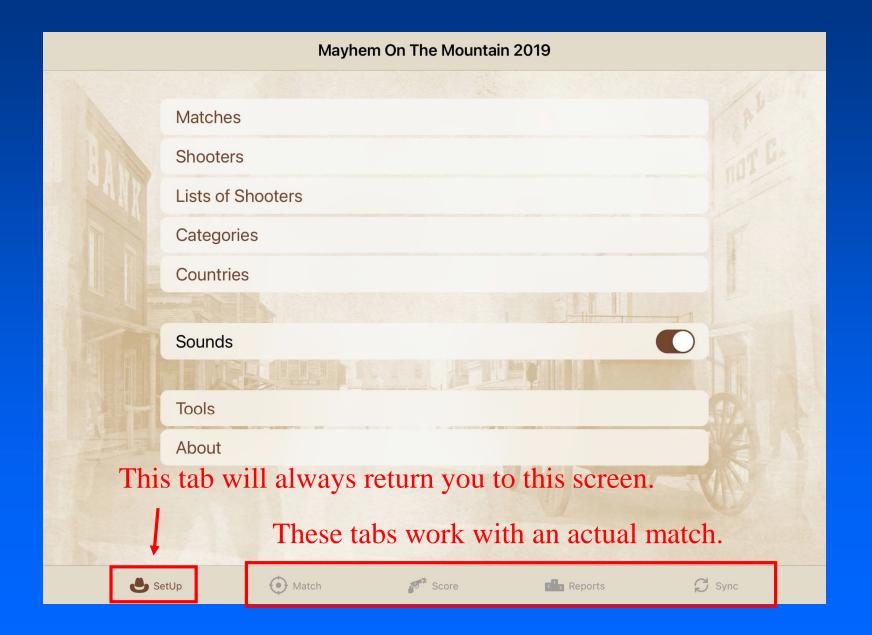
About



Information about the app, including version.

(Clicking on Help and Support will take you to the website where you can download written documentation.)

Additional Tabs on Setup Screen

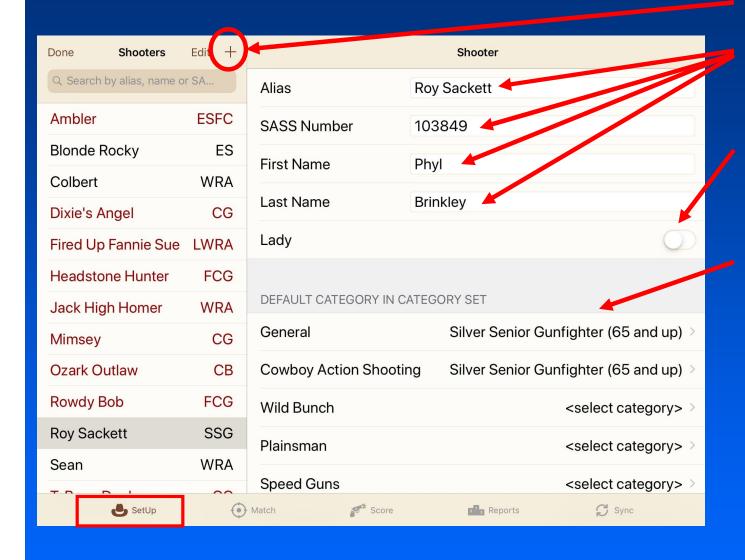


The Shooters database



Since shooters must be added to the Shooters database before being added to a match, this is the logical place to start.

Shooters database

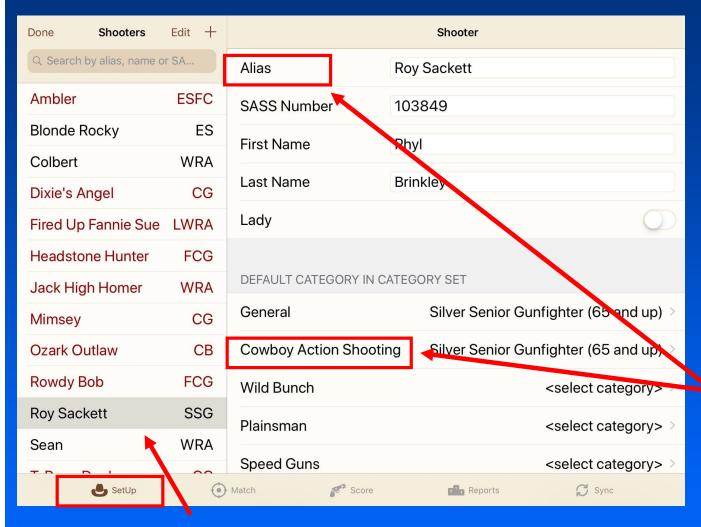


To add a new shooter, just click on the + and fill in the blanks.

Turn button on for Lady shooters.

Clicking on Categories will bring up a list to choose from.

Shooters database

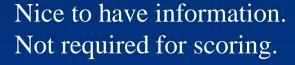


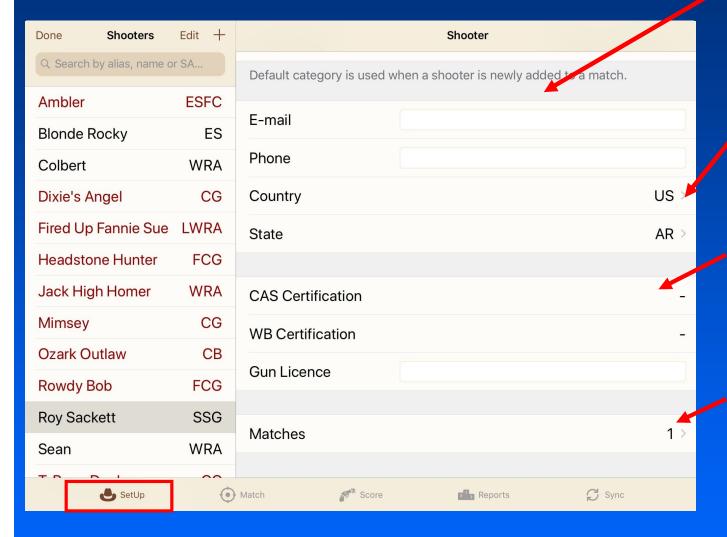
Only <u>required</u> information for scoring is Alias and CAS Category.

SCROLL DOWN.

List of shooters in database.
Highlights indicate some missing information.

Shooters database





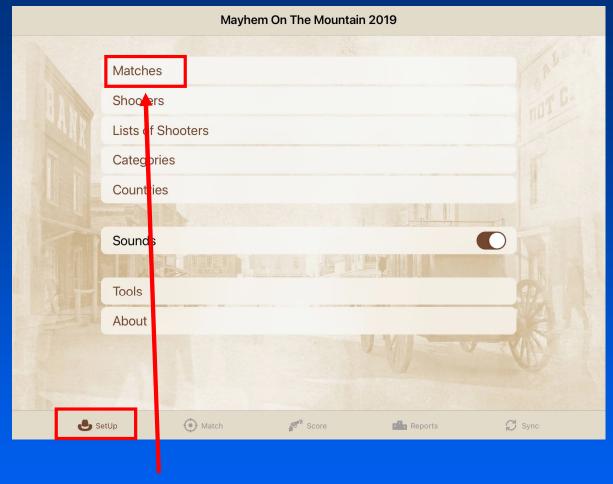
Clicking on Country or State brings up a list to choose from.

Clicking on CAS
Certification gives three
options – RO I, RO II, or
Black Pin.

Indicates number of matches shooter has participated in. (Filled in automatically.)

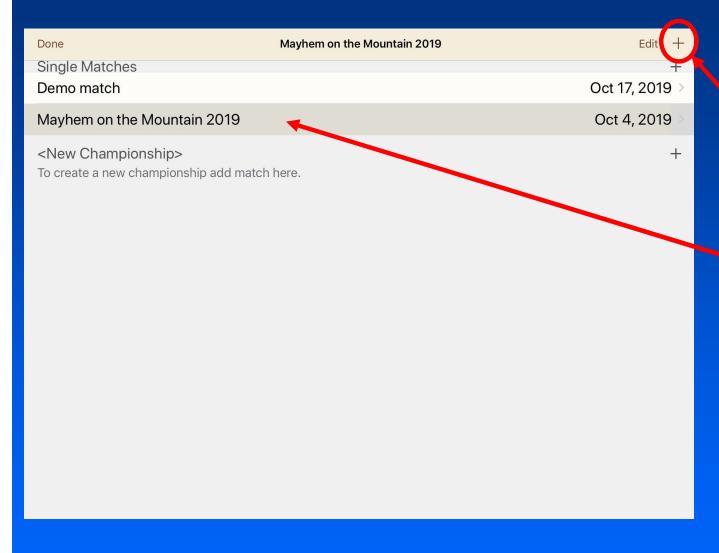
That's it! Click on + to add another shooter or click Done in upper left corner.

Creating a match



To create a new match (or return to a previous one), click on "Matches."

Creating a match

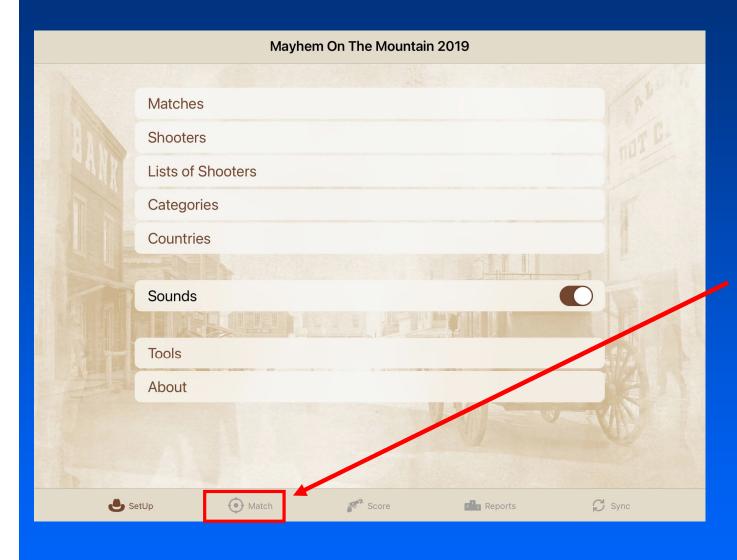


To add a new match, just click on the +.

To return to a previous match, just click on its name.

For demo purposes, we will look at the match setup for Mayhem on the Mountain 2019.

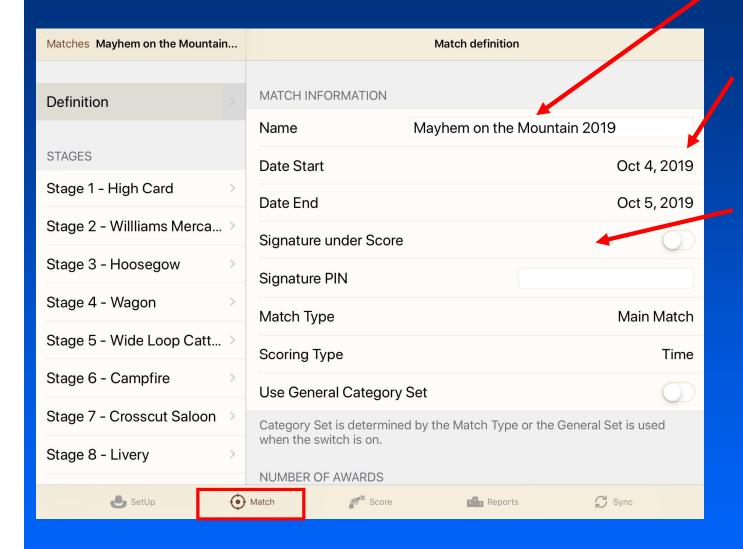
Creating a match



After selecting a match, you will be returned to the previous screen.

Tap on the "Match" tab.

Match Definition



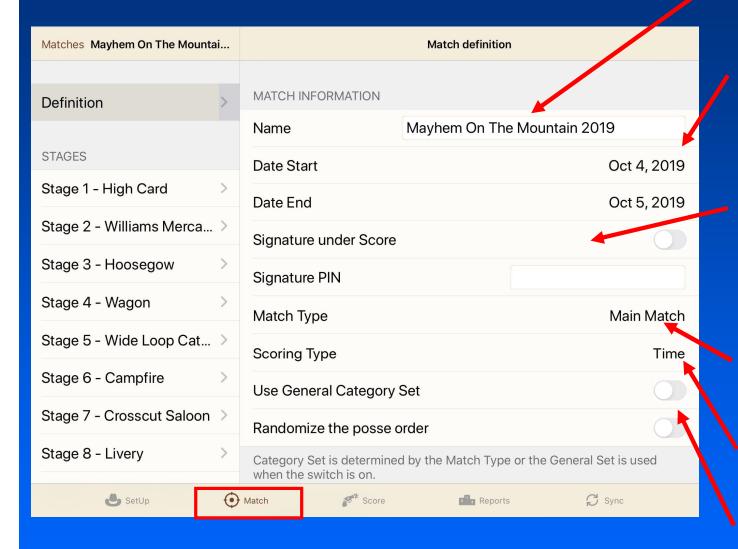
Enter a match name.

Enter start and end dates.

Signature under Score requires shooter to sign score on scoring device. (Typically shooter signs on paper score sheet and this app will print those.)

NOTE: If Signature under Score is turned on, removing shooter's signature and score can only be done by an authorized person who knows the PIN.

Match Definition



Enter a match name.

Enter start and end dates.

Signature under Score requires shooter to sign score on scoring device. (Typically shooter signs on paper score sheet and this app will print those.)

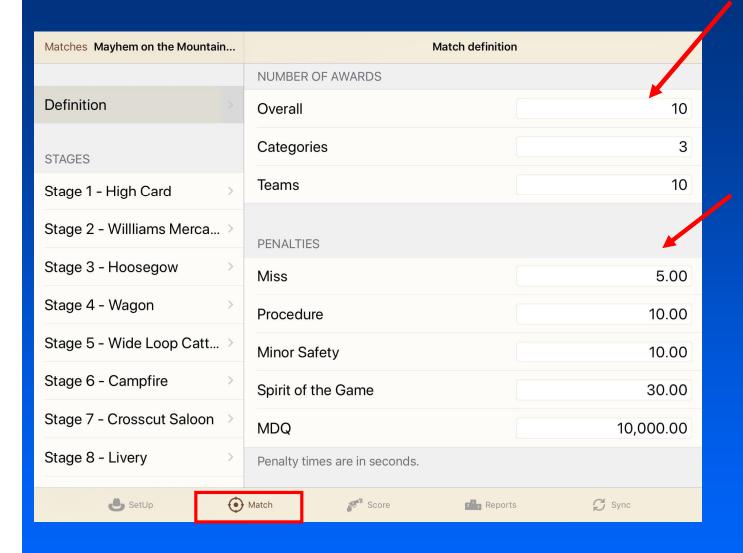
Set Type for Main Match. Could also be used for Warm Up (side matches).

Set Scoring Type for Time.

Turn off General Category Set to use CAS Set.

SCROLL DOWN.

Match Definition

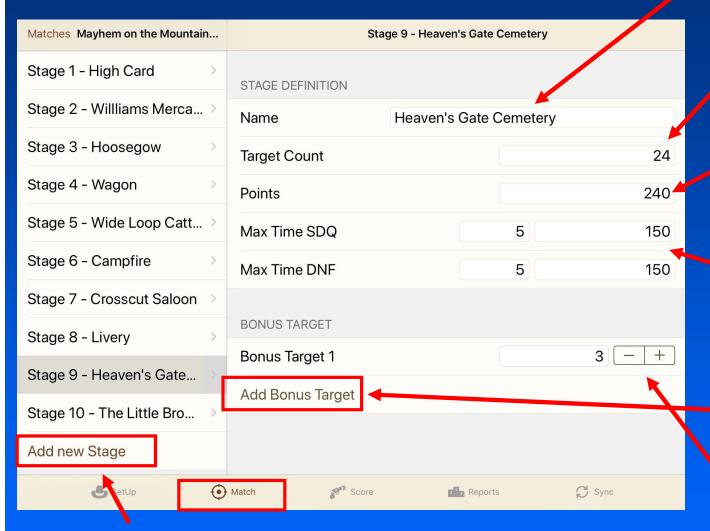


Number of Awards section is a number of certificates to be printed.

Penalty times in seconds.

Let's look at Stage Setup.

Stage Setup



Click Add new Stage.

(For our purposes we will use Stage 9 which has a bonus target.)

Enter a stage name. (If name is not entered, stage number will be used.)

Enter number of targets.

Points are seldom used for CAS scoring.

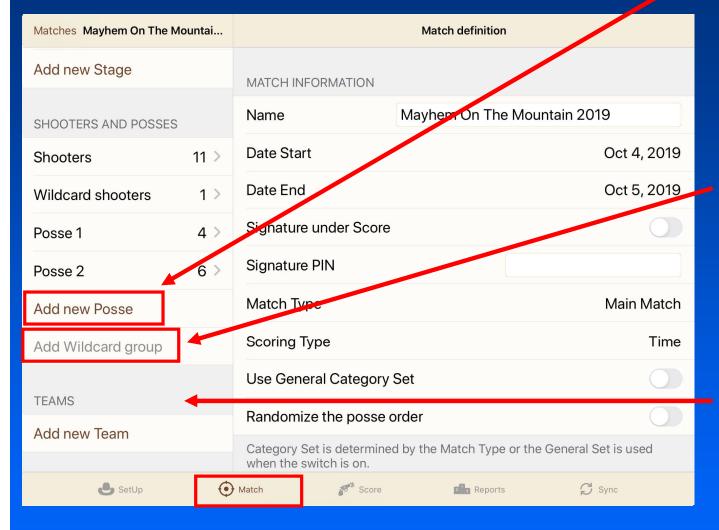
SDQ and DNF times are calculated by penalty time per target x target count + 30 seconds.

Click to add a bonus target.

Click + or - to adjust bonus time in seconds.

That's it! Now scroll left column up to set up posses.

Posse Setup



Go ahead and add as many new posses as you will need for the match. (You may choose to wait until all shooters are added to match to determine number of posses.)

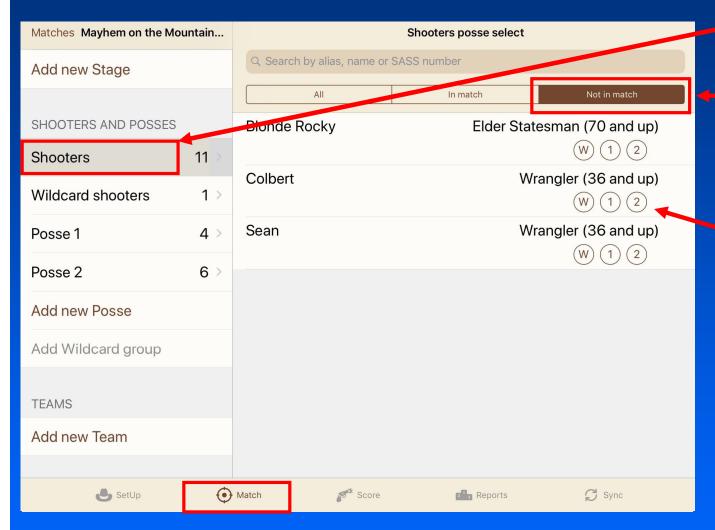
Adding a Wildcard group is a good idea for shooters who "shoot through" as it will show up on all devices.

(Maximum of 1 Wildcard group per match.)

Teams are not required and seldom used.

For the demo we will use two posses and a wildcard posse.

Assigning shooters to a Posse



(For our purposes we are using two posses and a wildcard posse.)

There are a couple ways to add shooters to posses.

Click on Shooters.

Click on Not in match.
 This will give you a list of all shooters in the database.

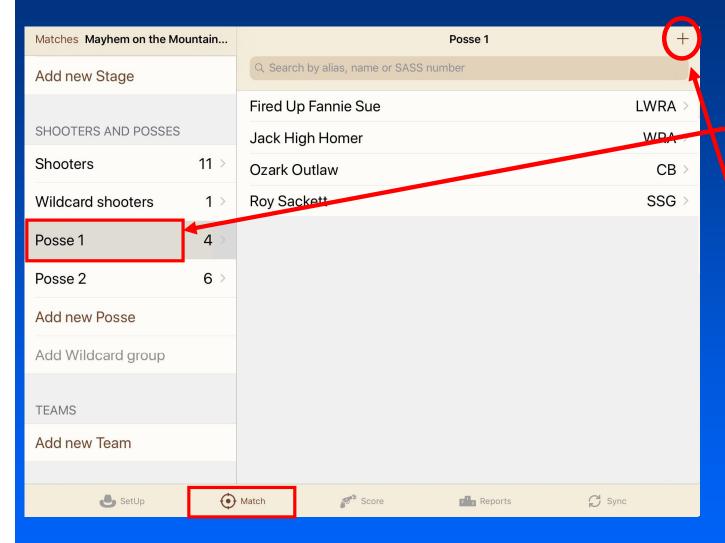
Then simply tap on the circle corresponding to the posse you wish to select.

To change posse, just tap on a different circle!

To remove a shooter from the match, tap on the filled circle.

That's it. Let's look at another method.

Assigning shooters to a Posse



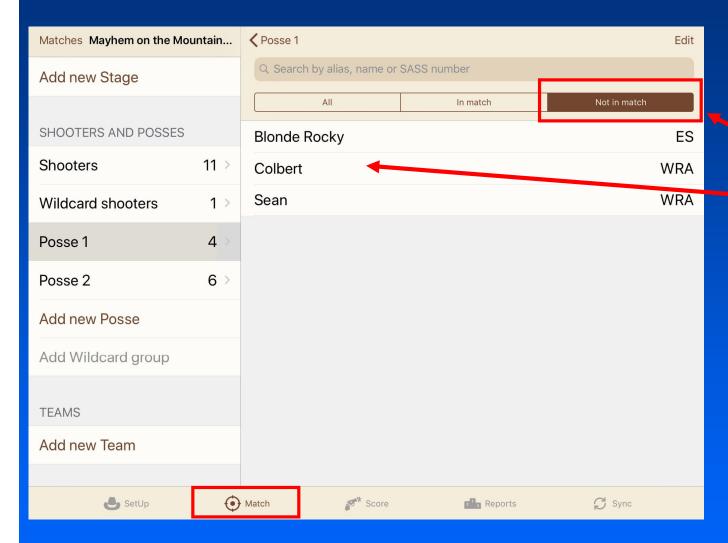
Here is another way to add shooters to a posse.

Click on desired posse.

Click on +.

(For our purposes we are using two posses and a wildcard posse.)

Assigning shooters to a Posse



(For our purposes we are using two posses and a wildcard posse.)

Here is another way to add shooters to a posse.

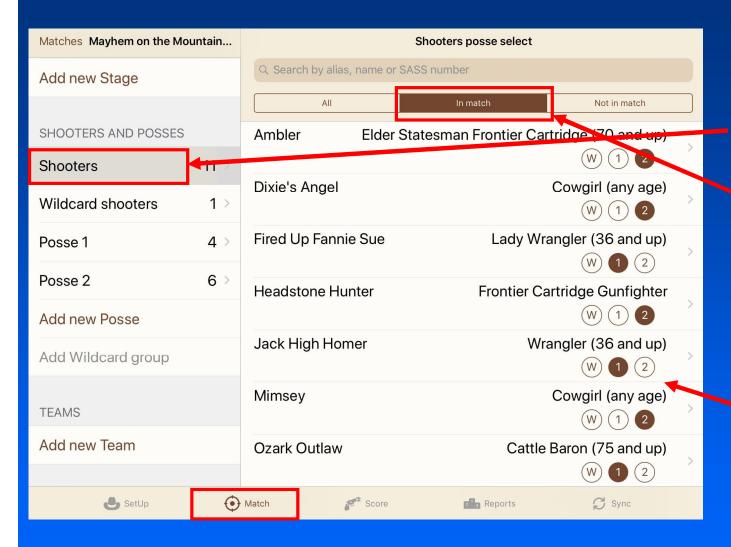
Click on Not in match.

Click on shooter you wish to add to selected posse.

That's it.

Let's look at a couple more interesting things!

Editing a Posse list



(For our purposes we are using two posses and a wildcard posse.)

Once shooters have been entered to the match:

Click on Shooters.

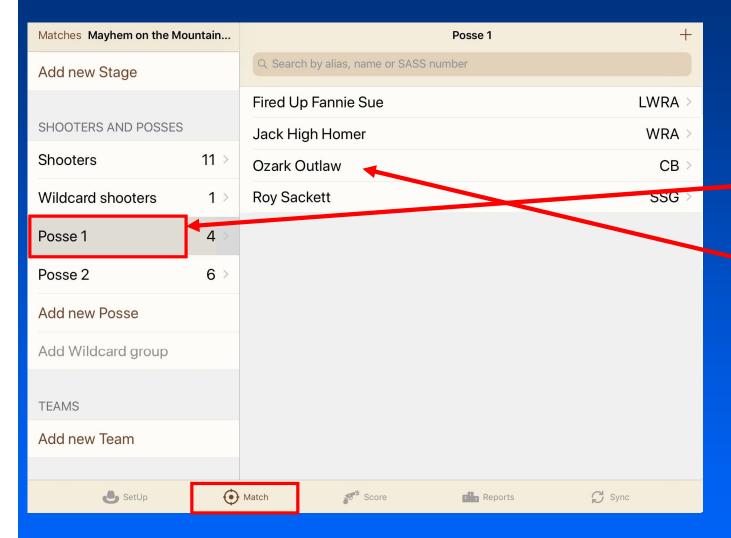
Click on In match.

All shooters in match are displayed with their posse indicated by filled circle.

To change posse, just tap on a different circle!

To remove a shooter from the match, tap on the filled circle.

Editing shooter attributes



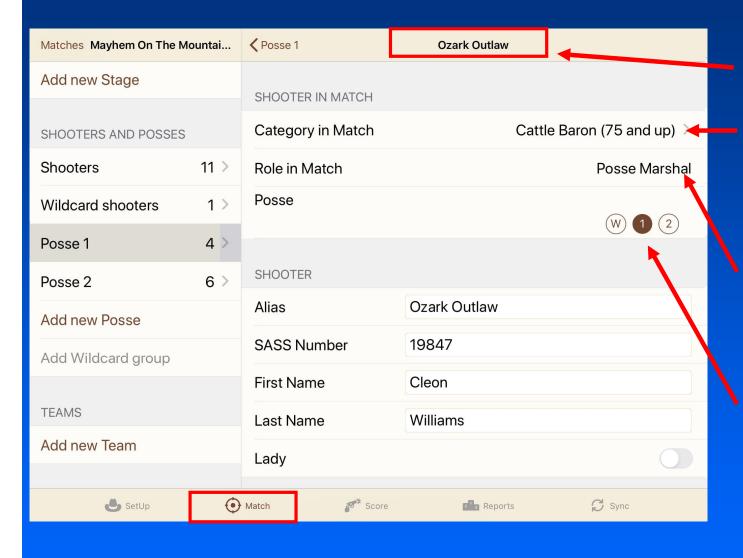
Once shooters have been entered to the match:

Click on desired posse.

Click on shooter.

(For our purposes we are using two posses and a wildcard posse.)

Editing shooter attributes



Once shooters have been entered to the match:

Selected shooter

Category can be changed. (Only changes category for match. Does not change shooters database.)

Role in Match can be changed from Shooter to Posse Marshal or Deputy.

Posse can be changed.

Match setup is complete!

- So far all set up has been done on the Master Device.
- Shooters have been added to shooters database.
- Match and stages have been defined.
- Posses have been created.
- Shooters have been assigned to posses.
- Posse marshals have been designated.

Now we are ready to sync information to the individual posse scoring devices!

Note:

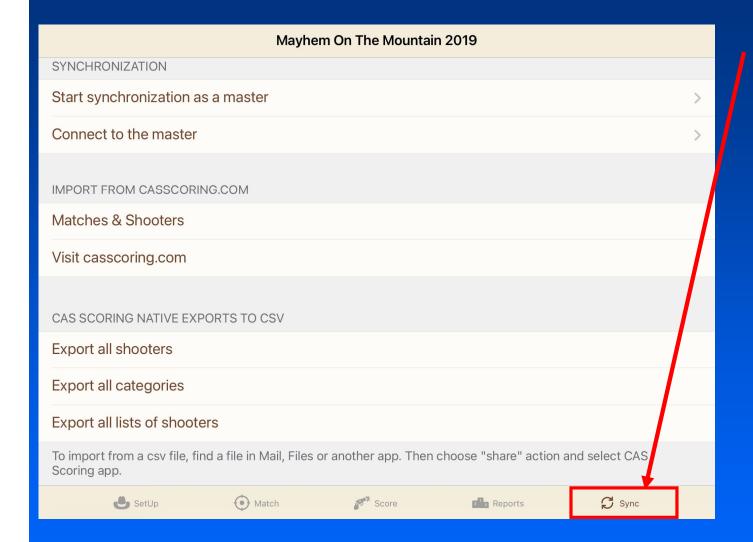
Before syncing other devices to the Master Device, you may wish to print the Shooters List.

(Instructions for printing Shooters List are provided later in this tutorial.)

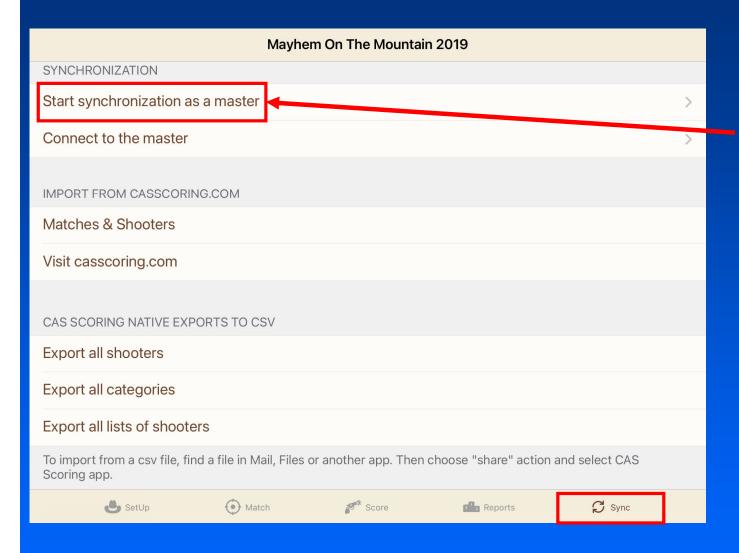
At this point, it serves as a good worksheet to check SASS numbers, posse assignments, categories and posse marshals and deputies.

Synchronization

- Data is synchronized directly between devices.
- You DO NOT have to be connected to the internet!
- Check that WiFi and Bluetooth on all devices are enabled.
- The device on which the match and shooters are defined is the Master device.
- Only on the Master device is it possible to edit match definition and shooters.

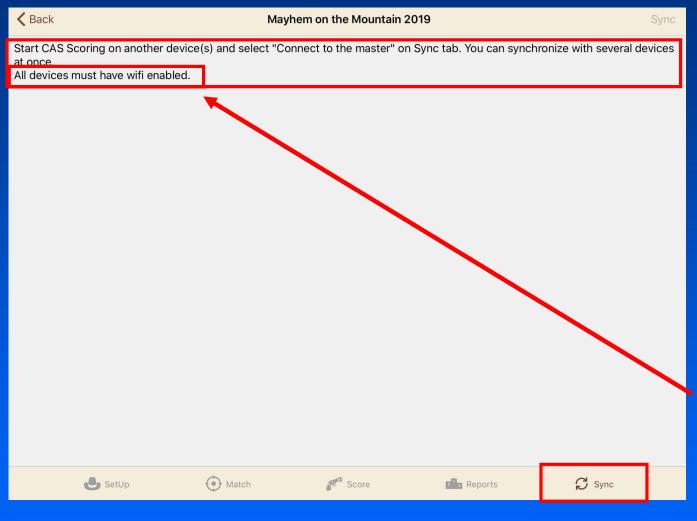


Select the "Sync" tab.



Select the "Sync" tab.

On the Master Device, tap on Start synchronization as master.



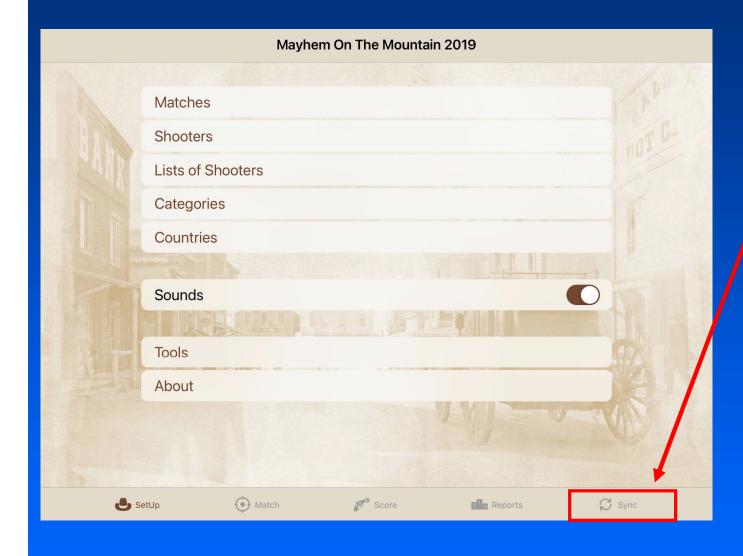
This is all you must do on the Master Device.

You are now ready to sync other scoring devices.

You can prepare several devices to sync at once.

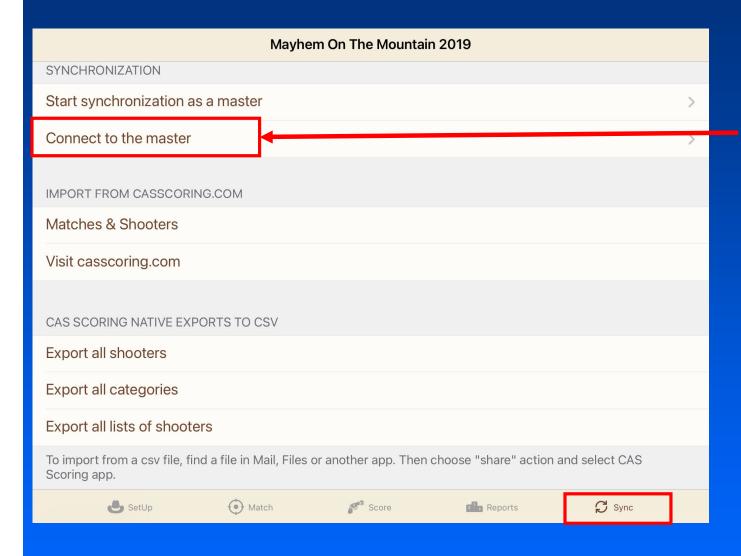
NOTE: All devices must have wifi enabled.

Synchronization (Scoring Device)

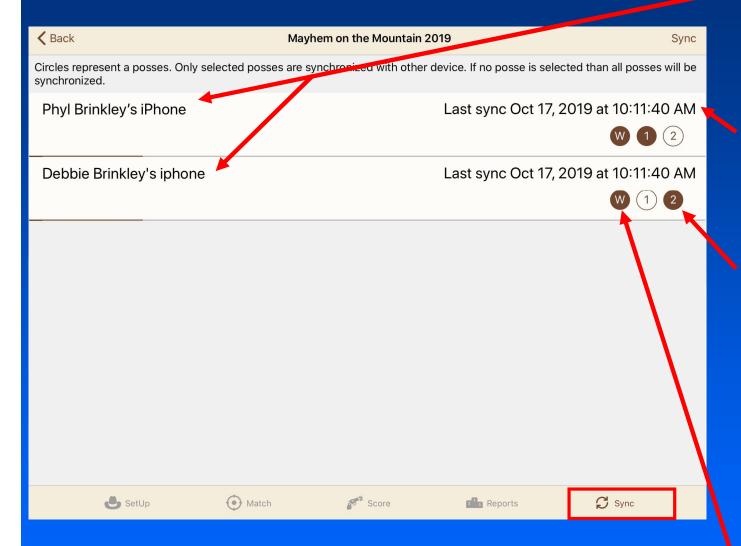


On another device (or several devices), open CAS Scoring app and select the "Sync" tab.

Synchronization (Scoring Device)



On the scoring devices, tap on Connect to the master.



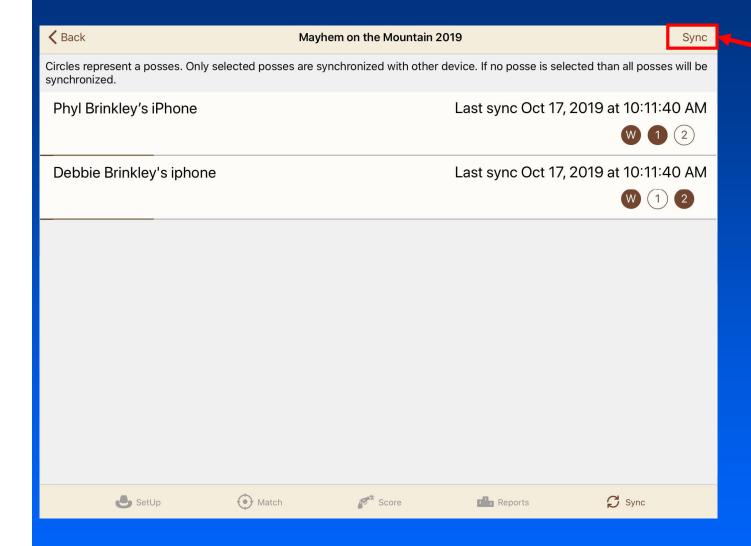
On the Master Device you will see connected devices. (Wait until all devices are connected.)

Devices will show as "Never synced" or date and time of last synchronization

You can select, by tapping on a circle, which posses to be synced to each device.

If all circles are not filled (default for new devices), then ALL posses will be synced to that device.

Wildcard posses are meant to be synced with all devices.



On the Master Device tap on "Sync" and the synchronization process will begin.

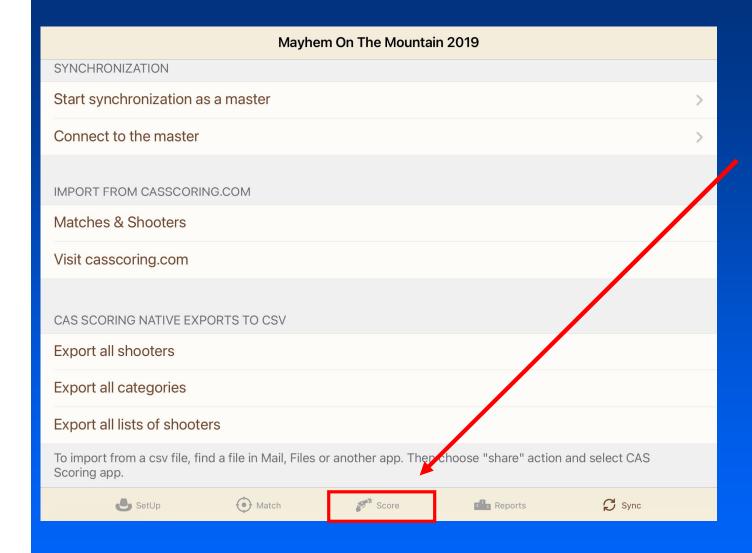
Match definition and shooters from master device will be transferred to non-master devices.

Remember:
You DO NOT have to be connected to WiFi network to sync!

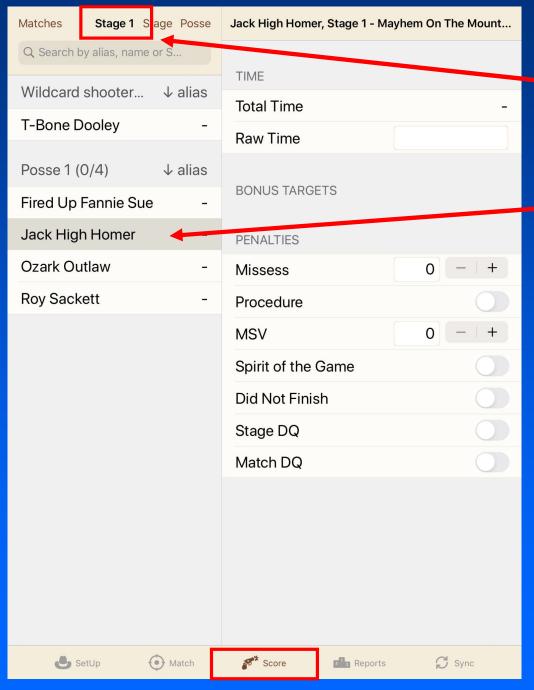
All devices should now be ready for scoring.

So, let's score some shooting!

Scoring (Scoring Device)

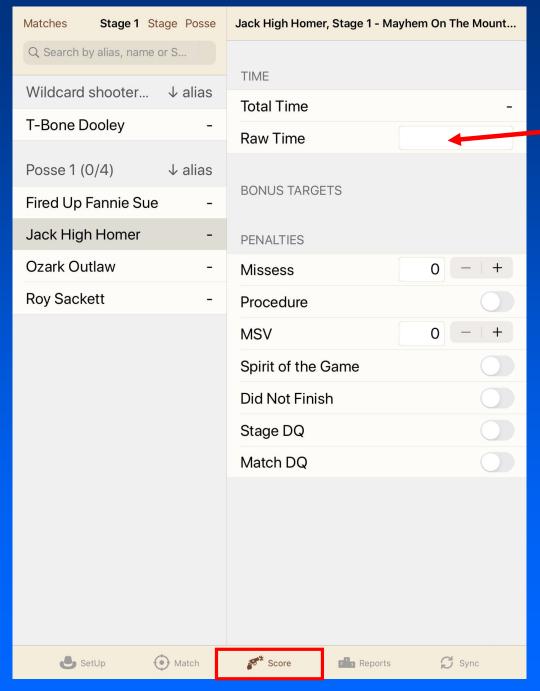


On the "Score" tab to begin scoring.



Make sure you are on the desired stage.

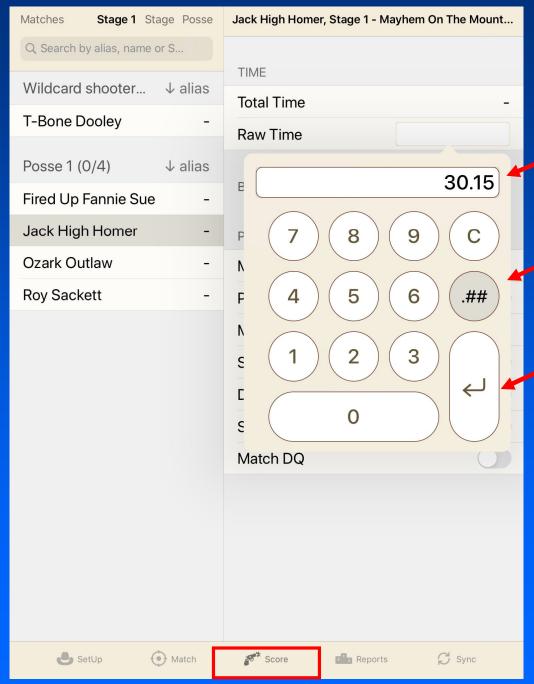
Select a shooter.



Select Raw Time.

If shooter has no score, the raw time entry pad should open automatically.

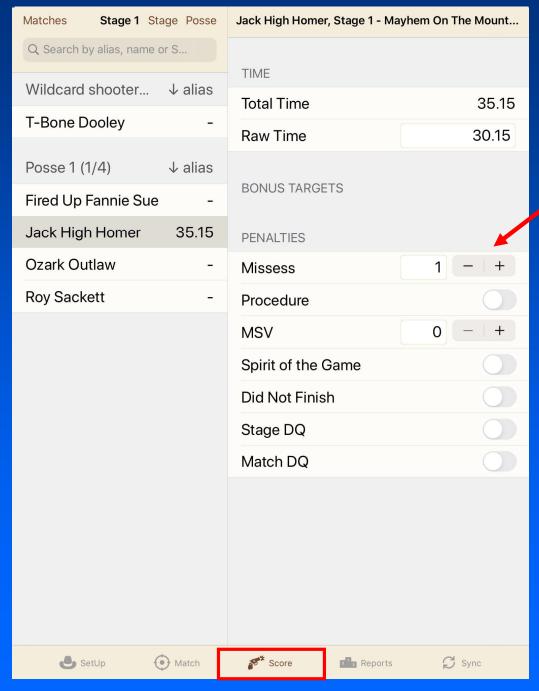
Next slide.



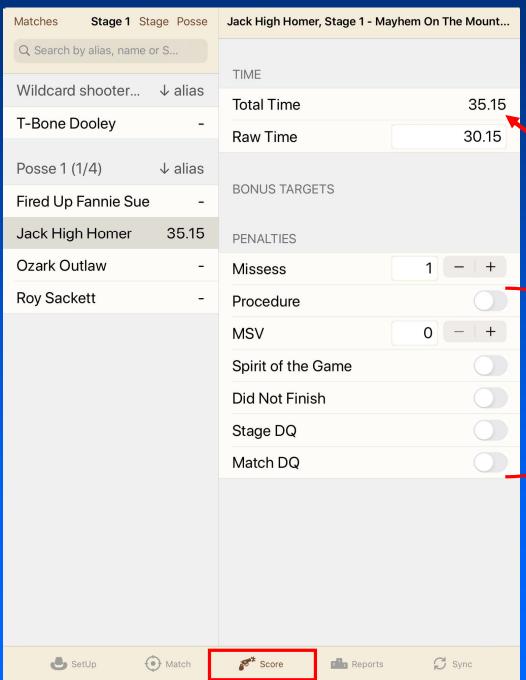
Enter Raw Time.

When this circle is darkened, decimal point is automatically entered.

Press to enter score.

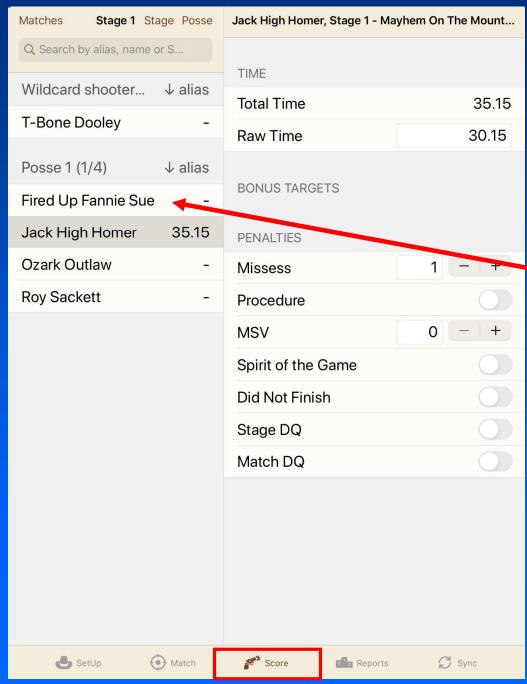


Add Misses.

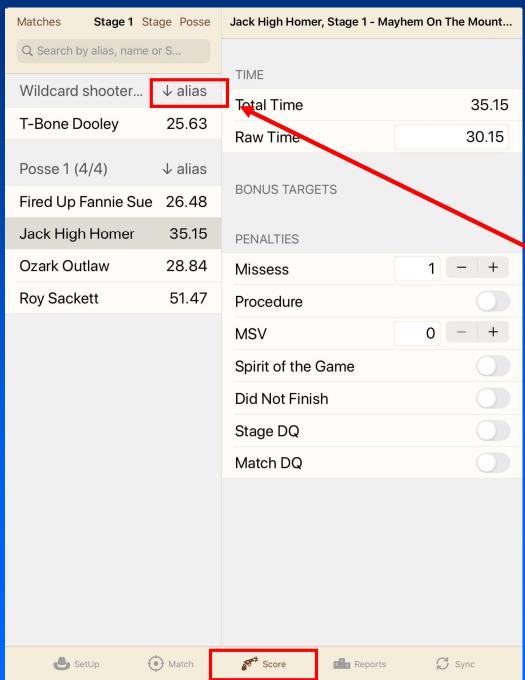


Total Time is calculated automatically.

Buttons may be turned on for other penalties.

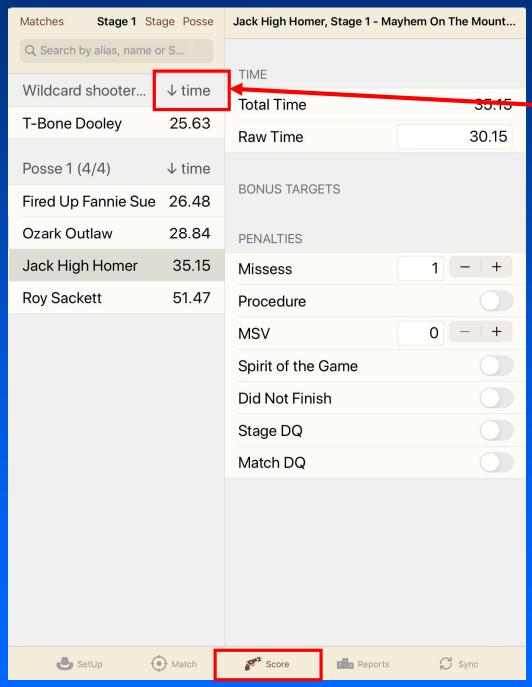


Choose next shooter.



Shooters can be listed by fastest time for a stage by clicking here.

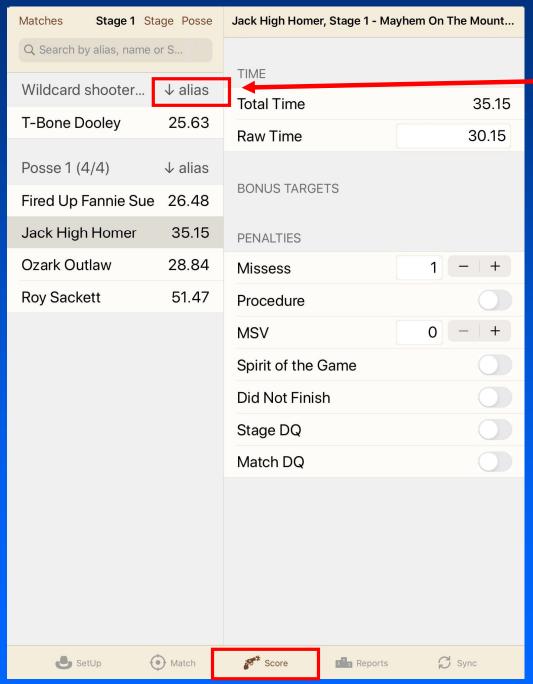
Go ahead! Click.



This is a good choice
while scoring.
Shooters with scores
will be listed from
lowest to highest.
Shooters with no scores
will still be listed by
alias above shooters
with scores.

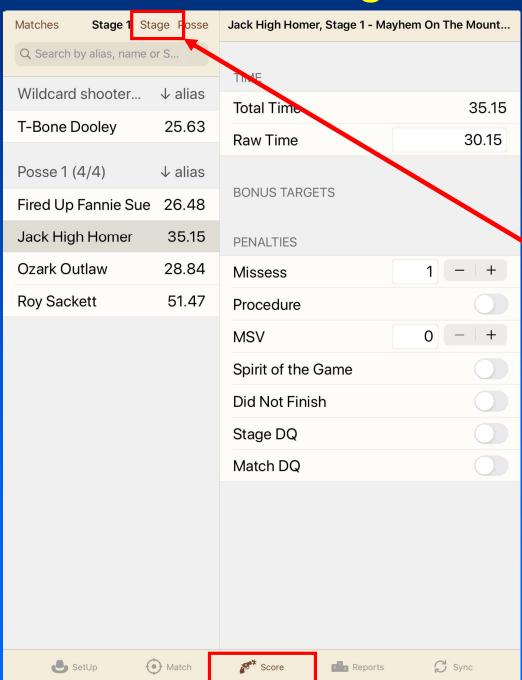
Back to list by Alias.

Click again!

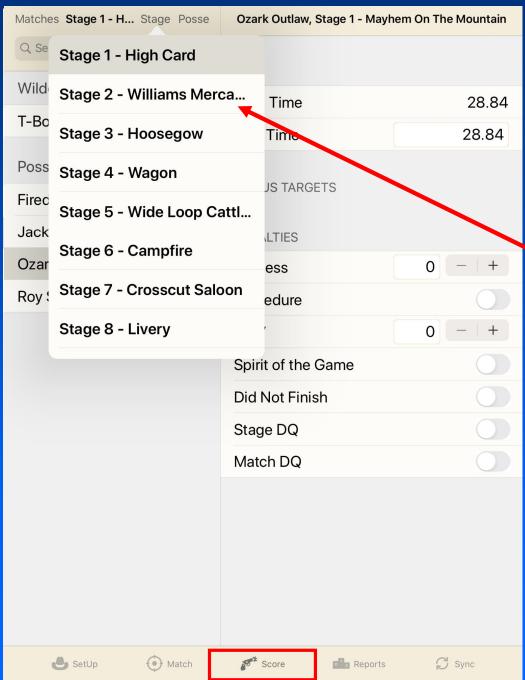


Back to Alias!

(After match is completed, changing back to alias makes comparing to score sheets easy as they are also arranged by alias.)



When all stage scores are entered, tap "Stage" to select next stage.



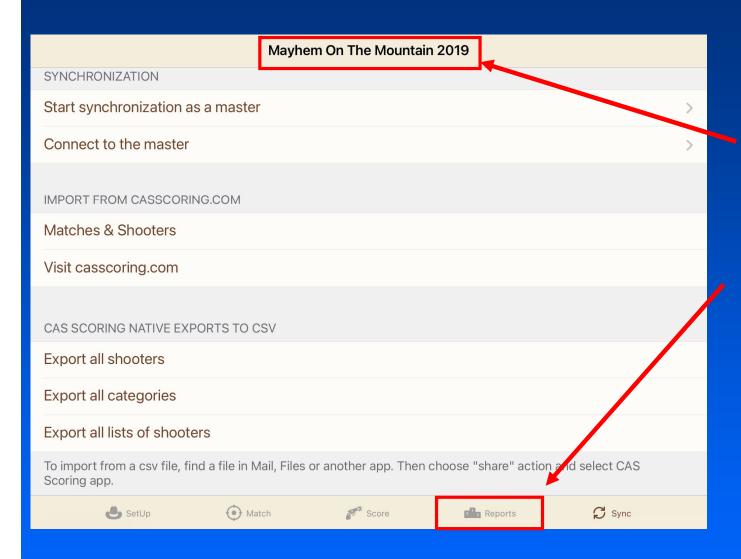
Choose desired stage and continue.

When scoring is complete, repeat synchronization process.

- All data will be transferred to the Master Device.
- If any score was entered on two devices, the user is prompted to decide which version to save by tapping on the correct one.

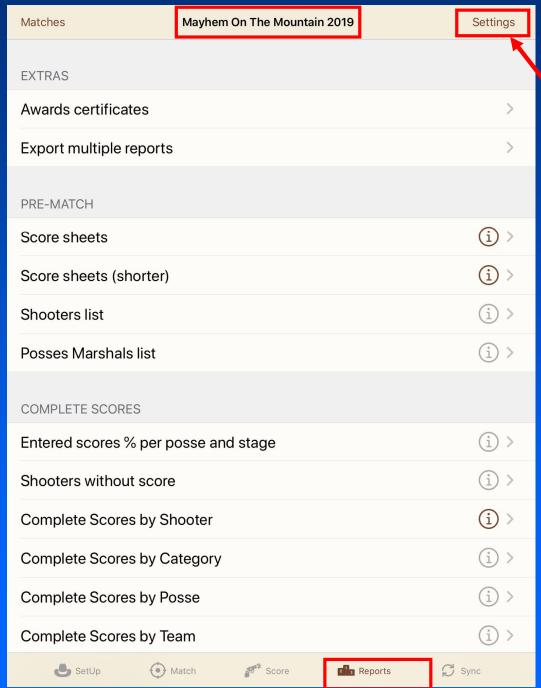
Now we are ready to move on to reports!

There are many reports available. We will look at the some of the most common.

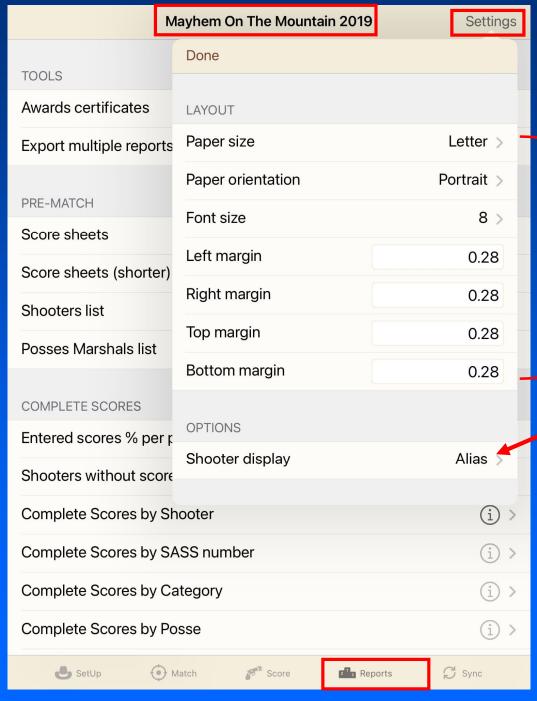


On the Master Device, from any screen, make sure correct match is active.

Tap on "Reports" tab.



Click on Settings tab to see settings for printing reports.

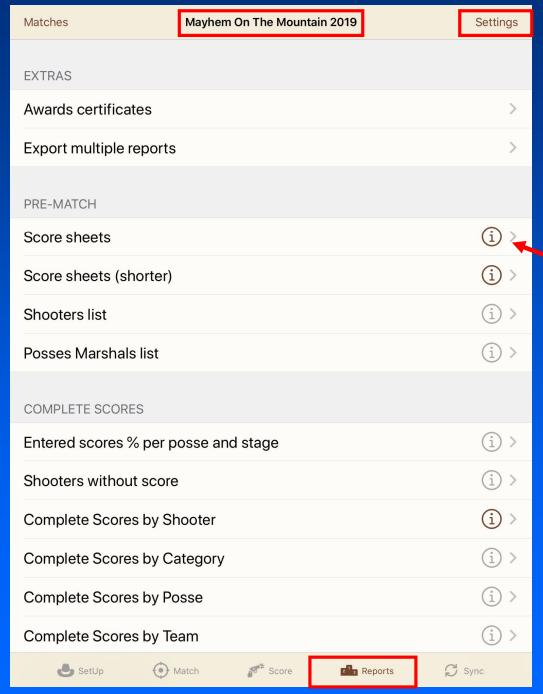


These are the default settings.

These settings may be changed for each report.

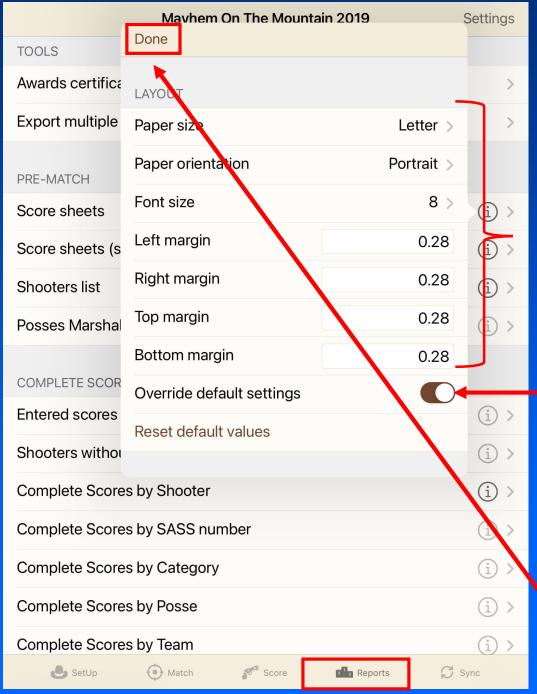
This tab allows for 4 options on reports:

Alias Name Alias (Name) Name (Alias)



You can now save settings for individual reports.

Click on a circle (i)

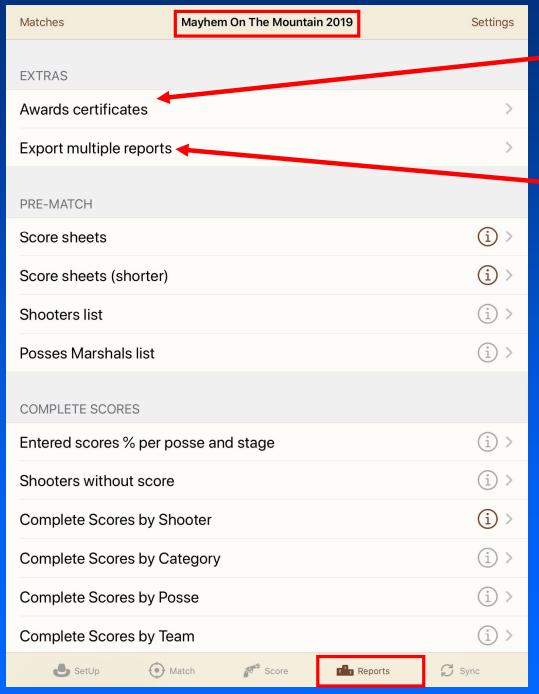


These are the default settings.

These settings may be changed <u>and saved</u> for each report.

Then turn button on to save and use changes.

Click Done to continue.



Awards certificates can be printed for annual matches, etc.

Multiple reports can be exported at one time.

Five of the most commonly used reports!

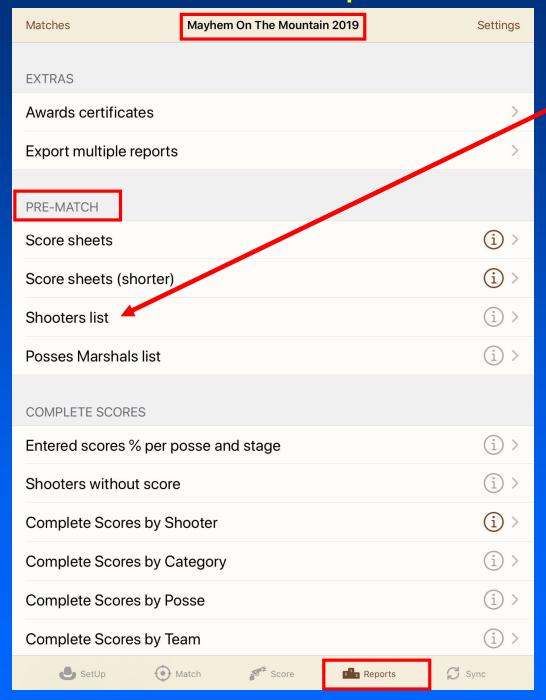
Pre-match reports

- The Shooters List
- Score sheets

Post-match reports

- Clean Shooters
- Details Overall Winners
- Category Winners

Pre-Match Reports



The Shooters List is very useful as a worksheet.

You can check for missing SASS numbers, check categories and assign posses and posse marshals. Then update the master device.

Once all information is as desired, the Shooters List may be printed and posted so shooters can check their posse number.



Mayhem On The Mountain 2019 (10/4/19 - 10/5/19): Shooters list

Sorted by: Posse, Shooter

SASS Number	Posse	Alias	Role	Category	Country
36388	W	T-Bone Dooley		Classic Cowboy	US-TX
106650	1	Fired Up Fannie Sue		Lady Wrangler (36 and up)	US-AR
106736	1	Jack High Homer		Wrangler (36 and up)	US-AR
19847	1	Ozark Outlaw	РМ	Cattle Baron (75 and up)	US-AR
103849	1	Roy Sackett		Silver Senior Gunfighter (65 and up)	US-AR
	2	Ambler		Elder Statesman Frontier Cartridge (70 and up)	US
	2	Dixie's Angel		Cowgirl (any age)	US
50132	2	Headstone Hunter		Frontier Cartridge Gunfighter	US-AR
77432	2	Mimsey		Cowgirl (any age)	US-AR
68731	2	Rowdy Bob		Frontier Cartridge Gunfighter	US-AR
50276	2	Velvet Glove		Lady Gunfighter	US-AR
Total		11			

Generated by CAS Scoring iPad app version 1.21.5

1.1/1.1

When you choose Shooters List, you will see there are several shooters lists available.

This is the Posse, Shooter list. (Change Font Size to 10.)

UPDATE!

This report is now printed with a page break between posses.

Handy for posting posse lists.



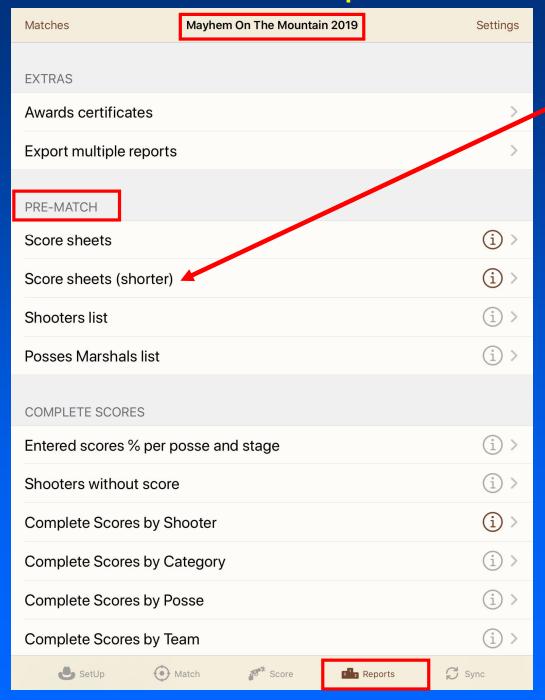






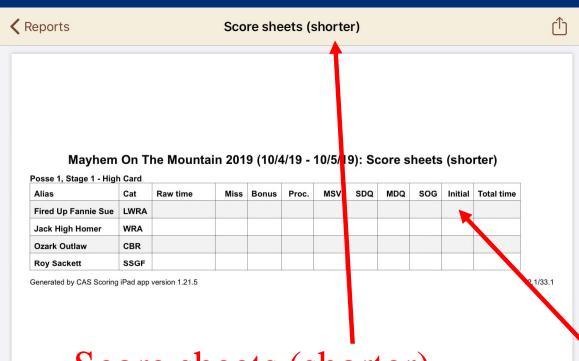


Pre-Match Reports



After posses are determined, Score sheets can be printed to allow for hard copy scoring along with the scoring app.

Paper score sheets are often the "official" scores and should be checked with scores on devices for accuracy.



Score sheets (shorter)

Deletes Role and SASS No. columns Allows more room for scoring.

Font size changed to 9 prior to printing allows a little more room for entering scores.

Top margin changed to 1.50 to allow room for clipboard.

Shooters listed in alphabetical order not only makes them easy to locate for scoring but helps when checking with app later for accuracy before printing reports.

Space for shooter to initial score on each stage.

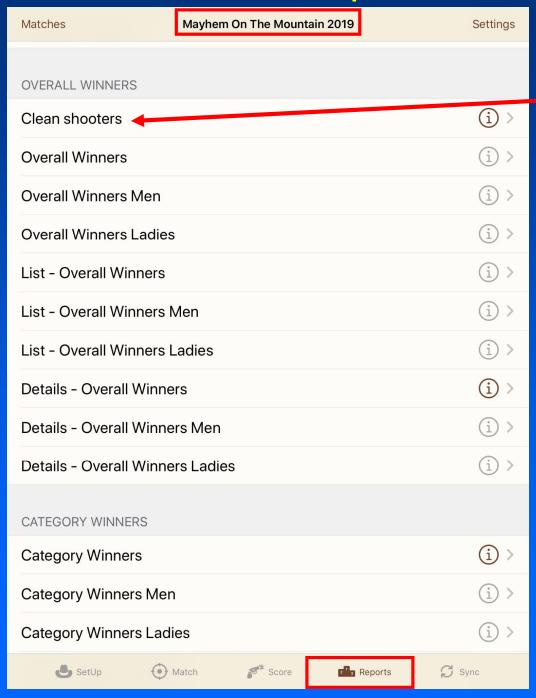








Post-Match Reports



Commonly used list of Clean shooters with total match time.



Mayhem On The Mountain 2019 (10/4/19 - 10/5/19): Clean shooters

SASS Num	Alias	Final Time
36388	T-Bone Dooley	132.53
68731	Rowdy Bob	144.38
19847	Ozark Outlaw	165.62

Generated by CAS Scoring iPad app version 1.21.5

1.1/1.1

Paper orientation – Portrait Font size changed to 14 prior to printing.

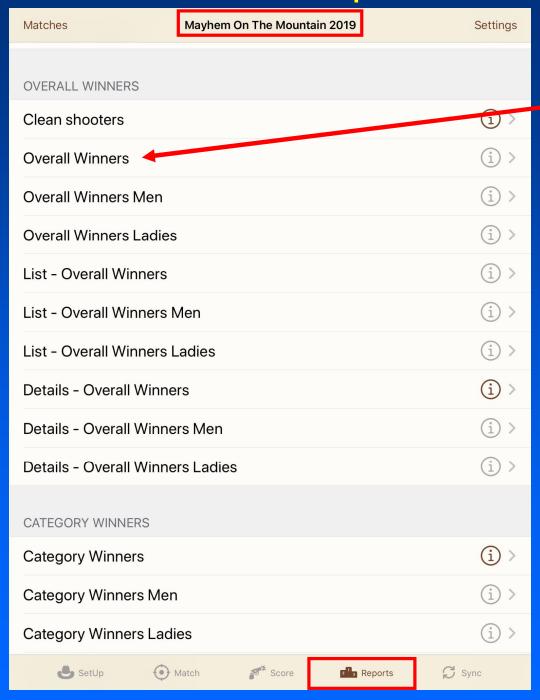




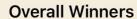




Post-Match Reports



List of overall winners (no details – total times only) prints 10-12 stages per page with default settings.







Mayhem on the Mountain 2019 (10/4/19 - 10/5/19): Overall Winners by Time

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	T-Bone Dooley	СС	247.20	25.63	17.80	20.93	24.07	23.46	20.64	26.75	20.32	31.14	36.46
2	Rowdy Bob	FCG	276.81	25.00	19.78	26.55	25.87	22.93	24.25	24.00	46.69	24.74	37.00
3	Jack High Homer	WRA	287.15	35.15	24.59	22.34	27.17	26.08	23.00	31.90	26.40	40.97	29.55
4	Ozark Outlaw	СВ	290.92	28.84	25.34	27.94	28.58	29.21	25.71	28.76	37.24	25.57	33.73
5	Fired Up Fannie Sue	LWRA	299.85	26.48	24.03	26.23	36.87	34.25	24.28	26.48	25.57	41.75	33.91
6	Headstone Hunter	FCG	300.79	34.33	19.41	23.06	25.23	34.59	33.24	27.73	24.69	44.63	33.88
7	Ambler	ESFC	328.55	25.29	20.61	21.43	25.83	48.22	77.45	21.69	24.63	30.88	32.52
8	Roy Sackett	SSG	381.40	51.47	26.12	36.10	28.79	47.21	47.65	25.63	28.57	33.34	56.52
9	Dixie's Angel	CG	435.09	40.75	32.35	46.67	54.12	51.97	38.36	35.18	41.49	48.74	45.46
10	Mimsey	CG	459.32	76.10	49.18	39.38	39.44	53.35	39.15	49.19	38.17	35.46	39.90
11	Velvet Glove	LG	633.88	69.57	34.09	53.96	52.83	54.67	29.81	48.49	67.82	62.64	160.00

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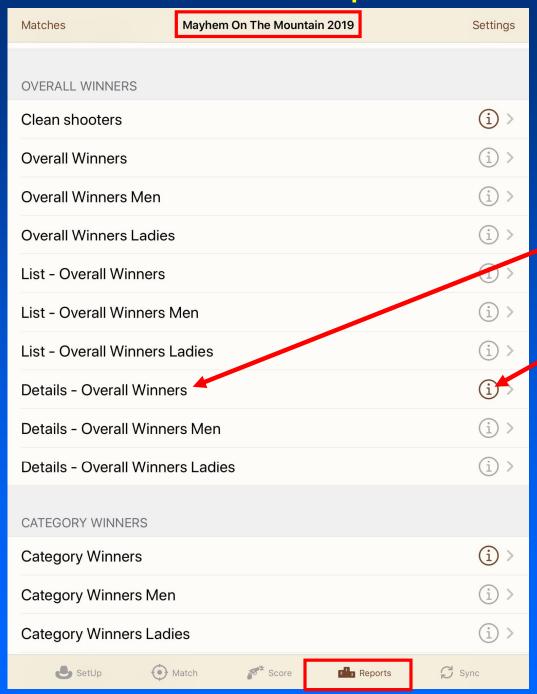








Post-Match Reports



Commonly used overall winners list with details.

Change Font Size in Settings prior to printing.

Font size 6 will print 6 stages per page.

Font size 7 will print 5 stages per page.





Mayhem On The Mountain (10/4/19 - 10/5/19): Overall Winners Details by Time

	Shooter		Final	8	Stag	ge 1	- Hig	gh Car	d	Sta	je 2 -	Wil	liam	s Mer	cantile		Stag	e 3 -	Hoo	sego	w		St	age 4	1 - Wa	igon		St	age	5 - W	/ide	Loop	Cat	tle Co.		Sta	ge 6	- Ca	ampfi	re
#	Alias	Cat	Time	Raw	М	Р	В	m S	Fir	Raw	М	Р	В	m	S Fi	Raw	М	Р	В	m S	Fin	Raw	М	Р	B r	n S	3 1	in R	aw	м	Р	Bm	S	Fin	Raw	М	Р	В	m	S F
1	T-Bone Dooley	ссв	132.53	25.63	0	0	0	0 0	25.63	17.80	0	0	0	0	0 17.8	20.93	0	0	0	0 (20.93	24.07	0	0	0	0 (24	07 23.	46	0	0	0 0	0	23.46	20.64	0	0	0	0	0 20.
2	Rowdy Bob	FCGF	144.38	25.00	0	0	0	0 0	25.00	19.78	0	0	0	0	0 19.7	26.55	0	0	0	0 (26.55	25.87	0	0	0	0 (25	37 22.	93	0	0	0 0	0	22.93	24.25	0	0	0	0	0 24.
3	Jack High Homer	WRA	158.33	30.15	1	0	0	0 0	35.15	19.59	1	0	0	0	0 24.5	22.34	0	0	0	0 (22.34	27.17	0	0	0	0 (27	17 26.	08	0	0	0 0	0	26.08	23.00	0	0	0	0	0 23.
4	Ozark Outlaw	CBR	165.62	28.84	0	0	0	0 0	28.84	25.34	0	0	0	0	0 25.3	27.94	0	0	0	0 (27.94	28.58	0	0	0	0 (28	58 29.	21	0	0	0 0	0	29.21	25.71	0	0	0	0	0 25.
5	Headstone Hunter	FCGF	169.86	29.33	1	0	0	0 0	34.33	19.41	0	0	0	0	0 19.4	23.06	0	0	0	0 (23.06	25.23	0	0	0	0 (25	23 29.	59	1	0	0 0	0	34.59	33.24	0	0	0	0	0 33.
6	Fired Up Fannie Sue	LWRA	172.14	26.48	0	0	0	0 0	26.48	24.03	0	0	0	0	0 24.0	26.23	0	0	0	0 (26.23	31.87	1	0	0	0 (36	34.	25	0	0	0 0	0	34.25	24.28	0	0	0	0	0 24.
7	Ambler	ESFC	218.83	25.29	0	0	0	0 0	25.29	20.61	0	0	0	0	0 20.6	21.43	0	0	0	0 (21.43	25.83	0	0	0	0 (25	33 43.	22	1	0	0 0	0	48.22	42.45	7	0	0	0	0 77.
8	Roy Sackett	SSGF	237.34	46.47	1	0	0	0 0	51.47	26.12	0	0	0	0	0 26.1	36.10	0	0	0	0 (36.10	28.79	0	0	0	0 0	28	79 37.	21	2	0	0 0	0	47.21	37.65	2	0	0	0	0 47.
9	Dixie's Angel	CG	264.22	40.75	0	0	0	0 0	40.75	32.35	0	0	0	0	0 32.3	41.67	1	0	0	0 (46.67	44.12	2	0	0	0 (54	12 41.	97	2	0	0 0	0	51.97	38.36	0	0	0	0	0 38.
10	Velvet Glove	LGF	294.93	69.57	0	0	0	0 0	69.57	34.09	0	0	0	0	0 34.0	48.96	1	0	0	0 0	53.96	42.83	2	0	0	0 (52	33 54.	67	0	0	0 0	0	54.67	24.81	1	0	0	0	0 29.
11	Mimsey	CG	296.60	46.10	4	1	0	0 0	76.10	34.18	3	0	0	0	0 49.1	34.38	1	0	0	0 0	39.38	39.44	0	0	0	0 0	39	14 33.	35	2	1	0 0	0	53.35	34.15	1	0	0	0	0 39.

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1.1/1.1

Paper orientation changed to Landscape Font size changed to 6 prior to printing.



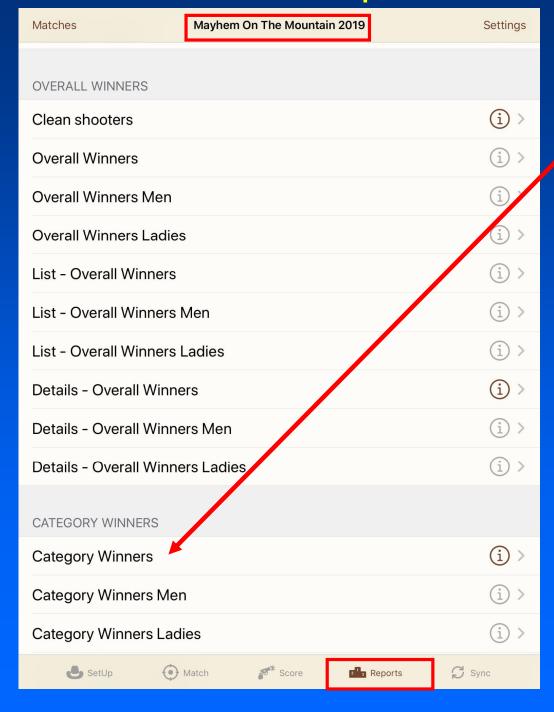








Post-Match Reports



Commonly used list of Category winners (no details – total times only) prints 10-12 stages per page with default settings.





Mayhem on the Mountain 2019 (10/4/19 - 10/5/19): Category Winners by Time

Cattle Baron (75 and up)

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	Ozark Outlaw	СВ	290.92	28.84	25.34	27.94	28.58	29.21	25.71	28.76	37.24	25.57	33.73

Classic Cowboy

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	T-Bone Dooley	СС	247.20	25.63	17.80	20.93	24.07	23.46	20.64	26.75	20.32	31.14	36.46

Cowgirl (any age)

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	Dixie's Angel	CG	435.09	40.75	32.35	46.67	54.12	51.97	38.36	35.18	41.49	48.74	45.46
2	Mimsey	CG	459.32	76.10	49.18	39.38	39.44	53.35	39.15	49.19	38.17	35.46	39.90

Elder Statesman Frontier Cartridge (70 and up)

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	Ambler	ESFC	328.55	25.29	20.61	21.43	25.83	48.22	77.45	21.69	24.63	30.88	32.52

Frontier Cartridge Gunfighter

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	Rowdy Bob	FCG	276.81	25.00	19.78	26.55	25.87	22.93	24.25	24.00	46.69	24.74	37.00
2	Headstone Hunter	FCG	300.79	34.33	19.41	23.06	25.23	34.59	33.24	27.73	24.69	44.63	33.88

Lady Gunfighter

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	Velvet Glove	LG	633.88	69.57	34.09	53.96	52.83	54.67	29.81	48.49	67.82	62.64	160.00

Lady Wrangler (36 and up)

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
1	Fired Up Fannie Sue	LWRA	299.85	26.48	24.03	26.23	36.87	34.25	24.28	26.48	25.57	41.75	33.91

Silver Senior Gunfighter (65 and up)

#	Alias	Cat	Final	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
	D	222	204 40	F4 47	00.40	00.40	00.70	17.04	47.05	05.00	00.57	00.04	50.50











Printed with default print settings.

- There are many other reports available in the CAS Scoring app. Have fun exploring them.
- Score reports can be generated even if all scores are not entered (i.e. 1st day of a multiple day match). !!! NOT COMPLETE !!! will be displayed in the name of the report.
- Reports are generated in .pdf format
- Reports may be printed or exported via text, email, or even AirDropped to other shooters with iOS devices!
 - (If you AirDrop, have the other person open in Books.)
- Score reports may also be exported directly to casscoring.com and actionshootingnetwork.com.





Mayhem On The Mountain (10/4/19 - 10/5/19): Overall Winners Details by Time

Shooter			Final	Stage 1 - High Card							Stage 2 - Williams Mercantile							Stage 3 - Hoosegow							Stage 4 - Wagon							Stage 5 - Wide Loop Cattle Co.							Sta	tage 6 - Campfire					
#	Alias	Cat	Time	Raw	м	Р	В	m s	s	Fin	Raw	м	Р	В	m	s	Fin	Raw	м	Р	Вг	n S	Fin	Raw	M	Р	В	m	s	Fin	Raw	М	Р	В	m S	s	P iI	Raw	м	Р	В	m f	s	Fin	
1	T-Bone Dooley	ссв	132.53	25.63	0	0	0	0	0 2	5.63	17.80	0	0	0	0	0 1	7.80	20.93	0	0	0	0 0	20.93	24.07	0	0	0	0	0	24.07	23.46	0	0	0	0	23	3.46	20.64	0	0	0	0 0	0 2	20.64	
2	Rowdy Bob	FCGF	144.38	25.00	0	0	0	0	0 2	25.00	19.78	0	0	0	0	0 1	9.78	26.55	0	0	0	0 0	26.55	25.87	0	0	0	0	0	25.87	22.93	0	0		0 () 22	2.93	24.25	0	0	0	0 (0 2	24.25	
3	Jack High Homer	WRA	158.33	30.15	1	0	0	0	0 3	5.15	19.59	1	0	0	0	0 2	4.59	22.34	0	0	0	0 0	22.34	27.17	0	0	0	0	0	27.17	26.08		0	0	0 () 26	6.08	23.00	0	0	0	0 0	0 2	23.00	
4	Ozark Outlaw	CBR	165.62	28.84	0	0	0	0	0 2	8.84	25.34	0	0	0	0	0 2	5.34	27.94	0	0	0	0 0	27.94	28.58	0	0	0	0	0	28.58	2 .21	0	0	0	0 () 29	9.21	25.71	0	0	0	0 0	0 2	25.71	
5	Headstone Hunter	FCGF	169.86	29.33	1	0	0	0	0 3	4.33	19.41	0	0	0	0	0 1	9.41	23.06	0	0	0	0 0	23.06	25.23	0	0	0	0	0	25.∠3	29.59	1	0	0	0 (0 34	4.59	33.24	0	0	0	0 0	0 3	33.24	
6	Fired Up Fannie Sue	LWRA	172.14	26.48	0	0	0	0	0 2	6.48	24.03	0	0	0	0	0 2	4.03	26.23	0	0	0	0 0	26.23	31.87	1	0	0	0	0	36.87	34.25	0	0	0	0 (3/	4.25	24.28	0	0	0	0 0	0 2	24.28	
7	Ambler	ESFC	218.83	25.29	0	0	0	0	0 2	5.29	20.61	0	0	0	0	0 2	0.61	21.43	0	0	0	0 0	21.43	25.83	0	0	U	0	0	25.83	43.22	1	0	0	0 (0 48	8.22	42.45	7	0	0	0 0	0 7	77.45	
8	Roy Sackett	SSGF	237.34	46.47	1	0	0	0	0 5	1.47	26.12	0	0	0	0	0 2	6.12	36.10	0	0	0	0 0	36.10	28.79		0	0	0	0	28.79	37.21	2	0	0	0 (0 47	7.21	37.65	2	0	0	0 0	0 4	47.65	
9	Dixie's Angel	CG	264.22	40.75	0	0	0	0	0 4	0.75	32.35	0	0	0	0	0 3	2.35	41.67	1	0	0	0 0	46.67	1.12	2 2	0	0	0	0	54.12	41.97	2	0	0	0 (0 51	1.97	38.36	0	0	0	0 0	0 3	38.36	
10	Velvet Glove	LGF	294.93	69.57	0	0	0	0	0 6	9.57	34.09	0	0	0	0	0 3	4.09	48.96	1	0	0	0 0	Po.96	42.83	2	0	0	0	0	52.83	54.67	0	0	0	0 (J 54	4.67	24.81	1	0	0	0 (0 2	29.81	
11	Mimsey	CG	296.60	46.10	4	1	0	0	0 7	6.10	34.18	3	0	0	0	0 4	9.18	34.38	1	0	0	0	39.38	39.44	0	0	0	0	0	39.44	33.35	2	1	0	0 (53	3.35	34.15	1	0	0	0 (0 3	39.15	

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Tap here to print or see export options.



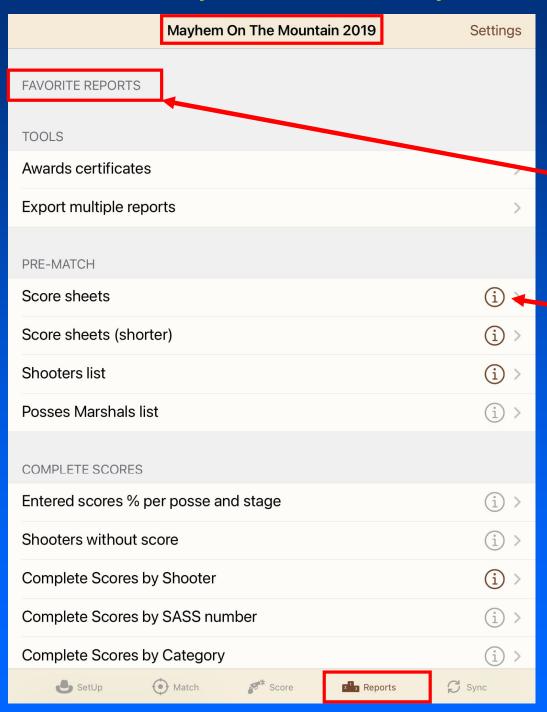








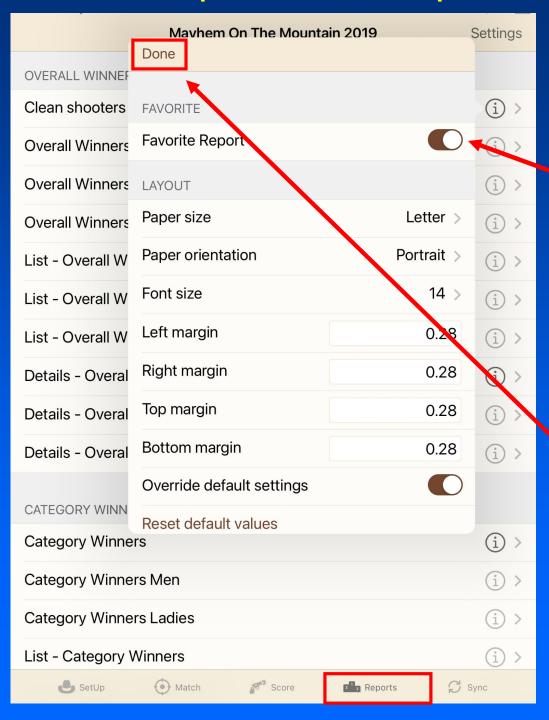
** Update to Reports Screen! **



You can now create a list of your favorite reports.

Click on a circle (i)

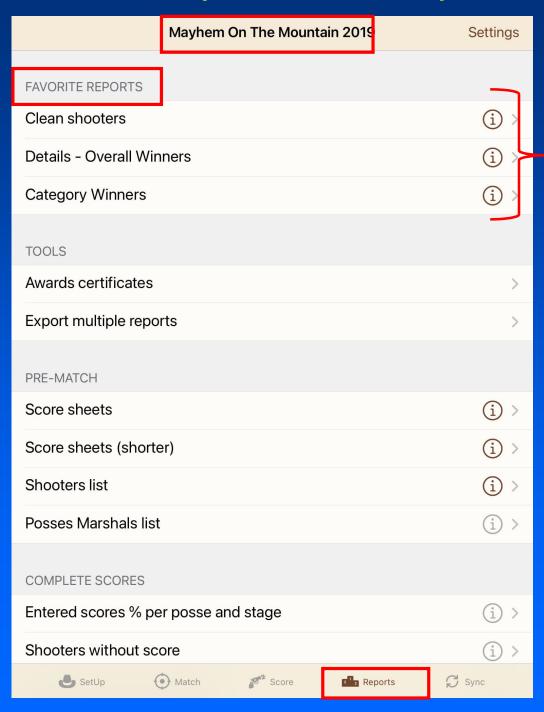
** Update to Reports Screen! **



Choose an often-used report then turn on button for "Favorite Report."

Click Done to continue.

** Update to Reports Screen! **



Now your favorite and most often-used reports are listed at the top of the screen!

End of Tutorial

CAS Scoring app user documentation is available to print at:

https://129bit.com/cas-scoring/overview

Questions about the tutorial or suggestions for improvement of the tutorial can be emailed to Roy Sackett's email:

phyl.brinkley@sbcglobal.net

