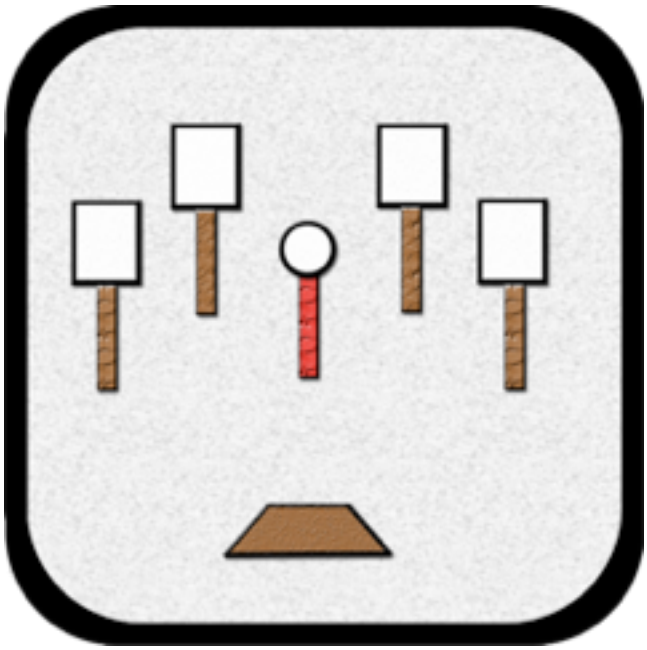


On-Core Software, LLC.
Tinton Falls, NJ 07724
United States of America

Website: http://www.on-core.com
Technical Support: support@on-core.com
Information: info@on-core.com
Phone: (732) 842-1973
Fax: (732) 842-3234

Documentation revision: June 14, 2026 (v5)

On-Core Steel Scoring is Copyright © 2014-2026 On-Core Software LLC. All Rights Reserved.
All other products are trademarks or registered trademarks of their respective holders.

TABLE OF CONTENTS

TABLE OF CONTENTS 2

Introduction 4

Sponsors 4

First Things First 5

At the event 5

After the event 6

Events 8

Add a new Event 8

Registration 11

Scoring Mode 14

Tools 14

Swap Scores 15

Transfer Scores 15

Select ProTimer 15

Reset ProTimer 16

Persons 17

Synchronization 18

Synchronization Mode 18

Synchronize with Device 19

Online Backup & Restore 19

Maintenance 19

Settings 21

Firearm Divisions 23

Scoring Mode 25

Knockdown Steel 27

Bowling Pins 27

Reports 28

ProTimer BT Timer 30

Setup 30

Connecting the ProTimer BT 30

Recording shots 31

ProTimer BT Troubleshooting 33

Import / Export Persons 34

SteelScoring.com website 35

Some examples 35

Club Maintenance menu 37

Information 38

Events 41

Registration 44

Stage Options 44

Squads 45

Shooters 46

Waitlist 46

Print 46

Divisions 47

Stage Names 48

Introduction

Steel Scoring was developed to bring Steel Challenge, Knockdown Steel and even Custom Steel scoring to the Apple iPad. Steel Scoring not only records all the runs, but can also generate the final results in an HTML format that can be uploaded to your clubs website.

We also provide a website http://steelscoring.com where clubs can setup online events that their users can register, squad before the event and then post results to after the event. (**Recommended**).

Time can be entered manually or directly from the Competition Electronics *ProTimer BT* timer. An iPad 3 or newer is required to communicate with the ProTimer BT Bluetooth timer. The iPad must support Bluetooth LE.

iPads can be synchronized in one of two different ways: Bluetooth, Wi-Fi . If your club does do not have a Wi-Fi or Internet connection, then the iPads can be synchronized via Bluetooth at the event. If you have a Wi-Fi router, the synchronization can be accomplished much faster, even it if is only local (not connected to the internet).

Feedback

We encourage all users to provide us with comments, ideas, or improvements you would like to see in our software. Please do not hesitate to write to: info@on-core.com with any comments, requests, or simply to encourage us to build more great software.

Technical Support

Please email us at: support@on-core.com with any issues. We will contact you as soon as possible to help you resolve any problems. Our technical support line is available Monday through Friday, from 10 AM to 6 PM Eastern Standard Time.

Sponsors

We wish to thank all of the sponsors who are supporting this application.
Their sponsorship allows us to make Steel Scoring available at no charge. There will be sponsor banners in the Scoring mode. Tapping on them will not cause you to leave the Scoring screen on the iPad. From the main Menu -> Help -> Sponsors, we list the active sponsors with a link to their websites from within the app. We also supply the sponsor list and links at the very bottom of the Report Results in the HTML file. Please support our sponsors who make this app and future updates possible!

First Things First

You are going to have your first event and you want things to run as smoothly as possible. This can be accomplished in one of two ways.

The easiest is to have pre-registration using our SteelScoring.com website. This allow your users to register and squad themselves for the event. After the event is closed, you can squad un-squadded participants or manipulate the squads as necessary. Pull the event to the iPads. On the morning of the event, you will only have to deal with "walk-on's".

If you do not use our website, you need to pre-enter as many shooters as possible. Once this is done, when registering people at an event, you will only have to "pick" the *Person* and will not have to enter all his/her information, thus saving lots of time. While Steel Scoring allows you to keep track of a lot of the shooters' information (address, etc.), the only fields that are required are First Name and Last Name. However if you think you may want to use the SteelScoring.com website, we recommend that you capture at least the email address and optionally phone number and any membership numbers such as USPSA or Club membership number. That will allow "matching" if synced with the website in the future. If a shooter is a member of your club and is entitled to a discount, you will want to have his/her Membership number to know at a glance that he/she is a club member. If the shooter wants Classifier scores sent, you also need to record the SCSA/USPSA number.

Next you will create the Event with a name, the date of the event, the number of stages, optional stage names, and other information.

At the event

Depending upon if you use the SteelScoring.com website or not, there are two ways that you should handle registrations at the event.

Method 1 - Using SteelScoring.com website:

If you are using the website, this is what we determined to be the best way of doing it. After the event is Closed, go to Squads and print out the Un-Squadded list. Usually you only need to print out 1 page. Keep this list incase you need to move around people in the morning if there are several no-shows, especially in one squad. You can move these people with the least complaints as they were not squadded.

Next squad everyone that is still un-squadded into a squad on the website. Then on the Master iPad, pull the event using the Cloud icon. Make sure everything looks good and then do a Backup to Dropbox. On all the remaining iPads, Restore from that Backup from Dropbox.

On all of your iPads set both the Registration screen to that particular squad and set the Scoring to the specific squad and Stage they will start on. After you CLOSE registration in the morning, HIDE any "No Shows". Now look on each iPad and see which squad have the smallest amount of shooters and add any walk-ons directly to that iPad and worse case, move any people from UnSquadded list to balance things out. If people were moved, you will only need to sync those iPad together, as the iPads travel with the Squad. If walk-on's added, you do not have to sync as they will be on the iPad that travels with their squad. That will save you the time of having to need to sync all iPads.

Each squad will carry their iPad (and ProTimer BT) with them to each stage. If a no-show, registered shooter shows up late, just Unhide them.

Method 2 - Not using the SteelScoring website:

If you are not using the website, thru trial and error we found this to be the best method for handing registration at the events. However, please feel free to experiment, as you may find out that some other method works better for you. What we did was to add the Persons (shooters) to the event on your Master iPad. We recommend that you do all your registration on **one** iPad and only have one squad assigned. After registration has been closed, create as many squads as you need. Move the users from the first squad into the appropriate squads. Next synchronize the Master iPad with all the other iPads. Set each iPad to that specific squad in the Scoring screen. Each squad will carry that iPad with them from stage to stage.

NOTE: As is with most electronic computer devices, the iPad is subject to overheating if left on a table in direct sunlight on a warm day. Tell the squads to make sure to put it in the shade when not using it or to hold out of direct sunlight.

After the event

After the event has finished, you will want to synchronize the iPads with your Master iPad. You can Generate a Report and see if everything looks ok. You can print the report if you have an AirPrint compatible printer or email it if you have an internet connection.

If you are using the SteelScoring.com website there are a couple more steps that you will want to do after the event as soon as you have internet access:

For "housekeeping" you should do a Backup to Dropbox to ensure that you have all the data saved before doing anything else. Run the Overall report and make sure there are no shooters with all 120 times (unless they had issues and withdrew from a division). If there are any, say due to a gun malfunction, Go to Registration on the iPad and set

them to “Hidden” by swiping their name from Right to Left. Hidden shooters will not show up in Scoring or Results.

If you are using the SteelScoring.com website, then from the Reports, choose the **Upload to SteelScoring** report Type. Click Generate and that will push both the Division and Overall results to the website. If you have internet at the range, you can push the results immediately.

If not using the website, you generate the Division and Overall reports. Tap on the Export icon (upper right, squad box with an arrow pointing upwards). And you can email the results to yourself or save it to your Files.

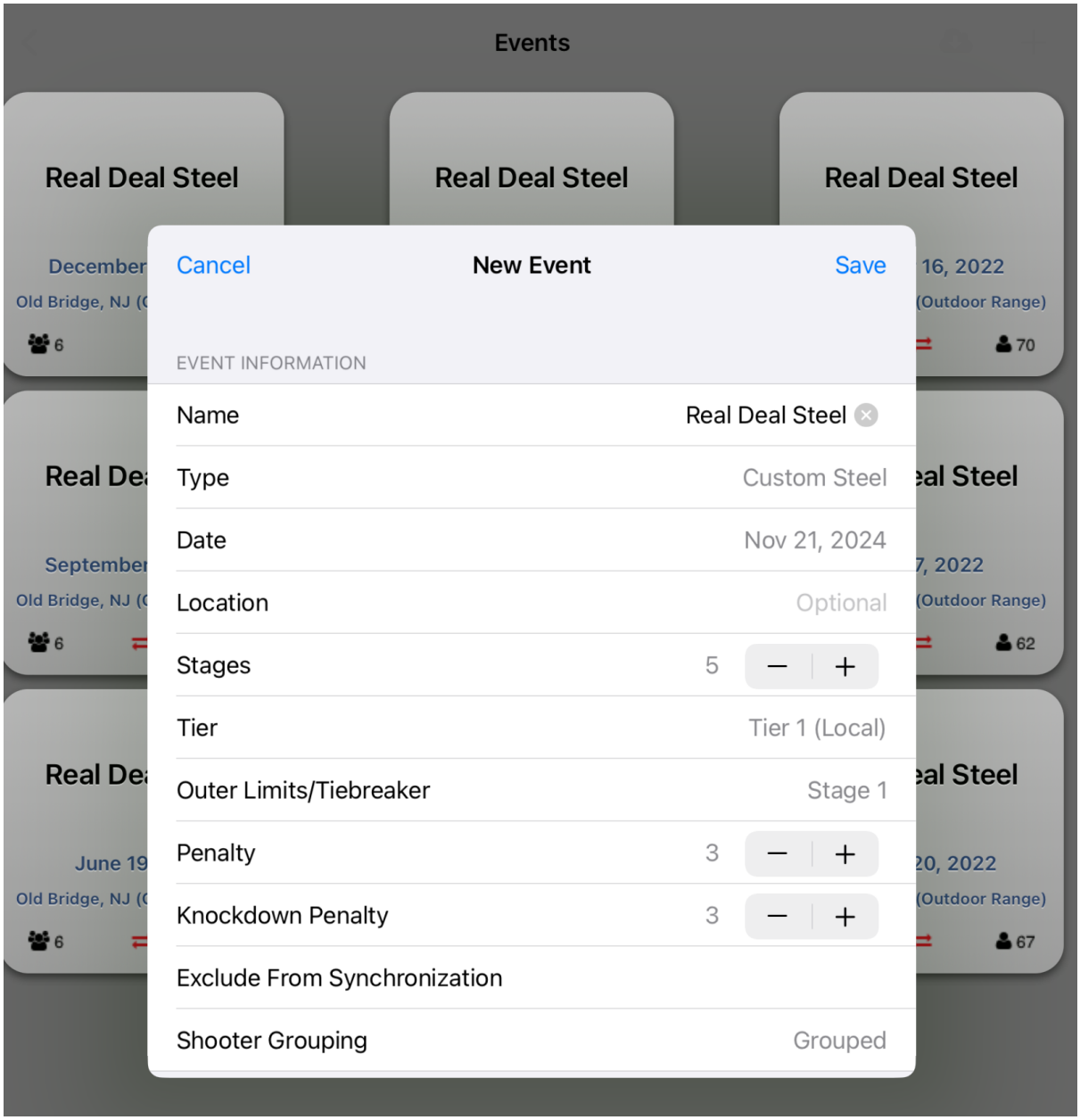
If you send in “Classifier” SCSA Event Results, select the appropriate Classifier Results option and then Generate. It will window will popup for where to email the file, which you can later upload to the SCSA/USPSA website.

Events

You will use “Events” to Add/Edit the events, Register the shooters for the event, run Reports and go into the Scoring Mode.

Add a new Event

If you want to add a new event, tap on the + (plus) button in the upper right hand corner. A sheet will appear that allows you to set up the event.



Name: Name of the event.

Type: There are four types of events that you can choose from:

- ***Custom Steel***: A Custom Steel event is a flexible event type for steel matches that mimmic the Steel Challenge type of events, but allow the clubs to customize the Divisions and the Stages. If your club has it's own set of divisions, such as Carbine Centerfire Iron and you need to create your own divisions, this is what you will use.
- ***Official Steel Challenge***: This event type is very strict and only allows the specified Divisions and Stages that adhere to the official rules.
- ***Knockdown Steel***: If you club wants to score Knockdown steel events, you will use this type that is simplified in terms of scoring (e.g. no Stop Plate) and no time limits.
- ***Bowling Pins:*** This match type is for a knockdown bowling pin type of match. It is similar to Steel Challenge in that you can setup X of Y runs. For example you may want to setup 2 tables, per stage, so you'd set best 2 of 2 runs in the Stage Names. However it does not have a Stop Plate, so that is removed.

Date: Date of the event.

Location: (optional) You can display the Location on the event thumbnail. If you hold events at different locations, you can keep track of locations at which the events were held.

Stages: Set the number of stages that will be used at this event.

Tier: The Tier setting is used for the Classifier Report export. Tier 1 is for Local events, Tier 2 for State events and Tier 3 for Regional events. The default is Tier 1 (Local).

Outer Limits/Tiebreaker: This is the chosen stage for tie breakers. It defaults to the first stage, but can be set to any stage.

Penalty: If you are using a Custom Steel, Knockdown steel or Bowling Pins event Type, you can optionally change the penalty duration. The default penalty is pulled from the Club record, depending upon the event Type. You can configure a single event for different time penalties if you wish. You can override this value from 1 to 10 seconds.

Knockdown Penalty: NOTE: this option is only available in the ***Custom Steel*** event Type. This is a separate time penalty, for a Knockdown stage type, in a Custom Steel event.

Pins Left Penalty: For Bowling Pin matches, this is the penalty if a pin is not knocked off the table.

Holster Draw: This is exclusively for Bowling Pins. If your match only starts "Low Ready", you'd want to keep the "Holster Draw" option un-checked. That way no divisions will incur a penalty if the shooter did not check the Holster option. If you do have some divisions, such as the USPSA divisions and want to have the penalty, check

this box. It will then show the **No Holster Penalty** and you will be able to set that form 1 to 10 seconds.

Exclude From Synchronization: This is basically an Archive mode. After an event is finalized (could be weeks after the event is over) and any score disputes are resolved, you will want to choose this option by tapping on the row and a checkmark will appear on the row. This will do several things. First it will prevent this event from synchronizing with the other iPads on the next Sync. Synchronizations then will occur much more quickly as it no longer needed to compare all the scores on this iPad with the one that it is syncing to. If the event exists on the other iPad, it will mark it to Exclude. Also if you delete this event on any of the other iPads, it will not delete the event from the iPad you sync from. If you delete an event and Exclude is not marked, it will delete the event from this iPad and any iPads it sync's with (unless the other iPad is marked to Exclude). When this is checked, you will see the two-way sync arrows in red at the bottom center of the event.

Shooter Grouping: There are three modes available for handling shooters, in a event, who are in two or more Divisions.

- ***Grouped***: The shooter's divisions will always be grouped into the same squad. For most local events, a person who is shooting two or more divisions will be in a single squad for the event. When you move any of the shooter's divisions to a different squad, any of their other divisions will be moved to that same squad too.
- ***Not Grouped***: This option allows the shooter, with multiple divisions, to be either in the same squad or different squads. If you move one division to a different squad, any other divisions will be unaffected and remain in that squad.
- ***Force Not Grouped***: This option forces the shooter, with multiple divisions, to have each division in a different squad. This option is used for State and National events, where the shooter is not allowed to shoot two divisions in the same squad.

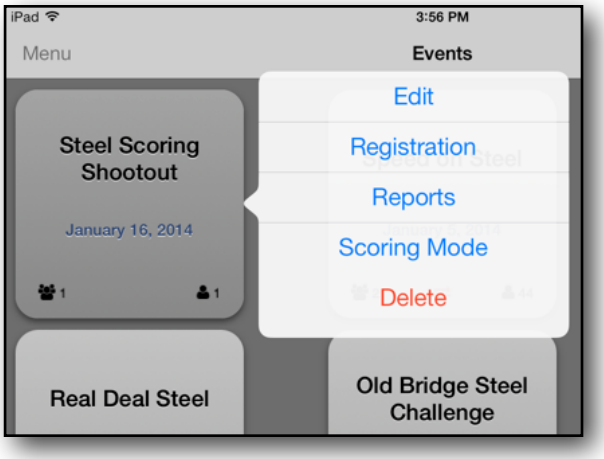
Stage Options: From here you can assign one of the **Stage Name** to that stage. If you are shooting Classifier stages, it must be set here in order for this stage to be scored correctly and later sent to SCSA/USPA. Classifier results can be generated to be sent in to for national scoring. Note: If you are using the "Classifier Results (Paid Only) option, when registering the Person for the event, you would also mark the "Classification Fee Paid" if they paid for the classifier.

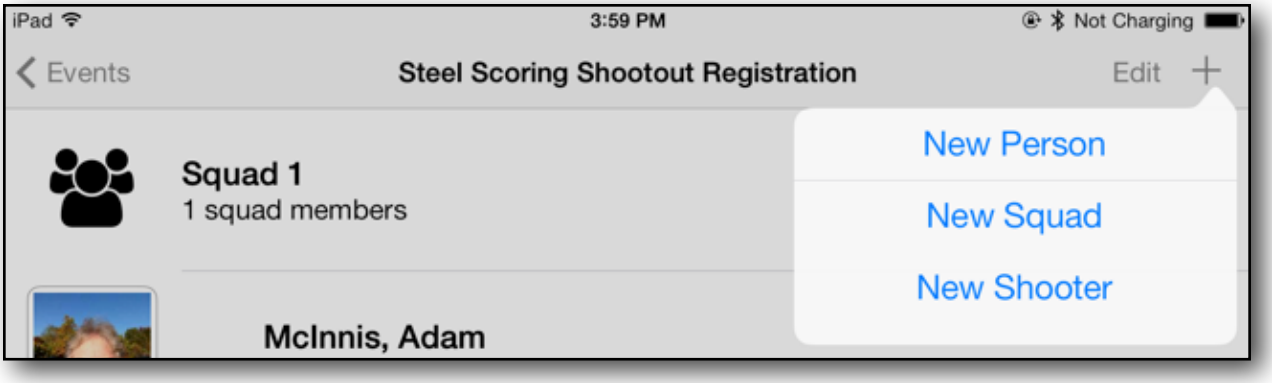
Note: for Official Steel Challenge events, only the official stage names will be choosable.

Registration

If you pulled the event from the website, you would only need to add Walk-on's from the Registration, or if you are not using the website, you would have to add all the shooters.

If the Shooter (Person) has shot before you can use the "New Shooter" to add them. If they have never shot with you before, then you will have to add them as a "New Person" before you can add them as a New Shooter.





If you are **not** using the **website**, when an event is created, it will have one squad. Tap on the + (plus) button in the upper right to add a Person, another Squad, or a Shooter.

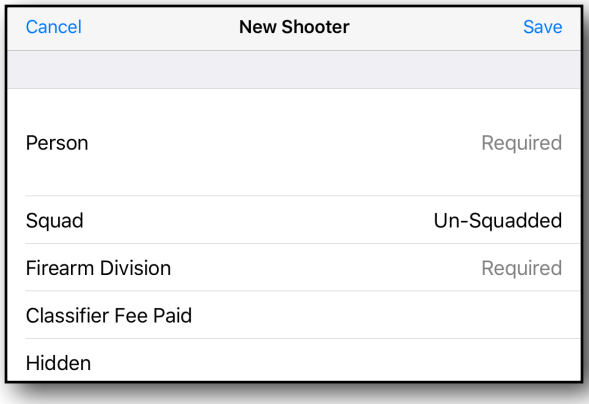
If you "pulled" the event from the SteelScoring.com website, it will also pull all the shooters and their respective squads. You will only have to add walk-ons to the event and/or possibly make Division changes.

As you start adding shooters to the squads, the app will keep track of how many shooters are in each squad. This will allow you to balance out the squads as necessary.

New Person: If a person is not already stored in the app, you add them on-the-fly by choosing this option. This will only allow you to Add a Person, not Edit an existing person. If you need to edit the Person, you will need to back out to the Main menu and choose "Persons".

New Squad: If you know how many squads you will be using, you can create them all at the beginning of the event or add them as necessary. If your squads become too full,

you can always add a new squad and move a registered shooter to a different squad. You can optionally give a name to a squad.



New Shooter: A shooter can be registered as many times as the event allows, however they must have a different Firearms Division for each entry. For example John Doe can be entered as a *New Shooter* two times. One for *Pistol Iron* and again for *Carbine Rimfire Iron*.

Person: Add the Person by tapping on the Person row. This will bring up the Person Picker List. Tap on the person to select them. If they are not in the list, you will need to *Cancel* and use the *New Person* to add them. Then go back to New Shooter and finish the entry.

Squad: By default, a shooter will be added to the last squad created. You can reassign a shooter to any squad. Note that if a shooter is shooting in more than one Division, after you move one of their entries to a new squad, any other entries will also be moved to that squad as well.

Firearm Division: This is the firearm that this shooter is using for the event. Note: A Shooter can be added several times as a *New Shooter*, but must have a different *Firearms Division* per entry. When first added, it will default to the Firearms Division that was set in the Person entry.

Note: The list of Firearms Divisions can be modified from the main Menu -> Settings -> Firearms Divisions.

Classifier Fee Paid: If the event type is "**Custom Steel**" and the Person paid their additional classifier fee, a special export file can be generated for the classifier stages. The exported file will be in the EzSteel format that can be sent to the SCSA/USPSA website for importing. Only the shooters who have the Classifier Fee Paid will be included in the EzSteel formatted export file.

If the event type is "**Official Steel Challenge**", then all shooters will automatically be marked as paying the Classifier Fee. They will be included in the Classifier Report to be exported in EzSteel format for the USPSA website.

Hidden: Used to *Hide* or *Unhide* the shooter from the event. When registration is imported from the Steel Scoring website, you may have some shooters who either don't show up or show up late. We've added a *Hide* option (swipe from right to left on the main registration screen), which will hide the shooter in the Scoring and Results sections. The row will show up as a Grey box with the shooter's name crossed out.

Use the *Hide* instead of *Delete* so if a person arrives after registration has closed, you can *Unhide* them and they will be back in their respective squad.

Scoring Mode

Now that you have all the Shooters registered in their appropriate Squads, it's time to start scoring. In the main title bar there are three features to be aware of:



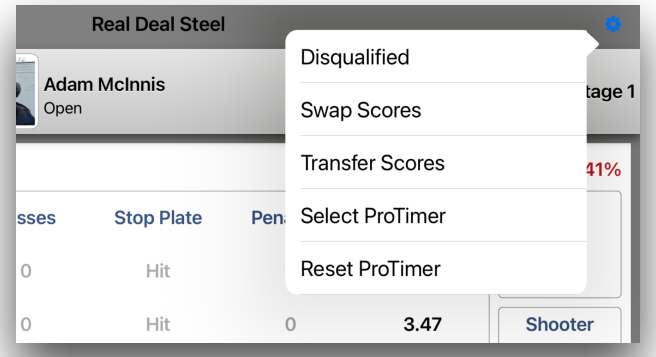
Squad: (main bar left) Use the squad selector to choose the squad for that given iPad. This will only show the Persons that are in that squad. If you have a Shooter who is doing a shoot-thru, you may have to temporarily switch to another squad to score the shooter in their squad and switch back to your squad when finished.

Shooter Picker: (main bar center) Tap on the picture (if taken) or the Shooter or the Name to bring up the Shooter picker list. If the person is shooting multiple firearms, make sure you choose the correct firearm for the runs.

Stages: (main bar right) To keep things really simple, you should select only the stage you are shooting on. That will prevent anyone who is scoring from entering the times into the wrong stage.

Tools

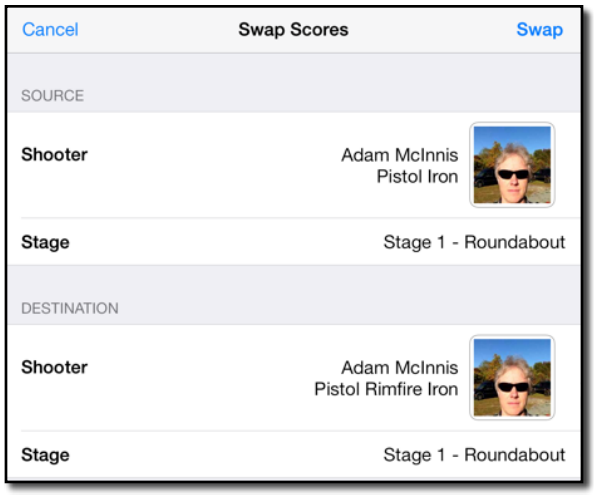
The Tools menu is revealed by tapping on the Gear icon (upper right).



Disqualified: If the Person (shooter) becomes disqualified, select the Disqualified option from the menu. To reverse it, just choose it again. The Person will be shown as disqualified on the final results Report.

Upon occasion someone will enter the times for either the wrong shooter, the correct shooter but wrong firearm, or on the wrong stage. Not to worry, we have two tools for dealing with that.

Swap Scores



The swap scores will do exactly that. First it will select the shooter that you have open on the main screen. It will open a window to allow you to choose the Shooter/Division and/or Stage with which to swap the scores.

A common example would be is if the shooter was shooting “Pistol Rimfire Iron”, however the person scoring selected “Carbine Iron” by mistake, you can use this function to swap scores.

You can also move scores from one stage to another in case the scores were entered on the wrong stage. Tap on the Stage row in Destination to select the Stage it should have been.

Once it has been set, tap on the *Swap* button. It will ask you to confirm the swap and then report if it was able to do this successfully.

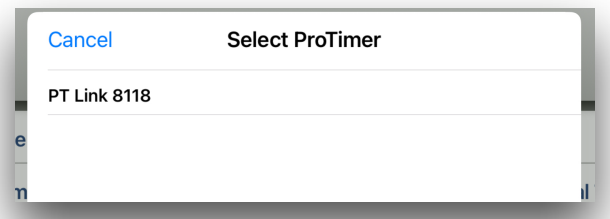
Transfer Scores

This option is similar to the Swap Scores, however this only transfers one-way. The Destination scores must be empty (0.00) on all the runs in order to move the scores to the new Shooter or Stage. Once the scores are moved, the starting scores will be cleared out of the Source. Press the Transfer button to move the scores, confirm the move, and it will report if it was able to do this successfully.

NOTE: For the **Swap Scores**, **Transfer Scores** and **Disqualified** functions, if the **Management PIN** is set, it will require entry of the PIN in order to access these functions. That way only event management do these functions and verify why they need to be used.

Select ProTimer

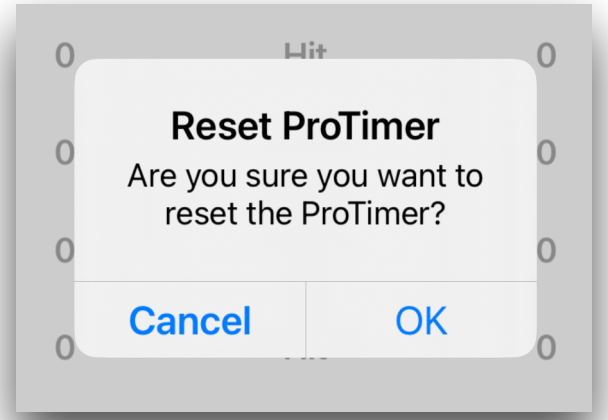
This is where you select the ProTimer BT that you want to connect to this iPad. The number will be “memorized” by that iPad so that it won’t try to connect to a different timer, that is used with another iPad. You must pick a Timer before you can Connect to it, as it needs to know the timer number (e.g. PT Link 8118).



Reset ProTimer

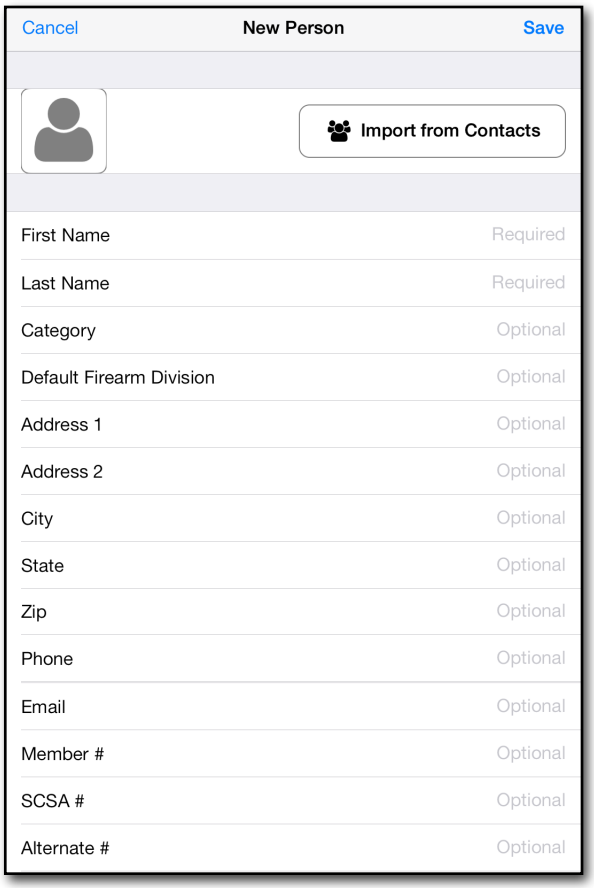
If you have issues with the ProTimer communicating with SteelScoring, it may be necessary to Reset the Bluetooth connection between the timer and the app.

Select this option and if you want to continue, tap on the OK button. It may take up to 10 seconds to disconnect and reconnect to the ProTimer.



Persons

The Persons file is where you track the shooters personal information. The only required fields are the First and Last Name. The rest are “optional”.



You can capture a persons picture by tapping on the picture icon and taking a picture with the iPad. This can help the scoring person ensure they have picked the correct person.

The **First Name**, **Last Name**, **Address**, **Phone** and **Email** fields should be self explanatory.

Category: This is for optional reporting of special categories for scoring and awards. The categories are as follows:
- None
- Junior
- LEO
- Lady
- Military
- Pre-Teen
- Senior
- Super Senior
- Distinguished Senior

Default Firearm Division: If the shooter shoots in a certain Division most often, fill in this field. When you add a “New Shooter” to the event, it will default to the division you set here.

Member #: If the person is a member of your club, you will want to put their membership number here. When registering the person, you can tell at a glance if they are a member and charge them the appropriate entry fee.

USPSA #: This is the USPSA membership id number. This will be used for Classification Results reporting.

Alternate #: This is a optional field to track any other special numbers you may want to assign to the person.

Synchronization

Synchronization allows you to synchronize all the devices so they have the same data on all devices. After the event you will want to use one Master iPad to synchronize with all the other iPads. When that is complete, you can generate the reports and optionally send results to the SteelScoring.com website if you have an account.

Note: if you plan to use the Master iPad for scoring, you may also want to keep it plugged into an extra power pack during registration to ensure that it has enough battery for the whole event.

Synchronization Mode

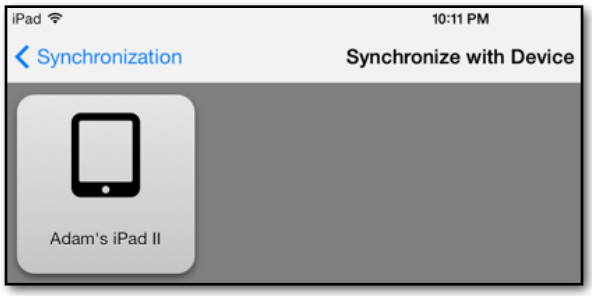
Depending upon if you are using the SteelScoring website for registration, or not, there are one of two ways that you will want to handle registration for the event.

Using the SteelScoring.com website: If you are using the website for registration, you will want to make sure that any un-squadded shooters are squadded first. Then on your "Master" iPad, go to the Events screen and click on the Cloud icon to pull the information. Then do a Backup to Dropbox. On all the other iPads, Restore from that Backup. That will ensure everything is properly "Synced". Hopefully on the morning of the event, you will only need to handle any "walk-on" shooters. If you have a light squad, and need to combine two, move those shooters into a singe squad and sync those two iPads. If you have to move some shooters around, you will only need to sync the iPads that require those changes. We recommend that you put out all iPads and set each to view their unique Squad. That way you will know how many people are in that squad and which iPad(s) you can use to add your walk-on's. Add your walk-on's last after you can balance out the squads after determining any "no shows".

When finished, we recommend turning OFF Wi-Fi in order conserve the battery life. After the event is over, turn it back on so you can quickly sync them for final results.

Not using the website: If you are not using the website, you will need to enter all the shooters at the morning of the event. You will most likely want to do the Registration on a Master iPad, and once that is complete, sync it with all the other iPads for the match. Evenly squad the shooters between all the available squads on the master iPad. Once registration is closed, Synchronization can be done via Wi-Fi or Bluetooth. You can even setup Wi-Fi that is "local" only and does not have any internet for faster synchronizations. Bluetooth is much slower than Wi-Fi, so a local Wi-Fi setup can speed things up considerably at the beginning and end of a match.

Synchronize with Device



To synchronize two devices, tap on this function. A window will appear showing any other devices running Steel Scoring. The other devices must be running Steel Scoring and Awake. Tap on the icon and the other device will ask you to confirm the synchronization. After it has successfully completed, you can do this with the remaining iPads. At the end of the event, you will want to sync them all again so you can Report the final results. PLEASE NOTE that iPad's you are syncing to, if the Sync accept dialog box doesn't show up, you will have to exit he Scoring Screen, go to the Main Events screen and try again.

Online Backup & Restore

It is a good idea to do frequent Backup's to Dropbox. We suggest that it be done after the end of every event or before you do any "clean-up" work. Sign into Dropbox if you have an account, or if you do not, sign up for your free Dropbox account by using a web browser and go to https://www.dropbox.com/
Once you are signed in, tap on the Backup button to do a Backup. If you need to Restore the data, tap on one of the backup files in the list. It will ask you to confirm that you are replacing all the data that is currently on the iPad with what is in the backup file.

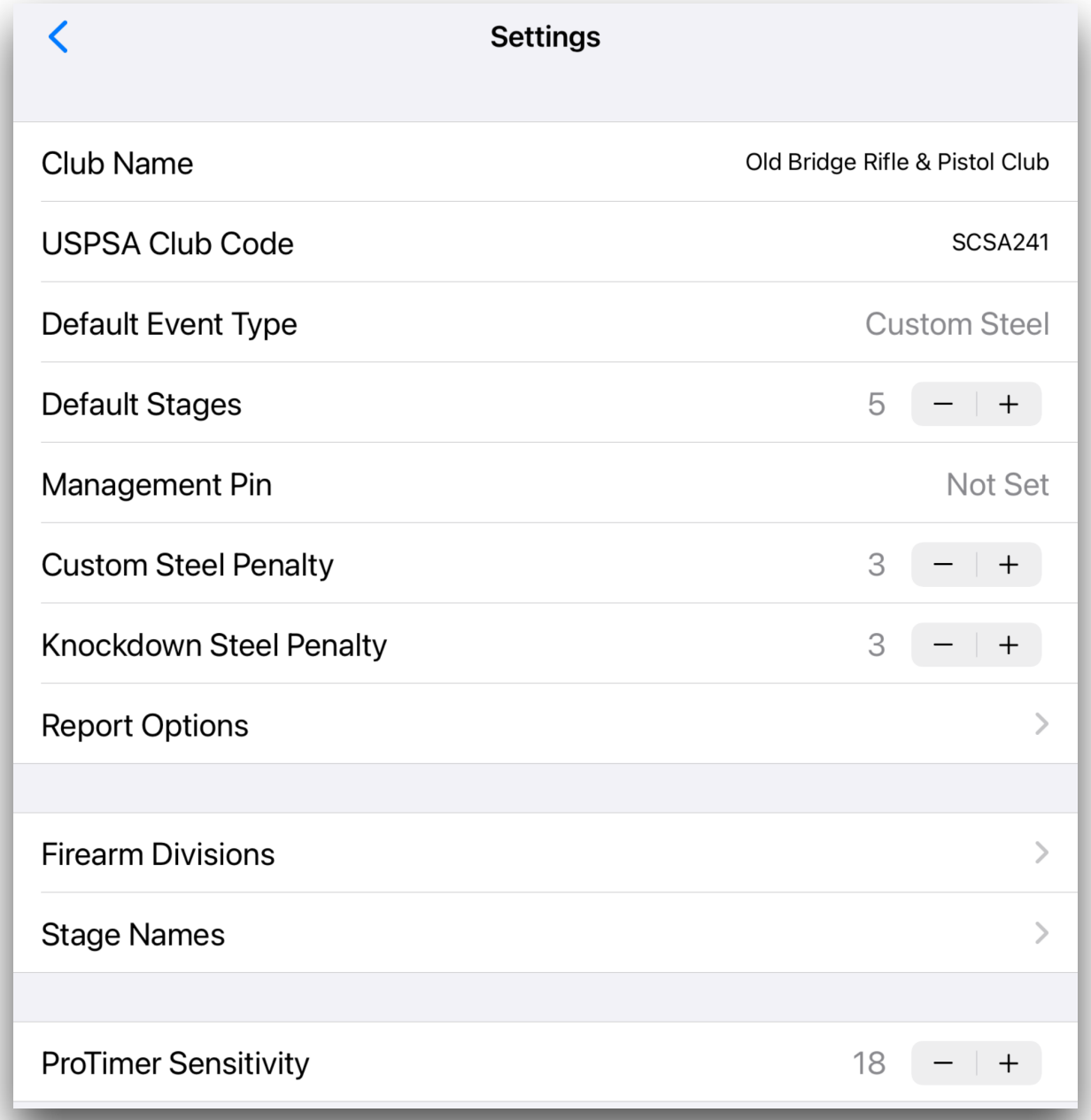
Maintenance

Purging the Deletion Log: As you may delete things over the year (Shooters, Stages, and especially Matches), it will take longer to Synchronize the data between iPads if the deletion log is large. A Deletion Log is kept on the iPad so that you don't accidentally **restore** data from a device that you may not have synced in awhile. This can be problematic if the Sync restore deleted items, which can alter things, such as report results or restore deleted divisions, etc.

This option should only be used in a specific case, which we will explain now. In order to keep the synchronization times as short as possible, we recommend doing the following (yearly maintenance). After the last event of the year is finalized, first do Backup to Dropbox. That will ensure that you can Restore the year's events incase you ever need to look back at them. Next, go into each Event and "Delete" it. After all of the events have been deleted, which makes the Deletion Log file very large, navigate to the Synchronization menu. In the Maintenance section, tap on **Purge Deletion Log**. It will prompt you to **Delete Log**. Now that the deletion log is purged, do another Backup to Dropbox. Make sure to **Restore** this backup on **ALL of your devices**. If you sync with a device that still has old data on it, it will be restore all the old data to the syncing iPad,

including the deletion log. Once that is done, you can start your new year fresh and have fast syncing again.

Settings



Here you will setup basic information and configuration options. From the main Menu, select Settings.

Club Name: This is the name of your club. This will be on the top of the scoring Reports, followed by the Event Name and Date.

USPSA Club Code: The code assigned to your club for USPSA SCSA.

Default Event Type: There are three different event types from which to choose. You can set the default type so when you create a new event, it will be the default type.

- ***Custom Steel***: A Custom Steel event is a flexible event type for steel matches that mimmic the Steel Challenge type of events, but allows the clubs to customize the Divisions and the Stages. If your club has it's own set of divisions, such as Carbine Centerfire Iron and you need to create your own divisions, this is what you will use.
- ***Official Steel Challenge***: This event type is very strict and only allows the specified Divisions and Stages that adhere to the official rules.
- ***Knockdown Steel***: If you club wants to score Knockdown steel events, you will use this type. It is simplified in terms of scoring (e.g. no Stop Plate) and has no time limits.
- ***Bowling Pins:*** This match type is for a knockdown bowling pin type of match. It is similar to Steel Challenge in that you can setup X of Y runs. For example you may want to setup 2 tables, per stage, so you'd set best 2 of 2 runs in the Stage Names. However it does not have a Stop Plate, so that is removed.

Default Stages: This is the default number of stages that will be added to the new event when you create a new Event. Set this to the number of stages you most often setup. You can always change the number of stages in the Event after it has been created.

Management Pin: You can optionally set a Password/PIN for the Steel Scoring app. What this will do is, when you enter the "Scoring Mode", the users will not be able to return to the main Menu. This will prevent users from being able to access anything other than the scoring screens. They will not be able to Edit the Event (shooters, stages, etc.) or edit or view the Persons. Make sure that you write down this PIN if you forget it, you will no longer be able to edit any events. If you get stuck email us at support@on-core.com and we can send you a temporary code to unlock it again.

The app will also lock out the **Disqualified**, **Swap Scores** and **Transfer Scores** and the *Scores* if the **RO** and **Shooter Initials** have been entered. That way the event management can verify why those changes are needed and especially why someone was DQ'd. The entry of the RO and Shooter Initials "Lock" the scores from being changed. This will prevent someone else from going in later and trying to change those scores. If needed, the management can enter the PIN and modify the scores.

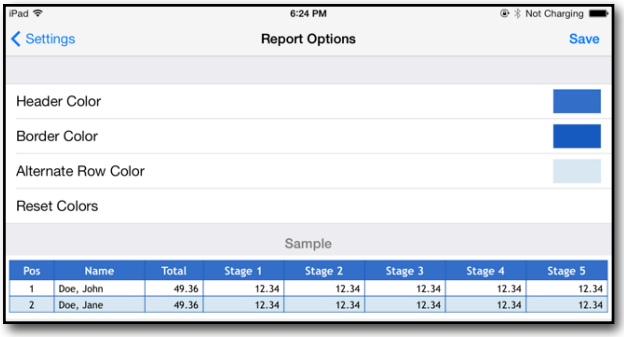
Custom Steel Penalty: This is the default penalty time for missed plates when you create events. We set it to the 3 second standard for Official Steel Challenge events. You can override this value with any time between 1 and 10 seconds.

Knockdown Steel Penalty: This is the default penalty time for missed plates when you create events. We set it to the 3 second standard for Official Steel Challenge events. You can override this value with any time between 1 and 10 seconds.

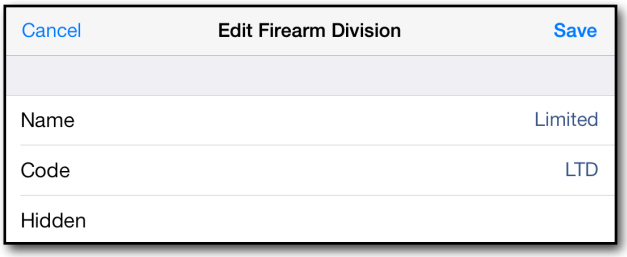
Pins Left Penalty: For Bowling Pin matches, this is the penalty if a pin is not knocked off the table.

Holster Draw: This is exclusively for Bowling Pins. If your match only starts “Low Ready”, you’d want to keep the “Holster Draw” option un-checked. That way no divisions will incur a penalty if the shooter did not check the Holster option. If you do have some divisions, such as the USPSA divisions and want to have the penalty, check this box. It will then show the **No Holster Penalty** and you will be able to set that form 1 to 10 seconds.

Report Options: This screen will allow you to customize the HTML Reports colors. You can change the Header, Border and alternating colors for the Reports. You will see a sample below.



Firearm Divisions



These are the Divisions that your club allows. We have supplied the Steel Challenge defaults, however you can can choose to add or delete any that are in this list when doing Custom Steel events. For Handguns, you will want to check the Holster option if that handgun requires a Holster. When you add a New Shooter, it will default to the Holster when it is a Holstered firearm. If the shooter does not have a Holster, and shoots from low-ready, they will be accessed a 2 second penalty per run.

Name: Name of the firearm Division. For example add “Carbine Iron” and “Carbine Open” to your divisions.

Code: If you are using your own Divisions, but want to correlate them to the USPSA divisions for Classification scoring, enter the proper code that matches that division.

Hidden: If your club uses different Division names than the standard Steel Challenge divisions, you may want to mark the default Steel Challenge divisions as Hidden. When marked as Hidden they will not show up on the other pickers lists in the program.

Stage Names: If you want to have custom names for your Stages, you will maintain that list here. Note, we recommend setting these up on the website, however you can do it on the iPads too. We supply the standard stage Steel Challenge names, however you

may add names of any custom stages that you create. For the non-official Steel Challenge stages, you can set the Best X out of Y Runs, up to a maximum of 10 runs. For example you could set a stage up with the Best 8 out of 10 runs. You can also set a stage as “Knockdown”, where it will be Best 1 out of 1 Runs.

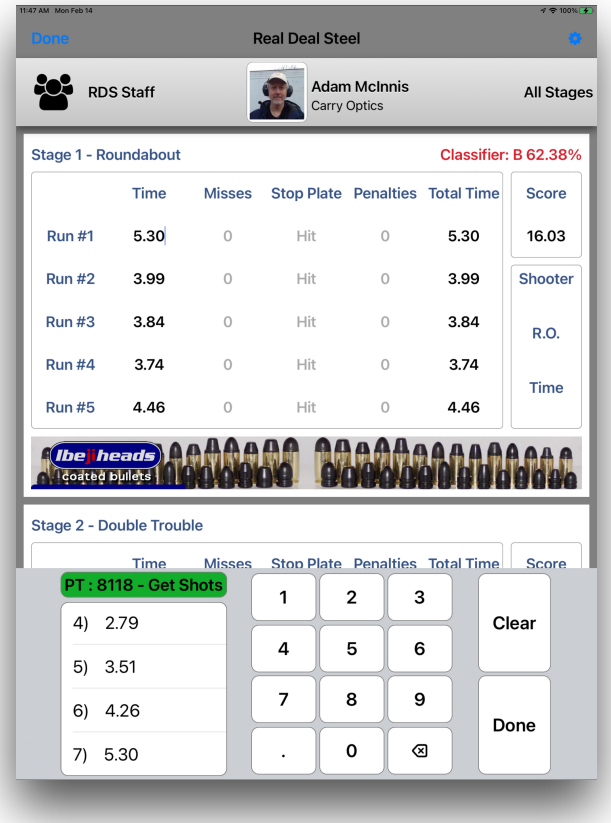
Note: The official Steel Challenge stage names are not editable.

ProTimer Sensitivity: You may want to change the ProTimer’s sensitivity if, for example, you are trying to time some really quite Rimfire firearms in the squad that this iPad is timing. The Default is 18, however you may want to make it more sensitive and set to, say, 20. On the other hand if it is picking up shots from a nearby squad, you may have to decrease the sensitivity and set it to, say, 14. This setting is iPad independent. The setting only applies to this single iPad..

Scoring Mode

We made the scoring mode as simple and easy to use as possible. Each squad will be assigned it's own iPad and they should choose their Squad from the list. We also recommend that they choose the Stage that they are shooting on to avoid entering scores on the wrong stage. The *Score* will start at the maximum number of seconds. In this example we will have the standard 5 runs. That is 5 runs at 30 seconds each = 120.00 seconds. Once each run is completed, it drops the slowest run out of the 5. So the Score will recalculate as each run is completed.

For each of the Runs, you have:



Time: The time for each run. If the time entered is greater than 30 seconds, it will be reset to 30 seconds. The operator can manually set the time by typing just the number or can add the decimal point in the number. For example if the time was 1.25 seconds, they could enter "125" or "1.25". It will automatically move the number to two decimal places once the Done button is tapped. The Done button will also move the cursor to the next run and will close the keyboard after the last run. If you want to erase the time on a run, tap on the Clear button on the keypad.

Note: If you are using a ProTimer BT timer, make sure that the cursor is in the Run to be timed. The Scorekeeper must pull in the time by pressing the "Get Shots" button after the shooters has finished all their shots. It will fill in the time and move to the next field. Note it will not allow the same string to be pulled in twice, so if the Scorekeeper accidentally presses the Get Shots button again, they will get a warning and it will not fill in the shot string.

Misses (number of): Tap on number to select the number of plates missed. 3 seconds will be added to the *Total Time* for each miss.

Stop Plate: If the Stop plate is the first plate hit, the score will be set to 30 seconds. You can also use this if the shooter took more than 30 seconds or override a time recorded by ProTimer BT that was under 30 seconds, but they didn't hit the Stop Plate. For example if the gun malfunctioned and the last recorded time was 18.24 seconds

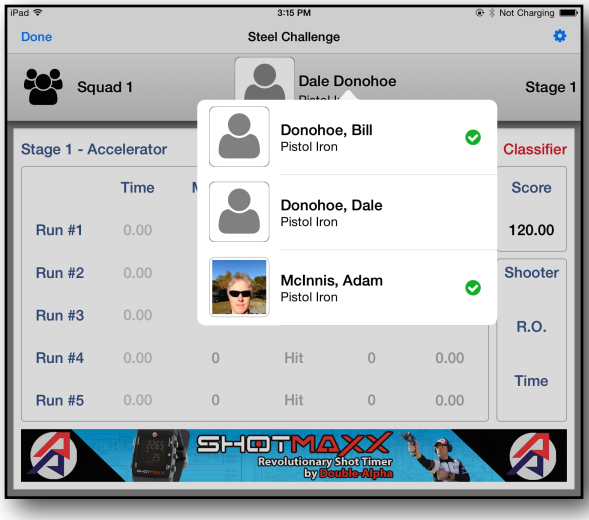
and the shooter was unable to clear the gun before 30 seconds have elapsed, and didn't hit the Stop Plate, tap "Hit" and the Total time will change to 30.

Penalties: If the shooter incurs a penalty, choose the number of penalties and 3 seconds will be added to the *Total Time* for each penalty.

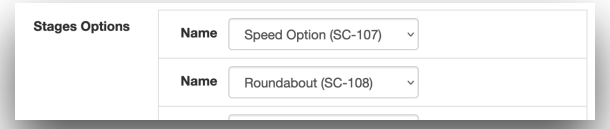
Total Time: Is the time of the run plus any misses, penalties. If the shooter is starting at low ready with a centerfire handgun that would normally have a holster it will add 2 seconds to the Total Time.

Shooter, **R.O.** initials & **Time**: Optionally, if the event requires it, after the shooter has made the runs, the shooter may review his or her times for errors/disputes. If they accept their times, they would tap on the Shooter button and type in their initials. The R.O. would also tap on the R.O. button and enter their initials. Once both initials have been entered, there will be a Time Stamp for events that require the time for limits on disputes.

It is recommended to choose the Stage your are shooting on. When you are in this mode, any shooters that have completed that stage will have a green checkmark next to their name in the shooter picker list. This makes it easy to spot who has not completed that stage.



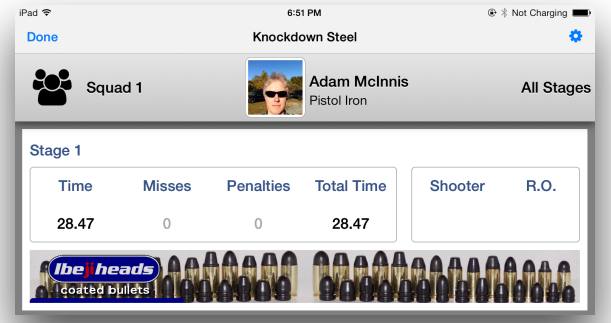
Note: Classifier percentages and letter classification will be displayed after the word "Classifier" **if the percentages are downloaded from our website**. In the Event that you are downloading, the Stages must be set in order for the iPad to get the percentages for calculations.



Club Maintenance -> Events -> Edit (on the event coming up) -> Stage options.

Knockdown Steel

Knockdown Steel events use a simplified scoring mode. There are no stop plates, one run per stage and the Time is unlimited. The Misses and Penalties can be increased to up to a maximum of 50.



If you are using a Knockdown stage in a "Custom Steel" event, it will look similar to the Steel Scoring screen, however the Stop Plates buttons will be hidden.



Bowling Pins

Bowling Pin (BP) matches are somewhat of a hybrid between Steel Challenge and Knockdown Steel. BP allows the club to set best X of Y runs, so if you have 2 tables, you'd want to set up "best 2 of 2 runs" in the Stage Names for the stage.



Reports

After the event is over and all the iPads have been synchronized with the master iPad, a Report can be generated for the event results. From the Events screen, tap on the Event and choose Reports.

There are a few types of reports:

Division Results: This report will group the results broken down by each firearm division. You can Export the results to apps, such as Mail by tapping on the Export icon.

Overall Results: This report will group all the shooters in one list from fastest to slowest.For the Overall report, you can optionally filter by the *Category*. For example if you want to score the Ladies overall, select *Lady* and the tap Generate. You can Export the results to apps, such as Mail by tapping on the Export icon.

Upload to SteelScoring: This option uploads both the Division and Overall results to the SteelScoring.com website. The (above) Division and Overall results are now only for display purposes on the iPad. They no longer support Uploading separately to the website.

Event Logs: If a time was changed within a Run, the Transfer, or Swap Scores functions were used, it will log the event. This report shows you any time changes made within the event. You can Export the results to apps, such as Mail by tapping on the Export icon.

Classifier Results (All) and **Classifier Results (Paid Only)**: NOTE: If you have any stages that are **Less than 4 runs or Greater than 5 runs**, these options will be **Hidden**, as they cannot be sent to SCSA/USPSA.

The Classifier Results export will create a file in the EzSteel CSV format to be uploaded to the SCSA/USPSA website. If you use the “All” export, it will export all shooters regardless of how the “Classifier Feed Paid” field is set. If you use the “Paid Only”, it will only export the shooters who have the checkmark on the “Classifier Fee Paid” field.

Depending on the Match Type, the file will contain either all of the shooters or some of the shooters. If the Match Type is “Official Steel Challenge” then all the shooters in the match will be included automatically in the report. The “Classifier Fee Paid” checkmark will default to On for this event type. For “Custom Steel” event types, it will only include shooters with the “Classifier Fee Paid” in the Registration screen. The “Classifier Fee Paid” checkmark defaults to Off for this event type and must be checked On if you want to include that entry in the Classifier Results export.

Note for Custom Steel events, a “Code” is required to send a Division. If the division does not have a Code, then the report will prompt you to either “Skip” those entries or “Cancel” so you can go into the Firearm Divisions and add the proper code. In some cases, you will need to skip those entries as there is no “official” correct code. The results export file will open in an email window. Send it to your email address and then you can take the exported file and upload it on the SCSA/USPSA website.

ProTimer BT Timer

We've integrated the new Competition Electronics ProTimer BT with the Steel Scoring app. We are really thrilled how this turned out. When you connect the ProTimer BT timer with Steel Scoring on the iPad 3 or newer, it will allow you to download the shot strings directly into the app. No worries about typing in an incorrect digit into the scores.

Requires: iPad 3 or newer (note: (the iPad must support Bluetooth LE)

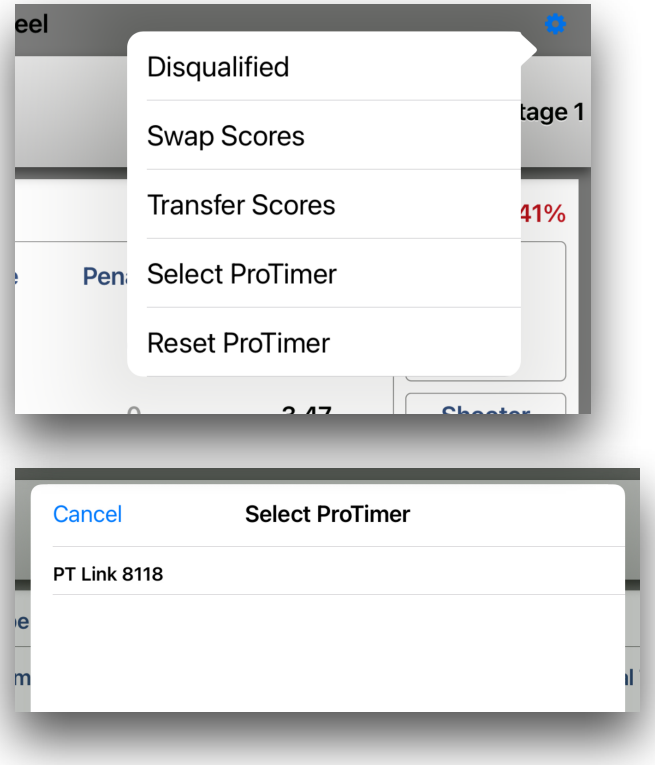
Setup

First you will need to make sure that Bluetooth is enabled on the ProTimer BT. On the timer navigate to the "BLUETOOTH CONNECTION" screen and make sure it says "ENABLED".

Connecting the ProTimer BT

The first time you want to connect to a ProTimer BT, you must select it from the "Select ProTimer" screen. That timer number will be "memorized" by that specific iPad. If you need to use a different timer, you must "discover" it in the Select ProTimer screen and select it instead.

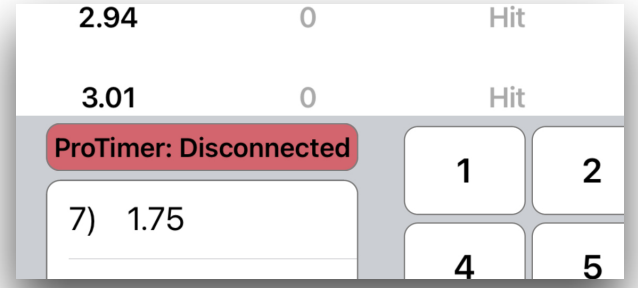
From
In the Event screen, choose Scoring Mode. Use the Action Menu (gear icon, upper right) to choose "Select ProTimer".



Now any ProTimers that are on and have Bluetooth enabled will show up in the list. The name will be "PT Link" plus the timers number. Tap on it to select pairing it with that

iPad. You must select a timer before you can use it in the app.

In the Scoring screen, you will see the “ProTimer: Disconnected” button. Tap on it and it will *scan* for the timer.



If it connects to the timer, the text will change to a Green color and show the connected device number. e.g. PT: 8118 - Get Shots and you are now ready to begin.



Recording shots

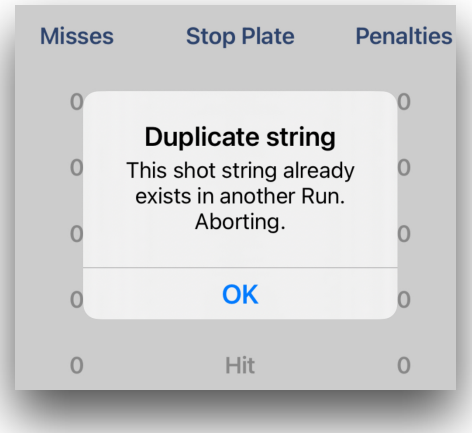
The RO should now prepare the shooter to begin. Once he’s ready he can press the **START** button on the ProTimer BT. The ProTimer BT will beep and record the shots. After the shooter has completed his last shot the SCOREKEEPER MUST press the green **Get Shots** button. This will pull the times into to the Steel Scoring app. The RO may announce the shot time to the scoring person to verify that it was recorded properly and once they feel comfortable, they would only need to report any misses.

In the keyboard window, if you go back to the filled in run, it will show the number of shots fired, 5 in this example, and the time of the last shot. This will fill in the time in the selected Run # and will automatically proceed to the next shot to be ready for the RO to start the next run.

If any extra shots were recorded, such as the RO bumped the timer and there is an invalid shot time passed what the shooter has shot, you may select the correct time in the list. For example if the time the shooter shot was 5.46 and the RO bumped the timer and it now had the last time of 12.42 in the list, you can tap on the 5.46 time and it will populate that time in the shooter run. Note: if you pick a run less than 5, it will display a warning “You choose a shot less than the minimum of 5 shots. Is this correct?”. Since every stage requires at least 5 shots, this warning will appear if you choose a shot less than 5.

Once the shooter has completed the last run, it will be recorded on the last Run # and the keyboard will close.

Note: that the app will not allow you to “pull” the same shot string into another run. If you try the following message will appear.



Note: If by chance, you somehow missed pulling in the previous run, it is possible to do that. Press and hold the Get Shots button for at least 3 seconds. If it is not a “duplicate” shot string, it will pull in the previous run string, as long as there is more than 1 string in the timer. You can repeat this as many times as needed. For example if you missed the first 3 runs, tap on the Get Shots to get the current string, then Press and hold the button for each string until you captured any missed strings.

ProTimer BT Troubleshooting

From time to time, the Bluetooth connection between the iPad and Timer may drop. If the timer was previously connected, e.g. when the event started you hit the “ProTimer: Disconnected” button and it connected to the timer, it will try once to automatically reconnect. If it is unable to connect we recommend that on the ProTimer BT to press the REV/OFF button to get to the “BLUETOOTH CONNECTION” screen and toggle the “ENABLED” to “DISABLED”, wait a few seconds then change it back to “ENABLED”. Then in Steel Scoring, tap on the “ProTimer: Disconnected” button to reconnect.

You can also try the “Reset ProTimer” menu option in the Scoring screen to disconnect and reconnect the Bluetooth. This will often solve any odd Bluetooth issues.

Please feel free to contact us on our Forums: http://www.on-core.com/forums or via email (links on the first page of this manual).

Import / Export Persons

Steel Scoring has the ability to Import and Export the Persons from/to a CSV file. Note: it will automatically import Persons who registered for an event from our SteelScoring.com website.

To Export: From the Persons screen, tap on the export button (square box with arrow pointing up, top right of menu bar). It will open up an email window with the attached CSV (tab delimited) file to export. Fill in the To: email address and send it to yourself.

To Import: We suggest that you first export the Person list (must have at least 1 person) to have the correct file template to work with. Please keep the "Header" row intact and in the specific order.

When importing, Steel Scoring will try to match the imported data with the data store on the iPad. It will try to match by the following fields, in order:
- UUID
- MEMBERNUM
- USPSANUM
- ALTNUM
- EMAIL

If none of those match, it will be added as a New Person.

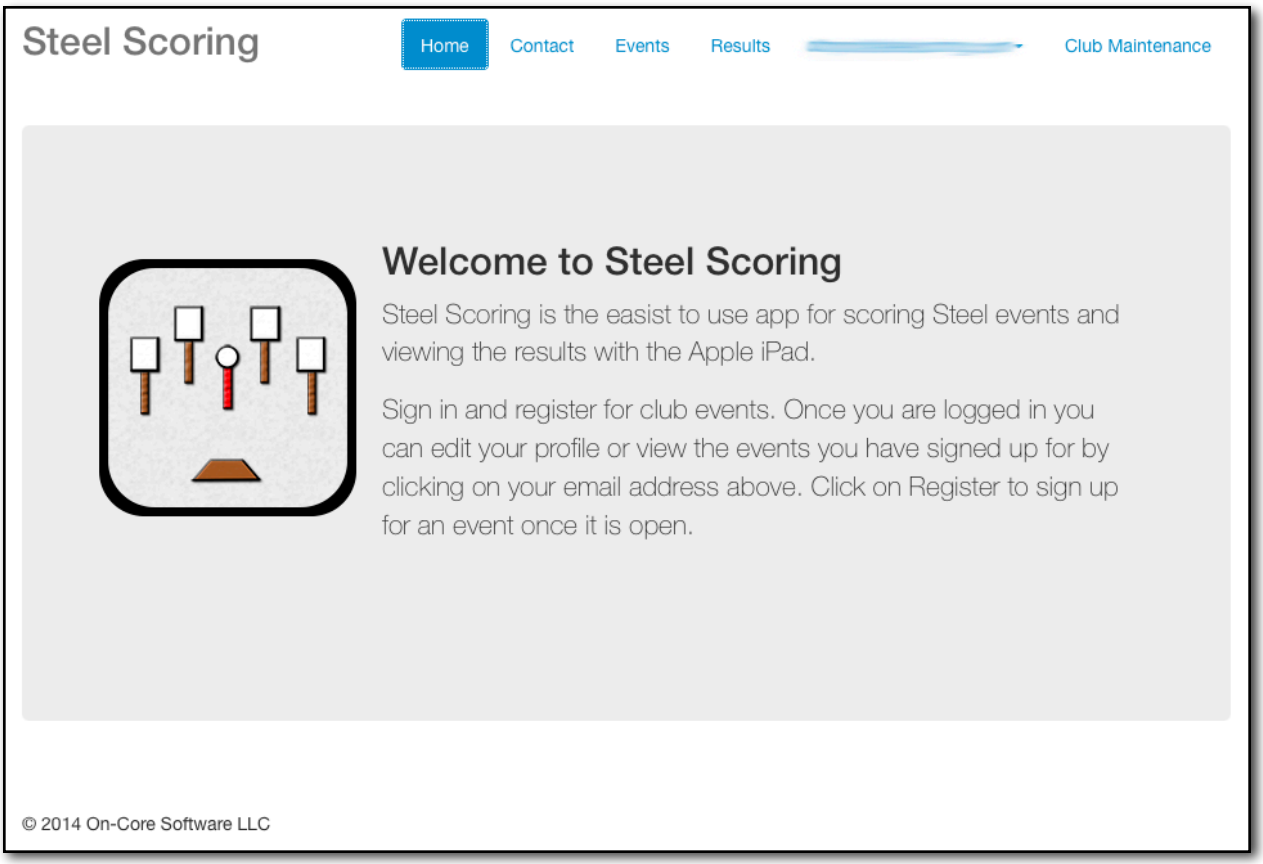
A few field specific notes:

FIREARMSDIVISION: The firearms division must match exactly what you have in your your division file. If you misspell the division name, it will be ignored.

CATEGORY: The category names are fixed and if the person has more than one category, they must be separated by commas. For example "Lady,Senior" or "Junior,Pre-Teen" with no spaces after the comma.

UUID: Is for internal use and should **not** be modified. This is used for the iPad to match internally. If you are adding a new person, leave this field **empty**.

SteelScoring.com website



We now provide a website for users to pre-register and squad themselves for event. After the event closes, the squads can be tweaked and then imported into the iPads.

The way that this works is that the website will always be the “master” and the iPad the “slave”. It is a “one-way” synchronization. From website to iPads. For example, you can “pull” the data to the iPad any time you need, up until the event date has passed.

Some examples

Best practice would be to do all the squadding work on the website before you sync to the iPads. However if you did some registration on the website and some on the iPad, you could have some odd scenarios.

Let say you had 2 squads on the website and had Shooter: A, B, C in Squad 1 and Shooter: D, E, F in Squad 2. You then sync the iPad it will have 6 shooters, 3 in each squad. On the iPad, say you moved Shooters A and B to Squad 2 on the iPad. If you “pull” from the website again, since Shooters A and B are on Squad 1 on the website, they will be moved back to Squad 1 on the iPad.

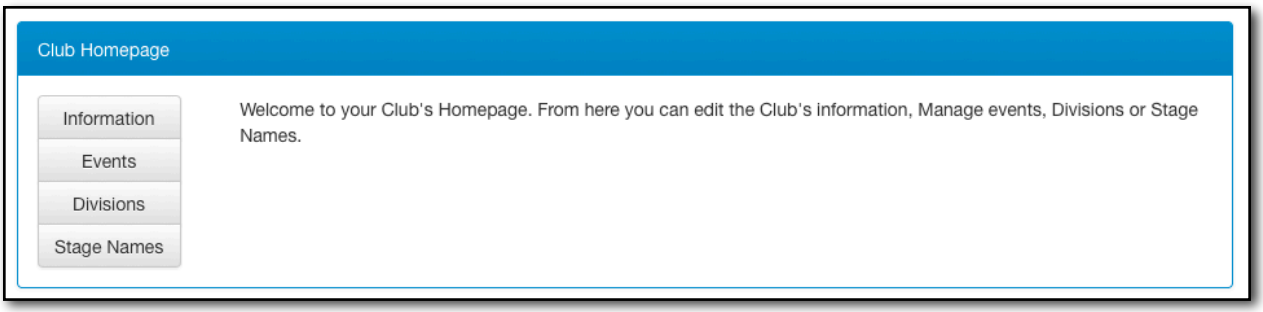
If you had added a Shooter on the iPad and they had not registered on the website, but then did register on the website after you had entered them on the iPad a couple different things could happen. They may or may or may not be moved to a different squad. First the iPad will try to match the person on the website with the person on the iPad using email or id numbers. If they don't match, the iPad person will be independent of the website no matter what. If they are matched and the division is matched then it will be "merged" with the website data and there will only be one record on the iPad. If the squad that they were added on the iPad is different than what they registered on the website, they will be moved to the website squad. However if it matched the person, but on the iPad they were added with a different division, then that person would end up with two registrations on the iPad. Each record could be in two different squads, as the one from the website could not match with the iPad. That would be your worst case scenario.

All that being said, what we have found works best is this.

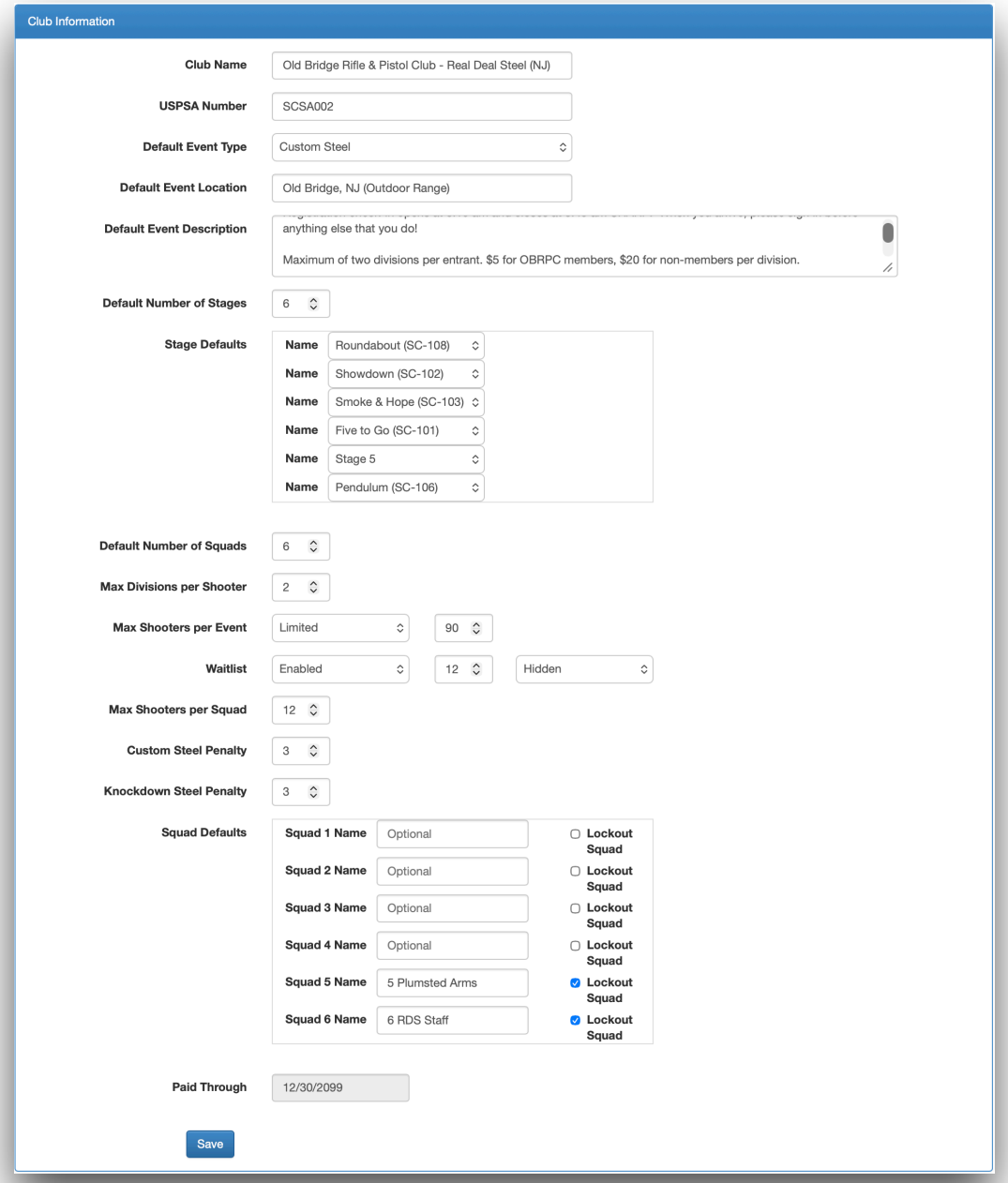
Use one iPad as the "master". After all the Unsquadded people are moved to the squads on the website, do a Pull from the website from the iPad (in the Events screen tap on the Cloud icon). Next go to the *Synchronization* menu and choose *Online Backup & Restore*. Do a Backup. Now on all the other iPads, go to the *Online Backup & Restore* and Restore from that backup. This will ensure that all the iPads have the same "unique ID's" from the website and will help with the *Synchronize with Device* function after the event.

Club Maintenance menu

When you login after your club has been setup, you will see a “Club Maintenance” menu option.



Information



Enter the basic information such as the **Club Name**, **USPSA Number** if you club has one.

There are several “Defaults” that will be setup so that when you create an event, they will be defaulted to these values. Note that they can be overridden in the event itself.
Default Event Description: If you want the same blurb to appear in every new event, enter it here.

Default Number of Stages: When you create the event, it will pull this number into the new event.

Stage Defaults: If you regularly shoot the same stages in the same pits, you can default them here.

Max Divisions per Shooter: This sets the maximum number of divisions that the shooter is allowed to register for for the event.

Max Shooters per Event: If you need to set a maximum number of shooters for the event, change the dropdown to Limited and set the Amount. It defaults to 100, but you can set any number you'd like up to 9999. **WAITLIST**: If the event fills up to your Maximum amount, people may register for the "Waitlist". If a registered shooter drops out (set their Division to None), then the first person who is on the Waitlist will automatically be moved to UnSquadded and an email will be send telling them that they can Squad if there is an available squad and the event is not Closed.

Waitlist: If you limited the number of shooters (above) with the Max Shooters per Event, you may want to allow a certain amount of other shooters to put themselves on a Waitlist. Set this to **Enabled** if that is what you want. **Disabled** will not show the Waitlist. If a registered shooters drops out of the match (removes themselves), then the top person on the Waitlist will be moved to Un-squadded. You can also move people from the Waitlist to any squad, as the Club Admin. You can set the maximum amount of people that can be on the waitlist. A good rule of thumb is to have 2 times the number of stages. So if there are 6 stages, you may want to set the Waitlist to 12 shooters.

Max Shooters per Squad: This sets the maximum number of divisions per each squad. Once the number has been reached, newer registered shooters will not be able to assign themselves to this squad. They can either choose a different squad or stay un-squadded. Note that the Club Admin can overload any squad and should move all the un-squadded shooters into the squads before doing the Cloud Sync.

Custom Steel Penalty: This is defaulted to 3 seconds as per the official Steel Challenge rules, however you can change it from 1 to 10 seconds.

Knockdown Steel Penalty: This is defaulted to 3 seconds as per the official Steel Challenge rules, however you can change it from 1 to 10 seconds.

Pins Left Penalty: For **Bowling Pin** matches, this is the penalty if a pin is not knocked off the table.

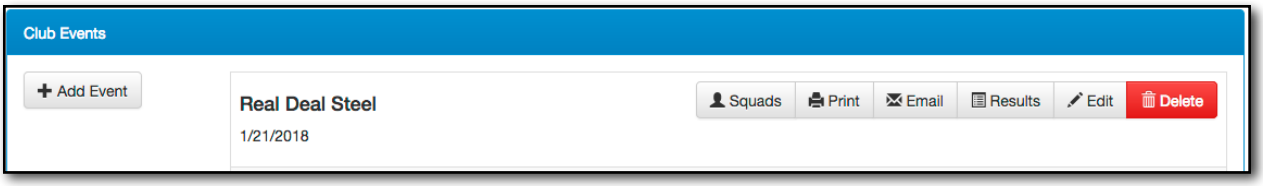
Holster Draw: This is exclusively for **Bowling Pins**. If your match only starts "Low Ready", you'd want to keep the "Holster Draw" option un-checked. That way no divisions will incur a penalty if the shooter did not check the Holster option. If you do have some divisions, such as the USPSA divisions and want to have the penalty, check

this box. It will then show the **No Holster Penalty** and you will be able to set that form 1 to 10 seconds.

Squad Defaults: This allows you to setup the names of each squads, if desired. The “Lockout Squad” feature can be set to prevent registered shooters from being able to squad into that squad. You may want to use this to reserve a squad for the Match Staff, or if you have a Team that usually helps out setting up the event and has enough of their own members to fill a squad up. The Club Admin must move the these shooters from the Un-Squadded squad into any Locked Squad. When the Squad Defaults are set up in the “Information” screen, whenever you create a new event, these will automatically be populated into that new event.

Paid Through: Currently we are not charging to use our website and will be looking for Sponsors to help cover the costs of running the website instead of the clubs (which was our original intent). We set this date far into the future, but if you see that it has “expired”, just send us a quick email.

Events

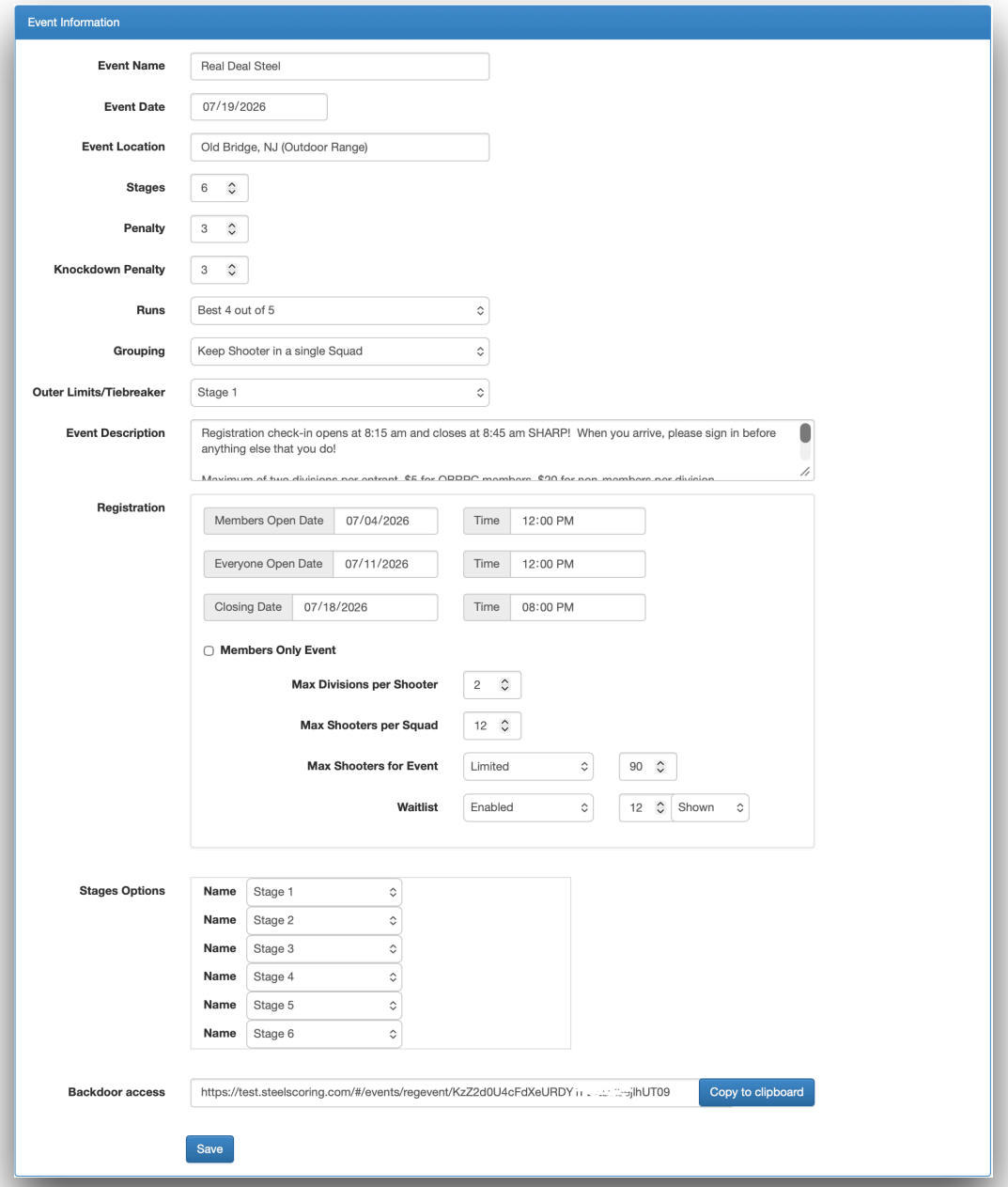


In the Events screen you will be able to add, edit, delete, set squads, print registration, email the registered shooters, report and post results.

To create a new events click on the "**+ Add Event**" button.

Note: If you have to cancel and event or notify any of the **currently registered shooters**, use the Email function to send an email.

(continued on next page)



Name: The Event name.

Type: Event Type:
- Custom Steel - This event type allows any custom divisions and changes over the Official Steel Challenge rules. For example you can change the penalty for missed plates from 1 to 10 seconds per event.
- Official Steel Challenge - Uses the official rules and only official stages.
- Knockdown Steel - Simpler scoring to for Knockdown Steel events.
- USPSA - Used to export the data into Practiscore for USPSA matches.
- 3-Gun - used to export the data into Practiscore for 3-Gun matches.

Date: Date of the event.

Location: (optional) brief description of the event location.

Stages: The number of stages for this event.

Penalty: (defaulted from Club Information). The penalty accessed to a missed plate or penalty. It can be set from 1 to 10 seconds.

Runs: Note: this will be kept for legacy support, but if you are using Steel Scoring iOS 4.0 or greater, it will be ignored. The default is "Best 4 out of 5" runs, where the best 4 out of the 5 runs are used for scoring. Some mini events may want to use an abbreviated number of runs to keep the event short. You can optionally choose: best 3 out of 4 or best 2 out of 3.

Grouping: There are three modes available for handling shooters, in a event, who are in two or more Divisions.
- ***Keep Shooter in a single Squad***: The shooter's divisions will always be grouped into the same squad. For most local events, a person who is shooting two or more divisions will be in a single squad for the event. When you move any of the shooter's divisions to a different squad, any of their other divisions will be moved to that same squad too.
- ***Shooter can be in any Squad(s)***: This option allows the shooter, with multiple divisions, to be either in the same squad or different squads. If you move one division to a different squad, any other divisions will be unaffected and remain in that squad.
- ***Shooter can only be once in a single squad***: This option forces the shooter, with multiple divisions, to have each division in a different squad. This option is used for State and National events, where the shooter is not allowed to shoot two divisions in the same squad.

Outer Limits/Tiebreaker: This is the chosen stage for tie breakers. It defaults to the first stage, but can be set to any stage.

Event Description: Any information you want to display to the users about this event. You could tell them what time to be at the event, what the costs are, etc.

Registration

Members Open Date: Set the date where any users who have entered their membership number for your club into the website. This allows them to register on this date and squad themselves before non-members.

Everyone Open Date: The date where anyone can register for the event. You can set this for the same date as the Members Open Date if you want everyone to be able to register at the same time.

Closing Date & Time: This is the date and time when Registration for the event is closed. This allow you to have time to take un-squadded shooters and put them into the squads. The Club Admin can put any number of users into a squad and is not limited to the Max Shooters per Squad requirement.

Members Only Event: Only users who have a membership number for you club will be able to register for this event if checked.

Max Divisions per Shooter: This is the maximum number of divisions that the shooter can be allowed to register for for the event.

Max Shooters per Squad: Set this to limit the pre-registration user squadding for the event. The Club Admin has no limits and can move people around and go over this number in the squadding.

Waitlist: If you limited the number of shooters (above) with the Max Shooters per Event, you may want to allow a certain amount of other shooters to put themselves on a Waitlist.

Max Shooters per Event: *Unlimited* or *Limited*. If set to Limited, it will limit the maximum number of shooters who can register online. You can always add more people on the iPad app at the event.

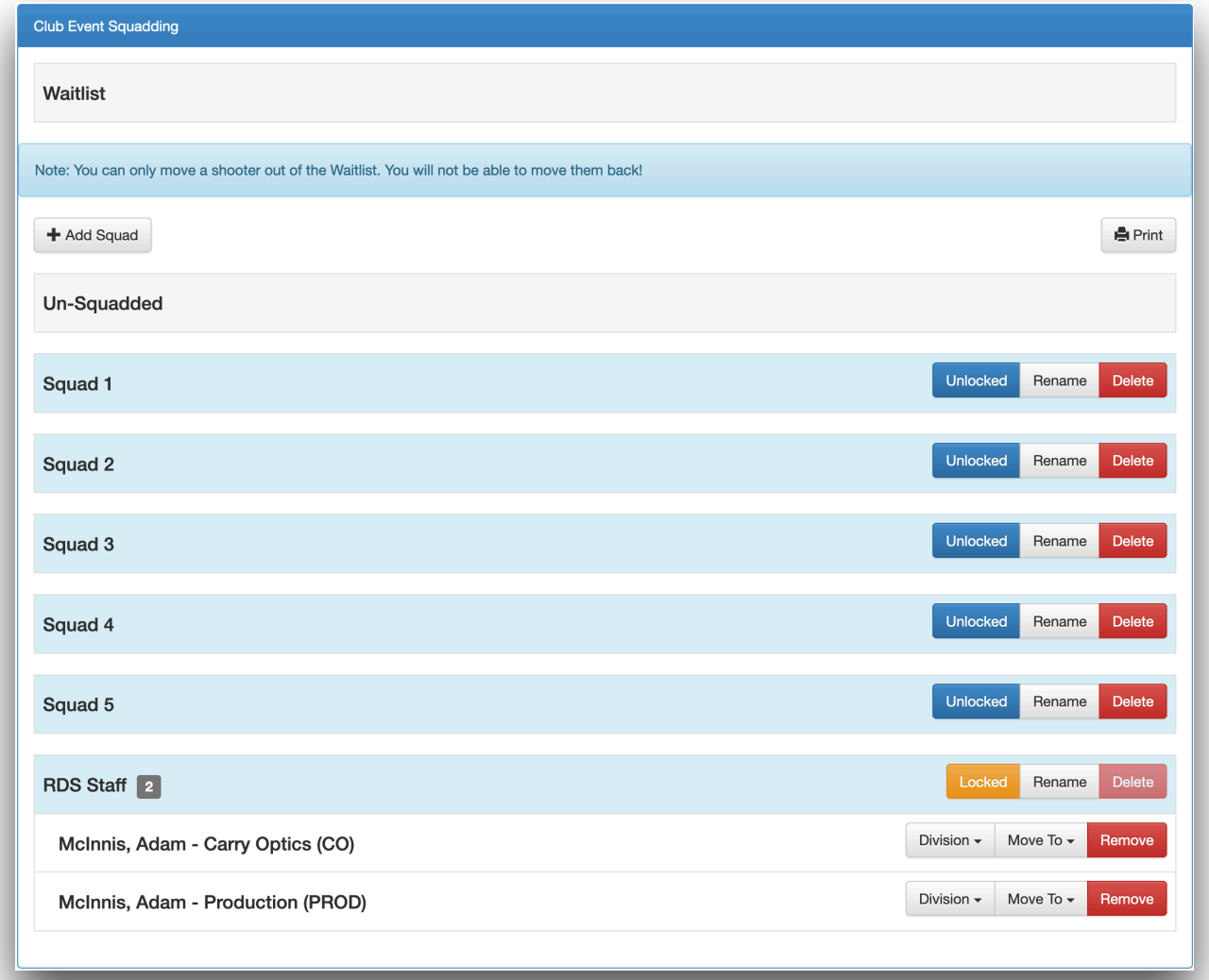
Stage Options

Optionally set the **Stage Name** (see setup below) and check off if it is a **Classifier** stage for Custom Steel event Types.

Backdoor access: You can give certain people “backdoor access” to an event. This may be people like Staff who help you run the event. This unique URL allows someone to register for this specific event, even before it is Open. It will also allow the user to Squad into any Squad, even if it is Locked.

Click on **SAVE** when finished.

Squads



After the event is closed for Registration, you will want to move any shooters who are in the un-squadded squad to the actual squads. There is no limit to how many people you can put in each squad. We recommend that you move all un-squadded shooters to actual squads before synchronizing with the iPads.

Rename: You can "name" the squad by using the **Rename** button if desired. To remove a squad name, just clear out the field.

Delete: To delete a squad, tap on the **Delete** button and confirm the deletion. Any shooters on that squad will be move to the un-squadded squad.

Locked/Unlocked: If you Lock a Squad, only the Club Admin will be able to move shooters into that squad. Registered users will not be able to select that squad. Use this if you want to Reserve a squad for staff or a specific Team.

Shooters

Division: If you need to change a shooters division, use the pulldown menu to choose the new division.

Move To: If you need to move a shooter to another squad, use the Move To pulldown menu and select the new squad.

Remove: Remove will remove the shooter from the event. Use with caution as you will not be able to re-add them.

Waitlist

If the event filled up and people have registered on the Waitlist, you may move any of those people from the Waitlist into a Squad if desired. Note that you cannot move a shooter from the registered section back to the Waitlist, so use carefully!

Print

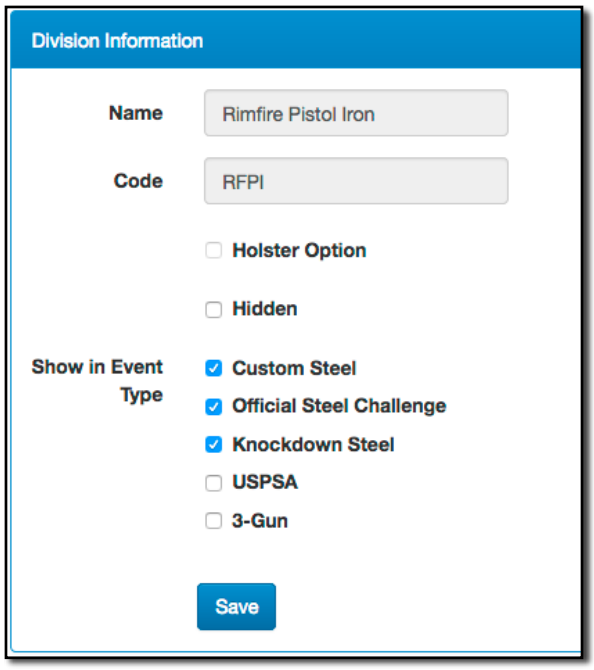
If you want to print out the squads, select Print and it will print each squad out on a separate page.

Divisions

All of the Official Steel Challenge divisions will be installed by default. If you prefer to use different names, you can hide the standard ones and setup you own divisions. Official Steel Challenge division are shown with a “star” in front of the name. Note that the official division’s name and code cannot be modified. If you are running Official Steel Challenge, please use the default divisions as they are needed to send in Classifiers.

Name: The division name.

Code: If you need to match a custom division to one of the official steel challenge divisions, for exporting to the USPSA site, you will need to enter the official code here. For example if you have a division name “Pistol Iron”, which is your name for the “Limited” division, you would need to add “LTD” to the Pistol Iron Code field.



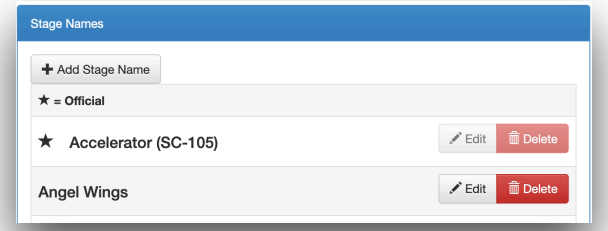
Holster Option: For Custom Steel events, we add a 2 second per run penalty if the shooter does not use a holster for certain divisions. If you want to add this feature to that division, check this checkbox. When you register the shooter, it will allow them to select if they are using a holster or not.

Hidden: If you prefer using your own division names, you may want to hide the standard Official Steel Challenge divisions. If you check Hidden, they will not be shown in any division pulldown menus. You will see a little “eye” icon after the division name if it is hidden.

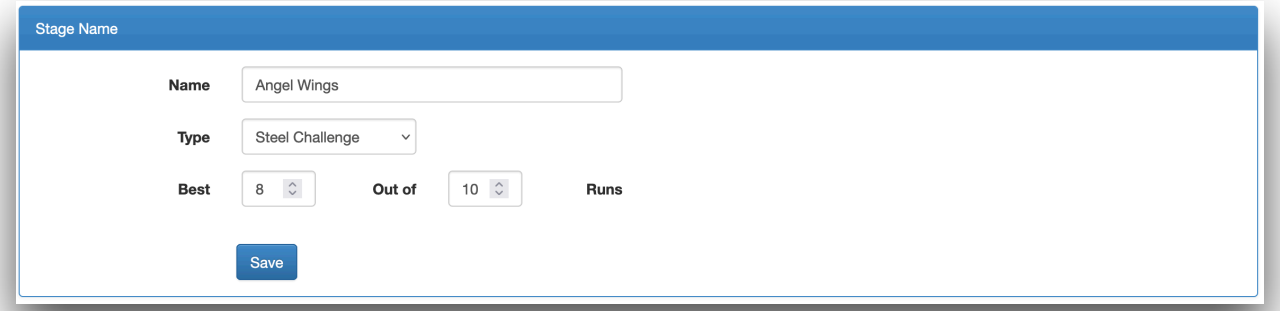
Show in Event Type: You may have created many different divisions for different event types. For example for Knockdown steel event you may have several different Shotgun divisions (e.g. Pump, Auto, Open, Limited, etc.), but you do not want to show those divisions in the Custom Steel events. If you uncheck the Custom Steel checkbox, those shotguns will not be shown to pick from in the Custom Steel event.

Stage Names

The Official Steel Challenge stage names will be installed by default. They will have a “star” in front of their name and are not editable or deletable.



If you run Custom Steel events, you can add your own stage so you can assign them in an event.



Name: The stage name as it will appear on the website and in the Steel Scoring app.

Type: You can assign the stage type as **Steel Challenge**, **Knockdown** or **Other**. **Other** is set for possible future use and for now will be equivalent to a Knockdown stage. The Best X out of Y runs is only applicable for Steel Challenge. Knockdown and Other will be set to Best 1 out of 1 Runs and will be hidden from view.

Best / Out of: You can define the Best X of Y Runs for Steel Challenge stage types. As example you could do Best 1 out of 1 Runs, Best 10 out of 10 Runs, Best 7 out of 9 Runs, etc. The Maximum number of runs is 10 (Out of).