

# PRO\_COMP

## Competition Management System

### *Tutorial for Beginners*

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Creation Date: 18 November 2001



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## Introduction

*This document has been designed as both an instructional and tutorial guide, taking you step by step through setting up and maintaining a competition.*

*It will show you how to create and register teams with players, prepare competitions with a structured fixture, enter results and generate an up-to-date ladder.*

*Once you feel confident in the steps outlined in this tutorial, you can proceed onto the Advanced Tutorial.*

Pro COMP Professional is a comprehensive competition and statistics software package for domestic, elite and professional sports leagues and associations:

- ✓ Register teams and clubs
- ✓ Register players
- ✓ Print formatted registration forms
- ✓ Set up competitions
- ✓ Automatically schedule playing draws and fixtures based various parameters
- ✓ Record results of games and generate a ladder
- ✓ Optionally record individual player statistics
- ✓ Produce comprehensive, formatted and special reports on every aspect of your competition or league
- ✓ Optionally produce an output file suitable for use on WEB sites

If used properly, Pro\_COMP will a great time-saver and a valuable administrators tool that will not only improve your efficiency but also give your league or association an extremely professional outlook.

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## Getting Started

### *Installing Pro\_COMP*

Once you have received the CD from Prowess Systems that contains the Pro COMP installation files, you need to follow these steps:

1. Install the **Pro\_SYS** libraries first. Browse the Pro\_SYS folder and double click on the icon labelled "Pro\_SYS setup.EXE". This will start an installation wizard with prompting.
2. Install **Pro\_COMP** applications next. Double click on "Pro\_COMP 2001 - Setup.EXE". This will start an installation wizard.

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- 



### **FYI - Pro\_COMP location**

When Pro\_COMP is installed on your computer, a new directory is created on your hard disk:

***C:\Pro\_COMP***

This directory contains all your Pro\_COMP program files and ultimately, the data you create in Pro\_COMP Professional. It will contain a sub-directory called dat, which holds your data and which you should back up regularly.

You will be able to manipulate and move the location of your data if you wish and this will be outline in the advanced tutorial.

## System Registration

After successful installation, the first time you run the program you will be prompted by a registration screen that needs to be completed and submitted to the ProWess offices.

You will need to provide a **Lock number** to ProWess and a corresponding **Unlock Key Number** (based on your allocated registration period) will be given to you. You can request the number by contacting the ProWess offices or an authorised agent by telephone or email to .

A new registration screen is displayed as follows :

*Quote this number to ProWess*

*You will be given this number by ProWess to enter*

A completed screen would look as follows:

If the unlock number is validated, a green tick will appear and the OK button will be enabled. For your records you can print a registration form however this is optional. This can be faxed to ProWess if necessary.

Click on the OK button and you will prompted with the full licencing agreement which you need to read and the click on the accept button. Once all these steps are completed, the software will be properly registered.

## Online Registration

You can request the Unlock number online by simply selection the software registration option under the support menu:

website here at  
PROWESS-SPORTS



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[Click here to access the Pro-AFL upgrade](#)



[Click here to access the latest Pro-COMP upgrades](#)

### Support

- [Support Guidelines](#)
- [Licence Guidelines](#)
- [Unlock](#)
- [Statsmaster FAQs](#)
- [Contact Us](#)

### Products

- [DV-Coach](#)

## Unlock - Software Registration

Please enter the following details to help us register and activate your software. You will need to submit this form for each unlock number you require. Ensure the correct Software Module is selected for each unlock.

Your Name:

Registered User Name  
(organisation):

Computer Name (eg.home, office):

Address:

Your Country:

Phone No:

Fax No:

Agreed Licence Term:  Year(s)

Your Email Address:

Web Address:

Operating System:

Software Module:

Version Number: (if known)\*

Please enter your registration key:

Complete the information and submit the form; the details will be sent directly to the Prowess offices and the **Unlock number** will be promptly (normally within one working day) returned to you at the designated email address.

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## Licensing Agreement

This is an agreement between the supplier (**ProWess Systems**) of this software (**Pro\_COMP**) and the end user.

To use this software you must agree to the following conditions and indicate your agreement below. If you do not wish to agree to these conditions you must not use this software and you must remove it immediately from your computer.

- The Supplier warrants that the SOFTWARE will perform in accordance to the accompanying material for a period of 90 days from the date of receipt. Any implied warranties on the SOFTWARE are limited to ninety (90) days.
- The supplier's entire liability and exclusive remedy shall be at the supplier's option to either (a) return of the original price paid, excluding commissions, administration and handling fees (b) repair or replace the faulty SOFTWARE or supplied media.
- The limited warranty is void if failure of the SOFTWARE has resulted from an accident, abuse or misapplication.
- Any replacement SOFTWARE will be warranted for the remainder of the original warranty or thirty (30) days, whichever is longer.
- All warranty claims will require proof of purchase and the end user must provide a valid registration number.
- Any administration and handling fees are the responsibility of the end user.
- Should the software prove defective after the warranty period, the user assumes the entire cost of all necessary repair, servicing, or correction unless the user has paid for a support and maintenance agreement. The suppliers will not be liable for any special, incidental, consequential, indirect or similar damages due to loss of data or any other reason, even if the supplier or an agent of the supplier has been advised of the possibility of such damages. In no event shall the supplier's liability for any damages ever exceed the price paid for the license to use the software, regardless of the form of the claim.
- The end user bears all risk as to the installation, quality and performance of the software.
- This software is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties.
- This SOFTWARE is licensed, not sold. Each license allows installation on one (1) computer only.
- The end user of this software may not reverse engineer, de-compile, or disassemble this SOFTWARE.
- The user of this software must comply with all applicable laws regarding the use of this software.
- All title and intellectual property rights in and to the software (including but not limited to any images, photographs, animations, video, audio, music, and text incorporated into the software) are owned by the supplier.
- All title and intellectual property rights in and to the content which may be accessed through use of the software is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. All rights not expressly granted are reserved by the supplier.
- This software requires registration to operate past the designated trial period. This registration is effected by a purchase code/ activation key combination. The purchase code is generated automatically in un-registered copies of the SOFTWARE. The activation key is unique to a particular purchase code. The purchase code may change if the computer operating system is changed, updated etc. or the hard disk effectively is re-formatted, changed etc.
- In the event of computer failure or upgrade requiring re-installation of the software, a new purchase code/activation key pair has to be implemented. A maximum of four (4) replacement keys will be provided for each license purchased, with a limit of 2 replacements in any one year. Requests for further activation keys will require a formal, written request from the end user and the supplier reserves the right to reject the request.
- The software is licensed for a period of time designated by the supplier as determined by the issued registration key number. Notice in the SOFTWARE will be given 30 days prior to expiry. On expiry, a new activation key must be issued to continue using the software.
- The end user, at their option may take out a further annual support and maintenance agreement with the supplier at a designated fee which covers technical phone support during normal office hours and subsequent SOFTWARE upgrades once the warranty period has expired.

Any necessary upgrades of the SOFTWARE will be charged at a fee designated by the supplier unless the software is still within the warranty period or the end user has taken out a support and maintenance contract with the supplier.

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## Logging On To Pro\_COMP

For first time login, simply use the universal logon for Pro\_COMP which is "SYS" with no password required and the press <ENTER>

Enter Logon

ProWess Demo System (Lite)

Version 3.19.1.7  
Demo/Template

ProWess Systems

ProWess Sports

5561-5513-75B4-2353-675C-422A

Login Name:

Password:

C:\Pro\_COMP\Dat.Template\ \*\* Basic \*\*

At any stage, you will be able to set up your own personal login name and password instead of 'SYS' to access the system. If security is important to you then it is recommended that you set up specific logon and passwords to ensure there is no unauthorised access to the system.

The SYS login can be removed from the system if necessary. Setting up login access codes and operator security is done in the Housekeeping menu section which is explained in the Pro\_COMP advanced tutorial.



### **Hint**

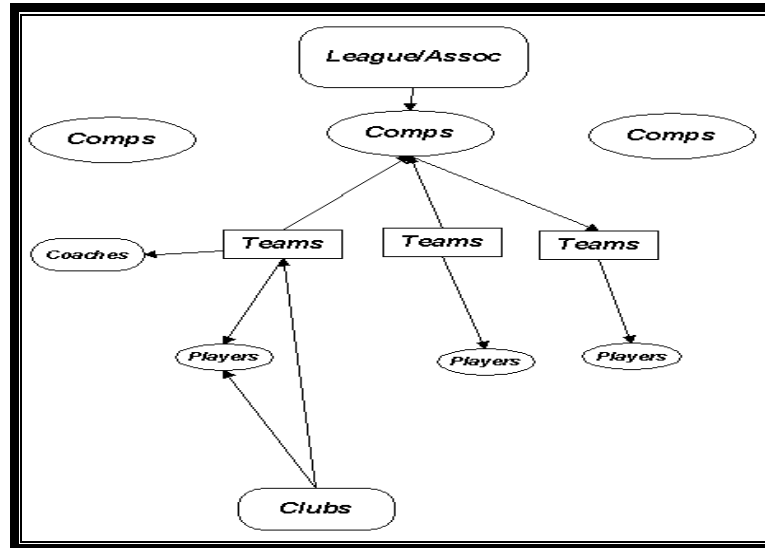
*Only change the login if it is important to protect your system and use passwords that are easily remembered by you.*

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## Organisational Overview

It is important to understand how Pro\_COMP expects the information to be organised. Although the system is flexible, the best result is achieved by following some basic guidelines and you will get the benefit in more efficient access of your data and more presentable reporting.

A simple graphic representation of how the main components are linked is as follows:



If you understand and follow these basic rules then your database will be well organised.

- Players are preferably affiliated to a club
- Players can be affiliated to one club only
- Teams are affiliated to Clubs and used for competition/seasonal registration of players
- Teams and affiliated players are registered to a selected competition
- Competitions may be linked to a League/Association record
- Players and teams that are not registered in a competition may be considered as “waitlisted”
- Coaches are affiliated to a registered team and may be a player
- Players may be registered into multiple teams providing it is not same competition

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## Coding Standards & Guidelines

As with all databases, your data is linked and organised via key fields. For example, a player registration number is a key access field that is a unique identifier for a particular player.

It is important to maintain consistency in your data entry to ensure the database records are well organised and

- Avoid using spaces in key fields
- Use consistent spelling of names
- Use uppercase characters where possible for key fields

It is important for you to spend some time and thought on your coding standards. Whatever standards you decide to adopt should be consistently used throughout the system. For example, if you wish to use the initials of a club as its id number, then this should be the case with all the clubs you enter into the system.

<b>Club Id</b>	<b>Name</b>
KBC	Keilor Basketball Club
TBC	Tullamarine Basketball Club
AHBC	Avondale Heights Basketball Club

You should also note that fields such as the id code need to be unique. Using our example above, it is easy to see that two clubs may have the same initials. Any codes you set up need to allow for this, as shown below:

<b>Club Id</b>	<b>Name</b>
BEBC	Bendigo Basketball Club
BABC	Ballarat Basketball Club

For affiliated teams, you may use the following as an example: if Keilor has a number of teams registered in various comps and grades, using the KBC prefix:

<b>Team Id</b>	
KBC1	Keilor (1) – (in MENS A grade)
KBC2	Keilor (2) – (in MENS B grade)
KBCW1	Keilor Womens (1) – (in WOMENS B grade)
KBCW2	Keilor Womens (2) – (in WOMENS D grade)
KBCU14	Keilor boys – (in Under `14's)

Etc.....

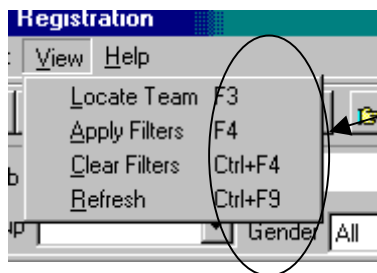
For players you can start registration numbering with prefix of current year so you easily know the year first registered.

---

## Keyboard Shortcuts

All Windows based programs allow the use of convenient shortcut keys and the keys available will vary from module to module, however some basic keys to know are:

<Alt+F4>	Close/exit current screen
<TAB>	Go to next available field / tabstop
<ENTER>	Accept and validate the current field and move to next
<Alt+Down>	When on lookup field, it will display the first page of available list
<PgDn>	Next page or record (if <Ctrl> pressed goes to last record)
<PgUp>	Previous page or record (if <Ctrl> pressed goes to first record)



### **Hint**

*Always check your menus for shortcuts that have been specifically programmed.*

Note that in some modules, the above guides may not apply but you will be advised accordingly.



## Searching your Database

Most modules have the option to systematically search the database records as you type in the characters. This is called “*incremental searching*” and is particularly useful when searching through large groups of records sorted in surname or name order.

The screenshot shows a search interface with a search bar at the top, a dropdown menu below it, and a table of records. The table has columns for Club, M/F, Age Group, Grade, Lev, and Manager Contact. Two records are visible, both for the club 'Ardeer'.

Club	M/F	Age Group	Grade	Lev	Manager Contact
Ardeer	M	Senior	RET	DT	Billy Hibbert
Ardeer	M	Senior	B	DT	Tom Barnfield

If your module has a search option, simply sort by The **Search method Text** field and type the characters. You will see the records progress accordingly.

To change to another key select the **Search By** field to display the list of available search orders.



## Database Filtering

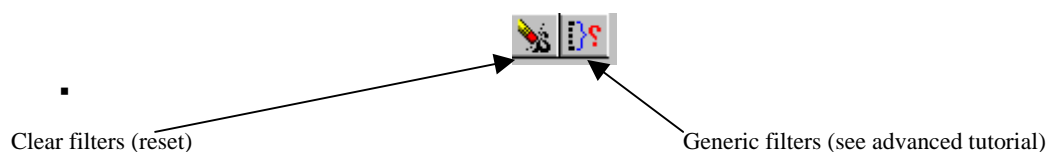
Filters allow you to focus on particular records in the database rather than browsing through the whole set of records. For example in team registration, if you wish to browse only senior male teams in A grade, you could set a filter such as this:

The screenshot shows a database filtering interface with several dropdown menus and checkboxes. Arrows point to the 'Club' dropdown, the 'Age Group' dropdown set to 'Senior', the 'Gender' dropdown set to 'Male', and the 'Grade' dropdown set to 'A' Grade.

Team Id	Act	Name	Abbrev	Club	M/F	Age Group	Grade	Lev	Manager Contact
DRAGNS	<input checked="" type="checkbox"/>	DRAGONS			<input type="checkbox"/>	M	A	WD	Jarod Reardon
KEILOR	<input type="checkbox"/>	KEILOR	KEILOR		<input type="checkbox"/>	M	A	TD	Trevor Davies
PHS1	<input checked="" type="checkbox"/>	POWERHOUSE 1	P/HOUSE1	Powerhouse	<input type="checkbox"/>	M	A	TD	Mathew Golder
PRDAM1	<input checked="" type="checkbox"/>	ProWess All Stars 1	All Stars 1	ProWess All Stars	<input type="checkbox"/>	M	A	TD	Gordon Sincock



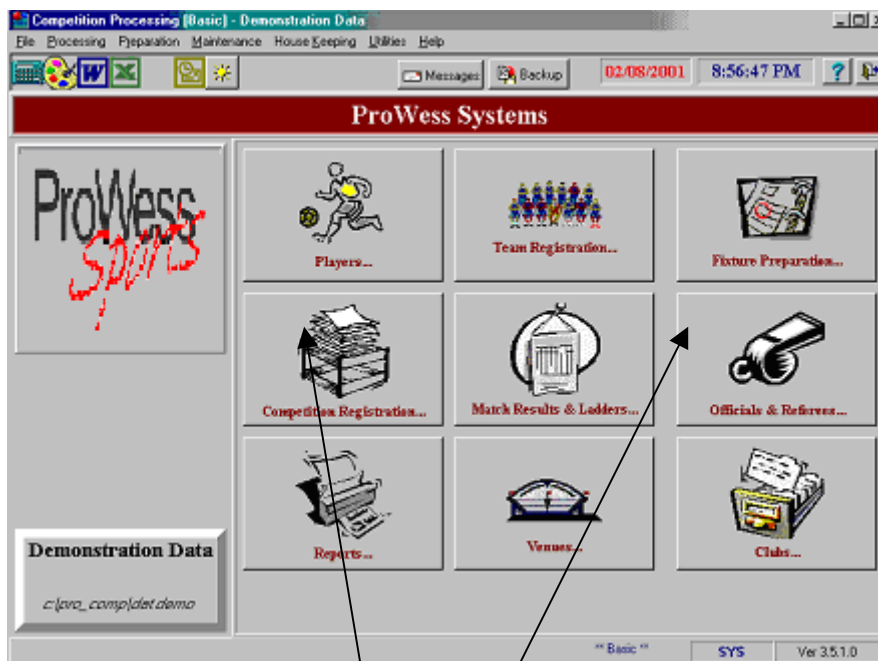
Two buttons should also be available on the screen that may be useful:



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## The Main Menu

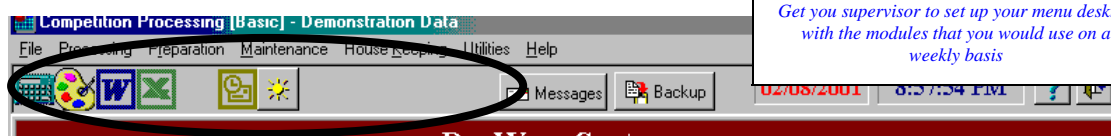
As with all software programs, there is central starting point for access to all modules and the Pro\_COMP main menu would be presented as follows when logged on:



### Module Buttons

You can set up your main menu desktop to have button shortcuts for the most common modules that you will be using. Others may be accessed using the available pulldown menus.

### Speedbuttons



Speedbuttons are a typical shortcut method to certain modules. Simply clicking the mouse button will load the module.

Speed buttons can also be added to the main menu for any of the modules in Pro\_COMP during configuration, for example:

### To Exit System

Select menu option **File/Exit** Or



Click on the exit speedbutton

## Printing Reports

A standard set of reports are provided which can be printed, previewed on screen or even export to a format of choice.

Additional reports can be added to your menus if you wish or existing one modified. Refer to the advanced tutorial for further details



Any module that has reports available should have a button with a printer such as :

Clicking on this button displays a specific menu of reports for that module:

No	Title	Use Filter	Tag	Filename
1	Full Profile (Rego Form)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Team-Rego form.rpt
2	Contact List-Manager Phones (Sel Teams )	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Team-Contact Managers.rpt
3	Contact List (By Competition)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Team-Contacts by comp.rpt
4	Player List-Alphabetical (All Players)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Player-Alpha... (Red)
5	Player List (By club)	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Player - Player List by Club.rpt
7	Mailing List - Avery Labels 11x3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Team-labels Mailing list.rpt
9	Rego with Status	<input type="checkbox"/>	<input type="checkbox"/>	Team-Details Full.rpt
11	Junior Rego Form	<input type="checkbox"/>	<input type="checkbox"/>	Team-Rego form.rpt
12	Contact list with notes	<input type="checkbox"/>	<input type="checkbox"/>	Team-contacts with notes.rpt
13	Team list with Contact numbers	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Team-contacts Phone numbers.rpt
14	Team Colours by Competition	<input type="checkbox"/>	<input type="checkbox"/>	Teams-Uniform colors.rpt
15	Team List	<input type="checkbox"/>	<input type="checkbox"/>	Team-players list.rpt

**Hint**  
You can take advantage of your set filters by checking this box otherwise the whole database is reported

**Hint**  
If a report is in red then it is missing and unavailable – contact your supplier for explanation

Select a report by clicking once on it or scroll through with the arrow keys, and press either the preview button or the print button.

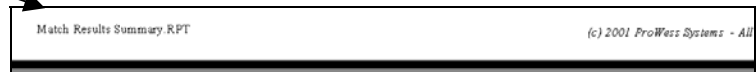


**Hint**  
Dbl-click or <ENTER> key will print the report immediately



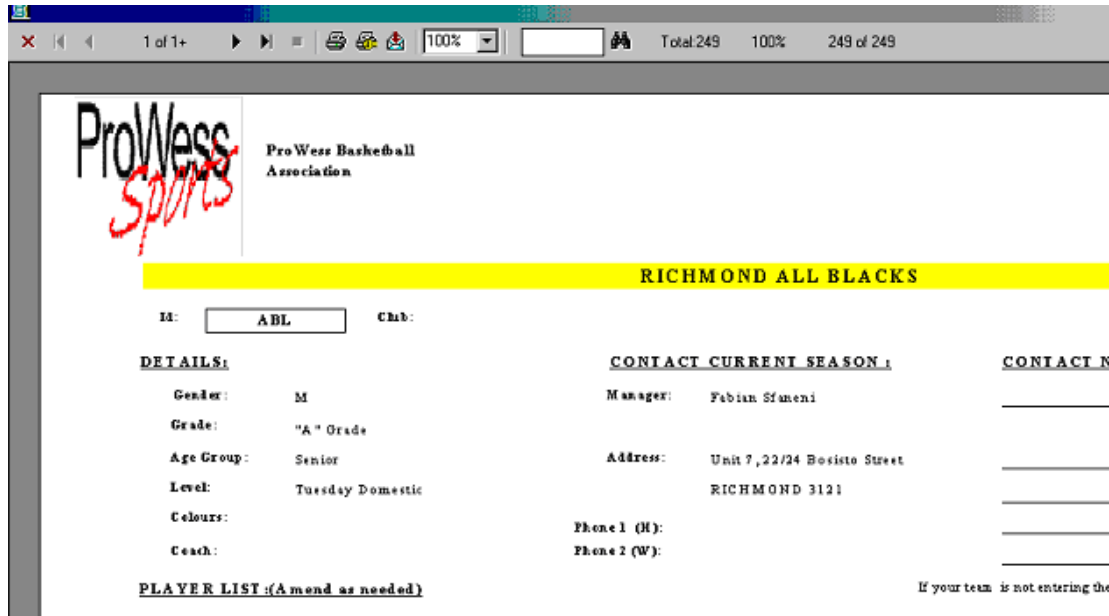
### Important Note

All reports should have the filename of the report at the base of the page for easy identification and referencing:

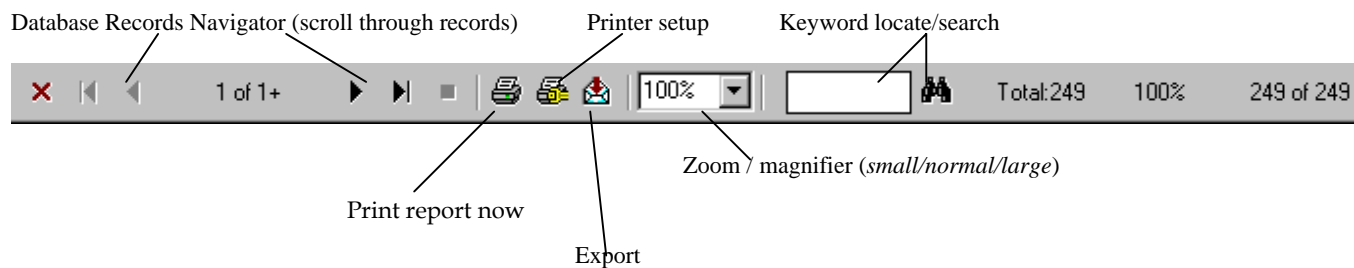


## Print/Preview Report Options

If you have selected the preview option, the report will be display on-screen with options to print, browse or export the report:



## Printer Control Buttons



You can export the report to a wide range of formats such as Word, Excel, HTML, Text, etc and further instruction on how to do this will be given in the advanced section.



### Hint

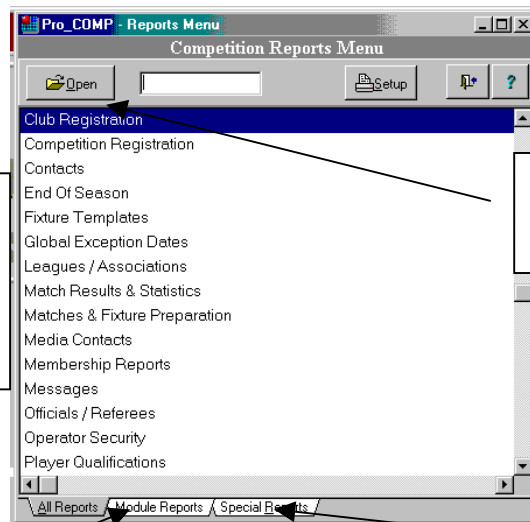
*Exporting only works well on some reports and is dependant on the complexity*

## Main Reports Menu

Apart from processing reports from the specific module reports menu, reports from all modules can be accessed and printed from one central menu which is access either from the **Processing** menu or a desktop button (if configured):



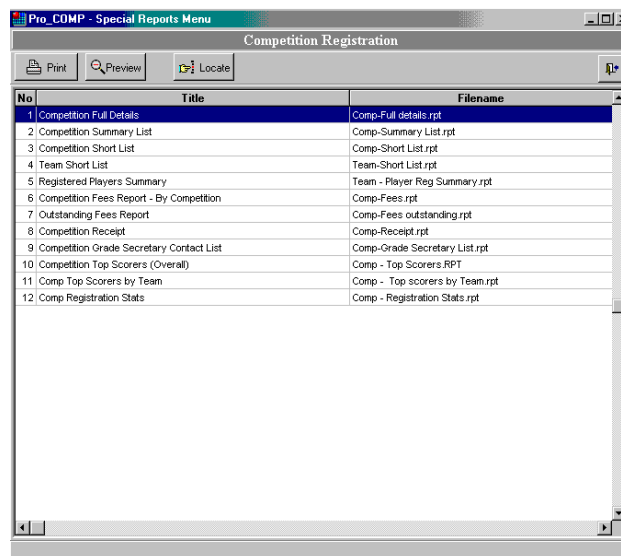
A menu of all module titles and special reports are listed and you may “drill down” to a specific sub-set of module reports.



**Hint**  
Contact ProWess Support of you have any special reporting requirements and are unable to do it you self

**Hint**  
Dbl-click to load a menu of reports or click the “Open” button

The menu is broken up in **Module Reports** which cover the standard reports already developed and **Special Reports** which is a menu of custom reports that may have been developed specifically for you organization.



**Hint**  
Once the menu option is selected, a subs-et of module specific reports is listed for direct preview/print

## Report Filters

You may set up relevant filters that will allow you to print only a specified range of records rather than the whole database. These filters are normally configured by a supervisor and are outlined in more detail in the advanced tutorial. A typical filter screen would look as follows:

**Report Filter Parameters**

**Competition Summary List**

From: MSA To: MSA

Year: 2000

Gender: [ ]

Grade: [ ]

AgeGroup: [ ]

Level: [ ]

**Hint**  
Filter range can either be single only or a from/to range

Clear Preview Close

**Hint**  
If parameter field is linked to a master file, you can double-click to lookup from the list

**Lookup**

Search Characters

Compld	Leagueld	Title	Abbrev	Year	Season	Gender	Level	Grade	AgeGroup	Commence
MSA		Summer Season - Men's "A" Grade			SUM	M	TD	A	S	27/03/2000
MSAR		Summer Season - Men's "AR" Grade		2000	SUM	M	DT	AR	S	3/10/2000
MSU14		Summer Season - Boys U14		2000	SUM	M	DT		14	3/10/2000
WSA		Summer Season 2000 - Wednesday Men's "A" Grade		2000	SUM	M	WD	A	S	4/10/2000
WSB		Winter Season - Men's "B" Grade		2000	SUM	M	WD	B	S	4/10/2000
WSC		Summer Season - Women's "C" Grade	Womens C - Summer	2000	SUM	F	WD	C	S	4/10/2000

Search By: Compld

OK X

Once you have made your selections, click on **preview** button to process.

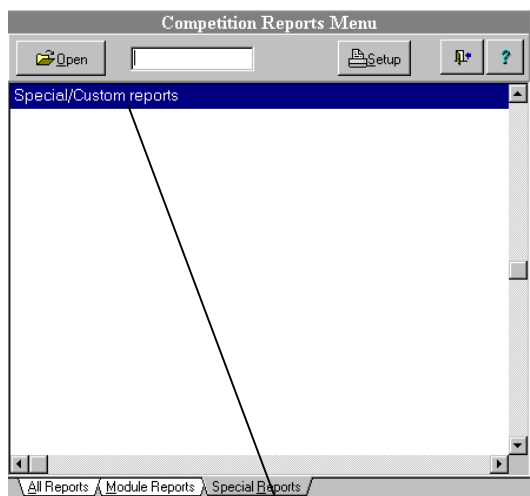
## Custom/Special Reports

Although Pro\_COMP is provided with a comprehensive set of reports the covers most needs, there may always be a requirement to include the option to print a report unique to a league/organization. This may be aspects such as incorporating sponsors logos, re-arranging a report order, including other relevant fields that have not been catered for or a completely new report.

There are two places that new or modified reports may appear :

1. On the relevant module sub-menu
2. On the Special/Custom Reports menu

Incorporating new or different reports is discussed in more detail in the advanced tutorial and apart from the module menu, you may find the special reports behind the following menu:



Sample menu only

No	Title	Filename
1	Media Release and Ladder	RCO0010.EXE
2	Box scores	RCO0051.EXE
3	Team Avg Stats Ranking	RCO0006.EXE
4	Team Agg Stats Ranking	RCO0916.EXE
5	Season Only Cumulatives - All teams	RCO0205.EXE
6	Season only selected teams	RCO0216.EXE
7	Round Stats Leaders	RCO0100.EXE
8	Top Point Scorers	RCO0911.EXE
9	Stats Leaders	RCO0204.EXE
10	Upcoming Milestones	RCO0921.EXE
11	Players Milestones in a Year	RCO0230.EXE
12	Commentators Match Preview	RCO0922.EXE
13	Swish Stats Leaders	RCOSW1.EXE
14	Player of the Month	RCO0219.EXE
15	All Time Statistics for a Team	RCO0308.EXE
16	All Time Statistics for selected Players	RCO0309.EXE
17	All Time team and Opponent Comparison	RCO0302.EXE

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## Main Menu Options

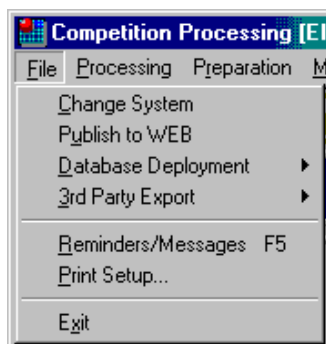
When logged on, all modules can be accessed through the pulldown menus. The availability of some options may depend on your logon security and access rights as well the version installed on your system.

The basic menus available are identified in the following sections:



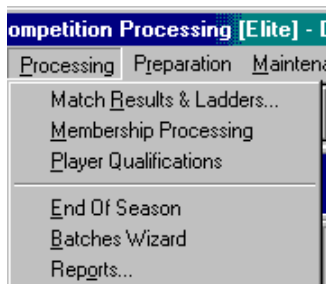
### File Menu

This menu provides access to some of the additional modules that may be configured in the system:



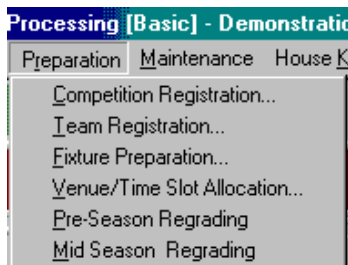
### Processing Menu

This menu has main processing functions for competition management:



### Preparation Menu

This option covers the basic preparation required to set up and maintain competitions, teams and fixtures, including:



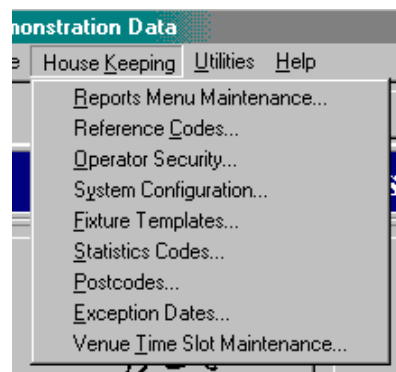
## *Maintenance Menu*

This menu option covers those modules requiring seasonal maintenance. These consist of:



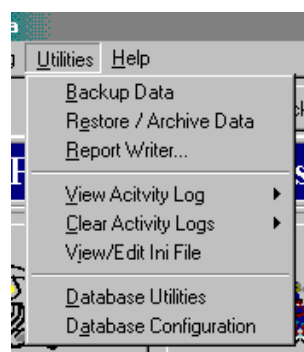
## *Housekeeping Menu*

This option covers the basic preparation required in establishing the guidelines and restrictions in using the system. These options are effectively under supervisory control and are as follows :



## *Utilities Menu*

A set of utilities are provided to keep the database and records in a reasonable and organised state.



## Basic Registration & Setup

Once Pro-Comp is successfully installed on your computer, there are a number of steps you need to take before you can begin to establish leagues and competitions.

The system you receive may need to be configured when it is first installed to customise it for your organisation.

The image shows two screenshots from the ProWess Sports software. The top screenshot shows the main menu with 'System Configuration...' highlighted. An arrow points from this menu item to the 'System Configuration' dialog box shown in the bottom screenshot. The dialog box has several tabs: 'General', 'Locations', 'Control/System', 'Buttons', and 'Registration'. The 'Registration' tab is active, showing fields for 'Registered User Name' (ProWess Demo System), 'Address / Contact Information' (49 Wyong Street, East Keilor, VIC 3033, info@prowess.com.au, www.prowess.com.au), 'Competition/League', 'Current Season' (2001), 'Size' (200), and 'Sketch' (checked). A 'ProWess Sports' logo is displayed on the right side of the dialog box. A callout box with a lightbulb icon says 'Hint: All areas of the program can be accessed from the drop down menus. Commonly used functions also have buttons for direct access.' Another callout box points to the logo with the text 'Double click the logo to browse.'

The System Configuration Module allows you to do this:

Type the following in the appropriate fields

- ☛ **The Name of Your League or Association**
- ☛ **The registered user or licenced owner - that will appear at the top of each report and screen.**
- ☛ **The logo you wish to appear on screen and on some reports. Logo 1 and 2 can be used as alternatives for printing purposes**
- ☛ **Address and contact details to print on various reports and statements**

**Hint**

- Logo's need to be bitmap images (.BMP).
- 200x200 size works best but bitmaps of different sizes still be used and can be stretched to fit in.
- Use Logo 1 or 2 as printable logos on a white background if you wish.

Once you have specified what details you want click on save and the details will be reflected in the opening screen.

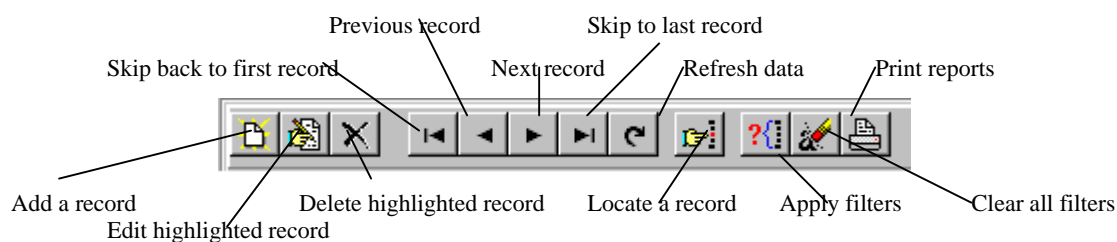
The other tabs on the System Configuration may be left for now but the following summary of what they do may be useful for you later.

The diagram shows the 'System Configuration' dialog box with five tabs: 'General', 'Locations', 'Control/System', 'Buttons', and 'Registration'. Callout boxes provide the following information:


- Player ID Number control:** Points to the 'Control/System' tab.
- Additional user registration information – for supervisory usage only:** Points to the 'Registration' tab.
- Holds the location of where data and report files are kept and where any files are stored that might be awaiting electronic transfer to another computer or are waiting you from another computer:** Points to the 'Locations' tab.
- Desktop buttons can be configured here for use in the main menu module, rather than using menu options:** Points to the 'Buttons' tab.

## Control & Navigation Buttons

The system has a consistent and standard set of buttons used in most modules. Some are typical Windows controls and experienced user should be familiar with the use of each. Note: holding the mouse over any button will bring up a hint which describes the use of that button.

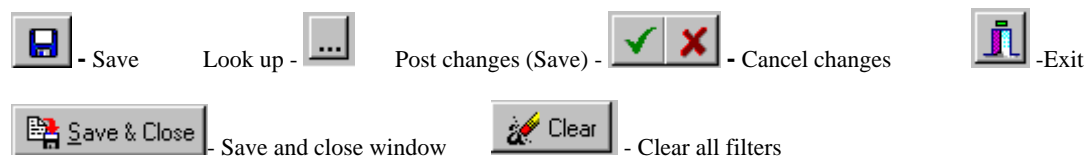



Some of these functions are advanced and the use of them is explained in full in the user guide and the advanced tutorial.

 **Hint**

*Most buttons will have a hint displayed giving an idea of the function if you hold the mouse over the button, it should be visible.*

Other buttons you may encounter at some stage



 **Hint**

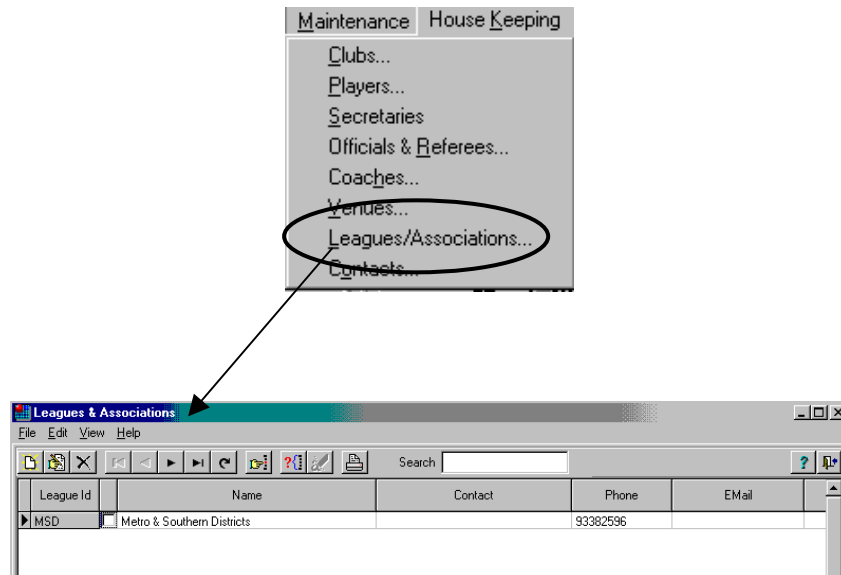
*Many button functions are available from right mouse popup menus, pull-down menus or control shortcut function keys, so check to see what is configured- it may be handy in various screens.*

---

## Leagues and Associations

It is not essential to create a separate league master record as it is only used if the system is used across multiple leagues or sports. It is important in multi-sports centres and bureau service. It is useful to have at least the main identifying league name, however in many cases this is the registered user

To set up your league details, select the Leagues/Association option from the main menu under Maintenance:



Setup as much detail as you wish for your reporting purposes.

The image shows a 'League/Association Details' form. At the top, there are navigation buttons and a search field. Below that, the 'League Id' is 'MSD' and the 'Name' is 'Metro & Southern Districts'. The form has several tabs: 'Details', 'Contact List', 'Competitions', and 'Clubs'. The 'Details' tab is active. It contains the following fields:

- Abbreviation: MSDBA
- Type: METRO (dropdown)
- Level: (dropdown)
- Address: The Secretary
- Phone: 93382596
- 1 Parnell Cres
- FULLAMARINE 3043
- Facsimile: 93382596
- Email: (text field)
- Web page: (text field)
- Notes: (text area)

At the bottom right, there are buttons for 'Browse' and 'Co\_Imag2'.



### Hint

*You can still use the league module to record address & contact details of affiliated organizations. For example, if you are member of Vic basketball, you can store contacts of other leagues in the Association*

---

## Clubs, Teams & Players

A prerequisite of competition preparation is entering the teams and players that will be participating. As mentioned earlier, ideally these should be affiliated to a club, although this is not essential. A club is simply a collection of teams and players represented under one organisation.

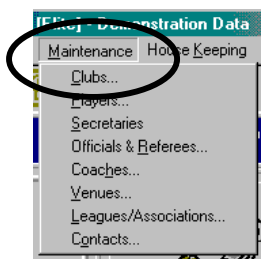
A typical example may be that Prowess Tigers basketball club has 2 men's, 3 women's and 10 under age teams for a total of 15 teams under one club and approx 120 players (assuming 8 players per team). It is quite acceptable that a player in the same club can play for two different teams, as long it is different competitions.

The first step would be to create a new club record so that teams and players are automatically affiliated.

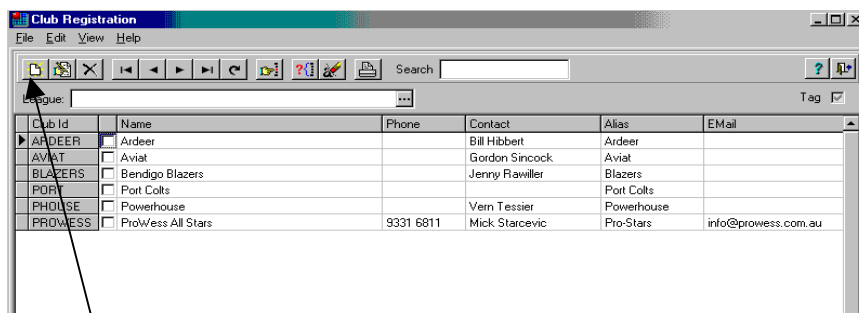
---

## Creating A New Club

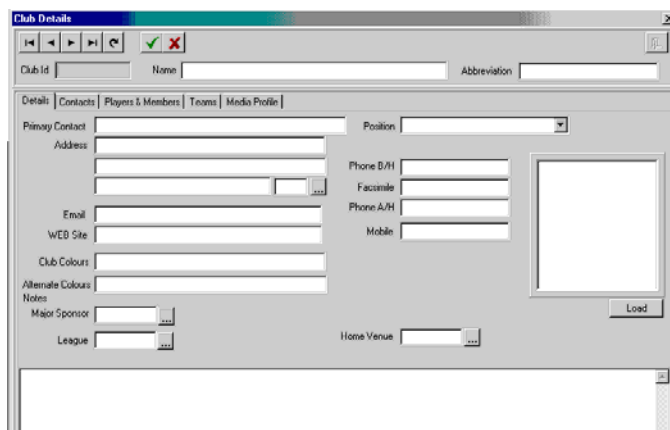
If you wish to logically affiliate your teams and players in clubs then you must set up club records initially and this is done in the Clubs module which can be found under the Maintenance menu.



The module when loaded will look as follows (with records added).



To add a new club, click on the “new” button (or use shortcut keys) and a blank details screen will be opened:

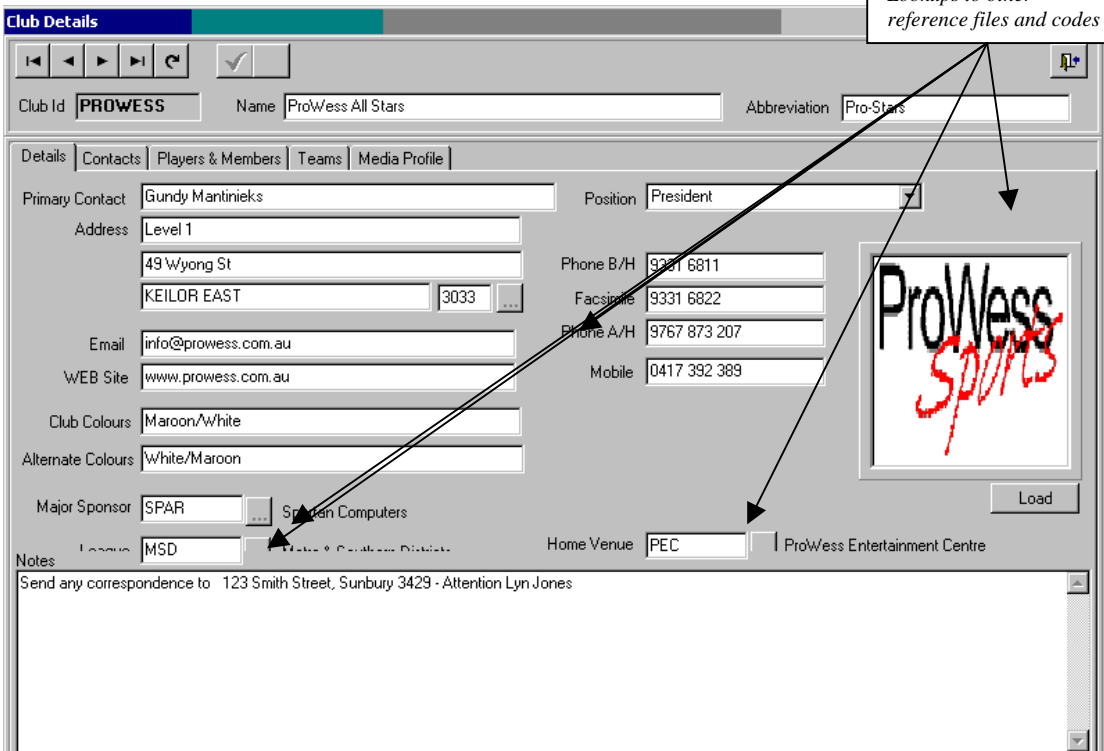


Enter your details with a logical Club Id and name details as a minimum. Much of the other information is optional, however is desirable.

 **Hint**  
*The club database is extremely useful when it comes to providing consolidated reports and mailing lists so fill out as much detail as necessary to contact your clubs and teams.*

A typical completed club record may look as follows with contact information, logos, etc.

*Lookups to other reference files and codes*



Club Id **PROWESS** Name ProWess All Stars Abbreviation Pro-Stars

Details | Contacts | Players & Members | Teams | Media Profile

Primary Contact: Gundy Mantinieks Position: President

Address: Level 1  
49 Wyong St  
KEILOR EAST 3033

Phone B/H: 9331 6811  
Facsimile: 9331 6822  
Phone A/H: 9767 873 207  
Mobile: 0417 392 389

Email: info@prowess.com.au  
WEB Site: www.prowess.com.au

Club Colours: Maroon/White  
Alternate Colours: White/Maroon

Major Sponsor: SPAR  
Home Venue: PEC

Notes: Send any correspondence to 123 Smith Street, Sunbury 3429 - Attention Lyn Jones

 **Hint**  
*The notepad is extremely handy for the additional information that may be required specifically for this club*

## How to Register New Teams

Once you have your clubs added, there are a number of different ways of adding new teams, however the most common is using the team registration module found under the **Preparation** menu. You can also add or modify teams in the competition module, club module or even match results.

If you choose the standard team registration module, then a list will be displayed with existing teams:

Team Id	Act	Name	Abbrev	Club	M	F	Age Group	Grade	Lev	Manager Contact
ARDM1	<input checked="" type="checkbox"/>	ARDEER 1	ARDEER 1	Ardeer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	B	TD	Lyn Harrower	
ARDW1	<input checked="" type="checkbox"/>	ARDEER WOMENS 1	ARDEER W1	Ardeer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	C	DT	Kim Richardson	
ARDW2	<input checked="" type="checkbox"/>	ARDEER WOMENS 2	ARDEER W2	Ardeer	<input type="checkbox"/>	<input checked="" type="checkbox"/>	BR	DT	Kerrie Farrell	
AVB	<input checked="" type="checkbox"/>	AVIAT BLACK	AVIAT BLACK	Aviat	<input type="checkbox"/>	<input checked="" type="checkbox"/>	F	DT	Garv Beer	
AVR	<input checked="" type="checkbox"/>	AVIAT RED	AVIAT RED	Aviat	<input type="checkbox"/>	<input checked="" type="checkbox"/>	A	DT	Gordon Sincock	
AVSP	<input checked="" type="checkbox"/>	AVIAT SPARTANS	A/SPARTANS	Aviat	<input type="checkbox"/>	<input checked="" type="checkbox"/>	BR	DT	Ros Lowe	
AVW	<input checked="" type="checkbox"/>	AVIAT WHITE	AVIAT WHITE	Aviat	<input type="checkbox"/>	<input checked="" type="checkbox"/>	AR	DT	Ian Jackson	
AVW1	<input checked="" type="checkbox"/>	AVIAT WOMENS (1)	AVIAT WOM	Aviat	<input type="checkbox"/>	<input checked="" type="checkbox"/>	C	DT	Garv Beer	
BLAZ1	<input checked="" type="checkbox"/>	BLAZERS 1	BLAZERS 1	Bendigo Blazers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	AR	DT	Peter Ball	
BLAZ2	<input checked="" type="checkbox"/>	BLAZERS 2	BLAZERS 2	Bendigo Blazers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	AR	DT	Robert Newman	
BLAZW1	<input checked="" type="checkbox"/>	BLAZERS WOMENS 1	BLAZERS W1	Bendigo Blazers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	A	DT	Janet Newman	
BLAZW2	<input checked="" type="checkbox"/>	BLAZERS WOMENS 2	BLAZERS W2	Bendigo Blazers	<input type="checkbox"/>	<input checked="" type="checkbox"/>	BR	DT	Chris Ross	
COLTS	<input checked="" type="checkbox"/>	COLTS	COLTS		<input type="checkbox"/>	<input checked="" type="checkbox"/>	RET	DT	James Andrews	
CROWN	<input checked="" type="checkbox"/>	CROWN CATS	CROWN		<input type="checkbox"/>	<input checked="" type="checkbox"/>	F	DT	Marv Huon	
DRAGNS	<input checked="" type="checkbox"/>	DRAGONS			<input type="checkbox"/>	<input checked="" type="checkbox"/>	A	WD	Jarod Reardon	
PCW1	<input checked="" type="checkbox"/>	PORT COLTS W1	P/COLTS1	Port Colts	<input type="checkbox"/>	<input checked="" type="checkbox"/>	A	DT	Yvonne McBroom	
PCW2	<input checked="" type="checkbox"/>	PORT COLTS W2	P/COLTS2	Port Colts	<input type="checkbox"/>	<input checked="" type="checkbox"/>	B	DT	Sharon Dever	
PHS1	<input checked="" type="checkbox"/>	POWERHOUSE 1	P/HOUSE1	Powerhouse	<input type="checkbox"/>	<input checked="" type="checkbox"/>	A	TD	Mathew Golder	
PHS2	<input checked="" type="checkbox"/>	POWERHOUSE 4	P/HOUSE 4	Powerhouse	<input type="checkbox"/>	<input checked="" type="checkbox"/>	M	DT	Mathew Golder	

Click on the NEW button to create a fresh team record.

Typical completed detail for a team would be as follows:

When ready, click here to update team record to database

Team Id: **PRODAM1** Name: **ProWess All Stars 1** Abbreviation: **All Stars 1**

Details | Players | Media Profile | Qualifications

Manager/Contact: Gordon Sincock Phone B/H: 93556 988 Phone 1:   
 Address: 49 Wyong Street Phone A/H:  Phone 2:   
 Mobile: 04225 456656  
 Club: **PROWESS** ProWess All Stars  
 Home Venue:   
 Colours: Blue & White Trim  
 Alt Colours: White & Blue Trim  
 eMail: gordon@prowess.com.au  
 Notes: If Gordon is unavailable then try his wife Barbara on 0483 748045  
 First Reg'd: 4/08/2001

Gender:  Male  Female  Mixed  
 Grade: "A" Grade  
 Level: Tuesday Domestic  
 Age Group: Senior  
 Status:

Affiliated club (lookup)



### Hint

Teams can be entered all in one batch with or without players that can be registered later.



### Hint

It is important to ensure that the grade, level, age group and gender are correct for each team, as it will make your filtering in other modules much easier

## Registering Players To a Team

Once the team has been added, you can enter new or existing player details to this team by simply clicking on the players tab. If there are already players affiliated then they will be displayed:

The screenshot shows the 'Team Registration Details' window. At the top, there are navigation buttons and an 'Active' checkbox. Below that, the 'Team Id' is 'POR' and the 'Name' is 'PORT COLTS W3'. There are tabs for 'Details', 'Players', and 'Qualifications'. A 'Coach' field is empty. Below the tabs are buttons for 'Register', 'Edit', 'Remove', and 'New'. A table lists existing players:

Player Id	Player's Name	No	Gms This Seas	DOB	Age	Player Notes
273	Maria Kambas			01/01/68	33	
5983	Sandy Cooper				101	
6114	Hayley McLeod				0	
506	Shayn Lonergan	09		01/01/57	44	
5260	Tracey Croker	10			101	
239	Sandra Cooper	11		01/01/66	35	

### Adding New Players to the Team

Click on the **New** button and a blank player details screen will be opened. Note that where possible, defaults are set such as the club & team id's.

The screenshot shows the 'Player Details' window. Fields include: Player Id (6183), Given Names (Brett), Surname (Downey), Active (checked), Birth Date (15/05/90), Age (11), Height (162), Club (BLUE), Position (Centre / Forward), Playing No (12), Type, Email, Status, Alternate Names, Registration No., and Notes. There are three hints:

- Hint 1:** Make sure that this is checked to "Active" otherwise the player may not list on some screens.
- Hint 2:** Dbl-click to load a photo in here.
- Hint 3:** Players age is automatically calculated from today's date on date of birth is entered.

As a minimum, you require a player id (reg no), surname and first name, however you should complete sufficient information for mailing and demographic purposes. To enter contact details, click on the "Contacts" tab:

The screenshot shows the 'Player Details' window with the 'Contact' tab selected. Fields include: Player Id (1076), Given Names (Guy), Surname (Ard), Active (checked), Address (9/13 Smith Road, PEELOR EAST, 3033), Phone B/H (9034545), Phone A/H (9436787), Mobile (0499 645 631), Phone 1, and Phone 2. There is a table for additional contacts:

Name	Email	Phone_AH	Phone_BH	Phone_Mob	Notes

A hint points to the table: **Hint** You can enter additional contacts (eg. Emergency details, etc) here.


Once you have entered the details, click on the post button to accept and update. You are then able to enter the next player and simply click the cancel button when finished.

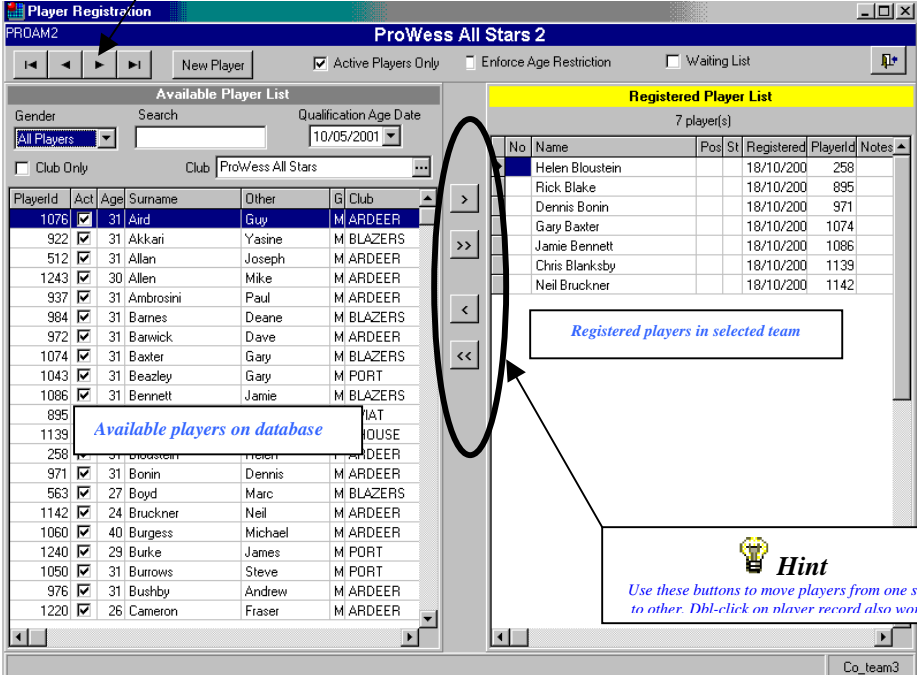
## Register an Existing Player

Of course if you have been using the system previously, it is highly likely that some players may have already been registered and may simply be changing teams or clubs. This is a common occurrence in between seasons and re-organising of teams and their list is an arduous and important task that faces all administrators.

Pro\_COMP makes things easier in this area by providing an efficient method of manipulating your existing team lists.


Whilst in your current players list, click on the  button to display the following screen:

 **Hint**  
 Use these navigation buttons to move through the teams one by one



Registered players in selected team


Available players on database

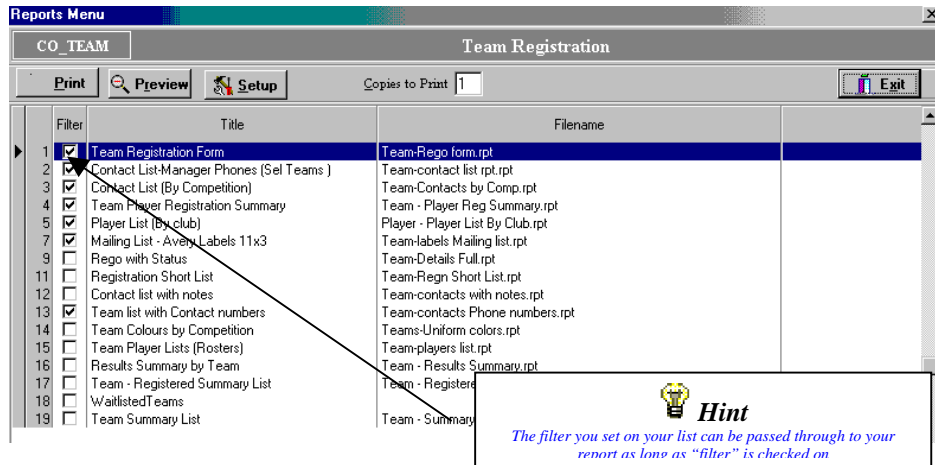
 **Hint**  
 Use these buttons to move players from one side to other. Dbl-click on player record also works

On the left hand of the screen are the current available players based on the specified filter (gender, qual date, active). Options and filters are discussed in more detail in the advanced tutorial.

Once this is done, the bulk of the registration has been done and you are now ready to either print some reports or prepare a competition with a fixture.

## Team Registration Forms


You can print a range of team registration forms and reports, once the details are entered. From the Team Registration list simply click on  button to display a list of available reports.



**Reports Menu**  
CO\_TEAM Team Registration

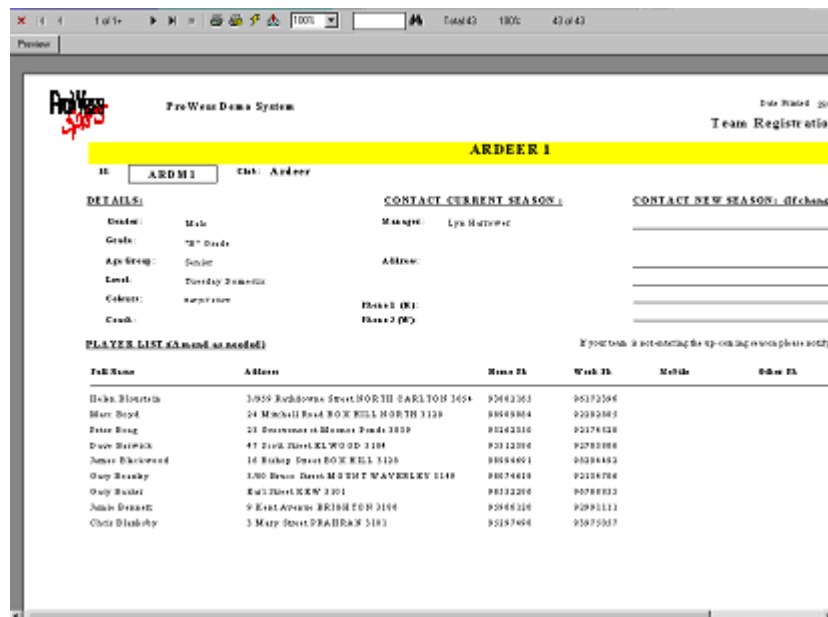
Print Preview Setup Copies to Print 1 Exit

Filter	Title	Filename
<input checked="" type="checkbox"/>	Team Registration Form	Team-Rego form.rpt
<input checked="" type="checkbox"/>	Contact List-Manager Phones (Sel Teams )	Team-contact list rpt.rpt
<input checked="" type="checkbox"/>	Contact List (By Competition)	Team-Contacts by Comp.rpt
<input checked="" type="checkbox"/>	Team Player Registration Summary	Team - Player Reg Summary.rpt
<input checked="" type="checkbox"/>	Player List (By club)	Player - Player List By Club.rpt
<input checked="" type="checkbox"/>	Mailing List - Aveny Labels 11x3	Team-labels Mailing list.rpt
<input type="checkbox"/>	Rego with Status	Team-Details Full.rpt
<input type="checkbox"/>	Registration Short List	Team-Regn Short List.rpt
<input type="checkbox"/>	Contact list with notes	Team-contacts with notes.rpt
<input checked="" type="checkbox"/>	Team list with Contact numbers	Team-contacts Phone numbers.rpt
<input type="checkbox"/>	Team Colours by Competition	Teams-Uniform colors.rpt
<input type="checkbox"/>	Team Player Lists (Rosters)	Team-players list.rpt
<input type="checkbox"/>	Results Summary by Team	Team - Results Summary.rpt
<input type="checkbox"/>	Team - Registered Summary List	Team - Register
<input type="checkbox"/>	Waitlisted Teams	
<input type="checkbox"/>	Team Summary List	Team - Summary

 **Hint**

The filter you set on your list can be passed through to your report as long as "filter" is checked on

For example, the first report is a seasonal team registration form, which can be printed for each team in the competition



ProWess Sports  
ProWess Demo System  
Date: 2004-2004  
Team Registration

**ARDEER 1**

ID: ARDM1 Club: Ardery

DETAILS:		CONTACT CURRENT SEASON:	CONTACT NEW SEASON: (if change)
Driver:	Male	Manager:	Lyn Harrison
Grade:	"B" Grade	Address:	
Age Group:	Senior		
Level:	Sunday 20km/100		
Colour:	purple/red	Phone 1 (K):	
Coach:		Phone 2 (K):	

**PLAYER LIST (Aimed as needed)** If your team is not entering the up-coming season please notify

Full Name	Address	Home Ph	Work Ph	Mobile	Cell Ph
Brian Blountin	3-955 Reddown Street NORTH EARLTON 3654	93483363	95372264		
Alan Boyd	24 Mitchell Road BOE WILMOUTH 3139	88688884	92882883		
Peter Bragg	23 Downover rd Miramoa Park 3859	82182316	92274328		
Dave Brinkley	41 York Street WILMOUTH 3134	92112394	92283888		
John Blackwood	14 Bishop Street BOE WILM 3138	88684661	92284883		
Dave Brinkley	380 Swan Beach MOUNT WAVERLEY 3148	88674618	92284784		
Dave Brinkley	843 The Terrace 3201	88322284	95788883		
John Brinkley	9 East Avenue BRIDGE FOR 3144	92844316	92891111		
Chris Brinkley	3 Mary Street STRAHRAN 3183	92874694	92875087		

Other printed reports such as mailing lists, labels, contact lists, etc can easily be output.

## Competition Preparation

Your teams and playing rosters have been set up so now you are ready to prepare a competition and create a balanced fixture over a number of rounds.

You can access the competition registration module from the main menu or from the a configured desktop button:




All existing competition records will be listed:

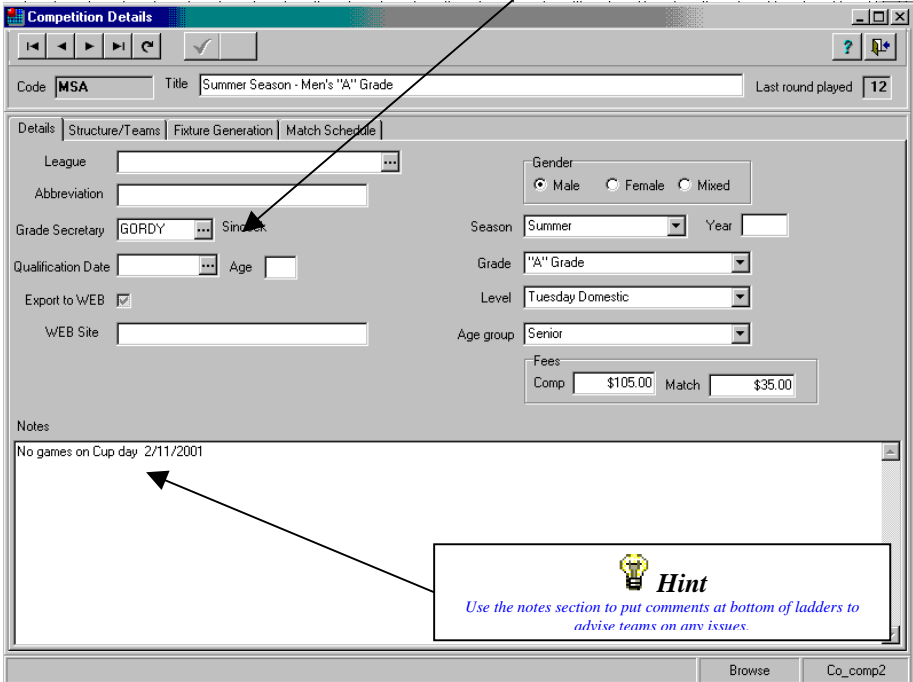
Comp Id	Title	Commence	Rnd	M/F	Age Grp	Grd	Lvl	St	Secretary	Fees
<input type="checkbox"/> TSQM1	Summer Season 2000 - Men's "A" Grade	27/03/01	18	M	S	A	TD		GORDY	\$105.00
<input type="checkbox"/> TSQMA	Summer Season 2000 - Men's "A" Grade	03/10/00	18	M	S	A	TD		GORDY	
<input type="checkbox"/> TSQMAR	Summer Season 2000 - Men's "AR" Grade	03/10/00	18	M	S	AR	DT		GORDY	
<input type="checkbox"/> TSQMB	Summer Season 2000 - Men's "B" Grade									
<input type="checkbox"/> TSQMC	Summer Season 2000 - Men's "C" Grade									


**Hint**  
 You can filter on select comps by setting the filter parameters here. Eg if you wish to look at only female comps.

## Creating a New Competition

Assuming that you have teams ready to go,

 **Hint**  
*Use secretary id to give the comps a link to a grade secretary which can be useful for renoting*

 **Hint**  
*Use the notes section to put comments at bottom of ladders to advise teams on any issues.*



### Important Notes

1. Allocate your competition access codes carefully and logically – it give you a more efficient and organised set of competitions which will be an advantage when printing fixtures, reports and forms
2. At a minimum, make sure that gender, grade & age group are entered
3. If it is an under-age competition, enter the cut off qualification date for players
4. Even though year, level and season are not essential, it is extremely useful to keep use fields which will be handy when reporting

## Structure & Teams Setup

The next tab is the Structure/Teams section that allows you to configure the structure results recording and the ladder calculation/presentation. The teams that are registered in the competition are listed with the optional entry of fee payment information:

Competition Details

Code: MSA Title: Summer Season - Men's 'A' Grade Last round played: 12

Details | Structure/Teams | Fixture Generation | Match Schedule

Ladder Type:  Points  Win / Loss Detailed Stats:  Yes  No No. Of Periods:  Halves (2)  Quarters (4) Finals type: 4 Games to qualify: 5

Ladder Format: Comp-Ladder points.rpt

Points Allocation (Ladder)

Win: 3 Loss: 1 Draw: 2 Bye: 3 Penalty: Forfeit: Default score for forfeit win:

No of teams: 7


Team No	Team Id	Name	M/F	Grd	Fees	Fees Paid	Fines	Notes
1	ARDM1	ARDEER 1	M	B				
2	AVB	AVIAT BLACK	M	F				
3	AVW	AVIAT WHITE	M	AR				
4	BLAZ1	BLAZERS 1	M	AR				
5	BLAZ2	BLAZERS 2	M	AR				
6	KEILOR	KEILOR	M	A				
7	PHS1	POWERHOUSE 1	M	A				

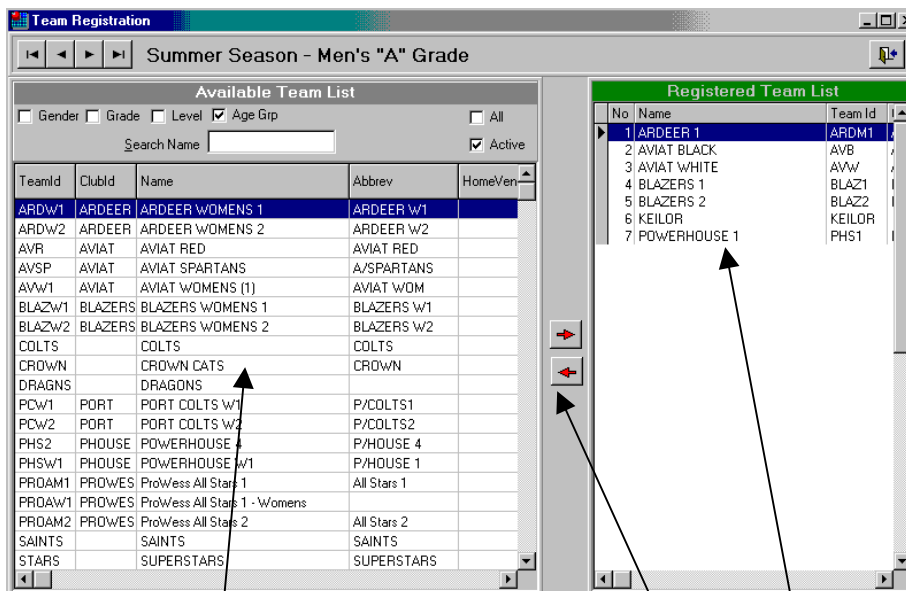
Hint: Right mouse click for popup menu with more options

- Select Ladder type to generate – points calculation (domestic) or win/loss (elite leagues)
- If you have the Elite version and wish to record detailed statistics over and above points scored, then select yes
- For Elite systems that record period scores, select 2 halves or 4 periods.
- Finals type being the number of teams that would participate in the finals (eg. final 4)
- Enter minimum number of games players are required to play to qualify for the finals.
- Select Ladder report format – you can have your own specific format if you wish
- Enter points allocation for ladder calculations for win, loss, draw, etc.




## Registering Teams into the Competition


Once the basic competition structure has been established, you can click on the  button the standard Team Registration screen is displayed with available and registered lists:



The left side represents available teams from your master database and the right side lists the teams that have been registered. You can migrate teams between these by using the left/right arrow buttons between the two sides.

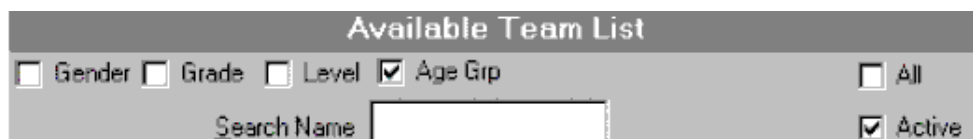
To register a team in current competition:

1. Select the team on left
2. Click the right arrow  or use Db1 Click on the team record
3. The selected team should be transferred onto the competition list on right hand side

To deregister or remove a team, simply use  on a registered team



You refine the displayed available list by using the filtering checkboxes for gender, grade, level & age group, which is based on these settings for the current competition.



Once the registration list is completed with sufficient teams then you can either select the next comp or click on close button to continue.

You are now ready to generate a balanced fixture.

## Fixture Generation

Pro\_COMP provides a very sophisticated fixture generation based on a range of pre-arranged fixture templates (*see advanced tutorial for details*) which will satisfy most requirements for weekly domestic competitions. A good, balanced fixture is still dependant on the parameters entered in the setup phase of generation.


The third tab on the competition details screen is "Fixture Generation" and if this is selected you will be presented with a number of parameters:

As a minimum requirement, you must enter following:


- Commencement date which is normally date of first match
- Number of teams which should equal total previously registered
- Total number of rounds (weeks)
- Number of additional rounds to allow for finals matches
- Day(s) of week that matches are played (Check the day on/off)

When these parameters have been entered, click on  Green tick to post changes (save) before entering the following requirements:

- Times and venues for each match


 **Hint**  
Use 24 hour clock for match times  
(for example 7.30pm is 19:30)

Time & Venue Allocations		
Time	Bye	Venue
18:40	<input type="checkbox"/>	COURT 1
19:30	<input type="checkbox"/>	COURT 2
20:20	<input type="checkbox"/>	COURT 1
YE:	<input checked="" type="checkbox"/>	

 **Hint**  
Click here to signify a bye - normally the last match in round.

- Exception date ranges (holidays, breaks, etc)

Exception Dates		
Date	DateTo	Desc
5/12/2000	12/12/2000	Schoolboys Volleyball
19/12/2000	10/01/2001	Christmas Break
26/01/2001		Australia Day
27/02/2001	28/02/2001	Grand Prix
17/04/2001		Easter Tuesday / Anzac Day
6/11/2001		Cup Day

 **Hint**  
You have date range for larger breaks (eg. Christmas/Easter). See advanced tutorial for details on setup

- Fixture template to be used based on number of teams and preferences

Use Fixture template  ... Fixture Template - Teams: 7

**Hint**  
 Make sure you select a fixture the matches the number of teams in the comp

**Lookup Fixture Template**

Search Characters

Template	Desc
328	Fixture Template - Teams: 7
333	Fixture Template - Teams: 8
334	Fixture Template - Teams: 8 Bys 2
341	Fixture Template - Teams: 9
346	Fixture Template - Teams:10
349	Fixture Template - Teams: 10 Bys: 2
355	Fixture Template - Teams:11
360	Fixture Template - Teams:12
363	Fixture Template - Teams:12 Bys: 2
367	Fixture Template - Teams:13
368	Fixture Template - Teams:14

Search By  
Template

All

When satisfied with the parameters, click on the button to go to final stage of the generation process.

**Generate Match Fixtures**

No. Rounds: 18    Finals:    Commencing 27/03/2001

Fixture Template  ... Fixture Template - Teams: 7

No. Teams: 7    No. Bys: 1    Common Fixture Parameters  Date  Time  Venue

Parameters    Fixture

Days Played:

Mon

Tue

Wed

Thu

Fri

Sat

Sun

Time & Venue Allocations					Exception Dates		
M#	Time	Venue	Venue Name	Bye	Date	Date To	Desc
1	06:40	COURT 1	Court 1	<input type="checkbox"/>	5/12/2000	12/12/2000	Schoolboys Volleyball
2	07:30	COURT 2	Court 2	<input type="checkbox"/>	19/12/2000	10/01/2001	Christmas Break
3	08:20	COURT 1	Court 1	<input type="checkbox"/>	26/01/2001		Australia Day
4	BYE			<input checked="" type="checkbox"/>	27/02/2001	28/02/2001	Grand Prix
					17/04/2001		Easter Tuesday / Anzac Day
					6/11/2001		Cup Day

**Hint**  
 If you fixture has common date, time or venue variables, check one of these.  
 Note: Having all of them checked is not advisable

You can preview the proposed fixture without updating the database records by clicking on the fixture tab.

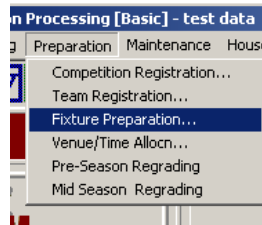
Parameters		Fixture									
Round	MNo	Date	Time	Venue	Home Team	1	2	Away Team	Duty Team		
13	52	26/02/2002			KEILOR		6	B	0		
14	53	5/03/2002	18:40	Court 1	AVIAT BLACK	2	1	ARDEER 1			
14	54	5/03/2002	19:30	Court 2	AVIAT WHITE	3	7	POWERHOUSE 1			
14	55	5/03/2002	08:20	Court 1	BLAZERS 1	4	6	KEILOR			
14	56	5/03/2002			BLAZERS 2	5	B	0			
15	57	12/03/2002	18:40	Court 1	ARDEER 1	1	7	POWERHOUSE 1			
15	58	12/03/2002	19:30	Court 2	AVIAT BLACK	2	6	KEILOR			
15	59	12/03/2002	08:20	Court 1	AVIAT WHITE	3	5	BLAZERS 2			
15	60	12/03/2002			BLAZERS 1	4	B	0			
16	61	19/03/2002	18:40	Court 1	POWERHOUSE 1	7	6	KEILOR			
16	62	19/03/2002	19:30	Court 2	ARDEER 1	1	5	BLAZERS 2			
16	63	19/03/2002	08:20	Court 1	AVIAT BLACK	2	4	BLAZERS 1			
16	64	19/03/2002			AVIAT WHITE	3	B	0			
17	65	26/03/2002	18:40	Court 1	KEILOR	6	5	BLAZERS 2			
17	66	26/03/2002	19:30	Court 2	POWERHOUSE 1	7	4	BLAZERS 1			
17	67	26/03/2002	08:20	Court 1	ARDEER 1	1	3	AVIAT WHITE			
17	68	26/03/2002			AVIAT BLACK	2	B	0			
18	69	2/04/2002	18:40	Court 1	BLAZERS 2	5	4	BLAZERS 1			
18	70	2/04/2002	19:30	Court 2	KEILOR	6	3	AVIAT WHITE			
18	71	2/04/2002	08:20	Court 1	POWERHOUSE 1	7	2	AVIAT BLACK			
18	72	2/04/2002			ARDEER 1	1	B	0			

If the fixture seems in order then click on button to update the database.

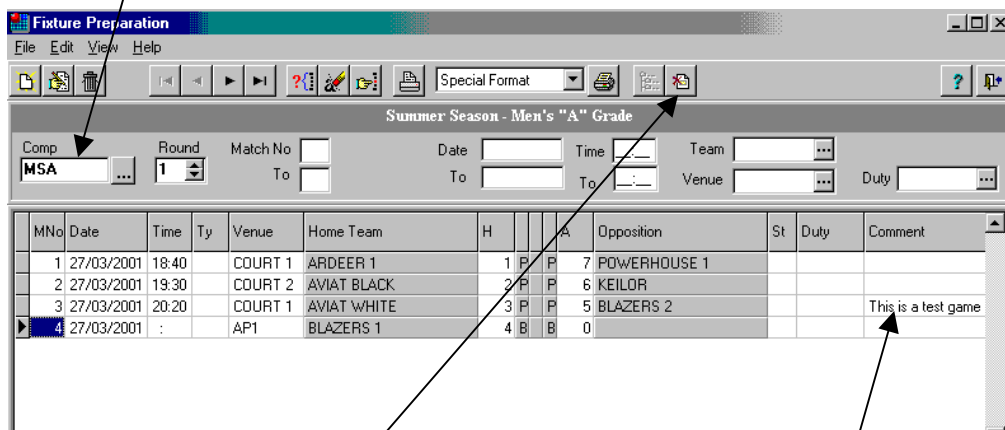
## Printing A Fixture & Adjustments

Once the fixture has been created, you may print various reports and forms as well as making any final adjustments and modifications.

Select the Fixture preparation option from the main menu:



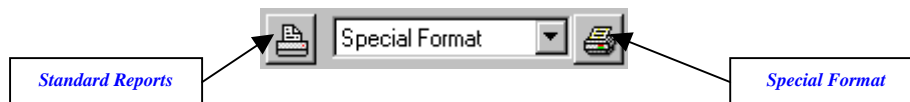
Select the competition you wish to work on and any other filters you think will be useful:




**Hint**  
You can reset a fixture (delete fixture records) by click on this button or selecting option on right mouse menu

**Hint**  
You put specific match comments on each record, which can be printed or reported

There are a number different options and styles for printing fixture reports. The most commonly used printing function is via the batched method, which allows you to select a group of competitions in one session, however for individual competitions or global ranges, printing reports from this module is very useful.



## Special Format Fixtures

Most domestic competitions provide a one page, consolidated fixture form that posted on the notice board or distributed to the teams. The "Special Format" fixture provides for this requirement and is printed by selecting the special format  :



An example of the format that can be printed is as follows:

Rnd	Date	6:40pm COURT 1	7:30pm COURT 2	BYE	BYE AP1
1	03/10/00	1 v 5	2 v 4	3 v 0	
2	10/10/00	5 v 4	1 v 3	2 v 0	
3	17/10/00	4 v 3	5 v 2	1 v 0	
4	24/10/00	3 v 2	4 v 1	5 v 0	
5	31/10/00	2 v 1	3 v 5	4 v 0	
6	14/11/00	1 v 5	2 v 4	3 v 0	
7	01/11/00	5 v 4	1 v 3	2 v 0	

## Standard Fixture Reports

Fixture reports and forms cover a wide range of categories such as :

- Standard schedules summary by round/match no
- Schedules by team or club
- Daily schedules
- Match payment labels
- Scoresheets (blank, pre-printed, etc)
- Special format (as discussed earlier)

Reports Menu		
CO_MTCH		Matches_Fixture Preparation
		Copies to Print 1
Filter	Title	Filename
<input checked="" type="checkbox"/>	Standard Fixture Summary	Match - Fixture Summary.RPT
<input checked="" type="checkbox"/>	Full Profile All Competitions - By Court	Match Fixture by Venue.rpt
<input checked="" type="checkbox"/>	Comps - by Date/Time, "Daily Schedule"	Match - Daily schedule.rpt
<input checked="" type="checkbox"/>	Full Score Sheet	Scoresheet - Full.rpt
<input type="checkbox"/>	Pre Printed Score Sheet	Scoresheet - Pre Printed.rpt
<input type="checkbox"/>	Blank Score Sheet	Scoresheet-Blank.rpt
<input type="checkbox"/>	Match Labels - \$20	Match-Labels \$20.rpt
<input type="checkbox"/>	Match Results by Grade	Match-results by Comp.rpt
<input type="checkbox"/>	Fixture Summary by Courts	Match - Fixture By Courts.RPT
<input checked="" type="checkbox"/>	Team Fixture	Team Fixture.rpt
<input type="checkbox"/>	Club Fixture by Teams	Club Fixture.rpt
<input checked="" type="checkbox"/>	Club Fixture (Consolidated)	Club Fixture



### Hint

There are many variations of fixture forms and reports available, ranging from match payment labels, daily schedules, etc. Custom reports can also be designed and added for your specific purposes



ProWess Demo System  
(Lite)

Date Printed 23/06/2003

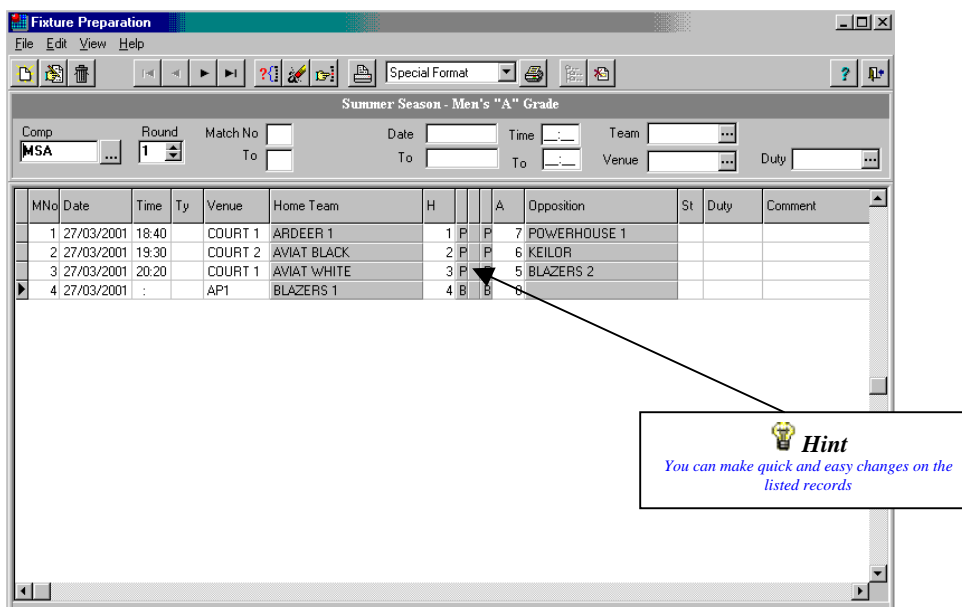
## Competition Fixture

### Summer Season - Men's "AR" Grade

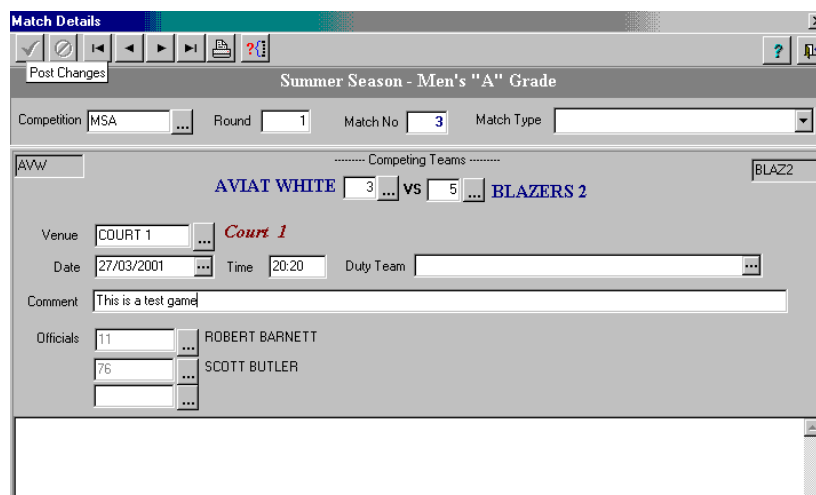
Date	Time	Venue/Court	Duty
<b>Round 1</b>			
03/10/00	6:40 pm	Court 1	WARRIORS vs BLAZERS 1
03/10/00	7:30 pm	Court 2	ProWess AllStars 2 vs COLTS
03/10/00			KEILOR vs
<b>Round 2</b>			
10/10/00	6:40 pm	Court 1	BLAZERS 1 vs COLTS
10/10/00	7:30 pm	Court 2	WARRIORS vs KEILOR
10/10/00			ProWess AllStars 2 vs
<b>Round 3</b>			
17/10/00	6:40 pm	Court 1	COLTS vs KEILOR
17/10/00	7:30 pm	Court 2	BLAZERS 1 vs ProWess AllStars 2
17/10/00			WARRIORS vs
<b>Round 4</b>			
24/10/00	6:40 pm	Court 1	KEILOR vs ProWess AllStars 2
24/10/00	7:30 pm	Court 2	COLTS vs WARRIORS
24/10/00			BLAZERS 1 vs
<b>Round 5</b>			
31/10/00	6:40 pm	Court 1	ProWess AllStars 2 vs WARRIORS
31/10/00	7:30 pm	Court 2	KEILOR vs BLAZERS 1
31/10/00			COLTS vs
<b>Round 6</b>			
14/11/00	6:40 pm	Court 1	POWERHOUSE 1 vs COLTS
14/11/00	7:30 pm	Court 2	ProWess AllStars 2 vs BLAZERS 2
14/11/00			BLAZERS 1 vs
<b>Round 7</b>			
21/11/00	6:40 pm	Court 1	COLTS vs BLAZERS 2

## Manual Adjustments of Fixtures

Although Pro\_COMP does a very good job in generating an evenly balanced fixture, not all scenarios can be covered and there are circumstances that may require minor manual adjustment or manipulation (eg. Allowing for a team's special requests for preferred times). A fixture record can be modified, added or deleted as necessary by the secretary using the fixture preparation module:

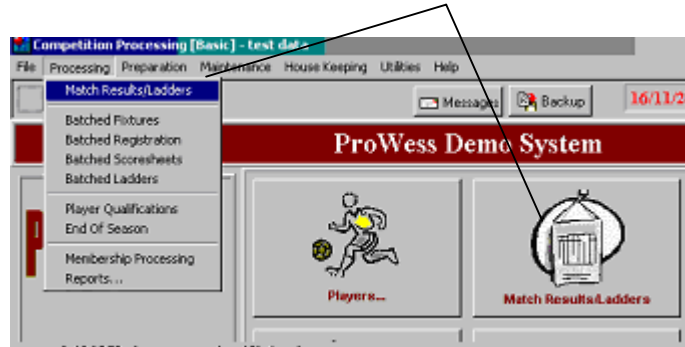



You can make changes to the fixture directly by double clicking to display full details



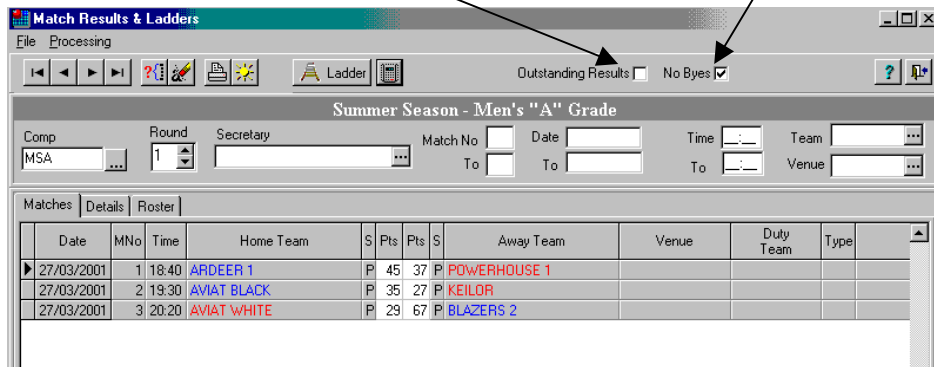
## Processing Match Results

These are completed in the match results and ladders section that can be accessed from the main screen in these ways.



 **Hint**  
 Check this if you wish to list outstanding matches only (ie no result entered)

 **Hint**  
 Check this if you wish to list matches without byes only



You can list or work over a range of competitions by clearing the comp filter, or select a specific comp using the filter lookup.

Match Results & Ladders

File Processing

Outstanding Results  No Byes

Comp: [ ] Round: [ ] Secretary: [ ] Match No: [ ] Date: [ ] Time: [ ] Team: [ ]

Matches | Details | Roster

Comp Id	Date	Rnd	MNo	Time	Home Team	S	Pts	Pts	S	Away Team	Venue	Duty Team
MSA	27/03/2001	1	1	18:40	ARDEER 1	P	45	37	P	POWERHOUSE 1		
MSA	27/03/2001	1	2	19:30	AVIAT BLACK	P	35	27	P	KEILOR		
MSA	27/03/2001	1	3	20:20	AVIAT WHITE	P	29	67	P	BLAZERS 2		
MSA	3/04/2001	2	5	18:40	POWERHOUSE 1	P	62	51	P	KEILOR		
MSA	3/04/2001	2	6	19:30	ARDEER 1	P	44	37	P	BLAZERS 2		
MSA	3/04/2001	2	7	20:20	AVIAT BLACK	P	83	49	P	BLAZERS 1		
MSA	10/04/2001	3	9	18:40	KEILOR	P	34	75	P	BLAZERS 2		
MSA	10/04/2001	3	10	19:30	POWERHOUSE 1	P	22	33	P	BLAZERS 1		
MSA	10/04/2001	3	11	20:20	ARDEER 1	P	85	57	P	AVIAT WHITE		
MSA	24/04/2001	4	13	18:40	BLAZERS 2	P	33	44	P	BLAZERS 1		
MSA	24/04/2001	4	14	19:30	KEILOR	P	22	33	P	AVIAT WHITE		
MSA	24/04/2001	4	15	20:20	POWERHOUSE 1					AVIAT BLACK		
MSA	1/05/2001	5	17	18:40	BLAZERS 1	P	34	25	P	AVIAT WHITE		
MSA	1/05/2001	5	18	19:30	BLAZERS 2					AVIAT BLACK		
MSA	1/05/2001									ARDEER 1		
MSA	8/05/2001									AVIAT BLACK		
MSA	8/05/2001									ARDEER 1		
MSA	8/05/2001									POWERHOUSE 1		
MSA	15/05/2001									ARDEER 1		

Match Status:  
 "P" = Played  
 "B" = Bye  
 "F" = Forfeit

Hint  
 Blue colour means winning team, red is losing team

## Recording Match Results

Entering match results is very simple and quick and will not only update the results record and status in the database but also automatically register player qualifications records.

Select comp/round to process

Enter results directly and press TAB/Enter

Date	MNo	Time	Home Team	S	Pts	Pts	S	Away Team	Venue	Duty Team	Type
24/04/2001	13	18:40	BLAZERS 2	P	33	44	P	BLAZERS 1			
24/04/2001	14	19:30	KEILOR	P	22	33	P	AVIAT WHITE			
24/04/2001	15	20:20	POWERHOUSE 1	P	45			AVIAT BLACK			
24/04/2001	16		ARDEER 1	B			B				

When the results have been confirmed and entered, the match playing roster is automatically updated into the player qualifications records.

Hint: To register a forfeit for either or both teams, select one of these options

Hint: Right mouse popup menu has options that are useful to know

Hint: If you wish to undo results for current match click here

Home Team	S	Pts	Pts	S	Away Team
BLAZERS 2	P	33	44	P	BLAZERS 1
KEILOR	P	22	33	P	AVIAT WHITE
POWERHOUSE 1					
ARDEER 1					



You can enter further basic information and notes against the match if you wish by click on the **Details** tab.

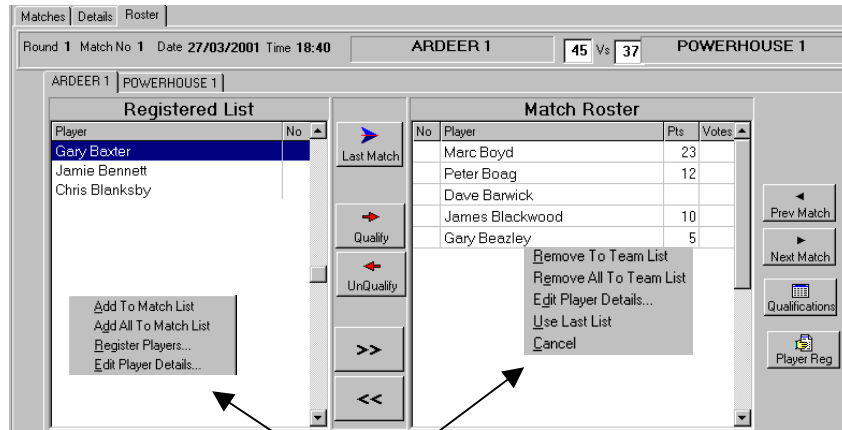
Hint: Duty teams can entered here

Hint: You can page through matches using the record navigator

## Player Match Rosters


When you enter results, the player match rosters are automatically updated which can be used during finals

preparation. If you select the Roster tab, you make further changes to this list by using the   buttons



 **Hint**  
*Right mouse popup menu has options that are useful*


## Player Qualifications

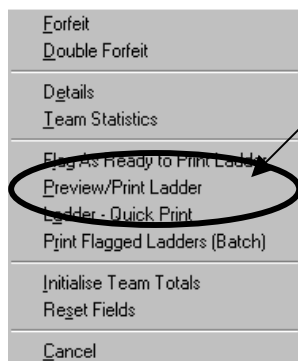
Click on the  button to view season player qualifications for the current team.


Season Player Qualifications																														
Summer Season - Men's "A" Grade																														
Team ARDEER 1																														
Player	Gms	Last Plyd	R 1	R 2	R 3	R 4	R 5	R 6	R 7	R 8	R 9	R 10	R 11	R 12	R 13	R 14	R 15	R 16	R 17	R 18	R 19	R 20	R 21	R 22	R 23	R 24	R 25	R 26	R 27	R 28
M Boyd	4	3	✓	✓	✓																									
P Boag	4	3	✓	✓	✓																									
D Barwick	4	3	✓	✓	✓																									
J Blackwood	4	3	✓	✓	✓																									
G Beazley	4	3	✓	✓	✓																									
C Blanksby	2																													

This is useful to establish an overall picture of team's finals qualification status, which is a common query from teams particularly towards the end of the season.

## Generating and Printing Ladders

Once your results have been properly entered you can calculate, preview & print ladders for your competition by simply clicking on  Ladder button or selecting the option from the right-mouse popup menu



For a new set of results that have been entered, you need calculate the ladder which can be done automatically when you print/preview or by clicking on the **Calculate**  button.

A complete ladder history round by round is recorded for all competitions, which can be, recalled and printed at any stage without any updating.

Check here to recalculate ladder before printing

Select your ladder report format

Select comp/round


Enter additional notes/comments to print on bottom of ladder report

Pos	Team	Plyd	Won	Lost	Draw	Bye	FF	Pts	For	Agst	Pct	Last Five	Streak	Home	Away	Home Lost	Home Won	Le L
1	BLAZERS 2	1	1	0	0	0	0	3	67	29	231.0	1-0	Won 1	0-0	1-0	0	0	0
2	AVIAT BLACK	1	1	0	0	0	0	3	35	27	129.6	1-0	Won 1	1-0	0-0	0	0	1
3	BLAZERS 1	0	0	0	0	1	0	3	0	0	0.0	0-0	Lost 0	0-0	0-0	0	0	0
4	POWERHOUSE 1	1	0	1	0	0	0	1	37	45	82.2	0-1	Lost 1	0-0	0-1	0	0	0
5	KEILOR	1	0	1	0	0	0	1	27	35	77.1	0-1	Lost 1	0-0	0-1	0	0	0
6	AVIAT WHITE	1	0	1	0	0	0	1	29	67	43.3	0-1	Lost 1	0-1	0-0	1	0	0
7	ARDEER 1	1	1	0	0	0	0	-1	45	37	121.6	1-0						


Notes  
Please have registration forms completed and returned by next Tuesday  
Any queries contact the office asap.


Save  
Cancel

1 of 1 100% Total:7 100% 7 of 7



Premiership  
Ladder






**Summer Season - Men's "A" Grade**

As at round: 1 Date Printed: 2/12/2001

Pos	Team	P	W	L	D	B	FF	For	Agst	Pts	%
1	BLAZERS 2	1	1	0	0	0	0	67	29	3	231.03
2	AVIAT BLACK	1	1	0	0	0	0	35	27	3	129.63
3	BLAZERS 1	0	0	0	0	1	0	0	0	3	0.00
4	POWERHOUSE 1	1	0	1	0	0	0	37	45	1	82.22
5	KEILOR	1	0	1	0	0	0	27	35	1	77.14
6	AVIAT WHITE	1	0	1	0	0	0	29	67	1	43.28
7	ARDEER 1	1	1	0	0	0	0	45	37	-1	121.62


**Round 1 Results**

ARDEER 1 (45)	<i>defeated</i>	POWERHOUSE 1
AVIAT BLACK (35)	<i>defeated</i>	KEILOR
BLAZERS 2 (67)	<i>defeated</i>	AVIAT WHITE
BLAZERS 1	<i>bye</i>	

 **Hint**

*You can put sponsors logos easily on ladders and in fact any report*

**NOTES**  
Please have registration forms completed and returned by next Tuesday  
Any queries contact the office asap.

You can also print batch of ladders from this module if you wish by selecting the  button. Although it is possible to print batches through this option, more detail is given on further options in batching in the next section of this tutorial.

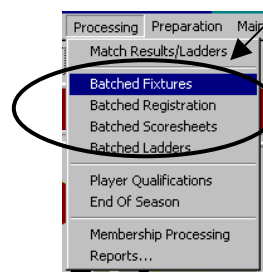
---


## Batched functions & processing

Most association secretaries are responsible for a group of competitions. For example, they look after the women's comps whilst another secretary looks after the junior comps. To make the processing as efficient as possible, Pro\_COMP has incorporated the ability to batch the most commonly used tasks related to processing results and printing reports or forms. The modules are organised for convenience and efficiency to save the operator time and effort in the following tasks:

- Fixtures printing
- Team registration form printing
- Scoresheets processing
- Ladders calculation and printing

From the main menu, the batch options will be found under the Processing menu:



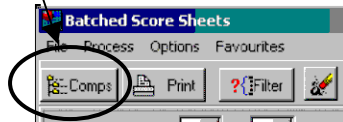
 **Hint**  
*All of these modules have similar functionality in batching your competitions together so once you are proficient in one module, you should have no difficulty in using the others.*


All modules have two basic functions available that are important to usage of the batch modules:

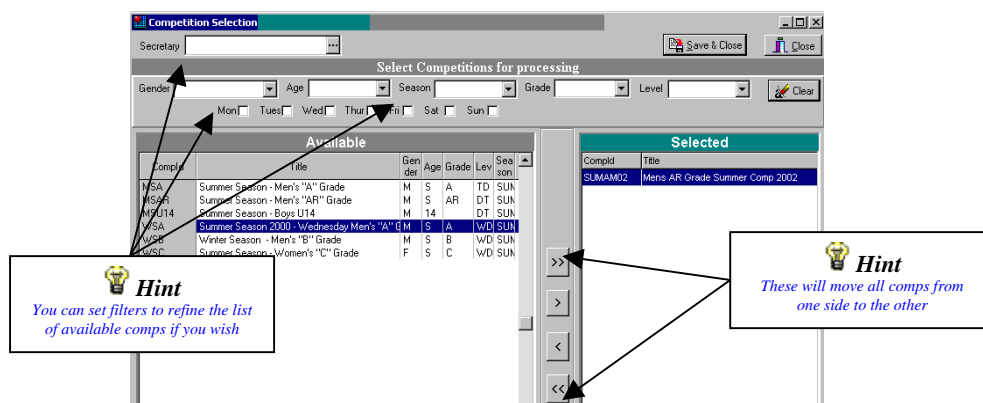
1. Selecting competitions for processing
2. Using favourites

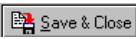
## Selecting Competitions to Batch

In all the batch modules, the first step is to select the competitions you intend to process. A button labelled “Comps” will be found on each module that will allow multiple competition selection:



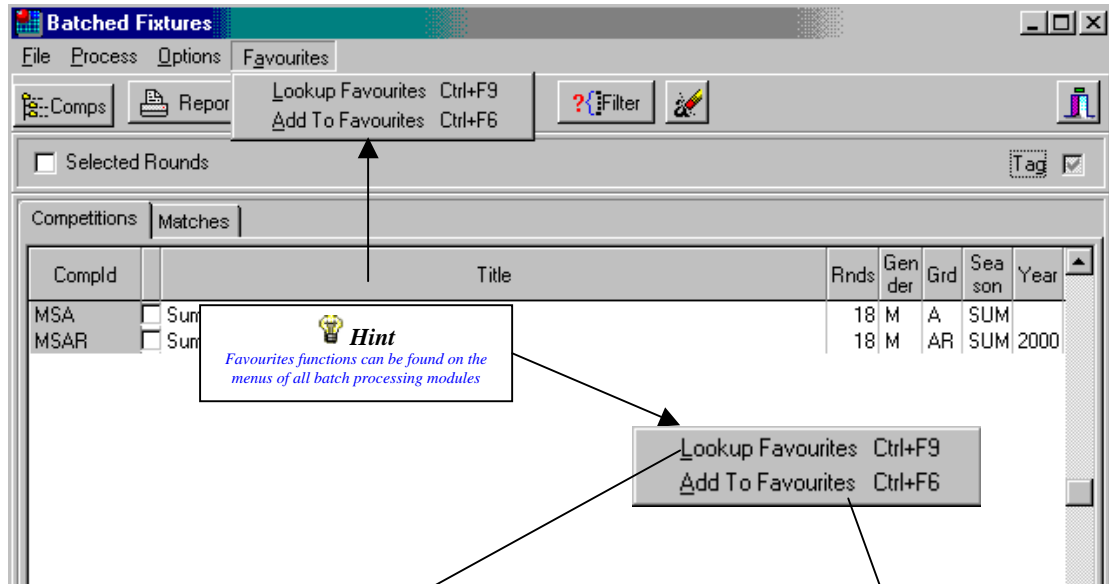
A list of available competitions is displayed on the left hand side and the operator simply tags which competitions are to be select using Dbl-Click or use the  button to move currently select comp across.



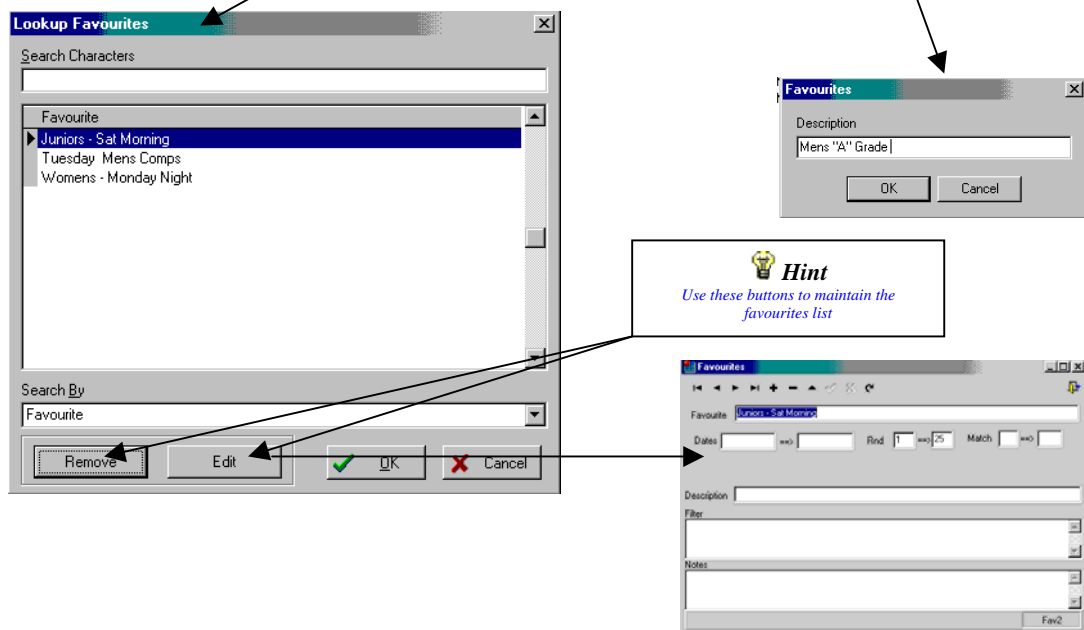
Once you have finalised your selection click on the  button. This will return you to the module with only the comps selected listed on screen.

## Using Favourites

Favourites are used to save certain filter settings so that you can quickly restore a screen with re-entry of parameters and works in similar fashion to standard Windows favourites, which may be familiar to experienced users. The two basic menu functions available are adding a new favourite setting and lookup of an existing one.



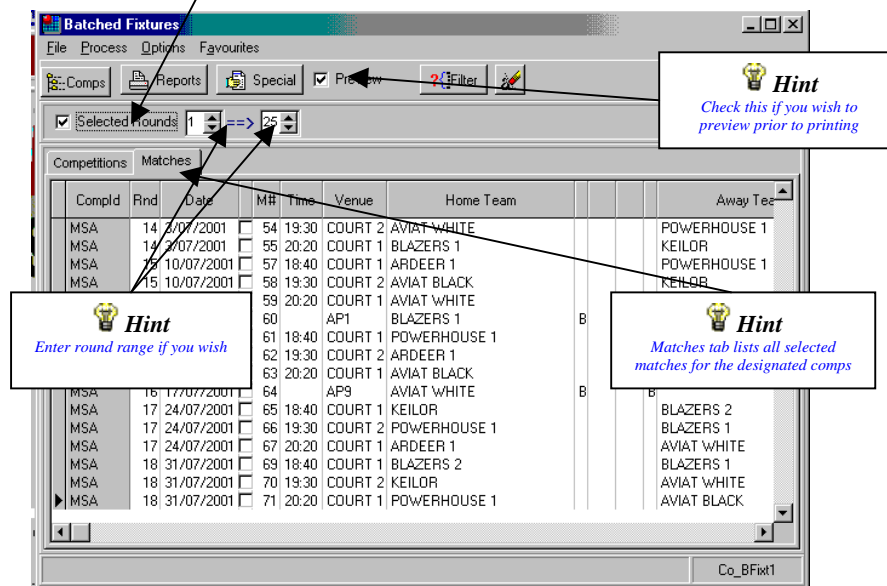
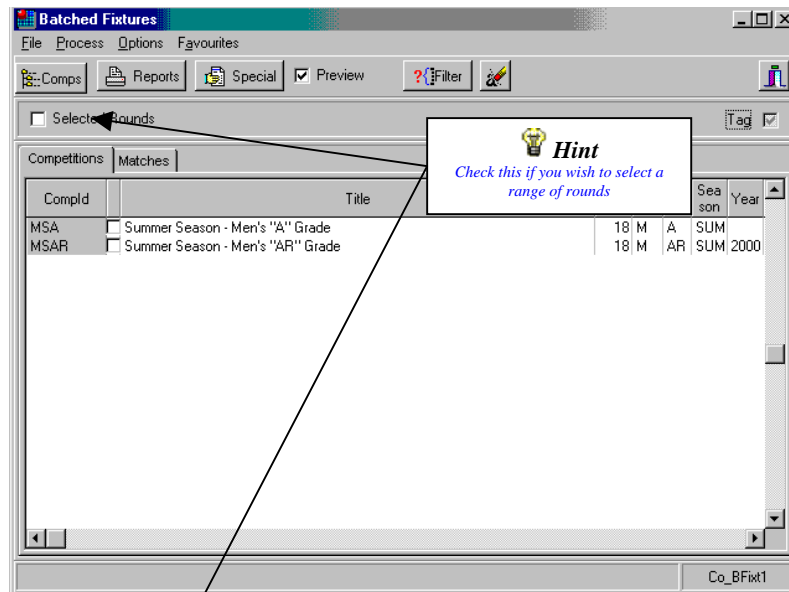
Once you filter is set, simply select "Add Favourite" to record this into your favourites list for this screen. Any existing favourites can be listed and selected by the "Lookup" menu option.



The advantage and functionality of using favourites will be explained in more detail in the advanced tutorial.

## Batched Fixtures

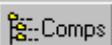
The Batched fixtures will print the full range of fixture/schedule reports for the selected competitions:



To print a range of "Special" format fixtures, select Special button, otherwise select the Reports button to print the standard (Crystal) reports and forms.

## Batched Scoresheet Printing

One of the most time-consuming weekly tasks that faces a secretary is organising, distributing and collecting scoresheets. In the early days, a blank score form was provided and the teams or referees were responsible in completing the details legibly and the secretary had to ensure they were collected and correctly completed. Pro\_COMP streamlines this process and minimises the manual entry of some information by providing a method of pre-printing a range of scoresheets with competition, round & match details, venue, date & time as well as optionally team lists.

Once you load the batch scoresheets module, the first step is to select the competitions to process by clicking on the  button and the comps should be listed:

- You can specify a range of scoresheets to print by round number or date (or a combination - just make sure it is a valid range).
- Use the “Last Match List” option to allow the printing of player team lists from previous matches. (Note: if it is first match then it will use the full registered list)
- Use the “Outstanding Only” option to process matches that have not be played as yet and are not “byes” so that only relevant scoresheets are printed

Once these are set, simply select the  to then select the format from the menu:

A couple of examples of pre-printed scoresheets are as follows

**ProWess Sports Official Score Sheet**

Date: 01/01/02    Red 5    Time: 8:00 pm    Venue: COURT 1  
 Grade: AR Men  
 Comp: Men A1, Grade 4, Comp 2401

BLAZERS		FOULS					First Half	Second Half	Total
No	Name	1	2	3	4	5			
1	Tania Bennett								
2	Stephanie Thomas								
3	Philip O'Keefe								
4	Gavin Bennett								
5	Grant Sweetman								
6	Peter Thomas								
7									
8									
9									
10									

WARRIORS		FOULS					First Half	Second Half	Total
No	Name	1	2	3	4	5			
1	Guy Auld								
2	Yorba Adams								
3	Joseph Allan								
4	Nils Adams								

**ProWess Sports BOOZE LESS. SCORE SHEET**

Summer Season - Men's "A" Grade

TIME: 18:40  
 DATE: 27/03/2001  
 VENUE: COURT 1  
 GENDER: M  
 GRADE: A

TEAM A: ARDEER 1

TIME OUTS: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 TEAM FOULS: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

FIRST HALF: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 SECOND HALF: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 EXTRA PERIODS: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

PLAYER NAME	NO	IN	FOULS				
			1	2	3	4	5
Chris Blackaby							
Dave Barwick							
Gary Baxter							
Gary Bazley							
James Blackwood							
Tania Bennett							
Marc Boyd							
Peter Doug							
COACH							
A/COACH							

TEAM B: POWERHOUSE 1

TIME OUTS: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
 TEAM FOULS: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

RUNNING SCORE		A B		A B		A B		A B	
1	1	41	41	81	81	121	121		
2	2	42	42	82	82	122	122		
3	3	43	43	83	83	123	123		
4	4	44	44	84	84	124	124		
5	5	45	45	85	85	125	125		
6	6	46	46	86	86	126	126		
7	7	47	47	87	87	127	127		
8	8	48	48	88	88	128	128		
9	9	48	48	89	89	129	129		
				90	90	130	130		
12	12	52	52	92	92	132	132		
13	13	53	53	93	93	133	133		
14	14	54	54	94	94	134	134		
15	15	55	55	95	95	135	135		
16	16	56	56	96	96	136	136		
17	17	57	57	97	97	137	137		
18	18	58	58	98	98	138	138		
19	19	59	59	99	99	139	139		
20	20	60	60	100	100	140	140		
21	21	61	61	101	101	141	141		
22	22	62	62	102	102	142	142		
23	23	63	63	103	103	143	143		

## Batched Registration Forms

A major task in season preparation is organising, printing and distributing registration forms for existing teams and new teams. This module will allow you to group together and print specific forms that can be given to the teams with previously entered details to save time.

Select your comps and then simply select the print option to process:

The screenshot shows the 'Batched Team Registration' window with the following data in the 'Competitions' table:

Compld	Title	Sea son	Gen der	Lev	Grade	Age Grp	Secretary	Year	
MSA	<input type="checkbox"/> Summer Season - Men's "A" Grade	SUM	M	TD	A	S	GORDY		No games or
MSU14	<input type="checkbox"/> Summer Season - Boys U14	SUM	M	DT		14	GUNDY	2000	# No games
WSB	<input type="checkbox"/> Winter Season - Men's "B" Grade	SUM	M	WD	B	S		2000	# No Games

**Hint**  
Double clicking on a competition allows you to edit the details of that comp

**Hint**  
If you wish to edit competition or team details, simply dbl-click on the record

The screenshot shows the 'Batched Team Registration' window with the following data in the 'Teams' table:

Comp	Tm No	TeamId	TeamName	Date Paid	Fees	Fines	St	email
MSU14	1	PROAM1	<input type="checkbox"/> ProWess All Stars 1					gordon@prowess.
MSU14	2	PROAM2	<input type="checkbox"/> ProWess All Stars 2					
MSU14	3	SAINTS	<input type="checkbox"/> SAINTS					
MSU14	4	VICUNI	<input type="checkbox"/> VICTORIA UNIVERSITY					
MSU14	5	WARR	<input type="checkbox"/> WARRIORS					

**Context Menu Options:**

- Lookup Favourites: Ctrl+F9
- Add To Favourites: Ctrl+F6
- Email: F5
- Edit Selected Team Details: F7
- Edit Competition Regn Details: F8

### FYI - Note

A new feature (yet to be fully implemented) is the ability to email the teams directly with your player registration details. This will be explained in more detail in the advanced tutorial guide.

A menu of reports is then displayed, ready for printing:

Team Registration		
CO_TEAM		Team Registration
<input type="button" value="Print"/> <input type="button" value="Preview"/> <input type="button" value="Setup"/>		Copies to Print <input type="text" value="1"/>
Filter	Title	Filename
<input checked="" type="checkbox"/>	Team Registration Form	Team-Rego form.rpt
<input checked="" type="checkbox"/>	Contact List-Manager Phones (Sel Teams )	Team-contact list rpt.rpt
<input checked="" type="checkbox"/>	Contact List (By Competition)	Team-Contacts by Comp.rpt
<input checked="" type="checkbox"/>	Team Player Registration Summary	Team - Player Reg Summary.rpt
<input checked="" type="checkbox"/>	Player List (By club)	Player - Player List By Club.rpt
<input checked="" type="checkbox"/>	Mailing List - Avery Labels 11x3	Team-labels Mailing list.rpt
<input type="checkbox"/>	Rego with Status	Team-Details Full.rpt
<input type="checkbox"/>	Registration Short List	Team-Regn Short List.rpt
<input type="checkbox"/>	Contact list with notes	Team-contacts with notes.rpt
<input checked="" type="checkbox"/>	Team list with Contact numbers	Team-contacts Phone numbers.rpt
<input type="checkbox"/>	Team Colours by Competition	Teams-Uniform colors.rpt
<input type="checkbox"/>	Team Player Lists (Rosters)	Team-players list.rpt
<input type="checkbox"/>	Results Summary by Team	Team - Results Summary.rpt
<input type="checkbox"/>	Team - Registered Summary List	Team - Registered Summary List.rpt
<input type="checkbox"/>	Waitlisted Teams	
<input type="checkbox"/>	Team Summary List	Team - Summary List.rpt

A typical registration form output would look as follows:

**ProWess Demo System**

Dem Power: 3/1/2003  
**Team Registration Details**

---

**ARDEER 1**

**Team:** ARDMI    **Club:** Ardeer

**CONTACT CURRENT SEASON:**

Message:    Age Number: \_\_\_\_\_

Address: \_\_\_\_\_

State: (CR)    State (NY): \_\_\_\_\_

**CONTACT NEW SEASON: (In Club only)**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

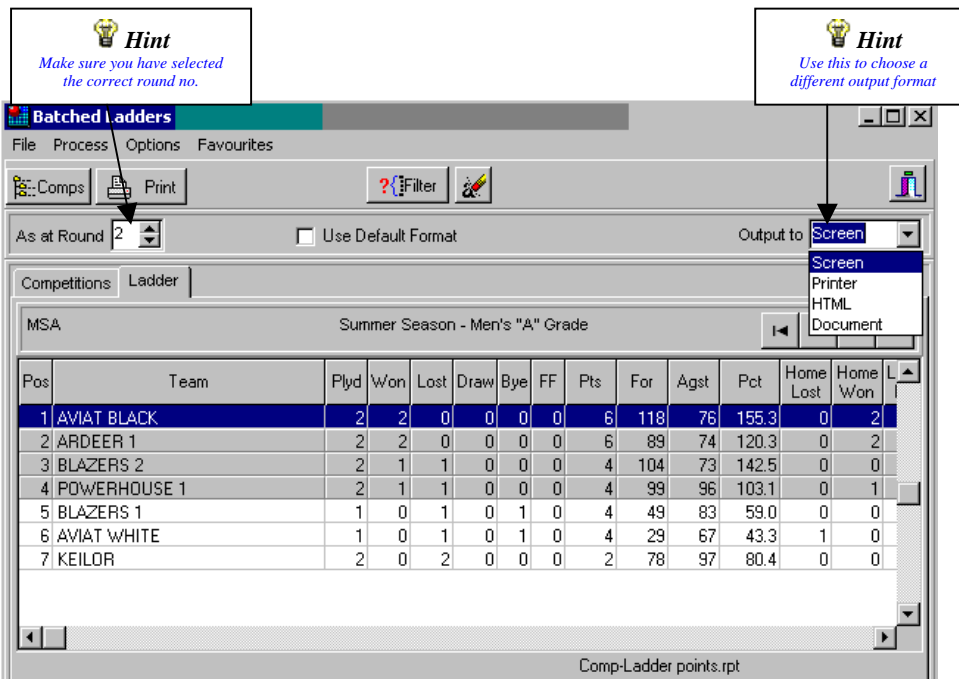
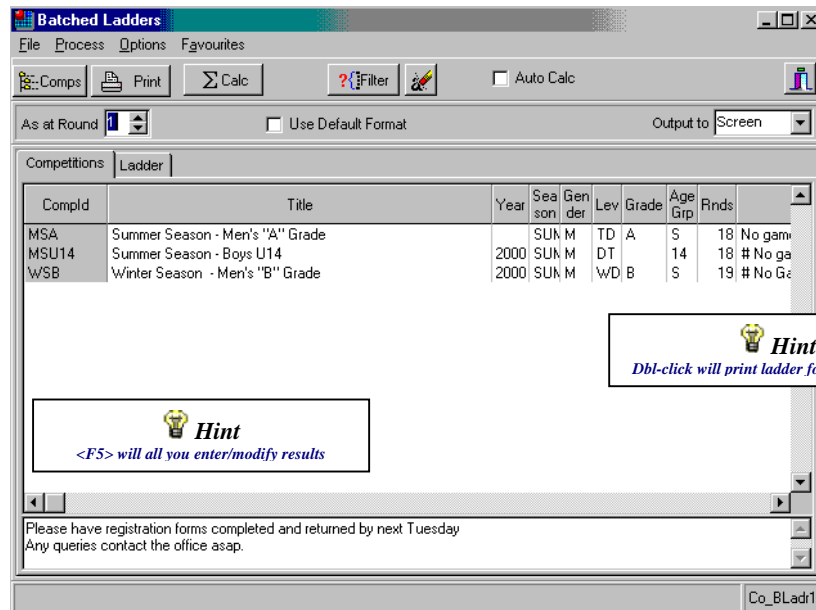
**PLAYER LIST (Approved Players)**

If you have an unapproved player please contact the administrator

Full Name	Address	Team #1	Match #1	Match #2	Other #1	Total
Alan Boyd	34 Market Road BDX Hillside NSW 2110	00080034	00101881			
Paul Boyd	32 Conroy Rd Maitland NSW 2320	00180218	00114030			
Gary Barclay	47 Stratford BLVD QLD 3184	00310328	00103886			
John Blackwood	18 Bishop Street BDX Hillside NSW 2110	00084601	00104491			
Clay Bailey	300 Bruce Street MOUNT WYBELL NSW 2140	00074618	00124706			
Clay Bailey	840 Sydney Rd NSW 2101	00101109	00160801			
John Bailey	1166 Ardeer Rd Maitland NSW 2320	00190418	00101111			
Clay Bailey	3 Mary Street PUGHMAN NSW 2121	00190400	00101201			

## Batched Ladders

Once results are entered, up-to-date ladders should be calculated and printed. With the batch ladders module, it is a quick and easy process that not only will



A few variations of ladder formats that are available are as follows:

Monday, December 3, 2001

**ProWess Demo System**  
Premiership Ladder Report

**Summer Season - Men's "A" Grade**

As at round: 1

Pos	Team	P	W	L	D	PP	FP	For	Agst	Pts	%
1	BLAZERS 2	1	1	0	1-0	Woe 1	0-0	1-0	3.00	231.03	
2	AVIAT BLACK	1	1	0	1-0	Woe 1	1-0	0-0	3.00	129.63	
3	BLAZERS 1	0	0	0	0-0	0-0	0-0	3.00	0.00		
4	POWERHOUSE 1	1	0	1	0-1	low 1	0-0	0-1	1.00	82.22	
5	KEILOR	1	0	1	0-1	low 1	0-0	0-1	1.00	77.14	
6	AVIAT WHITE	1	0	1	0-1	low 1	0-1	0-0	1.00	43.28	
7	ARDEER 1	1	1	0	1-0	Woe 1	1-0	0-0	-1.00	121.62	

Notes  
Please have registration forms completed and returned by next Tuesday  
Any queries contact B & C office asap.

Standard "Pts" Ladder

"News" style ladder

Ladder with Sponsors Logos

ProWess Demo System

Summer Season - Men's "A" Grade

Pos	Team	P	W	L	D	PP	FP	For	Agst	Pts	%
1	BLAZERS 2	1	1	0	0	0	0	67	29	3	231.03
2	AVIAT BLACK	1	1	0	0	0	0	35	27	3	129.63
3	BLAZERS 1	0	0	0	0	1	0	0	0	3	0.00
4	POWERHOUSE 1	1	0	1	0	0	0	37	45	1	82.22
5	KEILOR	1	0	1	0	0	0	27	35	1	77.14
6	AVIAT WHITE	1	0	1	0	0	0	29	67	1	43.28
7	ARDEER 1	1	1	0	0	0	0	45	37	-1	121.62

Notes  
Please have registration forms completed and returned by next Tuesday  
Any queries contact B & C office asap.

Premiership Ladder

Summer Season - Men's "A" Grade

As at round: 1    Date Printed: 20/12/2001

Pos	Team	P	W	L	D	PP	FP	For	Agst	Pts	%
1	BLAZERS 2	1	1	0	0	0	0	67	29	3	231.03
2	AVIAT BLACK	1	1	0	0	0	0	35	27	3	129.63
3	BLAZERS 1	0	0	0	0	1	0	0	0	3	0.00
4	POWERHOUSE 1	1	0	1	0	0	0	37	45	1	82.22
5	KEILOR	1	0	1	0	0	0	27	35	1	77.14
6	AVIAT WHITE	1	0	1	0	0	0	29	67	1	43.28
7	ARDEER 1	1	1	0	0	0	0	45	37	-1	121.62

Round 1 Results

ARDEER 1 (45)	defeated	POWERHOUSE 1 (37)
AVIAT BLACK (35)	defeated	KEILOR (27)
BLAZERS 2 (67)	defeated	AVIAT WHITE (29)
BLAZERS 1	bye	

NOTES  
Please have registration forms completed and returned by next Tuesday  
Any queries contact B & C office asap.