

PRACTISCORE

A GUIDE FOR USING THE NOOK TABLET

GENERAL GUIDELINES FOR OPERATION

1. NEVER touch the Practiscore symbol in the match title line. To go back, use the little curved arrow at the top of the screen.
2. If your tablet is not responding correctly, clean the screen with a dry cloth, never paper products. If that doesn't work, hold down the start button on the back until the screen reads, "Read forever. Your Nook is starting up". You may have to hold for a minute, release, then hold again for this function to work. Or, your nook may completely shut down, which it will tell you on screen if it does, That's ok too. Hold the back button down again until it starts back up.
Once the drawing of the three girls appears, drag the stylus pen across the bottom of the screen to open, then select the Rubik's Cube symbol at bottom center.
On the Applications Menu page, select "Practiscore".
3. Stop fat-fingering and contaminating the screen. Use the stylus pen provided, and you will save yourself a lot of frustration.
4. Keep the tablet, especially the screen, clean and away from any moisture.

USING THE NOOK TABLET

1. **WAKE UP.** Your tablet will come to you turned on, but asleep. Use the horseshoe button at bottom center to wake it up.
2. **HOME PAGE.** The tablet will wake up to the last page it was on. Go back (the curved arrow at top center) until you get to the Applications Menu page, the one with all the application symbols. You may have to "exit Practiscore" several times to get there. Do it. You will not lose anything.
From the Applications Menu page, select "Practiscore". It will settle on the correct home page, the one with your match title at the top.
3. **SELECT "ENTER SCORES".** That will take you to the "Stages" page.
4. **SELECT THE STAGE YOU ARE STARTING ON.**
5. **SELECT YOUR SQUAD NUMBER.** Your squad list will come up. It may be more than one page long. Scroll up or down through the pages by using the raised rubber lines in the frame on each side of the screen. This works better than swiping at the screen with the stylus pen.
6. **SORT.** If this your first stage of the match, you will have a "sort" option on the squad page. Select it. A sub-window will open with options. Usually, the "Random" option is already selected. If not, select it. Touch the two curved arrows at the right. Your shooting order is now established.

7. **SELECT A SHOOTER.** Usually, but not always, the first one on the list. On the next stage, you can start with the second shooter, and so on. Remember, the shooter list may be more than one page. Use the rubber lines.

8. **WHEN THE LINE IS CLEAR, ENTER THE TIME.** Use the keyboard symbols at the bottom of the screen. You may or may not have to manually enter the decimal point every time, depending on which mode the decimal point selection box is in. When you have verified the time is correct, touch the checkmark to lock it in. You can always change the time by touching that box, using the back arrow on the keyboard display, and entering the correct time. Don't forget to touch the checkmark when finished.

9. **ENTER PROCEDURALS AS NECESSARY.** These can be added or subtracted at any time.

10. **STEEL.** Steel hits are pre-recorded. Touch the "misses" box once for each steel not successfully hit.

11. **TARGET HITS.** All target hit boxes start out white. When the correct number of hits/misses has been entered, that row of boxes will turn grey. If the correct hits/misses are not entered, that row will turn dark grey and you will not be able to review until the mistake is corrected. Don't forget, there may be more than one page of targets.

12. **DQ.** Touch this box only if the shooter has been DQed from the entire match. Their name will stay on the shooter's list, but no more scores can be recorded for them. **DO NOT** attempt to remove any shooter's name from the squad list. **DO NOT** use the DQ option for a shooter who voluntarily withdraws from the stage and/or match, or for a shooter who has been DQed from this stage only.

13. **DNF.** For a USPSA or IDPA match, touch this box only if the R/O wants the shooter to have no score at all for this stage. Example: A shooter withdraws from the match after signing up and does not shoot the stage. Touch DNF for every stage not attempted. This also applies to a shooter who has previously been DQed. Another example (USPSA scoring only): A shooter starts the stage but cannot finish, and has obviously not shot enough of the stage to have a hit factor greater than zero. DNF would also be appropriate in this case. For Steel Challenge, use DNF only if a shooter does not want to or cannot complete even one string of fire on the stage. Even if only one string has been completed, all other required strings should be recorded as "30 seconds".
It's important to understand that in most cases, for purposes of Practiscore scoring, "DNF" really should be "DNA", or "Did Not Attempt". However, since DNF is the only function we have for these cases, that's what we use.

14. **REVIEW.** Touch after all scoring is complete. Review the score summary, time, and hit factor for correctness. After the shooter agrees, touch "save". Note that you can go back from this page and fix any problems on the scoring page.

15. **REPEAT** this process for the entire match and you're done. When finished, do not attempt to turn the nook tablet off. Just leave it as is.