

Competition Submission Manager (CSM)

v 4.2

User Documentation

Prepared by
Ian Johnstone

last modified on
Saturday, December 6, 2008 at 01:10 PM

Table of Contents

Table of Contents	2
Known Bugs	5
CSM Installation Guide	6
System Requirements.....	6
Installation.....	7
Using the CSM Connection Manager.....	8
Preparing a New Database for CSM.....	10
Trial Version.....	11
Licensed Version.....	11
Introduction	12
History.....	12
Screen System.....	12
Typical Layout.....	13
“Set Up” Terminology	14
Seasons.....	14
Divisions.....	14
People.....	14
People Synchronization.....	14
Membership.....	15
Awards.....	15
Judging Rules.....	15
Competitions.....	15
Trophies.....	15
“Judging” Terminology	16
Submissions.....	16
Winner Selection.....	16
Printed Results.....	16
Presentation / Winners.....	16
Website.....	16
Export Data.....	16
Set Up	17
Seasons.....	17
Divisions.....	18
People.....	19
Synchronize.....	20
Generate KML.....	21
Awards.....	22
Membership.....	23
Judging Rules.....	24

Competition Submission Manager

Competitions.....	25
Trophies.....	26
Maintain Trophy Details.....	26
Maintain Competitions Assigned to Trophies.....	27
Judging.....	28
Overview.....	28
Submission Set Up.....	29
Entering Submissions Manually.....	29
Loading Images from a CSV File.....	30
Loading Images from a Directory.....	32
Specifying the Components for non-FCC users.....	32
Randomization of Input.....	33
Importing Errors.....	33
Viewing Images.....	34
Assessment.....	35
Winner Selection.....	37
Pick Top Scores.....	38
Winner Selection.....	39
Initial Assessment.....	39
Judging Review.....	39
Breaking Ties.....	40
Breaking Ties Round Two.....	41
Subsequent Ribbon Rounds?.....	42
Assigning Honorable Mentions (Division One).....	42
Show Winners or All Images.....	44
Results.....	45
Printed Results.....	45
Print Styles.....	45
Report Styles.....	46
Example.....	47
Presentation / Winners.....	48
Presentation Winner Display.....	50
Website.....	50
Exporting Results.....	51
Export Data Type.....	51
Sort Type.....	51
Options.....	52
Column Selection.....	52
Styles.....	52
Example Exports.....	53
CSV with Header.....	53
HTML with no Headers or Groups.....	53
XML.....	53
Query.....	54
Data Models.....	56
Logical Data Models.....	56
People.....	56

Competition Submission Manager

Submissions.....	57
Trophies.....	58
Physical Data Model.....	59
Information about the Physical Structure.....	59
Table Column Listings.....	60
Tables and Columns.....	60

Known Bugs

These were known bugs or unimplemented features at the time of the writing of this document.

Bug	Description
Multiple Columns in Submission Display	When turning on the index on the Submission screen the quick link list of submissions is shown. While it is only supposed to show a single column, it shows all the columns of the submission including created date/time and user information. It's a particularly strange bug because this feature works properly on all other screens of the same type.
Downscaling doesn't work	When the Image Panel downscales an image, it doesn't size the image properly in all cases. It affects images that are really tall or really wide.
Does not show a downscaled image with crops.	Not Implemented
Does not print a downscaled image with edits.	Not Implemented
Scaled Images on Reports	Scaling the images on reports still produces lower quality results with some images, regardless of the size of the thumbnail produced.

CSM Installation Guide

This guide helps first-time users install the program and begin using it. The CSM software is available via a link which you request from the program developer. There is not an automatic link at this time so that the author can manage the installation, help with any installation issues and any operational issues.

System Requirements

The system requires the following products in addition to the CSM software:

- Windows XP SP2 or better
- .Net Framework 2.0
 - Should be automatically downloaded with Windows XP SP2
- [SQL Server Express 2005](#) or better ¹
 - Microsoft SQL Server Management Studio Express (follow the link from the SQL Server Express page), or [click this link](#).
 - The software will also work with SQL Server, but you will have to configure database connection manually.

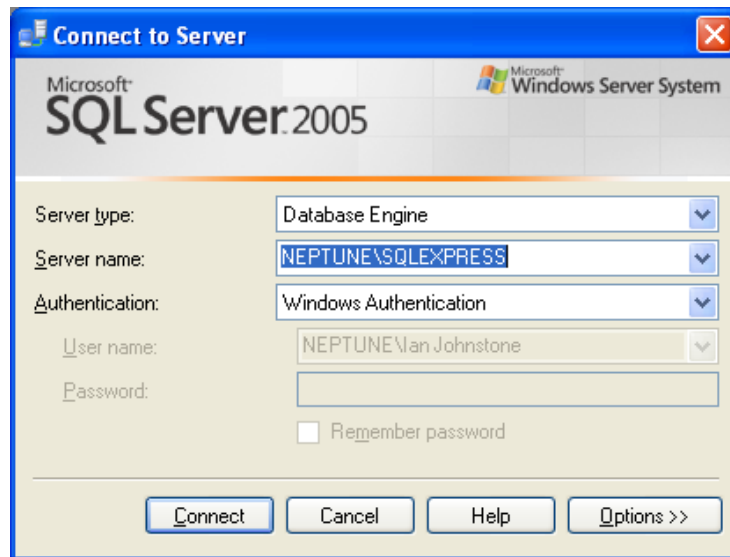
Note: This software has not been “tested” on SQL Server Express 2008.

¹ <http://www.microsoft.com/Sqlserver/2005/en/us/express.aspx>

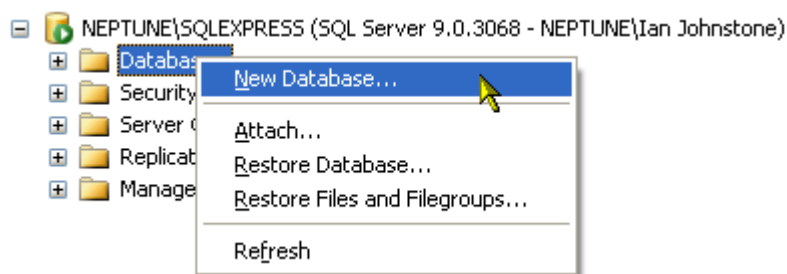
Competition Submission Manager

Installation

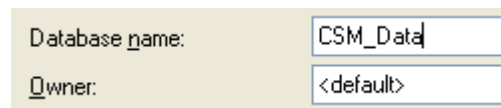
1. Start by installing all of the products listed, then **reboot** the computer even if you are not asked to do it specifically. It always helps to do this after new software is installed.
2. Next run Microsoft SQL Server Management Studio Express. The server name will be your “server name \ database name”. In this case, my computer is “NEPTUNE” and the database is called “SQLEXPRESS”. If the database is not listed, you can select the Server Name drop-down then select Browse. If this is a fresh installation there will only be one entry.



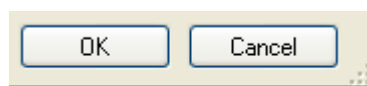
Once connected, right click the Databases option and select “New Database”:



From the next window, type the name of the database you want to create. Any name is fine:



Click OK to create the database:



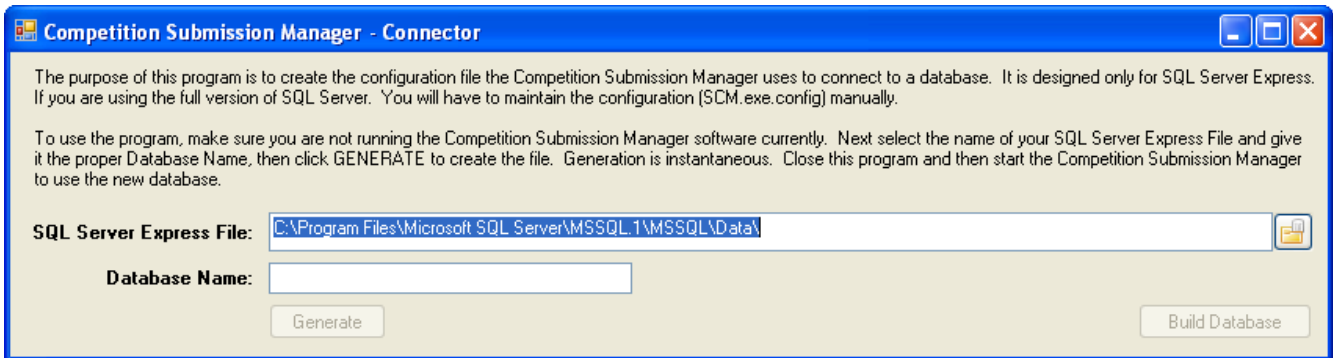
Now exit the SQL Server Express software.

Competition Submission Manager

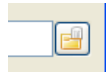
Using the CSM Connection Manager

Start the **CSM Connection Manager**. The purpose of this program is to generate the configuration file that CSM needs in order to connect to your database. CSM supports the use of any number of databases through this process; so you can create a training database that is separate from your main database, and so on.

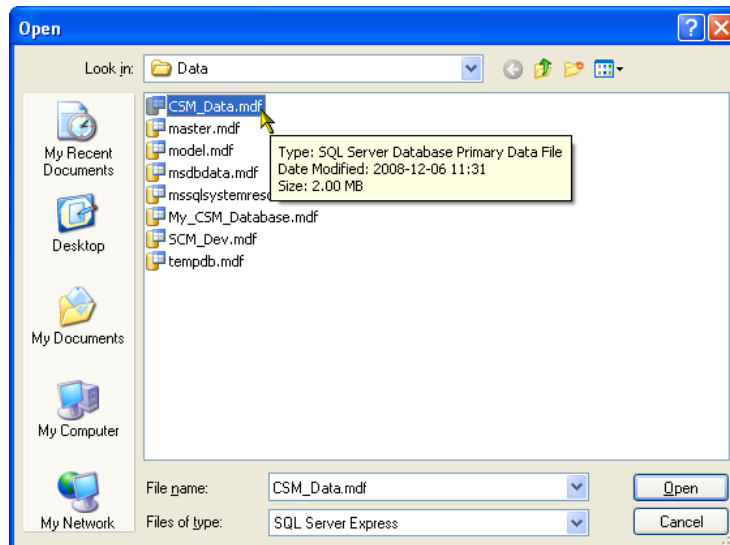
The default SQL Server installation directory is shown. The “Generate” and “Build Database” buttons are disabled. These buttons become enabled when you specify the correct filename and the database is determined to not be created.



Select the name of the SQL Server Express file by selecting the Open Database icon on the far right of the form:



Next, select the name of the database you created in the previous step. In this case, we used “CSM_Data”, but you can use any database name you want, then click OPEN in the bottom right-hand corner:



Competition Submission Manager

SQL Server Express File: C:\Program Files\Microsoft SQL Server\MSSQL.1\MSSQL\Data\CSM_Data.mdf

The database name is automatically filled in for you. If you rename your database, you'll have to remember to change this name each time.

As well, you'll notice that the **Generate** button has also been enabled:

SQL Server Express File: C:\Program Files\Microsoft SQL Server\MSSQL.1\MSSQL\Data\CSM_Data.mdf

Database Name: CSM_Data

Generate

Clicking **Generate** creates a configuration file that the main competition software uses to connect to the database.

Most users, 99%, don't need to care what this file is or what it contains, however, for the 1% out there, the button creates the file "**SCM.exe.config**" containing this information. If you are using a non-SQL Server Express version or a different version of SQL Server Express, you may need to configure this connection manually. See www.ConnectionStrings.com for connection string details for your database.

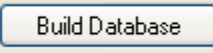
Example Configuration File

```
<?xml version="1.0" encoding="utf-8" ?>
<configuration>
  <configSections>
    <sectionGroup name="applicationSettings" type="System.Configuration.ApplicationSettingsGroup, System,
Version=2.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089" >
    <section name="Data.Properties.Settings" type="System.Configuration.ClientSettingsSection, System, Version=2.0.0.0,
Culture=neutral, PublicKeyToken=b77a5c561934e089" requirePermission="false" />
    </sectionGroup>
  </configSections>
  <applicationSettings>
    <Data.Properties.Settings>
      <setting name="DBConnection" serializeAs="String">
        <value>Data Source=.\SQLEXPRESS;Integrated Security=True;AttachDBFilename=C:\Program Files\Microsoft SQL
Server\MSSQL.1\MSSQL\Data\CSM_Data.mdf;Database=CSM_Data;Trusted_Connection=Yes;</value>
      </setting>
    </Data.Properties.Settings>
  </applicationSettings>
</configuration>
```

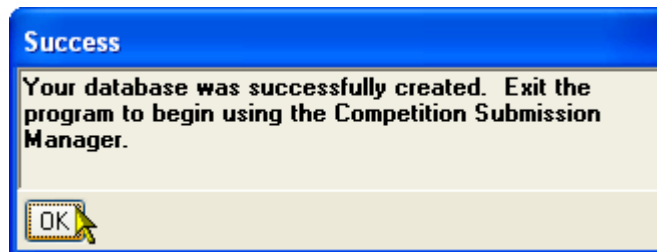
Preparing a New Database for CSM

Once you have created your connection configuration file and this is the first time with this database, you will want to create your database components such as tables and indexes. This is where the **Build Database** button comes in.

If the Connection Manager detects that the database has already been created, the **Build Database** button will not be enabled after you generate your configuration file. But if the Connection Manager cannot find evidence that the database has been set up, then the button becomes enabled.

A rectangular button with a light blue border and a light yellow background. The text "Build Database" is centered in a dark blue font.

Clicking the button builds the database, usually within 10 seconds:



Once created, the **Build Database** button becomes disabled. Clicking **Generate** again will not re-enable the button.

Exit the program to begin using the software.

Trial Version

Originally CSM was going to be offered as an unlimited 30-day trial; however, it was changed to run with limited functionality. The trial version of CSM only allows three competitions to be created. This allows ample time to try the software before making a purchasing decision.

Licensed Version

When you purchase a license you will eliminate the 3 competition limit. You will receive a "LSC" (License) file which you can save in the same directory as your executable file. The file will contain two lines which looks like this:²

Example Licensing Code File

```
MVTvMvOAN8w/====RyXihnhQbxXKKDS182ldakKLdaoQodaejWbPm/cLgZQS2S9CknZzSWBzGkakWzxG17
```

When the key is validated, it unlocks the software. If the file is not valid, you will be in trial mode.

² Note: This is not a valid key combination

Introduction

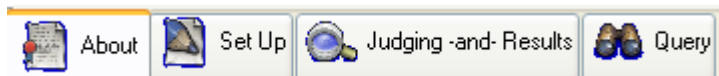
The Competition Submission Manager (CSM) is a Windows-based program which can be used to enter and judge submissions into competitions that are either submitted with or without a digital image.

History

The original version of CSM was a rewrite of another program called Image Competition Manager used by the Foothills Camera Club (FCC), an art photography club in Calgary, Alberta. A year of use by the club flushed out a number of problems including how winner selection took place, etc.

Screen System

The system is broken down into many areas that are accessed through a tabbing system. The main tab system is located in the bottom left corner:



About is the first tab that appears, and this tells you about the software, which version it's in and gives you a history of changes about the software to this point.

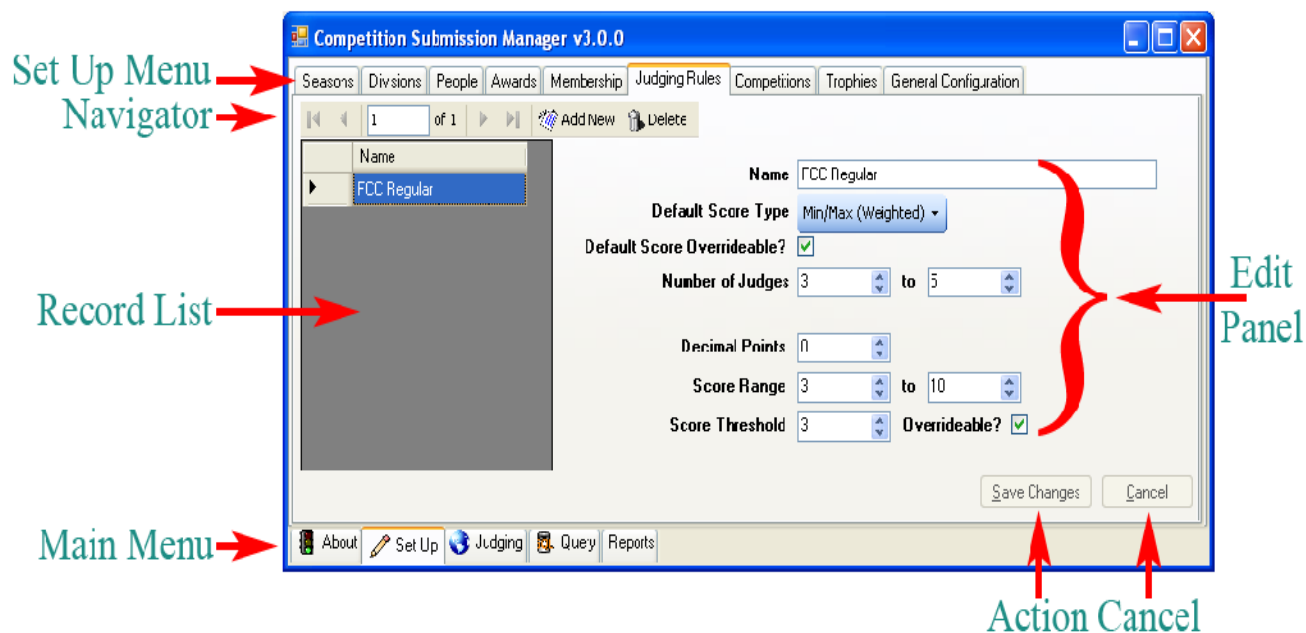
Set Up is where you prepare your environment for judging your competitions. Here is where you maintain your Seasons, People, Membership, Competitions, Divisions, Awards, Judging Rules, Trophies and General Configuration. See the concepts section below for details on each of these areas.

Judging -and- results is where you add submissions, judge them then get results about them.

Query is a built in SQL management tool that allows you to get information out of the system and publish the results as a printed export (CSV), as a web page (HTML) or to other systems (XML). CSM opts for a SQL tool which can export results instead of pre-canned reports because tools like MS Excel and OpenOffice provide more "statistical analysis" tools than CSM could provide for the price.

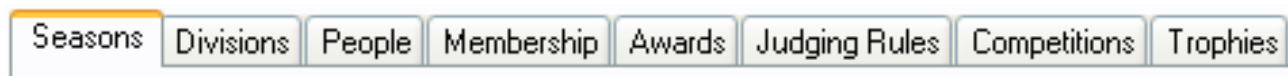
Competition Submission Manager

Typical Layout



Item	Description
Set Up Menu	Depending on which Main Menu item you select, the things you can do in that area are listed at the top of the screen, like this list for "Set Up"
Navigator	The navigator provides basic information about the current thing you are editing. It will list the current record in the set, the maximum number of items in the set, buttons to the first, previous, next, or last records. You can enter a number to jump to a specific record in the set. You can also "Add New" records or "Delete" existing ones.
Record List	This shows a few columns of the main records you are editing to make it possible for you to scan the entire set in a hurry. If there are many records, a scroll bar appears on the right edge of the Record List allowing you to scan the list quickly. When you want to see all the details of a given record, click the appropriate row.
Main Menu	This is the main menu for the application. I intentionally placed it on the bottom of all the forms because judging and query are only selected once or twice in a typical session with the software. When reading the screen, most people will not need to read the Main Menu all the time, which is why it is tucked away on the bottom of the CSM screen.
Action	This button changes depending on the action you are performing against a record. When adding it will say "Add New", when updating "Save Changes" and when deleting a record it will say "Confirm Delete".
Cancel	Cancel changes any alterations of the record.
Edit Panel	This is where you make modifications to your record. On occasion you may see additional tabs in the top-left corner of the screen for additional activities.

“Set Up” Terminology



Seasons

A **season** is a high-level organization of competitions in which the people participate. At the FCC a season runs from September to May each year, so the name of the seasons are marked with the starting and ending year, such as “FCC 2007/08”. A season can really be anything you want and you can have 1 or more of them. Typically a season is used when the membership of the people in your organization changes over time.

At least one season is required to create people and competitions. While you don't need a season to create a person, a person must have a membership within a given season. This allows people to join and leave your organization without losing track of their details from season to season.

Divisions

A **division** is a high-level organization of people. At the FCC, there are three divisions to separate the beginners from the more advanced photographers. You need at least one division to put your members in before they can be added to CSM. A division has a name and a code. The code is used during the synchronization of people (see below) to assign the appropriate division. If one code doesn't match then the entire synchronization fails.

People

People are the individuals who are submitting into your competitions. You can add a person into your organization in two ways. The first is doing it manually, adding one person at a time, the other is to synchronize them.

People Synchronization

The FCC maintains a different database which has detailed membership information in it. Other clubs and organizations typically use spreadsheets to maintain membership information. **Synchronization** is the process which allows you to maintain the information in your “Membership Database” and update that information in the CSM database.

The “Membership Database” must contain a unique identifier for each person. This is how it synchronizes information from this other source. It allows names, addresses and other information to change completely. If you don't have a unique number, you will overwrite the same person over and over, therefore, you need to assign a number in that database or use the synchronization feature once to initialize this part of CSM.

If you don't have an existing system for maintaining membership details, CSM provides this ability, however, if you do, you should make this other program the “system of record” and synchronize it's values with CSM.

Membership

Membership is the association of *people* to *seasons*. If you create a person manually, you have to create their association to the corresponding seasons manually too. The system is really designed to synchronize with another database to create your members so that it is also easy to assign the season. Format for the synchronization file (CSV) can be found later in this document. The *membership* part of the application allows you to see each person and which seasons they participated.

Awards

An **Award** is the type of recognition you give to the people who submit into your competition. At the FCC our awards are 1st, 2nd, 3rd and Honorable Mention ribbons. Awards are broken down into **Award Groups** and **Awards**.

An **Award Group** is a collection of **awards**. Each award group is assigned to a competition. At the FCC we have two award groups, one for each of our types of competitions -- *Regular* and *Special*. Winners of our regular competitions receive points which allow them to advance through our divisions. Special competitions have no such points, but we still give out ribbons.

Judging Rules

Judging Rules describe how individual judges' scores are combined to produce a final score for a submission. In the original ICM only 5 judges' scores were allowed. In this version, 3 to 10+ judges' scores are possible and there are a variety of different ways the scores can be calculated or overwritten. It also tracks the number of decimal places, the min/max allowed scores, maximum range that scores have to be within.

Competitions

A **competition** is the specific grouping to which people submit. A competition has a name, award date, maximum submissions, the name of the physical directory containing digital images, the type of awards that are given out and the rules for collecting and assembling the judges' scores.

Trophies

A **trophy** is an award for individuals who have an aggregate score in a series of competitions. The system does not assign trophies, it simply lists who are the candidates for the trophies.

“Judging” Terminology

These concepts are associated with Judging.



The screenshot shows a web interface for managing competitions. At the top, there are two dropdown menus: 'Season' set to 'FCC 2007/08' and 'Competition' set to 'Print Open #1'. Below these is a horizontal navigation bar with several tabs: 'Submissions' (highlighted in green), 'Winner Selection', 'Printed Results', 'Presentation / Winners', 'Website', and 'Export Data'.

Submissions

A **submission** is the individual entry of a person into a competition. A competition is associated with a season and only people who have a membership for the current season will be allowed to compete.

A submission will contain a title, the physical filename containing the image, the individual judges' scores, a final score, an optional critique and the assigned award.

Winner Selection

Winner Selection is the process of selecting winners for a competition. This can be as simple as assigning awards to the appropriate submissions, or going through a complex re-judging process. The FCC uses a process called **In/Out** to select its winners as it believes there can only be a single winner of each ribbon. This approach is supported by CSM.

Printed Results

The **Printed Results** tab allows you to quickly produce a RTF report which you can load into almost any word processor in order to print your competition results. The RTF report is used by the FCC when reading the results of the competitions to the membership at a meeting.

Presentation / Winners

This is a complex feature which allows you to display the winners of your competitions where a digital image is involved. A show is generated consisting of a title slide for the competition, images for each division and the images as they were judged up until the winners which are then shown in reverse sort order according to the award assigned. You can also repeat the winners at the end of the show and superimpose details such as the title, member and score on top of the image.

Website

This feature allows you to export the results of the competition in an XML file. In the case of the FCC, this XML document is read by the website so that winners' results can be posted automatically without any additional work by the competition chairperson.

Export Data

The **Export Data** tab is an extensive feature that allows you to export the data from the competition into a CSV format so that it can be analyzed in a Spreadsheet program, HTML to simplify how you publish on the Internet, or XML so that it can be exchanged with other modern computer systems.

Set Up

This section documents all of the set up sections of the application which are found in the “Set Up” tab of the main menu.

You must create Seasons and Divisions before you can create People. Since the system supports multiple seasons, you need to assign people to seasons via Membership in order to allow them to submit images into competitions. If you want to assign Awards you will need to create award groups and awards. Judging Rules is used to accept individual judge scores and combine them to calculate a final score for an image. If you give out trophies by merging the results of several competitions, you need to configure the Trophies section.

Seasons



The **seasons** tab is used to set up individual seasons where you are managing your competitions. Any number of seasons can be added and managed using this screen, and while the seasons themselves were designed for an annual purpose, they can be used for any kind of high-level organization of competitions.

Removal of a season will remove these associated items:

- Competitions³
- Trophies
- Memberships

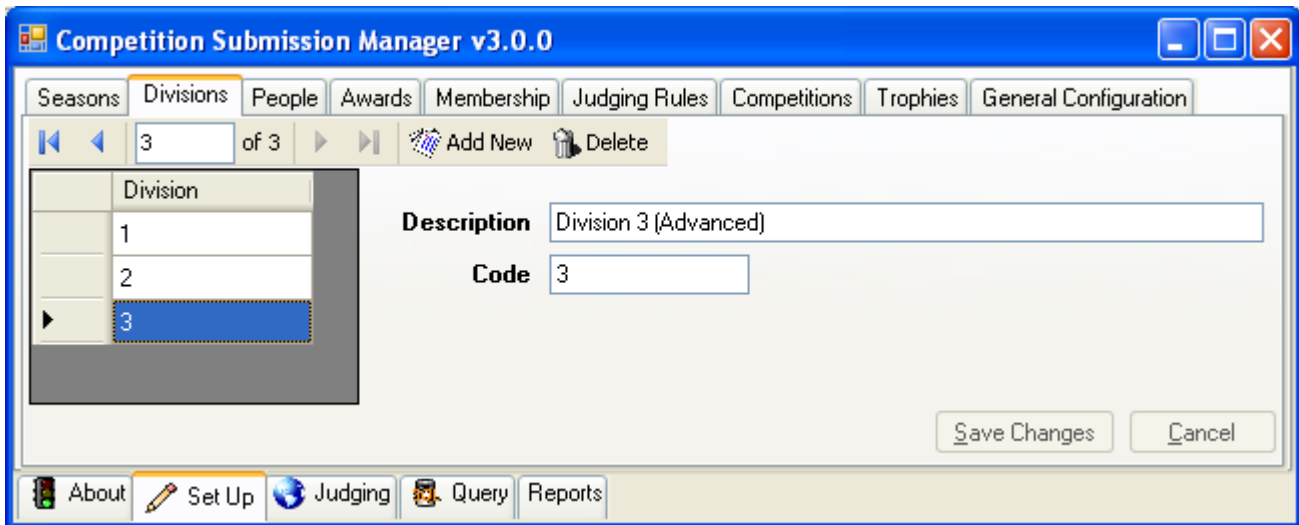
The **Year** is used to order the seasons as they are shown on the screen. The higher the year, the earlier in the list the season will appear. As a result, as you add seasons to your system, you don't have to go to the bottom of the list to select them.

The **Duplicate Season** button will make a duplicate of the current season, copying all of the current competitions to the new season. This allows you to simply assign the award dates, instead of re-adding the same competitions year after year.

³ Note: Removal of a competition will in turn remove items such as Submissions too.

Competition Submission Manager

Divisions



The **Divisions** tab is used to maintain all of the divisions of your members. A division contains a description and a code. The **code** is used when synchronizing. It must match the value in your input spreadsheet. The code is also used on some labels, so it should have a loose affiliation to the description as shown above.

Removal of a division will remove will remove these associated items:

- Person (aka People)

Competition Submission Manager

People

The screenshot displays the 'People' management interface. On the left, a table lists individuals with columns for 'Last Name' and 'First Name'. The right side features a form for editing a person's details. The 'Name' field is split into two boxes. The 'Division' dropdown is set to 'Division 1 (Beginner)'. The 'Address' field consists of two stacked text boxes. The 'City, Province' section has 'Calgary' in the city box and 'Alberta' in the province box. The 'Postal Code, Country' section has an empty postal code box and 'Canada' in the country box. The 'Home, Work, Cell' section has three empty text boxes. The 'Email Address' field is a single text box. The 'Historical Points' and 'External Database #' fields are spinners set to '0'. 'Save Changes' and 'Cancel' buttons are at the bottom right. The top toolbar includes 'Add New', 'Delete', 'Generate KML', and 'Synchronize'. The bottom toolbar includes 'About', 'Set Up', 'Judging and Results', and 'Query'.

The **people** tab is used to see and change each person who submits (or can submit) into your competitions. Each person is assigned a division, and if you don't use divisions, you'll need at least one division to assign a member to.

If the person entering your competition is another organization such as a club, leave the First Name blank. If the person entering your competition has no last name, put their first name in the Last Name field.

The **Historical Points** field is used to keep track of the number of points received by this person. Points are assigned according to the awards you give to each member.

The **External Database #** field is used to link this entry to another database. When you are synchronizing this database with another, the external database # is the way in which the two records are synchronized (one in the CSM database and one in the external database).

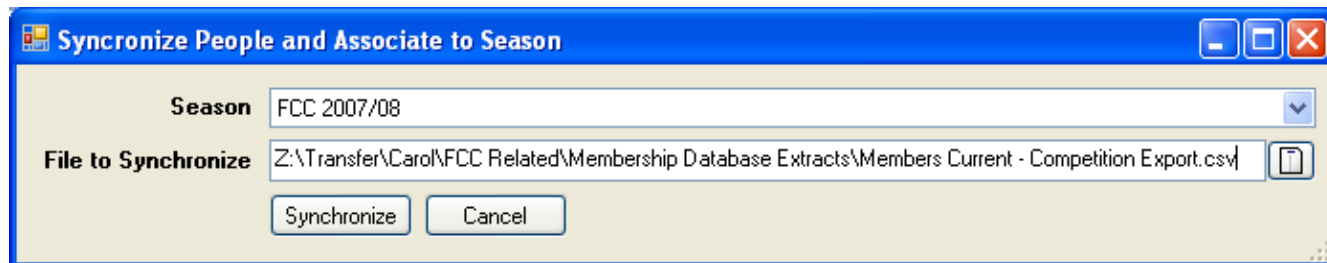
Removal of a person will remove will remove these associated items:


- Submission

Competition Submission Manager

Synchronize

The **Synchronize** button is used to synchronize your external database to this database, adding or updating records as required. All information is synchronized including the historical points. In ICM (the previous software used by the FCC), historical points were only set when the record was updated. Clicking this button gives you this form:



Click the File Icon () on the far right of the "File to Synchronize" to select the file using a standard windows browser. Or you can type the the file name. If the file doesn't exist or is invalid, the "Synchronize" button becomes disabled.

The format of the file is a header-less "CSV" format, comma delimited, such as:

```
1087,"Johnstone","Juan","45 Software Developer Lane","Calgary","Alberta",  
"T8R 9E9","555-0016","444-7378","Juan@SoftwareDevelopers.com;",18,2
```

#	Field Name	Description
1	External Database #	A number that you use to uniquely identify people in another database. It is this number that is used to synchronize the records together, and everything about the record is changed to whatever the import value is
2	Last Name	The last name of the person.
3	First Name	The first name of the person. If this is an organization, leave it blank.
4	Address Line	The address of the person
5	City	The name of the city, town or region they live in.
6	Province/State (+Country)	The province/state and country (e.g. "Alberta" or "Alberta, Canada")
7	Postal/Zip Code	The postal code
8	Home Phone	Home Phone
9	Work Phone	Work Phone
10	Email	Email Address
11	Historical Points	Historical Points (as described earlier)
12	Division	Division the person is in. The code specified here must match the code you create in the Division section.

Generate KML

This button generates a basic KML file from your person list. KML, or Keyhole Markup Language, is an XML-based language for managing the display of 3D geospatial data. In English, it is a language specification that can be read by Google Maps and Google Earth to identify geographical locations.

CSM creates a very basic KML specification, and then has Google Earth (its intended user), to figure out the rest. It creates a file that looks like this:

```
<Placemark>  
  <name>Name (Phone)</name>  
  <address>Address, City, Province, Country, Postal Code</address>  
</Placemark>
```

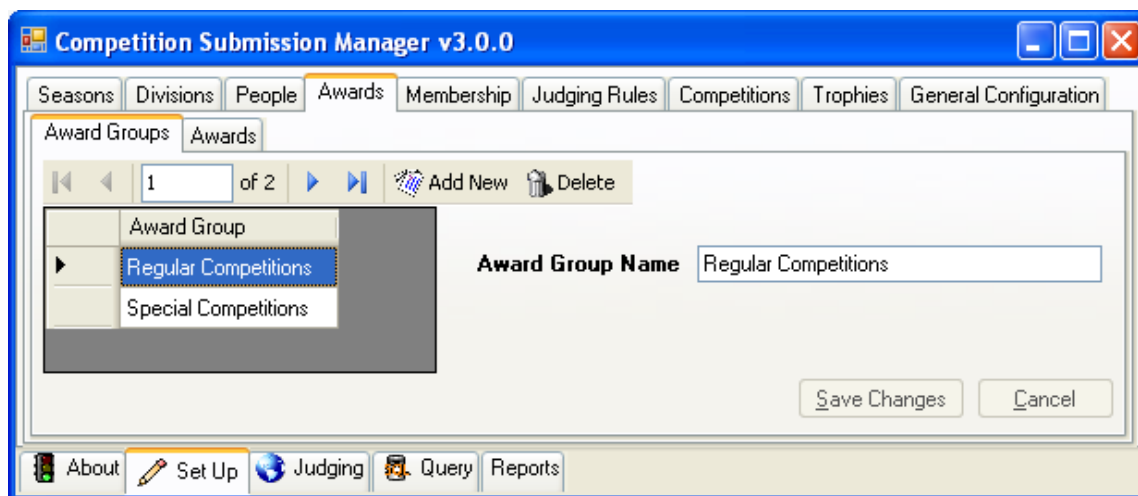
This is enough information for Google Earth to put a place marker on a map to show the approximate location of the person. This is useful when you need to contact several people in the same geographic area, or have a geographically dispersed membership and want an easy way to show this in a geographic mechanism such as Google Maps or Earth.

Note: With Google Earth, it may take some time before all the Placemarks are shown on the map because the system has to search for each individual address rather than being provided a specific location.

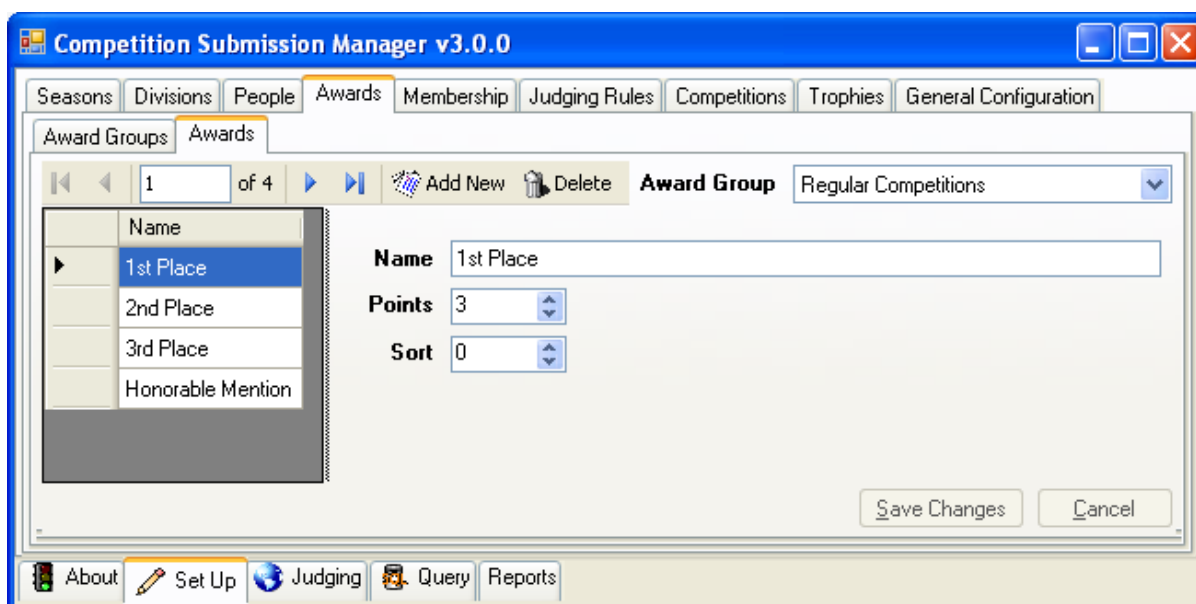
Competition Submission Manager

Awards

Configuration for awards is broken down into two sections. **Award Groups** are assigned to competitions and they identify the awards that can be given out for that competition. An award group is described only by a name:



Associated with an Award Group is one or more **Awards**:

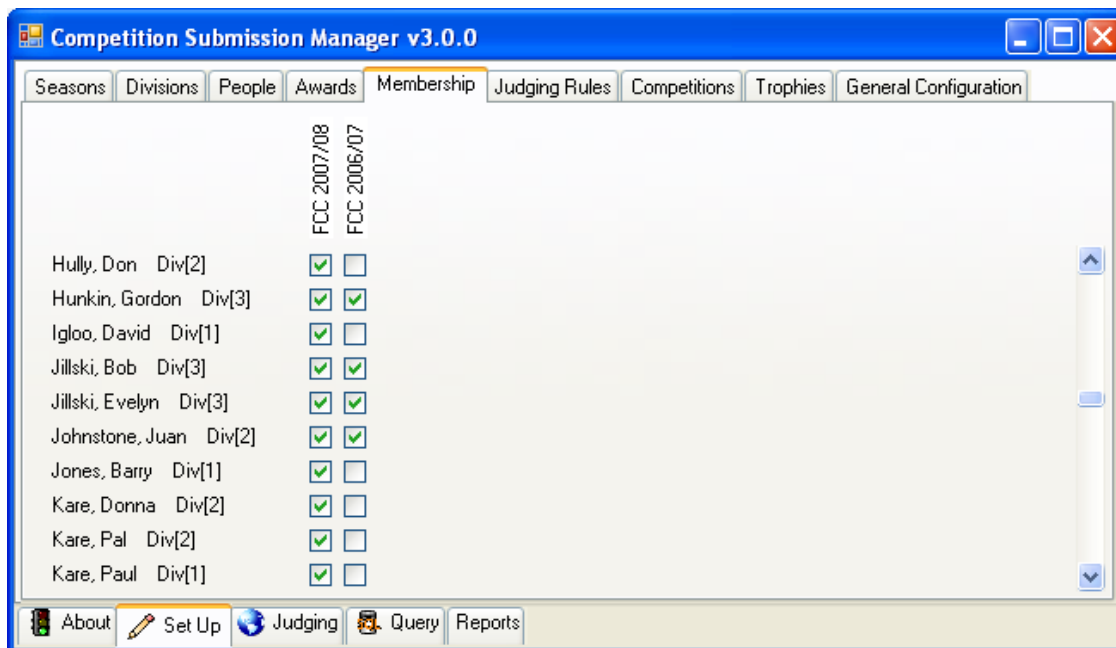


An **Award** is the type of recognition you give the winners of your competitions. When a winner is given an award the **Points** are added to their historical points (associated with the Person) to get the Total Points the person has. **Sort** is used on reports and for digital presentations to control the order in which images are printed or shown.

Competition Submission Manager

Membership

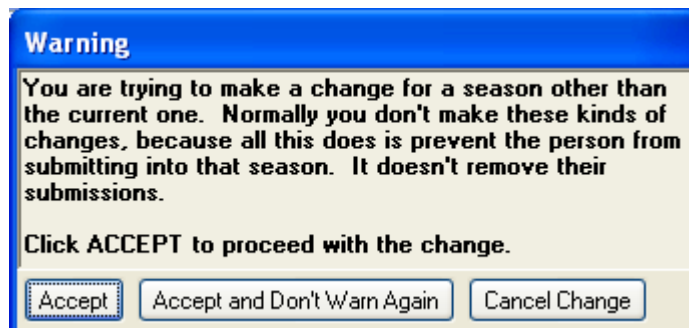
The membership screen normally doesn't need to be accessed. It is used to identify which people are associated within each season. If you do not import your member database into CSM, then you need to use this screen to identify which members are associated with which season:



Using the screen is straight-forward, simply click the check boxes next to the member and for the appropriate season to associate a member to a season.

The page can be time consuming to initialize so on slower computers you will see the initialization process as an incrementing number.

Furthermore, if you click a check-box for a season that is earlier than the one on the far left, you'll get this message:

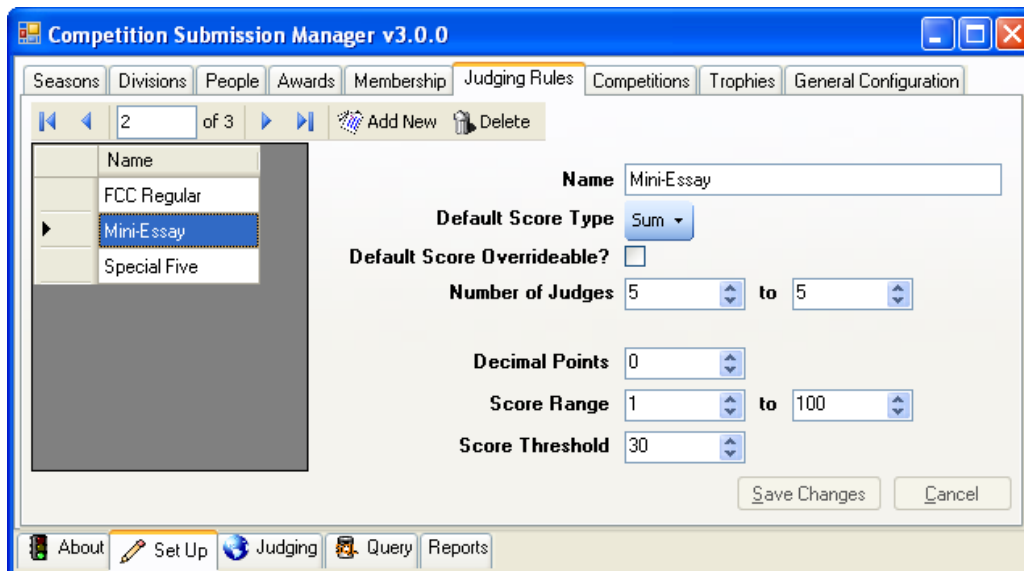


If you click "Accept and Don't Warn Again" the message does not reappear until after you exit and restart the program.

Competition Submission Manager

Judging Rules

Judging Rules are used to describe how to assemble judges' scores to produce the final score for a submission:



Default Score Type describes how the scores are assembled. These are the valid types:

Type	Description
CAPA	Scores are added together with the maximum and minimum score removed.
Min/Max (Weighted)	Same as CAPA except that if there are fewer than the maximum allowed number of scores, the final score is weighted as if the maximum number of judges were present.
Sum	Adds the scores.
Average	Adds the scores, then divides by the number of judges present.
Entered	Allows you to use some other kind of judging mechanism and you simply enter the score during judging.

Default Score Overrideable means that the score can be, optionally, "Entered" after it is calculated. **Number of Judges** identifies the minimum and maximum number of scores required to calculate a final score. **Decimal Points** allows you to specify the number of decimal points in the final score. Note: If the score is 6.66666667 and the decimal places is 1, the score is shown as 6.7 but the value is still 6.66666667. **Score Range** specifies the minimum and maximum scores allowed by the judges. **Score Threshold** identifies how much the scores can differ between the minimum and maximum value.

Removal of a Judging Rule will remove these associated items:

- Competitions (and Submissions)

Competition Submission Manager

Competitions



This screen allows you to maintain details about your **competitions**. You start by specifying the **Season** you want to see the competitions for. This allows you to only have to deal with a subset of competitions for any one season instead of hundreds over a long time.

Award Date is when you are presenting the results for your competition. In the FCC this date appears on the label we attach to our ribbons.

Maximum Submissions identifies the maximum number of images that a person can normally enter. If you try to enter extra submissions you get a warning message asking if it is okay to proceed or not. **Divisional Competition** identifies if the winners are determined by division. The order you enter the submissions into the competition determines the order in which they are judged. **Uses Images** identifies whether the competition uses images. If you check this box on, you have to then specify the physical file directory for the competition images. **Award Group** specifies the awards available to be given to winners and participants in the competition. **Judging Rules** identifies the method the software will use to calculate the final score for the submission in the competition.

Removal of a competition will remove these associated items:

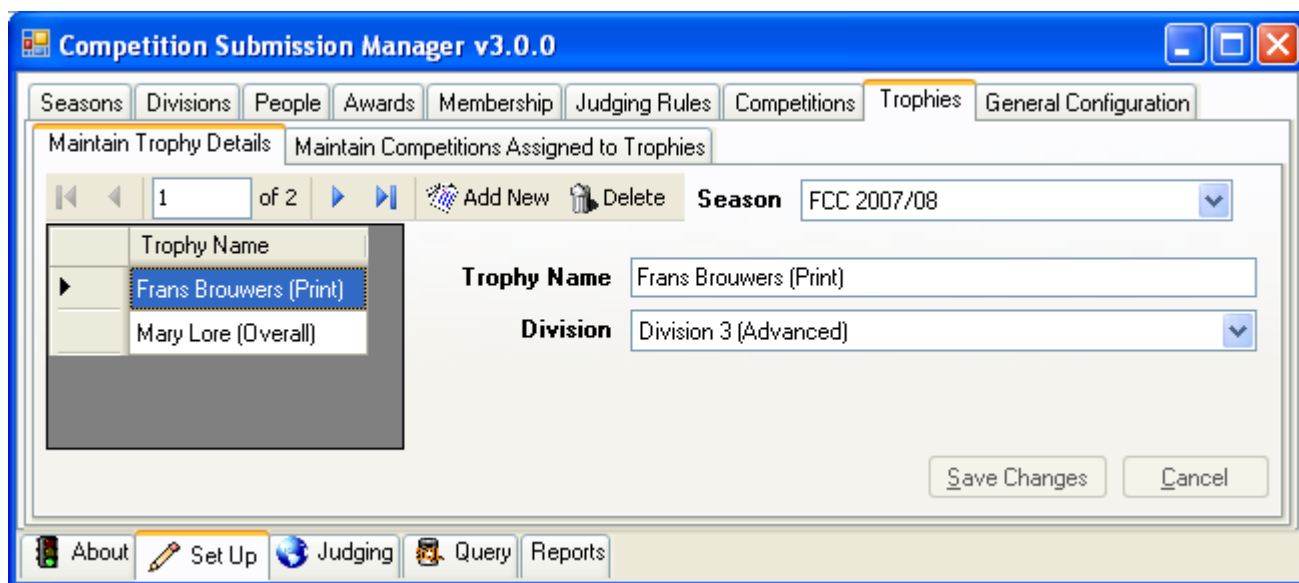
- Submission

Competition Submission Manager

Trophies

Trophies are maintained in two sections. **Maintain Trophy Details** is used to identify the trophy and, optionally, which division members must be assigned to be considered for it. **Maintain Competitions Assigned to Trophies** is a simple-to-use screen that associates trophies for a given season to competitions for the same season.

Maintain Trophy Details



First start by selecting the **Season** you want to show the trophies for. You have to specify the trophies for each season so that you can change the criteria for how winners are determined each year.

Trophies are used to identify winners of several competitions. A winner is determined by aggregating the scores of their submitted images.

Division is the name of the division the trophy is for. If a trophy is not divisional, you can also specify this criteria:

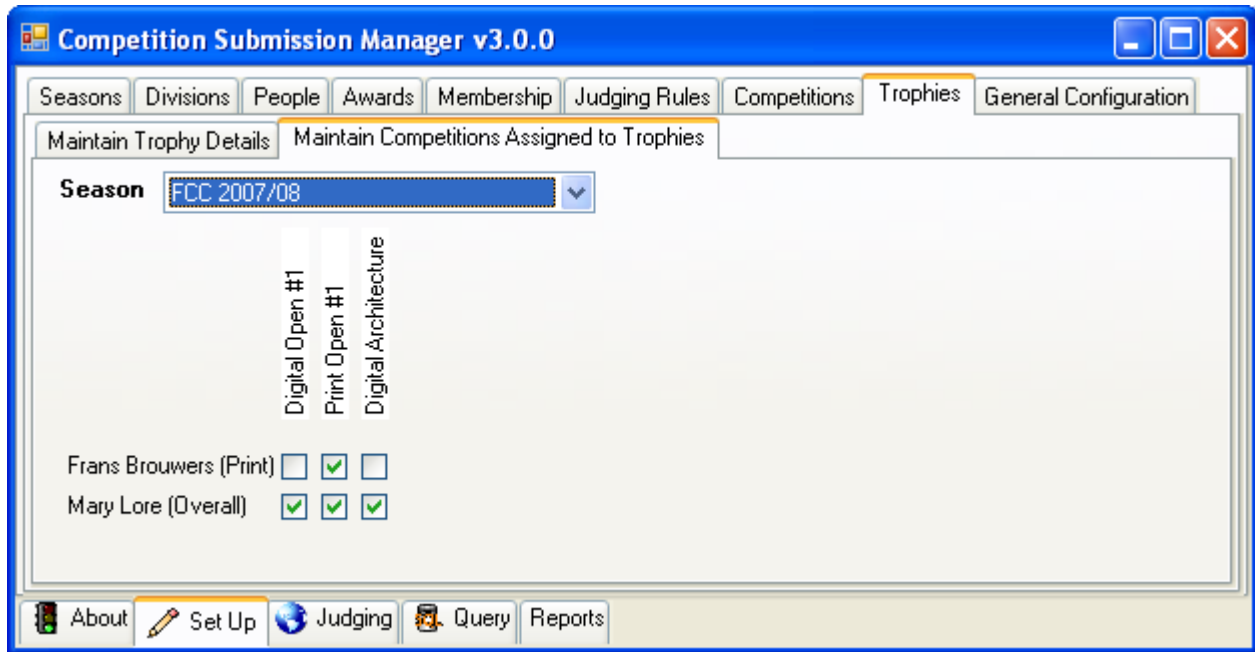
Division --- Division Not Considered for Trophy ---

Removal of a trophy will remove these associated items:

- Trophy to Competition assignments (Competitions are not deleted)

Competition Submission Manager

Maintain Competitions Assigned to Trophies



You use this screen to identify which **competitions** are assigned to which **trophies**.

Trophies are listed down the left-hand side of the page and **competitions** are listed across the top. To make an assignment, simply click the check box. To remove the assignment, uncheck the box.

Competition Submission Manager

Judging

The screenshot shows the top navigation area of the Competition Submission Manager. It features two dropdown menus: 'Season' set to 'FCC 2007/08' and 'Competition' set to 'Print Open #1'. Below these is a green horizontal bar. Underneath the bar is a row of six buttons: 'Submissions', 'Winner Selection', 'Printed Results', 'Presentation / Winners', 'Website', and 'Export Data'.

Overview

Once set up has been completed for at least one competition, you can begin to judge. Judging occurs in four stages: Submission input, assessment, winner selection and results reporting.

Submission Input is the entry of submission details into the CSM system. This can be done manually by entering the person's name and submission title information, or it can be done automatically using 3 different approaches. You can load a directory of images where the filenames have been named according to a specific naming format. You can specify a spreadsheet with the names and titles (and optional filenames) of their submissions.

Important Note: Once there is at least one image in the competition, you can no longer import images.

Assessment is the process of judging and, optionally, critiquing submissions.

Winner Selection is the process of identifying the top submissions and assigning awards to them. The selection can be nothing more than assigning awards or more complex. In the FCC, we use a process called In/Out which rates the top scoring images in each division to pick the winners. The competition chairperson selects the top scoring images then the judges only see those images. They are reassessed (scores only) to pick the winners.

Printed Results and **Presentation/Winners** tabs are used to give printed or digital results of the competition. *Presentation/Winners* only appears if the competition has digital images.

Website and **Export Data** are specific mechanisms to extract data for the competition in a more usable form.

To input the submissions into the system, you first select "Judging" from the main menu, pick the season and competition you are judging. By default, the system defaults to the current season which is defined as the season with the largest year and competitions are ordered in descending order with the largest year value shown first. IT IS STRONGLY recommended that you enter the competitions one at a time rather than a full season at a time, as it makes it easier to pick them from the Competition drop-down list ... it's always first.

This screenshot shows a similar interface to the one above, but with the 'Competition' dropdown menu set to 'Digital Open #1'.

Note: The GREEN bar between Season and Competition exists to break up the screen. Especially in screens such as Winner Selection there is a row of buttons and another row of tabs and without the bars, it can be a little distracting when looking for the next thing to do.

Submission Set Up

Judging begins with the input of the submission details into the system. This can be done manually, via a spreadsheet or through the loading of images that are contained within a directory.

Entering Submissions Manually


Person	<input type="text"/>
Title	<input type="text"/>
Filename	<input type="text"/> 

To enter images manually is an easy two or three step process. Enter the person's name, enter their title and optionally enter the filename for their image. If the competition you selected does not allow digital images, the "Filename" field does not appear.

When **entering a person's name**, you do not have to type their full name, just the first few characters of their last name will suffice. If you mistype the name, you can press the BACKSPACE key to start over. If you have several members with the same last name, you can also type the first few characters to get the first member with the last name, then use the UP/DOWN arrow keys to scroll to the specific person's name.

If you cannot find the person's name, click the drop-down arrow (to the far right of the field), and manually scan the names. If you still cannot find it, go to the Person tab (under Set Up) and verify that the name is in CSM. If it isn't, add it (if appropriate) then continue. If the name does exist in the Person list, it's likely that this person is not a member of the season that this competition is in. In this case, click the Membership tab (under Set Up) and verify the status of the member in the current season. If they aren't a member, click the appropriate box to add them. [Note: For the FCC, you should verify with the Treasurer/Membership Director and with the person in question whether they are an active member before adding them to the competition.]

Next, enter the Title. A title can be up to 120 characters in length.⁴

If the competition supports images, click the File Icon () next to the Filename field. You will be asked to specify a name from the directory you selected for the Competition. The filename must come from this specific directory and cannot be specified with a sub-directory either.

To add another submission to the competition, press the INSERT key. Your current image details are saved and the cursor is positioned on the PERSON field ready to accept another submission. With the INSERT key it hardly takes any time at all to set up a competition with dozens of submissions.

⁴ Note: ICM had a limit of 50 characters for a title.

Competition Submission Manager

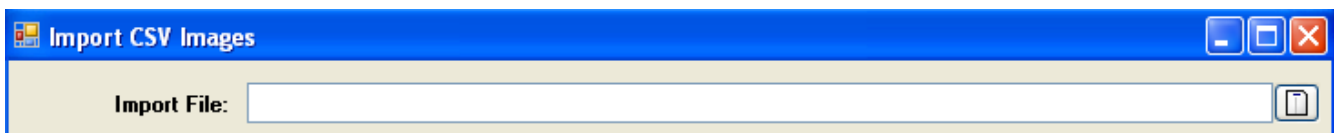
Loading Images from a CSV File

If you do not use images in your competition, you can import the competition from a CSV file which can be created by any number of spreadsheet programs. The spreadsheet contains two columns in this order:

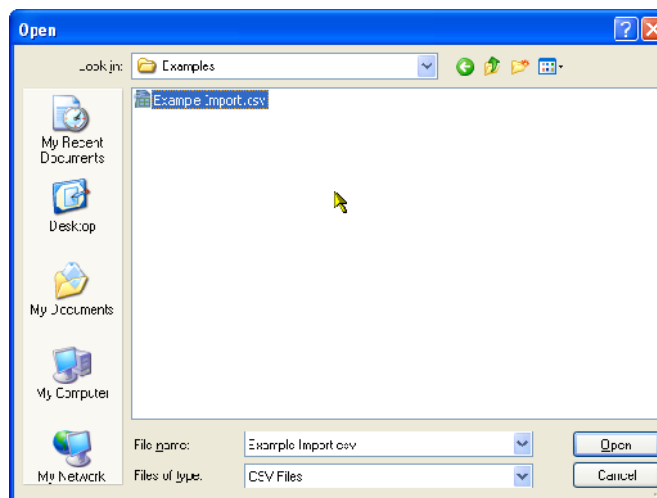
1. Person Name
2. Image Title

It's assumed that the order of the images in the CSV file is the same order the images are judged in. No randomization features are provided.

To import the CSV file, you select the file icon on the far right hand side of the form ():



This brings up an Open File dialog, simply specify the name of the file, and select Open:



The example shown here looks like this in a Text Editor:

```
"Member", "Title"  
"John Doe", "Morning Beauty"  
"Ian Johnstone", "Race to the Finish"  
"James Bond", "Joggers"
```

Competition Submission Manager

The file is then loaded into the grid and validated to make sure it can be imported:

Has Header?

Preview

	Status	Name	Title
▶	Person was not Found	Member	Title
	Person was not Found	John Doe	Morning Beauty
	OK	Ian Johnstone	Race to the Finish
	Not in current season	James Bond	Joggers

You'll notice that the system tries to parse the header line of the CSV file. This is the default action because different spreadsheet programs save the CSV file with or without the header. To fix this, click the **Has Header?** check box and the file is automatically reprocessed:

Preview

	Status	Name	Title
▶	Person was not Found	John Doe	Morning Beauty
	OK	Ian Johnstone	Race to the Finish
	Not in current season	James Bond	Joggers

Here it shows one of three possible outcomes:

1. Person was not Found - means this individual does not exist in the person database.
2. Not in current season - means the individual is in the person database but isn't a member of the season in which this competition is part of.
3. OK - means everything is okay with the individual.

When all entries are OK, then the import button becomes enabled and you can import the entries found in the CSV file into the competition:

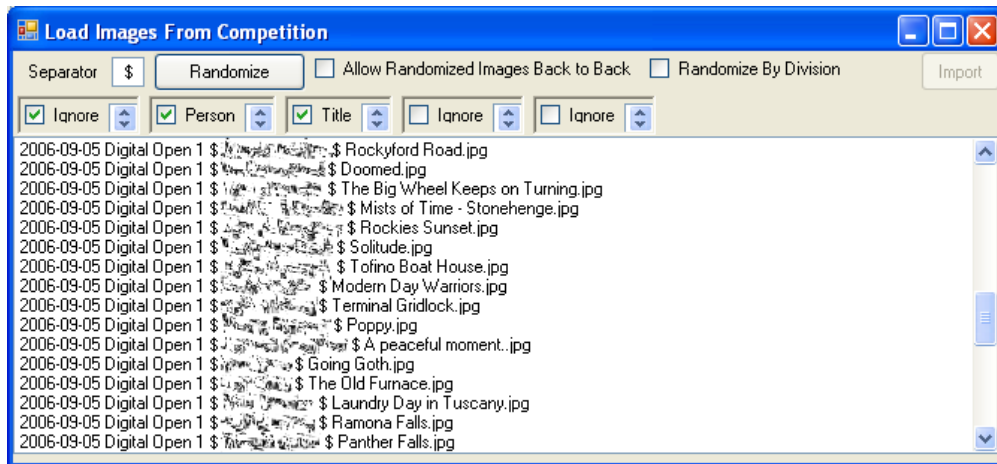


Competition Submission Manager

Loading Images from a Directory

When loading images your files must be named in such a way as to clearly identify the person's full name. If your competition doesn't use titles and you turn this feature off, this import will set all the titles to "Untitled".

To Load Images from a directory, you click the "Import" button and select **Import Directory of Images**. The system then imports all of the images it found in the directory specified for the competition. Before continuing, quickly verify that these are the images that should be imported for the competition. If not, click cancel and verify the directory (specified in the Competition) before continuing.



The system accepts five different types of images; JPEG, BMP, GIF, TIFF and PNG, although most organizations use JPEG images because it is widely supported and uses the least amount of disk space to store.

Here you see the images for the Digital Open 1 competition shown in name order as imported from the directory. Only the files of the types supported above are loaded so if you have other documents, they are ignored.

The FCC uses the file naming format: "COMPETITION \$ MEMBER \$ TITLE.jpg" to name their images; so the default is what the FCC uses.

Specifying the Components for non-FCC users

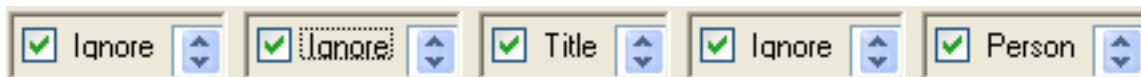
The use of the "\$" symbol makes it clear which part of the filename is for the title or person. If you use a different symbol, use the Separator field to identify what it is. Next, you can specify the location components of the filename you are interested in and the position in the filename itself. You use the component selectors to do this:



Competition Submission Manager

This indicates the Person's name, and the up/down arrow key is used to move the component up the list or down the list. For example, if you used the format:

ORGANIZATION \$ NOTES \$ TITLE \$ TAGS \$ PERSON, you would click the components to get this format:



The system would then successfully parse the title and person from the filename.

Randomization of Input

The next step is to randomize the filenames. Randomization works by picking two filenames randomly and exchanging their positions. It does this process for 1 iteration which is 5 times the length of the list of filenames. So if you have 100 files, each iteration of swapping occurs 500 times. At the end of an iteration, the system verifies the filenames to see if it matches the randomization options below. If it doesn't work, it iterates again reusing the list from the previous iteration.

You have a couple of options:



Allow Randomized Images Back to Back, will randomize the results once, then allow you to import. If this is not checked (the default), the system verifies that there are no images from the same person back-to-back in the competition.

Randomize by Division, will randomize the results, then re-assemble the images in the division according to the *division's Code*. This allows you to judge the images according to division. When turned off (the default) all the images are randomized irrespective of division.

The system will attempt to randomize the entries up to 25 iterations. If you turn Randomize by Division on, the system may actually use all 25 iterations trying to find no images that are back-to-back, so you may need to click Randomize more than once. If the system randomizes successfully, then the **Import** button becomes visible. If you don't want to import, click the Close button in the top-right of the window.

Importing Errors

Importing will then attempt to import the randomized entries into the system. It is at this point that the import may fail if the Person specified in the file doesn't exist or isn't a member for the current season⁵. Read the section "Entering Submissions Manually" on page 29 to resolve these kinds of errors.

⁵ You will get this error during randomization if you "Randomize by Division" first (the system has to parse the filename to get the person to determine their division. If they are not members an appropriate error appears.

Viewing Images

Once the images have been added to the competition, you should review them to ensure that they display properly. CSM will automatically scale the images up-to⁶ the display resolution of the monitor they are projected on. For example, if the display is 800x600 and the image is 1024x768, some scaling will occur to the image, and in some cases the scaling may not compliment the image. On the other hand, if the display is 1024x768 and the image is 800x600, it will appear smaller than the display with a border that is approximately 100 pixels around it.

Viewing images is done by opening one or more Image Panels. CSM supports multiple image panels, allowing you to have a 2 or 3 monitor format; one for the monitor(s) that the judges see and a smaller one for yourself to refer to the image without straining your neck or back. This permits complete freedom in the positioning of the computer running CSM.



To get an image panel, click **Add Image** from control on the right of the screen. This opens a window and shows the current image in the panel. Simply drag the panel to the appropriate monitor and maximize the window. When maximized, the Microsoft Window monikers are hidden revealing the entire image on that monitor with a black background. To restore the image to the original size (before you maximized it), double click the image. To remove a panel, simply close the corresponding window.

Similarly, you can add a panel and show it next to your submission window. Anything you see on your panel are shown on the other monitors as well. Any number of monitors are supported using this mechanism. Windows can support 6 monitors with special hardware; most people have only two monitors.

CSM also supports some basic editing to the image. You can flip the image horizontally or vertically, rotate the image in 90-degree increments and perform some basic crops. These edits are saved with the image so that they can be reapplied when you are showing the results to your audience. This allows CSM to be as much a tool to assist in the judging your digital images as it is an educational tool demonstrating how simple changes to the content can improve the overall strength of the image.

Cropping can be done on any image, and it is universally shown on all image panels that are open.

When you make modifications to the image, the **Original** and **Apply Edits** buttons become enabled. The **Original** and **Reset Edits** button are similar in the sense that they return the image to its original settings; however, Reset Edits also forgets any editing you did make to an image. Original simply restores the original view. During a presentation, the Original image is always displayed. To show all the edits that were made to the image, click the **Apply Edits** button. This button can also be tied to a



⁶ CSM never up-scales an image.

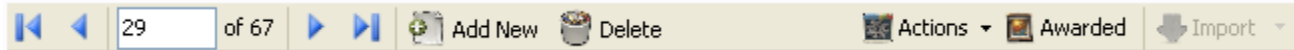
Competition Submission Manager

keyboard short-cut and if you have the right kind of mouse, applied to a mouse button as well.

Assessment

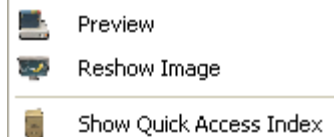
Assessment is the actual judging process. At the FCC, Assessment occurs in two stages; an initial view of the images and then the actual judging process.

The top bar of the screen gives you some options and gives you a status of the judging process:



The Navigator window on the left allows you to jump to the first, previous, next and last submissions. This view shows we are on submission #29 of 67 entries. The Actions button has the following options:

PREVIEW runs through all of the images in the competition showing a new image every 5 seconds. At the conclusion of the PREVIEW the screen is blanked. **RESHOW IMAGE** allows you to see the image. **SHOW QUICK ACCESS INDEX** shows an index to the left of the images with the member name, title, etc. This allows you to quickly find a specific image without the slower “one-by-one” scan with the Left/Right arrow buttons.



The **Awarded** button is used to filter to only show the submissions that have an award assigned. At the FCC, this button is used as part of our winner selection process. After we determine the top scores, we go back and critique the top images. This allows us to assign an award called an “In/Out” award to all images then using the Awarded button, filter on just those images that were top scorers.

At any time, you can blacken the screen of all your image panels with the **Black** button (on the image management panel to the right). Clicking it again will restore the view. The **Index** button opens up a quick indexing feature allowing you to quickly scan to a specific image in the competition. Clicking it again will hide this index.

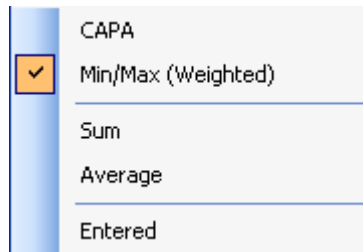
To begin judging, simply place your cursor on the first judge's score box:



Hit **ENTER** or **TAB** to go to the next judges score box. The Clear button (🗑️) clears all the scores and returns the cursor to the first box. This is used in situations where there is too much variation in the scores and the image is rejudged. This quickly clears the scores and allows the judges to re-enter their scores.

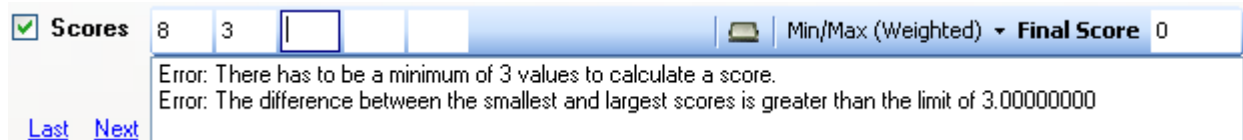
Competition Submission Manager

The area to the right of the clear button is the Judging Rule (**Min/Max (Weighted)**) which tells the system how to calculate the Final Score to the far right. If the Judging rule allows you to edit the method used to calculate the score, the drop down arrow shows a list of all available judging rules that can be applied instead:



If you are on the last score box, hitting either key will take you to the Critique field where you can enter your comments about the image. While in the Critique field, pressing **PAGE DOWN** will take you to the next submission. If you are viewing images, the next image for the corresponding submission is automatically displayed (in its original format).

As scores are entered by the competition chair or by the judges⁷, the values are automatically assessed and any error messages are added in the box below:

A screenshot of a score entry interface. It shows a table with columns for scores and a final score. The scores are 8 and 3. The final score is 0. Below the table, there are two error messages: "Error: There has to be a minimum of 3 values to calculate a score." and "Error: The difference between the smallest and largest scores is greater than the limit of 3.00000000". There are also "Last" and "Next" buttons.

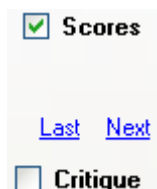
What messages appear in the box depends on the type of judging rules that have been set for this competition. The messages should be straight forward and allow you to figure out how to resolve any issues with the scoring.

The final field on the submission screen is **Award**. Under normal circumstances you do not need to assign an award to an image until you have selected your winners. If assigned, the award appears in the field, or you can select it from the drop-down of available awards.

Next/Last Entry

To move to the next entry you have three options. You can press click save, then press the next record button at the top of the screen. This can be rather cumbersome, so the other two options are to press the PAGE DOWN key or click [Next](#). You can go back a record by pressing PAGE UP or clicking [Last](#).

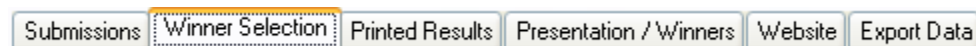
You will also notice check boxes next to SCORES and CRITIQUE. Checking one (or the other) identifies which field is highlighted with a Next/Last operation. At the FCC we critique images after the images are judged, so this feature allow you to hit NEXT and begin critiquing an image right away without having to position the cursor.

A screenshot of a form showing two checkboxes: "Scores" (checked) and "Critique" (unchecked). Below the checkboxes are "Last" and "Next" buttons.

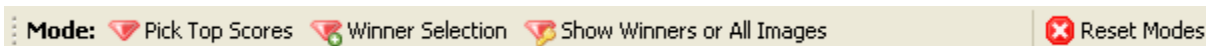
⁷ See Strategies for Judge Score Input below.

Winner Selection

CSM allows you to quickly assign winners to your competitions. The assignment of winners can be nothing more than the submissions that got the highest score in each division⁸, or it can be more complicated involving reassessment of the top images. In the FCC, it was found that after a lengthy judging session scores can vary by more than a few points and since scores are judged out of 10, a few points can make the difference between good and great, and 3rd and 1st place.



Selecting winners starts with the **Winner Selection** tab. After clicking this tab, you are shown a control bar which identifies three winner selection modes. Which are:



Pick Top Scores involves the identification of which images had the highest scores in each division. Scores are broken out by division and stored highest to lowest. A button allows you to “trim” scores which fall below a threshold. After all divisions are identified, the FCC returns to the *Submissions* tab to critique the top images.

Winner Selection is the actual award assignment. The FCC uses this tab to rejudge the top images to determine the winners. If you don't do a critiquing step first, you Pick the Top Scores, then go to this tab next to select winners.

Show Winners or All Images allows you to see the specific winning images after all of them have been determined to identify them to the judges.

When you pick a particular mode, the button is highlighted. For example, this what the menu looks like when “**Show Winners or All Images**” mode is selected:



⁸ If winners are selected by division (as specified in the competition definition) or all winners in a competition if the images are not assessed by division.

Competition Submission Manager

Pick Top Scores

Clicking this button starts the Pick Top Scores activity. First it displays all of the top-scoring submissions in the division (or if the competition doesn't use the division it shows the top submissions for the competition) in highest to lowest sort order. As you move your cursor down the list, the "Trim Scores" button is updated to show its action:



#	Person	Title	Score	Award	Total
36		Spruce Meadows Show Jumper	25		
63		Now Fly Like the Wind	24		
28		Hard to the Track	24		
29		Lone Snowboarder	24		
55		Freestyle Motorcycle Stunting 2	23		
37		can I hitch a ride	23		
40		Catch a Wind-Wave	23		
47		High Jumper	23		
34		Room to spare	22		

In this case, clicking the TRIM button would trim image #34, "Room to Spare" from the list, but keep the remaining images visible. In the FCC, we have a single default award for this called "In/Out" which is assigned to the selected images and shown:



#	Person	Title	Score	Award	Total
36		Spruce Meadows Show Jumper	25	In/Out	
63		Now Fly Like the Wind	24	In/Out	
28		Hard to the Track	24	In/Out	
29		Lone Snowboarder	24	In/Out	
55		Freestyle Motorcycle Stunting 2	23	In/Out	
40		Catch a Wind-Wave	23	In/Out	
47		High Jumper	23	In/Out	
37		can I hitch a ride	23	In/Out	

Notice that the TRIM SCORES button has disappeared to indicate that this division is complete. Once all the images have been trimmed, the next stage is going back to critique the images or going to the Winner Selection button (described next) to select the winners.

Competition Submission Manager

Winner Selection

With the Winner Selection mode selected, you will see the images that were selected in the **Pick Top Images mode**, but with a selection of new buttons specific to picking winners. The key difference is the images are shown in the order in which they were judged (# ascending order), instead of the Score order as shown on the previous page.

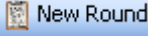
#	Person	Title	Score	Award	Total	J1	J2	J3	J4	J5
28		Hard to the Track	24	▼		■				
29		Lone Snowboarder	24	▼						
36		Spruce Meadows Show Jumper	25	▼						
37		can I hitch a ride	23	▼						
40		Catch a Wind-Wave	23	▼						
47		High Jumper	23	▼						
55		Freestyle Motorcycle Stunting 2	23	▼						
63		Now Fly Like the Wind	24	▼						

This screen was designed to pick winners since our club goes through a reassessment process to determine the true winners from the top scoring images. In our club we select images by determining which one should be the winner then adding up the scores.



Note: This documentation describes how to do the in/out process for the FCC. It describes all of the capabilities of this screen in this mode. Before continuing, the FCC uses a series of USB Calculators that have been connected to the computer running the software. Windows can have several USB calculators, so in our case we just connect five devices and this how the software receives the scores from the judges. In this case, the calculators are set to a mode where whatever this is pressed is immediately transmitted to the computer.

Initial Assessment

Upon coming to the screen for the first time, the first assessment is to determine if there are any outright winners. This is where an image wins by 2 points or more. In this case, there are no images.

If there were, you would assign the 1st Place to that image, and click New Round ( New Round), and repeat. If the next lowest scored slide wins above it's competitors by 2 points or more, you assign it second place, and so on.

Judging Review

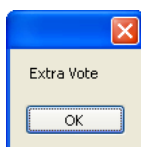
You will see three buttons with timers () on them. These buttons are used to reshew the images with a 5 second, 1 second and 2 second delay, respectively. At the FCC we use the 5 second ( 5s) delay when we first reshew the images being considered for ribbons. It is customary to read the titles of the images as they are being shown in a 5 second review as this can help the judges remember details about an image that the view alone doesn't provide. Between individual rounds, we use 1 or 2 seconds to quickly reshew the images. Typically 2 seconds, but 1 if somebody wants a quick review.


Competition Submission Manager

After the images have been reviewed, the software automatically positions the cursor in "J1" of the appropriate image and is ready to receive scores. If this is a digital competition, the system automatically shows the appropriate image. The judges enter their score. 1/0 value should appear in the J1 to J5 column fairly instantaneously:

Total	J1	J2	J3	J4	J5
3	1	1	0	1	0

Sometimes, judges are over-eager to judge or accidentally press an additional score. If this happens, you get 6 (or more) scores instead of 5. In which case the computer gives you this message:



To correct this problem, you click the  button which clears all the scores on that row, and puts the cursor in the J1 step. Simply ask the judges to re-score.

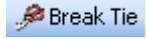
You should wait 1-2 seconds after the last score to ensure there were not extra votes and the judges got all their votes in. Then hit TAB to move to the next image.

Simply repeat the same process for all images until the last one:

Title	Score	Award	Total	J1	J2	J3	J4	J5
Hard to the Track	24		4	1	1	0	1	1
Lone Snowboarder	24		2	0	0	1	0	1
Spruce Meadows Show Jumper	25		3	1	1	0	1	0
can I hitch a ride	23		3	1	1	0	1	0
Catch a Wind-Wave	23		4	1	1	1	0	1
High Jumper	23		1	0	0	0	1	0
Freestyle Motorcycle Stunting 2	23		4	1	1	1	0	1
Now Fly Like the Wind	24		2	0	0	1	0	1

Breaking Ties

Here we can clearly see that there were three images that tied for the ribbon in this round of judging.

In this case, you need to break the tie. This starts by clicking the  button. Now you repeat the same process as before, or ask the judges to pick their favorite to win:


Title	Score	Award	Total	J1	J2	J3	J4	J5
Hard to the Track	24		4					
Catch a Wind-Wave	23		4					
Freestyle Motorcycle Stunting 2	23		4					

Competition Submission Manager

Breaking Ties Round Two

In some cases the tie breaking doesn't yield a winner:

Title	Score	Award	Total	J1	J2	J3	J4	J5
Hard to the Track	24	▼	2	1	0	0	1	0
Catch a Wind-Wave	23	▼	1	0	0	0	1	0
Freestyle Motorcycle Stunting 2	23	▼	2	1	0	1	0	0

Click  again to break this tie and the two remaining images are filtered down to these:

Title	Score	Award	Total	J1	J2	J3	J4	J5
Hard to the Track	24	▼	2					
Freestyle Motorcycle Stunting 2	23	▼	2					

Finally a winner is identified:

Title	Score	Award	Total	J1	J2	J3	J4	J5
Hard to the Track	24	▼	3	1	1	0	1	0
Freestyle Motorcycle Stunting 2	23	▼	2	0	0	0	1	1

You click the ribbon they won, in this case 1st Place, from the drop-down on their row:

Title	Score	Award	Total	J1	J2	J3	J4	J5
Hard to the Track	24	▼	3	1	1	0	1	0
Freestyle Motorcycle Stunting 2	23	▼	2					1

-- No Award --

1st Place

2nd Place


3rd Place









Honorable Mention

In/Out

Title	Score	Award
Hard to the Track	24	1st P... ▼

Competition Submission Manager

Now click  to pick the next ribbon. When you do this, as explained before, the award ribbon winner is removed from the screen:

Title	Score	Award	Total	J1	J2	J3	J4	J5
Lone Snowboarder	24							
Spruce Meadows Show Jumper	25							
can I hitch a ride	23							
Catch a Wind/Wave	23							
High Jumper	23							
Freestyle Motorcycle Stunting 2	23							
Now Fly Like the Wind	24							






Subsequent Ribbon Rounds?

Simply repeat the process.

Assigning Honorable Mentions (Division One)



The FCC only gives Honorable Mentions for Division One members. However, traditionally no more than 3 honorable mention awards were given. It's a discussion you have with your judges as to how many awards are given. If there are 3 or fewer, the judges can award all three images or only some of them.

In the 2007/08 season, we used a mechanism where an image had to receive at least 3 votes to get an honorable mention, rather than the standard in/out mechanism. This could yield this kind of result:


Title	Score	Award	Total	J1	J2	J3	J4	J5
Lone Snowboarder	24	Hon... 	3	1	1	0	1	0
can I hitch a ride	23		2	0	0	0	1	1
High Jumper	23		2	0	0	1	0	1
Freestyle Motorcycle Stunting 2	23	Hon... 	3	1	1	0	0	1
Now Fly Like the Wind	24	Hon... 	3	0	0	1	1	1

In this case you assign the ribbon to the appropriate member whose image received 3 or more points. At this point, you need to assign IN/OUT to the remaining images. This can be done by selecting their award from the menu on each row.

However, there is a faster way. Click  :

Title	Score	Award
can I hitch a ride	23	
High Jumper	23	

Competition Submission Manager

From the  button select the IN/OUT award. When you do this (or assign award) all of the images on the tab are gone. This means that all of the awards were assigned to all the images that should have awards assigned:

Title	Score	Award	Total	J1	J2	J3	J4	J5
[Empty table body]								

Now repeat for each division.

Competition Submission Manager

Show Winners or All Images

Show Winners:  Show Award Winners  Show All Images **Sort Method:**  Award Points & Position ▾

After all of the winners have been selected, the judges often want to know the winners. When this mode is selected, the images are shown, by default, according to their reverse sort order (see Award setup, then by their position if there is more than one with the same award, such as Honorable Mentions and In/Out awards.

Title	Score	Award
A Race to the Finish!	24	1st Place ▾
short track speed skating	23	2nd Place ▾
Dust up	21	3rd Place ▾
Fun Run	21	In/Out ▾
Kite Surfers at Squamish	23	In/Out ▾
Swim's Done	23	In/Out ▾

Title	Score	Award
A Race to the Finish!	24	1st Place ▾
short track speed skating	23	2nd Place ▾
Dust up	21	3rd Place ▾
Fun Run	21	In/Out ▾
Kite Surfers at Squamish	23	In/Out ▾
Swim's Done	23	In/Out ▾
*** Disqualified ***	0	▾
Swordplay	12	▾
Together	14	▾
Hiking at Moraine Lake	17	▾

You can also see all the images and sort in other ways. The default is “Award Points & Position”:

- Award Points & Position
- Position Only
- Score Only

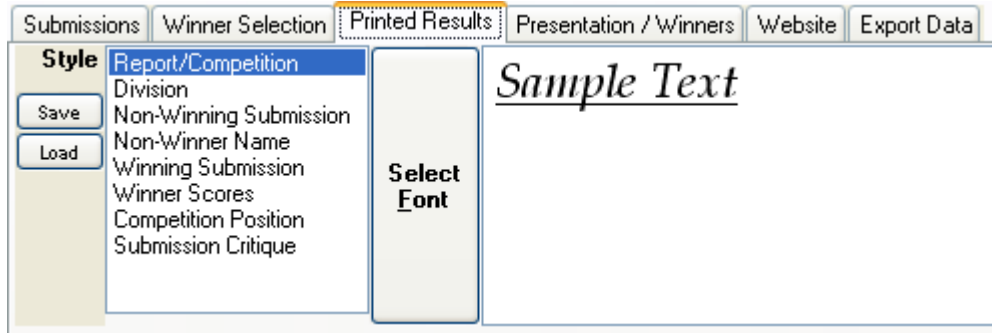
Competition Submission Manager

Results

There are several different ways to get or display results from a competition specifically and the Query system which is described later.

Printed Results

Printed results involves the generation of a file containing the results of your competition. There are numerous options through this feature and you get to it by selecting “Printed Results”:

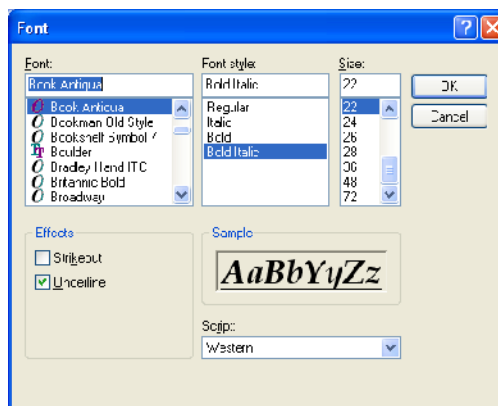


Print Styles

To the right of the printed options, you will see the Styles section. This section allows you to identify and change the fonts that are associated with the printed report. There are 8 components that can have their fonts changed.

Also associated in the Style area are two buttons, Save and Load. This feature allows you to “Save” and “Load” the settings for all of your fonts. At the FCC, different people use the same software for different types of competitions. This feature allows each person to have a preset of styles that they use when printing reports. Styles are saved in files with a “RTFStyle” extension. When first starting the application, the system loads the defaults from “Default.RTFStyle” from the Styles directory located where you installed CSM.


To change the font of a style, select the appropriate style, such as “Report/Competition” shown above and click the “Select Font” button directly to the right of the style. This pops open the standard Windows Font Dialog where you can select the Font you want to use:



Competition Submission Manager

Report Styles

On the bottom of the panel, there are a number of print options:

Report Style: 


Paper Width: Top Margin: Print only the Winners Image Longest Side: inch

Paper Height: Bottom Margin: Show Score for the Winners Show Name of Non Winners Space Between: inch

Left Margin: Right Margin: Report Position within Competition **Include Images of Type:**

Print the Critique of the Image Entered Out of Category

Table Border Disqualified Removed

Report Style is a drop-down containing any number of pre-defined styles. The  save button to the right of the drop-down will save all of the options you specify in the bottom section. Therefore, producing a report is a combination of a Print Style and a Report Style.

The Paper Width, Height and Margins are self explanatory. This table explains the other options:





Print Only the Winners	Only prints results from the images that received an award.
Show Score for the Winners	Provides the score when the submission wins.
Show Name of Non Winners	Provides the name of the person when they did not get an award for a submission.
Report Position within Competition	If checked, the report contains the position the image was judged in. This is often used when the results need to be associated with an entry outside of the competition software.
Print the Critique of the Image	Provides the critique for the image. Often used in combination with "Winners Only".
Table Border	If checked, a border is placed around each entry so it appears as a box.
Image	If checked, the image is scaled so that the longest side is the specified number of inches.
Space Between	If greater than zero, it adds space between entries of the number of inches specified. If Table Border is checked and this value is greater than zero, the border only appears around the entry, not the space.
Entered	Shows images that were entered and judged.
Disqualified	Shows images that were disqualified by the judges.
Out of Category	Shows images that were out of category as deemed by the judges
Removed	Shows images that were removed by the submitter before judging.
Create RTF Report	Creates the Rich Text Format (RTF) report. This style of report can be opened in Microsoft Office, Open Office and many other word processing tools.

Competition Submission Manager

Example

IMPORTANT NOTE: The order the images appear is identical to the order in a presentation when showing a digital show. See page 50 for a description of the order / flow.

FCC 2007/08 - Digital Sports

Over Easy	20 pts	Don Smith (Pos: 52)	
			
Slo-Pitch	12 pts	Mike Smith (Pos: 54)	
			
Honorable Mention	Freestyle Motorcycle Stunting 2	Len Smith Great to catch the action!	(Pos: 55) 22 pts
			
Honorable Mention	Lone Snowboarder	Don Smith Great scene.	(Pos: 29) 24 pts
			

September 1, 2008 02:08

Competition Submission Manager



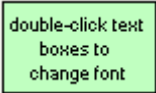
Presentation / Winners

This tab allows you to show the results of your competition by generating a show where the images for the show are included in the competition, otherwise, this tab doesn't appear.

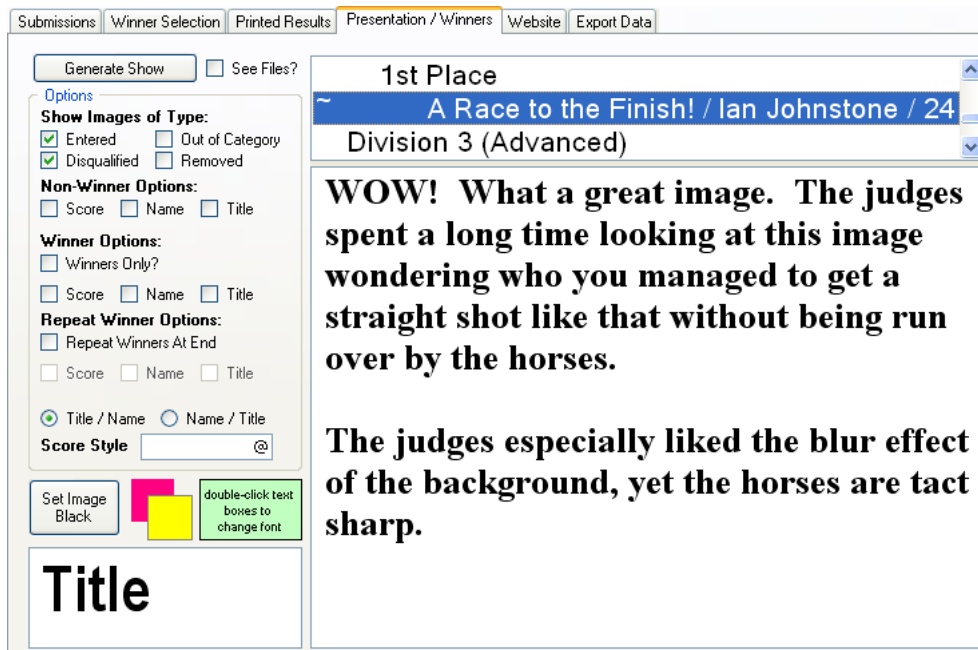
As with other parts of this system, there are a number of features:

<input type="button" value="Generate Show"/>	Generates the show with the options specified below.
<input type="checkbox"/> See Files?	Includes the names of the files when showing the submissions. See below.
Show Images of Type: <input checked="" type="checkbox"/> Entered <input type="checkbox"/> Out of Category <input checked="" type="checkbox"/> Disqualified <input type="checkbox"/> Removed	Filters the images to identify which images are shown and which are hidden. For example, you could use this feature to review images deemed to be disqualified before a competition begins.
Non-Winner Options: <input type="checkbox"/> Score <input type="checkbox"/> Name <input type="checkbox"/> Title	These identify options for displaying the Final Score, Submitter Name and Image Title on top of the image when showing the results for submissions that did not win. Superimposing options are shown below.

Competition Submission Manager

<p>Winner Options: <input type="checkbox"/> Winners Only? <input type="checkbox"/> Score <input type="checkbox"/> Name <input type="checkbox"/> Title</p>	<p>Identifies whether only the winners are shown. If checked, "Non-Winner Options" and "Repeat Winner Options" become unavailable.</p>
<p>Repeat Winner Options: <input type="checkbox"/> Repeat Winners At End <input type="checkbox"/> Score <input type="checkbox"/> Name <input type="checkbox"/> Title</p>	<p>When checked, the bottom three boxes become available. This indicates that during the presentation, you are reshoving the images that won. At the FCC we use this to redisplay the winning images when the ribbons are handed out at the end of the competition.</p>
<p><input checked="" type="radio"/> Title / Name <input type="radio"/> Name / Title Score Style <input type="text" value=""/> @</p>	<p>Defines how the Title and Name is shown and the format of the Score. Title and Name are always left justified and the score is Right Justified. The Format includes an @ which is substituted for the formatted score. You could type in "(@ pts)" and if the image received 18 points as a final score, it would show as "(18 pts)".</p>
<p>Set Image Black </p>	<p>This allows you to set the method to superimpose the title, person name and score on the image when shown. Here it shows white lettering with a black border around the font. If you wanted Yellow lettering with a dark pink boarder, you would double click each color and set it appropriately. </p>
<p>double-click text boxes to change font </p>	<p>This is just a note to indicate that you set the font by double clicking the box. There are three fonts that you can set. Area below this box is the font used by the system to superimpose the title/scores. Note, the system is smart enough to auto scale the size if the title/name is too large. The boxes to the right can also have their font size set with a double click</p>

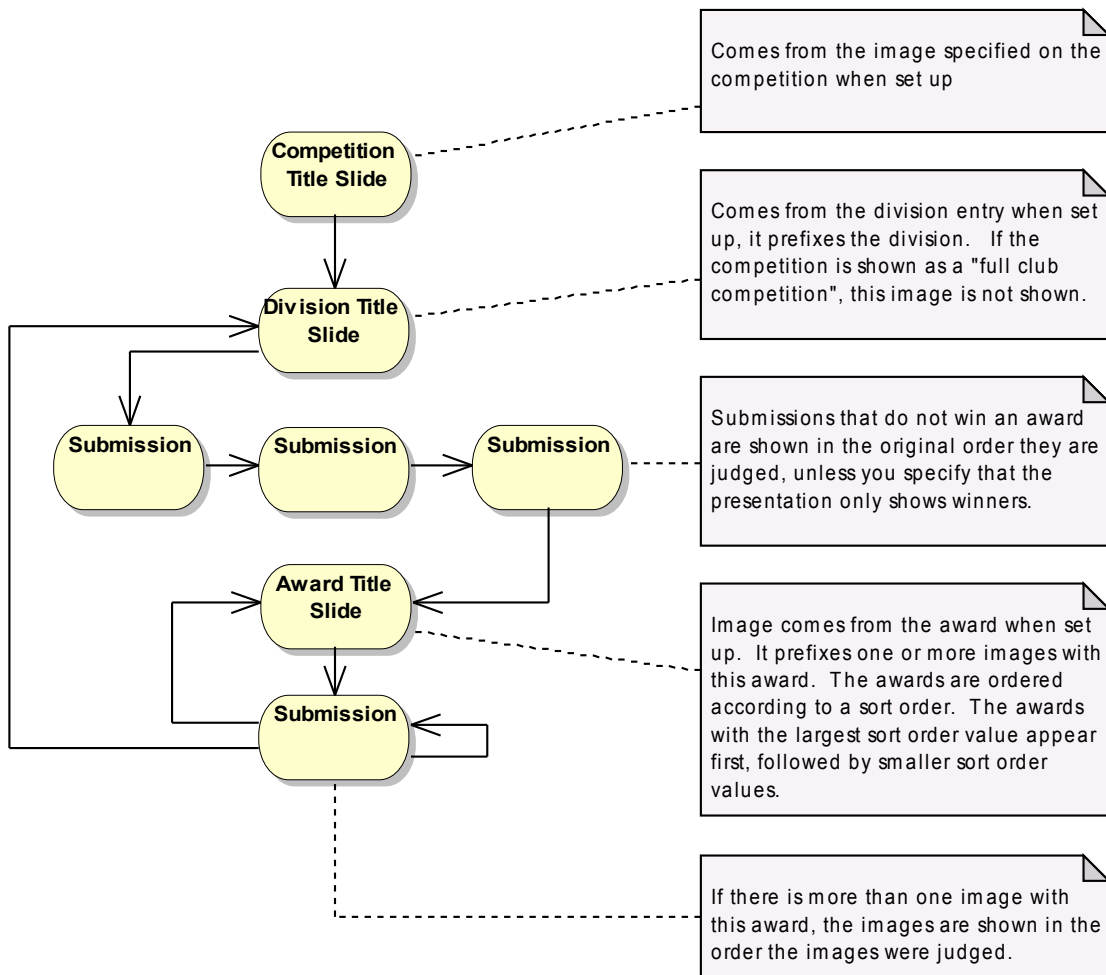
With the appropriate font settings, you can use the computer to actually show and present the results, instead of a printed report.



The screenshot shows the 'Presentation / Winners' window of the Competition Submission Manager. The window title is '1st Place' and the content displays 'A Race to the Finish! / Ian Johnstone / 24' and 'Division 3 (Advanced)'. The main text area contains two paragraphs of text: 'WOW! What a great image. The judges spent a long time looking at this image wondering who you managed to get a straight shot like that without being run over by the horses.' and 'The judges especially liked the blur effect of the background, yet the horses are tact sharp.' The interface includes a sidebar with various options like 'Generate Show', 'See Files?', 'Options', 'Show Images of Type', 'Non-Winner Options', 'Winner Options', 'Repeat Winner Options', 'Score Style', 'Set Image Black', and 'double-click text boxes to change font'. A 'Title' box is visible at the bottom left of the presentation area.

Competition Submission Manager

Presentation Winner Display




IMPORTANT NOTE: The order of the images in the visual presentation are identical to the order in a printed report with similar options.

Website

This feature is specific to the FCC. It is used to generate a XML file that is posted on the FCC Website containing the winners of the competition.

Simply specify the file by clicking the red circle then click "Generate" to create it:

Website Export: 

Exporting Results

The exporting feature of CSM is very extensive and can be used to create CSV, HTML and XML output. **CSV** is a common tab delimited format that can be read by spreadsheets and older style software programs. The **HTML** that CSM generates can be opened in a browser and/or sent to anybody via email. The **XML** format is a modern software interchange format that most modern applications can accept and handle.

The mechanism for exporting your data can be found in other parts of the application, such as in the Query section.

To export results for your competitions, select the **Export Data** tab:

The screenshot shows the 'Export Data' tab selected in a software interface. The interface includes a 'Style' dropdown menu, an 'ExportData Type' section with radio buttons for 'CSV (Spreadsheet Import)', 'HTML', and 'XML (Data Exchange)'. The 'HTML' option has 'Header' and 'Group' dropdown menus. There is a 'Header?' checkbox. The 'Sort Type' section has radio buttons for 'Descending Score Order', 'Judging Position Order', and 'Reporting Order'. An 'Options' section has a 'Winners Only?' checkbox. An 'Export' button is located at the bottom right of the form.

Styles are described last.

Export Data Type

Start by selecting the type of export you want to produce. For **CSV formatting** you can include/exclude a header. Including a header will help you identify the columns if you are producing the report for yourself. If you are producing a report for another computer program you might not need to include the header.

For **HTML formatting** you can specify a Header and Group option. The **Header** option identifies how many columns of your report will be used to produce a heading. For example, if you produced a report in Reporting Order, it shows Division 1, then Division 2 then Division 3. If you placed Division as the first column of the output, and set the header to "1", then the report is automatically broken up into sections for each division. The **Group** option eliminates duplicating row values. For example, if you produced a report showing all the submissions ordered by Member with the Member as the first column, then setting Group to "1" would show the first row with a member's name and any subsequent row with the same member would have a blank in the member name column.

For XML output, the system automatically uses internal fixed names for the columns you select.

Sort Type

Sort Type allows you to order the export one of three ways. **Descending Score Order** would sort the results with the highest scores first. **Judging Position Order** is the original judging order. This can be useful if you have to present the order to a third party prior to judging. Reporting Order breaks the report out by Division (if this is a divisional competition) then shows the non-winners in Judging Position Order. Winners are then sorted according to the **Award's Sort** value.

Competition Submission Manager

Options


The **Winners Only** check allows you to export only the submissions that received an award.

Column Selection

The next major section is the column selection area, which is found on the lower half of the screen. To see an example of all the selectors, look at the next page. This area allows you to control what information you are exporting and how the information is positioned within the column. The potential columns are shown left-to-right then top-to-bottom. Each column specifier looks like this:




This indicates that the export will contain the person's full name. If the box is not checked, this column of information is excluded from the export.

You can move the columns around by clicking the up/down arrow keys () on the left of the specifier. Clicking the Up button moves the specifier up the list. Clicking the Down button moves the specifier down the list.

Styles

Specifying the columns of data to export and the relative positioning of the specifiers for the export can be time-consuming. Styles are a way to save all of the information you specify on this page, then have several different styles depending on your needs. Styles are simple to use; simply type the name of your style and click the Add icon:



After clicking Add, this style is saved. When you need to get it back, simply select it from the drop-down. If you don't want the style to appear in the list, click the style first, then use the Delete () to remove it.

Competition Submission Manager

Example Exports

Competition - Name Competition - Award Date Title Judges Scores

Final Score Award Name Award Points Score Method Critique

Judging Position Image Filename Person - Full Name Person - External DB ID

Person - Divisional Code Person - Full Division Name Person - EMail Address

Person - Address Line 1 Person - Address Line 2 Person - City Person - Province

Person - Country Person - Postal Code Person - Home Phone Person - Work Phone

Person - Cell Phone

CSV with Header

	A	B	C	D	E
1	Competition - Name	Title	Final Score	Award Name	Award Points
2	Digital Open #1	Mists of Time - Stonehenge	26	n/a	n/a
3	Digital Open #1	Fallen Flower	26	n/a	n/a
4	Digital Open #1	Natural Beauty	26	n/a	n/a
5	Digital Open #1	Solitude	25	n/a	n/a
6	Digital Open #1	Red Poppy	25	n/a	n/a

HTML with no Headers or Groups

Competition - Name	Title	Final Score	Award Name	Award Points
Digital Open #1	Mists of Time - Stonehenge	26	n/a	n/a
Digital Open #1	Fallen Flower	26	n/a	n/a
Digital Open #1	Natural Beauty	26	n/a	n/a
Digital Open #1	Solitude	25	n/a	n/a
Digital Open #1	Red Poppy	25	n/a	n/a

XML

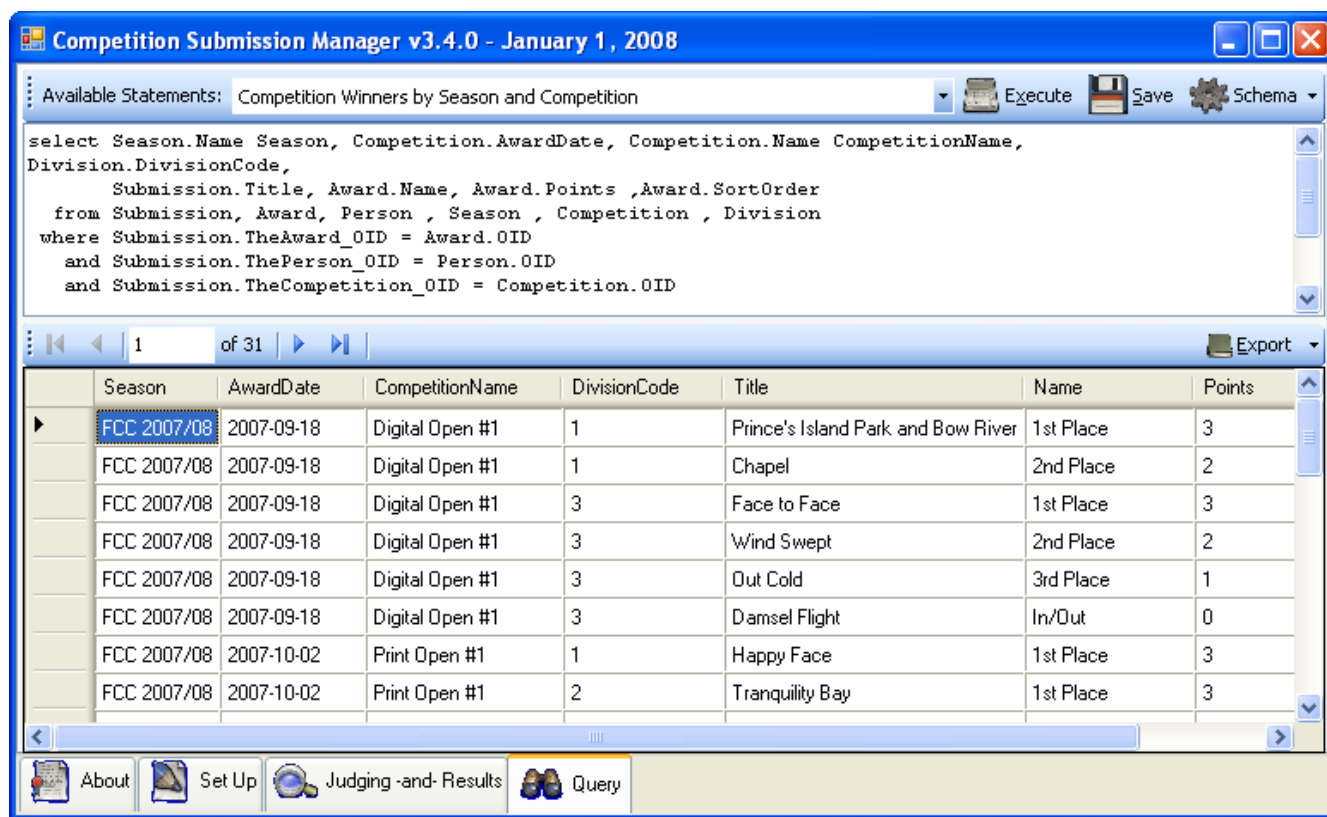
```
- <competition>
- <submission>
  <competitionname>Digital Open #1</competitionname>
  <title>Mists of Time - Stonehenge</title>
  <score>26</score>
  <award>n/a</award>
  <points>n/a</points>
</submission>
- <submission>
```

Competition Submission Manager

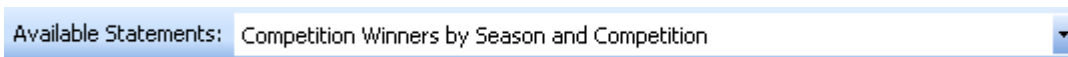
Query

CSM does not have predefined reports the way other systems do. This is because it is assumed that most data exports will be imported into other tools like Excel or OpenOffice where more sophisticated analysis can take place. CSM uses a SQL Server database to save the information. SQL Server Express for 99.9% of the uses of this application. Any tool that can work with SQL Server can exploit the data in the database.

Query requires that you know SQL or use one of the pre-defined statements that are shipped with the product. CSM does not describe SQL here, but there are plenty of resources on the Internet and in Bookstores that explain how to create statements.




The Available Statements is a list of available SQL statements that can be executed by you to get information out of the CSM application.




Simply click on the drop-down arrow to see what statements are available. These are the files stored in the "Query" subdirectory relative to where your program is installed. If you want to remove a statement, simply delete the file.

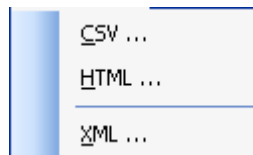
Competition Submission Manager

The  **Execute** button is used to execute whatever statement is in the window below. The system will parse the SQL and if it can execute it, it performs the appropriate action. Typically these are SELECT SQL statements, but any SQL Server compatible statement can be executed here, including INSERTs, UPDATEs, DELETEs, ALTER TABLE, etc. Whenever you get an update for the application and are required to make a change to the tables, this is the place where you can alter the database.


If EXECUTE doesn't work, you will get an appropriate message. Otherwise, if the statement causes an answer to be retrieved, the system will show the results in the window below. You can jump around the results by scrolling through them, using the movement bar or jumping to a specific record:




Once you have results, you can decide how to  **Export** them:



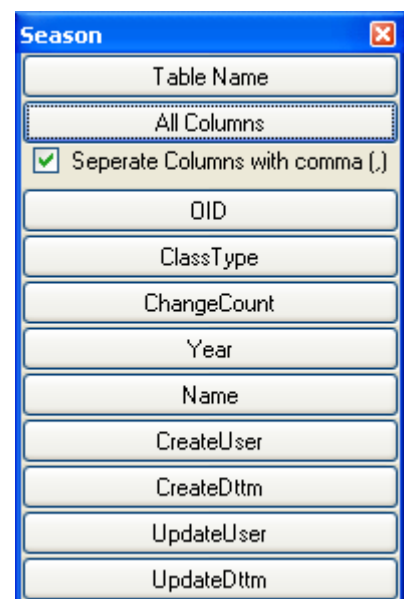
CSV is the standard method for getting information into a spreadsheet like Excel or OpenOffice. HTML is for posting results on websites. XML is used to exchange data with other computer systems.

The  **Save** button is used to save the current statement in the window below into a file so that it can be used again the next time you run the program. Once clicked, the drop-down list to the left of available statements is updated to reflect the new statement.

The  **Schema** button is used to aid in the construction of SQL statements. It adds a new window to the screen showing all of the columns in the table you select. For example, when showing it for the Season table, the columns it shows are shown to the right.

Clicking Table Name, inserts "Season" into your SQL statement. All Columns adds all the columns from the table into the SQL with a comma between each column, and the next.

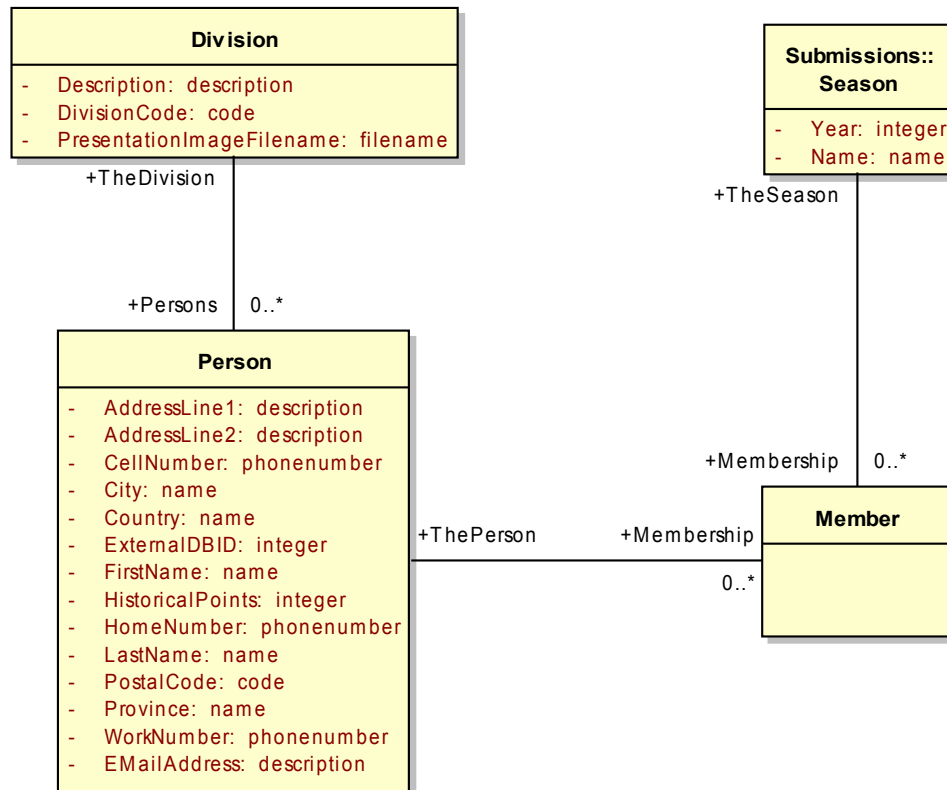
Finally, clicking any of the other columns adds the column to the statement (table.column). If you uncheck "Seperate Columns with comma (,)", then columns are added without a comma. This is useful when adding columns to WHERE clauses.



Data Models

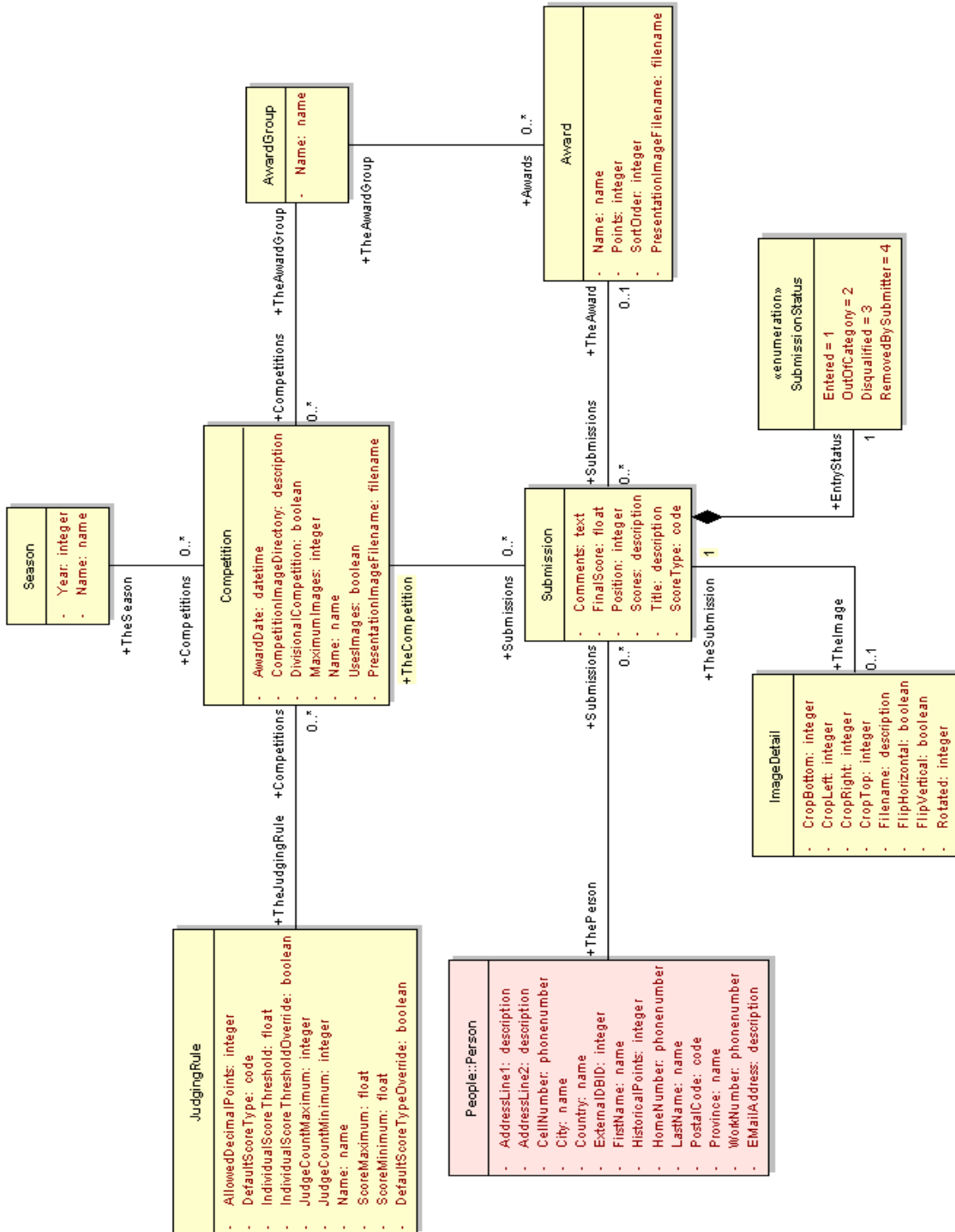
Logical Data Models

People



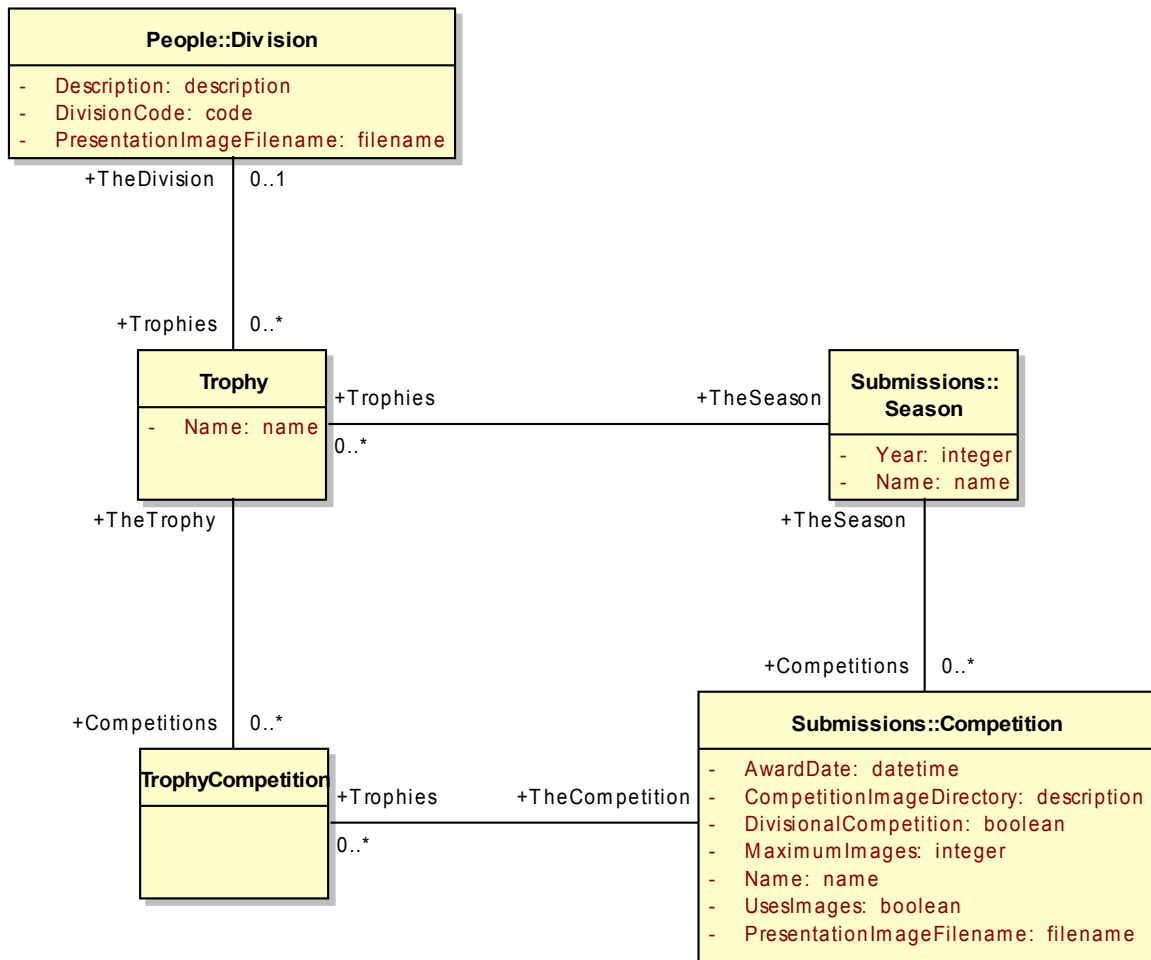
Competition Submission Manager

Submissions



Competition Submission Manager

Trophies



Physical Data Model

Information about the Physical Structure

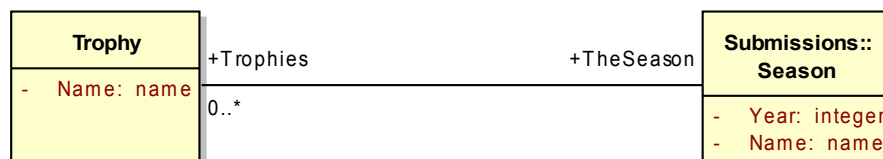
CSM uses an Object-Relational mapping tool called APEX which transforms a logical UML class model into a physical database. Each class is transformed using Fowler's "Single Table Inheritance" pattern, where the base classes form the tables and the sub-classes are types within the base class's table.

The following columns are included in every table:

Column	Description
OID	Object Identifier. This is a sequential number assigned from one which uniquely identifies the row.
ClassType	This is a short form text field which identifies the type of class that is stored within the table row. CSM currently doesn't use any subclasses in its model so this field has no immediate use.
ChangeCount	Number of times the row has changed since it was created.
CreateUser	The name of the user who created the row. Usually "dbo".
CreateDttm	The date/time the row was originally created.
UpdateUser	The name of the user who updated the row. Usually "dbo".
UpdateDttm	The date/time the row was last updated.

Associations

Information (such as Trophy and Season, shown below) that have a logical association between them will have physical relationship to the parent in the database. The relationship is named according to the logical association. For example:



Shows a logical relationship between Season and Trophies. The parent in this association is the Season, so the Trophy table will have a physical relationship to the Season. The name of the column is always the association role with "_OID" appended to it.

Therefore, Trophy has a column called "TheSeason_OID" which identifies the OID of the season it's related to. In SQL you'd use a WHERE clause to relate the two tables together:

```
WHERE Trophy.TheSeason_OID = Season.OID
```

Competition Submission Manager

Table Column Listings

These tables and columns are subject to change. The types you will see in these listings are:

Type	Description
int	This is an integer field. The maximum number of digits available is shown in the Precision column.
bit	This is a two column value representing a boolean (true/false) value, where 1 equals true.
datetime	This is a field containing date and time. Except for CreateDttm and UpdateDttm there are no other datetime fields in the system that also include a time component (it's always midnight).
decimal	This is a field containing a floating-point value up to 18 digits wide. The database controls the position of the decimal point, so it could be a number in the billions of billions or very small.
varchar	This is a variable length character field for storing strings of characters.

Tables and Columns

Table	Column	Type	Size	Precision
Award	OID	int		10
Award	ClassType	varchar	10	
Award	ChangeCount	int		10
Award	Name	varchar	30	
Award	Points	int		10
Award	SortOrder	int		10
Award	TheAwardGroup_OID	int		10
Award	CreateUser	varchar	20	
Award	CreateDttm	datetime		
Award	UpdateUser	varchar	20	
Award	UpdateDttm	datetime		
Award	PresentationImageFilename	varchar	255	
Award	TopScoreDefault	bit		
Award	RibbonWinner			
AwardGroup	OID	int		10
AwardGroup	ClassType	varchar	10	
AwardGroup	ChangeCount	int		10
AwardGroup	Name	varchar	30	
AwardGroup	CreateUser	varchar	20	
AwardGroup	CreateDttm	datetime		
AwardGroup	UpdateUser	varchar	20	
AwardGroup	UpdateDttm	datetime		

Competition Submission Manager

Table	Column	Type	Size	Precision
Competition	OID	int		10
Competition	ClassType	varchar	10	
Competition	ChangeCount	int		10
Competition	AwardDate	datetime		
Competition	Name	varchar	30	
Competition	MaximumImages	int		10
Competition	UsesImages	bit		
Competition	CompetitionImageDirectory	varchar	120	
Competition	DivisionalCompetition	bit		
Competition	TheAwardGroup_OID	int		10
Competition	TheSeason_OID	int		10
Competition	TheJudgingRule_OID	int		10
Competition	CreateUser	varchar	20	
Competition	CreateDttm	datetime		
Competition	UpdateUser	varchar	20	
Competition	UpdateDttm	datetime		
Competition	PresentationImageFilename	varchar	255	
Division	OID	int		10
Division	ClassType	varchar	10	
Division	ChangeCount	int		10
Division	DivisionCode	varchar	10	
Division	Description	varchar	120	
Division	CreateUser	varchar	20	
Division	CreateDttm	datetime		
Division	UpdateUser	varchar	20	
Division	UpdateDttm	datetime		
Division	PresentationImageFilename	varchar	255	
ImageDetail	OID	int		10
ImageDetail	ClassType	varchar	10	
ImageDetail	ChangeCount	int		10
ImageDetail	Filename	varchar	120	
ImageDetail	CropTop	int		10
ImageDetail	CropBottom	int		10
ImageDetail	CropLeft	int		10
ImageDetail	CropRight	int		10

Competition Submission Manager

Table	Column	Type	Size	Precision
ImageDetail	FlipHorizontal	bit		
ImageDetail	FlipVertical	bit		
ImageDetail	Rotated	int		10
ImageDetail	TheSubmission_OID	int		10
ImageDetail	CreateUser	varchar	20	
ImageDetail	CreateDttm	datetime		
ImageDetail	UpdateUser	varchar	20	
ImageDetail	UpdateDttm	datetime		
JudgingRule	OID	int		10
JudgingRule	ClassType	varchar	10	
JudgingRule	ChangeCount	int		10
JudgingRule	JudgeCountMaximum	int		10
JudgingRule	DefaultScoreType	varchar	10	
JudgingRule	IndividualScoreThreshold	decimal		18
JudgingRule	ScoreMinimum	decimal		18
JudgingRule	ScoreMaximum	decimal		18
JudgingRule	AllowedDecimalPoints	int		10
JudgingRule	Name	varchar	30	
JudgingRule	JudgeCountMinimum	int		10
JudgingRule	IndividualScoreThresholdOverride	bit		
JudgingRule	DefaultScoreTypeOverride	bit		
JudgingRule	CreateUser	varchar	20	
JudgingRule	CreateDttm	datetime		
JudgingRule	UpdateUser	varchar	20	
JudgingRule	UpdateDttm	datetime		
Member	OID	int		10
Member	ClassType	varchar	10	
Member	ChangeCount	int		10
Member	TheSeason_OID	int		10
Member	ThePerson_OID	int		10
Member	CreateUser	varchar	20	
Member	CreateDttm	datetime		
Member	UpdateUser	varchar	20	
Member	UpdateDttm	datetime		
Person	OID	int		10

Competition Submission Manager

Table	Column	Type	Size	Precision
Person	ClassType	varchar	10	
Person	ChangeCount	int		10
Person	HistoricalPoints	int		10
Person	LastName	varchar	30	
Person	EMailAddress	varchar	120	
Person	ExternalDBID	int		10
Person	FirstName	varchar	30	
Person	AddressLine1	varchar	120	
Person	AddressLine2	varchar	120	
Person	HomeNumber	varchar	12	
Person	WorkNumber	varchar	12	
Person	CellNumber	varchar	12	
Person	City	varchar	30	
Person	Province	varchar	30	
Person	Country	varchar	30	
Person	PostalCode	varchar	10	
Person	TheDivision_OID	int		10
Person	CreateUser	varchar	20	
Person	CreateDttm	datetime		
Person	UpdateUser	varchar	20	
Person	UpdateDttm	datetime		
Season	OID	int		10
Season	ClassType	varchar	10	
Season	ChangeCount	int		10
Season	Year	int		10
Season	Name	varchar	30	
Season	CreateUser	varchar	20	
Season	CreateDttm	datetime		
Season	UpdateUser	varchar	20	
Season	UpdateDttm	datetime		
Submission	OID	int		10
Submission	ClassType	varchar	10	
Submission	ChangeCount	int		10
Submission	Title	varchar	120	
Submission	Scores	varchar	120	

Competition Submission Manager

Table	Column	Type	Size	Precision
Submission	Comments <i>(Note: The software only accepts the first 4000 characters).</i>	text	2147483647	
Submission	FinalScore	decimal		18
Submission	Position	int		10
Submission	ScoreType	varchar	10	
Submission	TheAward_OID	int		10
Submission	TheCompetition_OID	int		10
Submission	ThePerson_OID	int		10
Submission	CreateUser	varchar	20	
Submission	CreateDttm	datetime		
Submission	UpdateUser	varchar	20	
Submission	UpdateDttm	datetime		
Submission	EntryStatus	int		10
Trophy	OID	int		10
Trophy	ClassType	varchar	10	
Trophy	ChangeCount	int		10
Trophy	Name	varchar	30	
Trophy	TheDivision_OID	int		10
Trophy	CreateUser	varchar	20	
Trophy	CreateDttm	datetime		
Trophy	UpdateUser	varchar	20	
Trophy	UpdateDttm	datetime		
Trophy	TheSeason_OID	int		10
TrophyCompetition	OID	int		10
TrophyCompetition	ClassType	varchar	10	
TrophyCompetition	ChangeCount	int		10
TrophyCompetition	TheTrophy_OID	int		10
TrophyCompetition	TheCompetition_OID	int		10
TrophyCompetition	CreateUser	varchar	20	
TrophyCompetition	CreateDttm	datetime		
TrophyCompetition	UpdateUser	varchar	20	
TrophyCompetition	UpdateDttm	datetime		