

Welcome to RaceScore, the ultimate tool for administering Fantasy Race Leagues. **RaceScore** is prepared to administer Race Leagues from the most popular racing series such as NASCAR, Formula One, CART and IRL all in one easy to use application. You can mix and match the different scoring from these series to support many other series as well. Since **RaceScore** gives you the ability to define your own Scoring Methods you can support a wide variety of Fantasy Race League scoring. If you are administering multiple Leagues you have the power to choose different Scoring Methods for each League if you wish. Follow the [step-by-step setup](#) instructions to get your race league administration underway.

Setup

Follow the steps below and you'll be ready to race in no time.

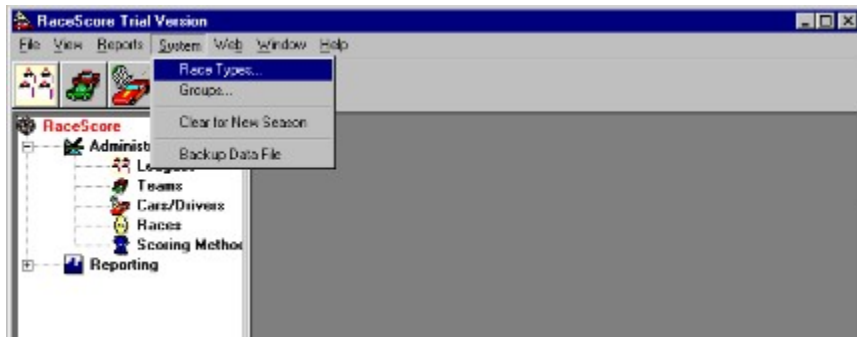
- Determine the Race Types you are going to use.
- Next you will need to determine the Scoring Method to use. Use one of the supplied Scoring Methods or define your own. You are in control.
- Build your League(s). You will want to make sure you build your League first if you are using the salary cap functionality or Car/Driver Groups. This will allow you to manage your salaries as you are building your Teams. It's a good idea to get your league built early in the process even if you aren't using the salary cap functionality.
- Build Cars/Drivers for your Fantasy Race Leagues. You can build all the Cars/Drivers for the racing series in your Leagues or you can just build the Cars/Drivers that will be members of Teams in your Leagues. If you choose to build all the Cars/Drivers, you can make the Cars/Drivers that are not members of your Teams members of a free agent Team. You can then build a free agent League and assign the free agent Team to the free agent League. This allows you to score all Cars/Drivers so you can compare scoring for Cars/Drivers on a Team to free agent Cars/Drivers.
- Build the Teams that will participate in your Fantasy Race League(s). Once a Team is built you will then need to add the Cars/Drivers to the Team.
- Now all that is left is to wait for the Races. After every Race you will need to build and Score the Race in RaceScore.
- Last but not least you are ready to Report on your Leagues.

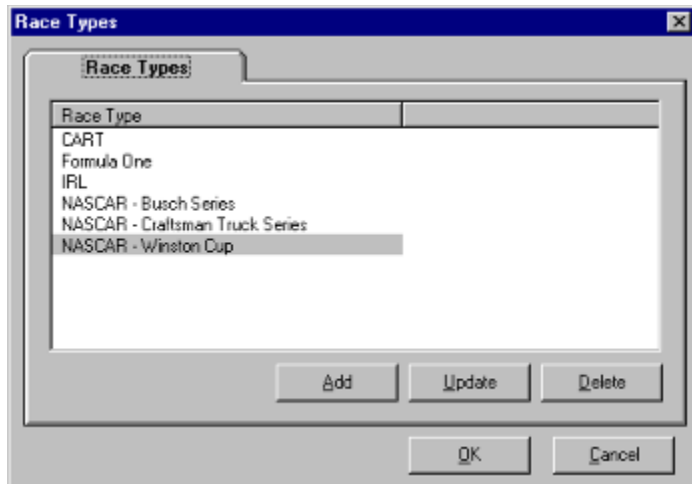
We hope you enjoy your racing experience. If you have any questions please visit our web site www.racescore.com. If you can't find what you are looking for there, our "Contact Us" page will instruct you on how to receive further support.

Race Types

RaceScore comes with six predefined Race Types (CART, F1, IRL, NASCAR Busch series, NASCAR Craftsman Truck Series, NASCAR Winston Cup). Race types are simply a way to group Cars/Drivers with Teams, Leagues and Races. **RaceScore** is very flexible and allows you to group your Cars/Drivers just about any way you can imagine. These six Race Types are just to get you started. You can add additional Race Types. Your Cars/Drivers will be defined to one and only one Race Type. For instance if a driver participates in IRL races and CART races, the driver would need to be defined twice (once for each Race Type). This concept is carried throughout the application. Teams group Cars/Drivers of the same Race Type together. Leagues group Teams of the same Race Type together. Race Types allow you to administer multiple Race Leagues in the same application.

Race Types can be found under the system menu option.

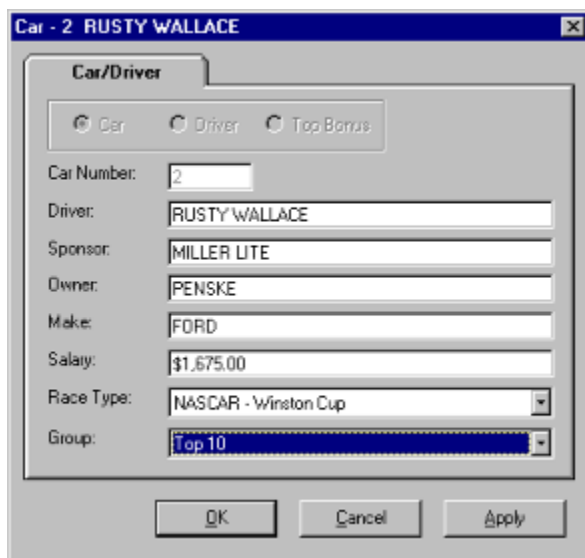




Cars/Drivers

The first thing you need to determine is if you want to score by Car or Driver. If you are administering Fantasy Race Leagues, you may want to consider scoring by Cars. Occasionally a Driver gets injured or replaced for some other reason. If scoring by Car, the Fantasy Team would automatically get the points for the Car regardless of who is driving the Car. If scoring by Driver, the Fantasy Team would only receive points if the Driver participated in the Race in another Car (of course you could have a provision that allows your Teams to drop and add Drivers in this situation too).

If scoring by Car the Car Number is required and cannot be changed once the Car/Driver is saved. If scoring by Driver the Driver is required and cannot be changed once the Car/Driver is saved. In either case the Race Type is required and the remaining items are optional (used for reporting and information purposes only). If you choose to use the Grouping functionality you would need to choose the group this Car/Driver belongs to.



Teams

You will need to build a [RaceScore](#) Team for each participant (team owner) in your Fantasy Race League. Define a name for the Team and specify the Race Type for which the Team is participating. Finally specify if this team will participate in a league that scores by Car or Driver. If you have already built your League, you can add the Team to the League at this time.

Team - Team 1

Team | **Team Cars/Drivers**

Name:

Owner:

Email:

Phone:

Race Type:

Score By:

Team belongs to the following Leagues:

League Name	Salary Cap
FANTASY 2000 Today	\$1,000,000.00

Team Cars/Drivers

Cars/Drivers can be added, updated, terminated or deleted for the Team throughout the season. Only Cars/Drivers that are effective as of the next Race will be scored when results are posted for the Race. Once a Car/Driver has had points scored for a Team, the Car/Driver cannot be deleted from the Team unless the results are cleared for the Race(s). You can also see the total salary for the Team at this point.

Team - Team 1

Team | **Team Cars/Drivers**

Number	Driver	Effective Dt.	Term. Dt.	Locked Salary
	5,6,7,8 Bonus	03/12/2000		\$0.00
1	STEVE PARK	09/24/2000	10/20/2000	\$1,100.00
1	STEVE PARK	10/20/2000		\$0.00
24	JEFF GORDON	02/14/2000	09/23/2000	\$0.00
3	DALE EARNHARDT	02/14/2000		\$0.00
32	SCOTT PRUETT	02/14/2000		\$0.00
36	KEN SCHRADER	02/14/2000		\$0.00
42	KENNY IRWIN JR	02/14/2000		\$0.00
44	KYLE PETTY	02/14/2000		\$0.00
6	MARK MARTIN	02/14/2000		\$0.00
8	DALE EARNHARDT JR.	02/14/2000		\$0.00

Total Salary:

Pick a Car/Driver and assign the effective date for Adding Team Car/Driver. If Updating the Car/Driver you can change the effective date and/or the termination date as long as results have not already been posted during the time period effected. Salary checking will be performed at this time. If a change will cause the Team to not be within the Salary Cap the change will not be saved. The Terminate All button can be used if the Team has changed all Cars/Drivers. This will save you the time of terminating each Car/Driver individually.

Add Car/Driver for Team 1

Team Car/Driver

Car/Driver: 11

Effective Date: 11/02/2000 ...

Termination Date: ...

Salary: \$330.00

Group: The Rest

League Name	Available Salary
FANTASY 2000 Today	\$1,000,000.00

OK Cancel Apply

Leagues

You will need to build a [RaceScore](#) League for each Fantasy Race League you plan to administer. Define a name for the League and optionally a short name (used for reporting). The Scoring Method is required and determines how points are calculated for the League. You can have multiple Leagues for the same Race Type and use different scoring for each League.

The Scoring Option is required and is used to determine which Cars/Drivers to score for the Teams. “Count All” will score all Cars/Drivers that are active on the Team. “Drop Lowest” allows you to drop the “X” lowest finishers for the Team each Race. If you choose the “Drop Lowest” selection the Drop Lowest input field will be enabled so you can enter the number of Cars/Drivers to drop.

If you are using the Salary Cap functionality, define the Salary Cap for each Team in the League. If you do not wish to use the Salary Cap functionality, just leave the Salary Cap set to \$0.00 and all Salary Cap functionality will be skipped. Race Type is required and specifies the Race Type for which the League is participating.

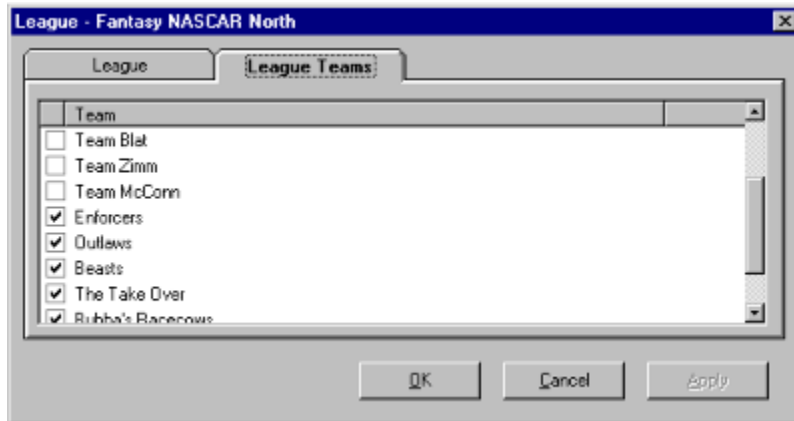
The screenshot shows a software window titled "League - FANTASY 2000 Today". It has two tabs: "League" and "League Teams". The "League" tab is selected. The form contains the following fields and values:

- Name: FANTASY 2000 Today
- Short Name: FANTASY
- Scoring Method: NASCAR Scoring
- Scoring Option: Drop Lowest
- Drop Lowest: 2
- Score By: Car
- Salary Cap: \$1,000,000.00
- Race Type: NASCAR - Winston Cup

At the bottom of the window are three buttons: OK, Cancel, and Apply.

League Teams

Teams can be added and removed from the League throughout the season. Only Teams that are effective when results are posted for the Race will be scored for the League. Once a Team has had points scored for the League, the Team cannot be deleted from the League unless the results are cleared for the Race(s).



Races

You will need to build a Race for each race your Leagues participate. The only limitation here is that you cannot have more than one Race per Race Date for the same Race Type. Select the Scoring by option to determine if Cars or Drivers will be listed in the results tab.

The image shows a software window titled "Race - DAYTONA 500". It has two tabs: "Race" and "Results". The "Race" tab is currently selected. Inside the "Race" tab, there are five labeled input fields: "Race Name" with the text "DAYTONA 500", "Track Name" with the text "DAYTONA", "Race Type" with a dropdown menu showing "NASCAR - Winston Cup", "Scoring By" with a dropdown menu showing "Car", and "Race Date" with the text "02/20/2000" and a small calendar icon to its right. At the bottom of the window, there are three buttons: "OK", "Cancel", and "Apply".

Results

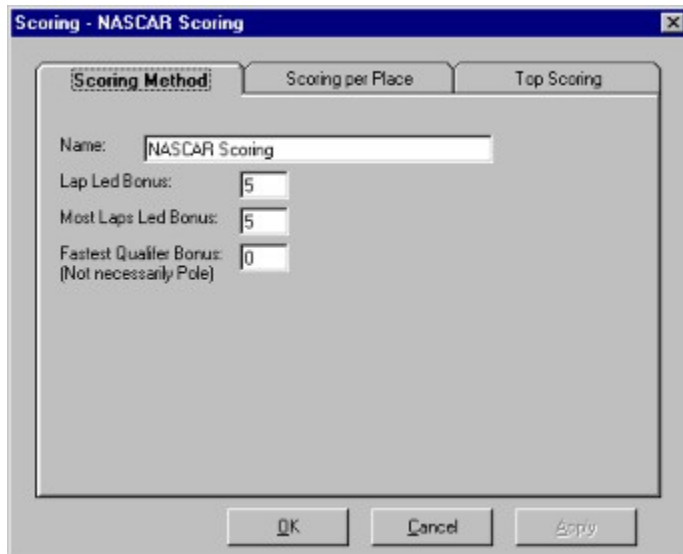
This is where you will enter the results for each Race. You will enter either the Car or Driver for each place finished. If your Scoring Method is based on Laps Led, Most Laps Led, Qualifying Position or Fastest Qualifier you will want to enter that information as well, otherwise, you can leave as zero or unchecked. The Adjustment column will be used if you need to adjust the points a Car/Driver earned for the Race (e.g. this could be used to assess penalties). If you need to enter results for a Car/Driver that is not defined, you can easily add the Car/Driver with the Add New Car button. Once all Places have been entered, you will need to Post Results. Posting results will calculate the points based on the Scoring Method for each League that participates in the Race Type for this Race. There may be times when the results need to be cleared (e.g. you forgot to make a Car/Driver change for a Team before the Race results were posted).

Place	Car/Driver	Laps Led	Qualified	Adjustment	Fastest Qualifier?
1	88	89	0	0	<input type="checkbox"/>
2	99	0	0	0	<input type="checkbox"/>
3	94	1	0	0	<input type="checkbox"/>
4	2	0	0	0	<input type="checkbox"/>
5	6	65	0	0	<input type="checkbox"/>
6	18	0	0	0	<input type="checkbox"/>
7	5	0	0	0	<input type="checkbox"/>

Buttons: Add New Car, Post Results, Clear Posting, Clear Results, OK, Cancel, Apply

Scoring – Scoring Method

[RaceScore](#) comes with three predefined Scoring Methods (CART, IRL and NASCAR). You can choose to use one of these Scoring Methods or define your own. [RaceScore](#) supports the most common scoring features such as points for leading a lap, leading the most laps and fastest qualifier. See [Scoring per Place](#) for defining points earned for each finishing and starting place. See [Top Scoring](#) for defining points earned for having X number of Cars/Drivers finishing in Top Positions.



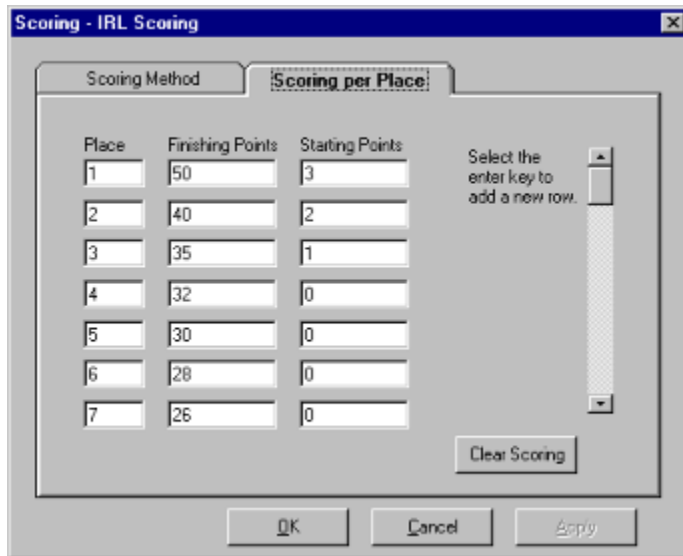
The image shows a dialog box titled "Scoring - NASCAR Scoring". It has three tabs: "Scoring Method" (selected), "Scoring per Place", and "Top Scoring". The "Scoring Method" tab contains the following fields:

- Name:
- Lap Led Bonus:
- Most Laps Led Bonus:
- Fastest Qualifier Bonus:
(Not necessarily Pole)

At the bottom of the dialog box are three buttons: "OK", "Cancel", and "Apply".

Scoring – Scoring per Place

RaceScore allows you to define the points that will be earned for each starting and finishing place. For each place, you can define the number of points the Car/Driver will earn for starting or finishing the race in that place. If nothing is entered, zero points will be earned for that place.



The image shows a software dialog box titled "Scoring - IRL Scoring". It has two tabs: "Scoring Method" and "Scoring per Place". The "Scoring per Place" tab is active. Inside the dialog, there is a table with three columns: "Place", "Finishing Points", and "Starting Points". The table contains seven rows of data. To the right of the table, there is a vertical scrollbar and a text instruction: "Select the enter key to add a new row." Below the table is a "Clear Scoring" button. At the bottom of the dialog are three buttons: "OK", "Cancel", and "Apply".

Place	Finishing Points	Starting Points
1	50	3
2	40	2
3	35	1
4	32	0
5	30	0
6	28	0
7	26	0

Scoring - Top Scoring

RaceScore allows you to award bonus points to Teams that have a certain number of Cars/Drivers that finish in the top “X”. For example, in the following screen shot, if a Team has 5 Cars/Drivers that finish in the top 15 for a Race, that Team will earn 25 bonus points. A Team will earn 250 bonus points for having 8 Cars/Drivers finish in the top 15. You need to include all possibilities here. If a Team had 9 Cars/Drivers finish in the top 15, that team would get 0 bonus points based on the following set up. This particular League only has 8 Cars/Drivers per Team so there was no need to build a row for “9 in top 15 = 250”. You don’t want to build any more than needed, as it will slow the posting of results.

The screenshot shows a dialog box titled "Scoring - NASCAR Scoring". It has three tabs: "Scoring Method", "Scoring per Place", and "Top Scoring". The "Top Scoring" tab is selected. Inside the dialog, there is a table with three columns: "Number", "Place", and "Points". The table contains four rows of data:

Number	Place	Points
5	In top 15	= 25
6	In top 15	= 50
7	In top 15	= 100
8	In top 15	= 250

To the right of the table, there is a text box that says "Select the enter key to add a new row." Below the table is a "Clear Scoring" button. At the bottom of the dialog are three buttons: "OK", "Cancel", and "Apply".

Reporting

RaceScore comes with 12 standard reports. These reports give you the information you need as the administrator of **RaceScore** Fantasy Race League(s) to communicate results and standings with Team owners. All reports are generated using HTML to allow for ease of viewing and delivery. The reports are ready for posting to your Internet or Intranet site, viewing or printing from your favorite web browser, or attaching to an email. The Report Folder allows you to save the reports in different folders if you wish. This is helpful for reports that generate linked reports. Additional reports will be added in the future. If you have suggestions please submit to helpdesk@racescore.com.

The **Race Detail Report** provides all the scoring details of each race. This report also supplies links to a Team Car Report.

The **League Race Summary Report** - a full summary of the races and points for each Team in your League(s). This report also supplies links to a Team Car report and the Race Detail report for each Race. *This report is not designed for printing.*

The **League Race Standings Report** – a summary of the Race results for a given Race, listing each Team in place order and displays the number of points each Team earned for the Race including bonus points and adjustments. This report also supplies links to the Team Race Detail Report.

The **Team Car Report** - a look at the Cars/Drivers on each Team. You can produce this report for a Team or all Teams (if you choose all Teams you can include all Teams on one report or have each Team on a separate report).

The **Team Detail Report** - shows how the Cars/Drivers did for each Team in a given Race. This report will show the Race points and season points each Car/Driver has earned for the selected Team. You can produce this report for a Team or all Teams (if you choose all Teams you can include all Teams on one report or show each Team on a separate report).

The **League Standings Report** - lists all Teams in ranking order. This report will detail Team wins, top 5s, and top 10s as well as Car/Driver wins, top 5s, and top 10s. You can also see what place the Team was in prior to the Race as well as Race points, season points, and points out of the lead.

The **Car Detail Report** - views of all the Cars/Drivers built for a particular Leagues Race Type.

The **Race Results Report** - lists the results for a given Race. This report was designed to give you an easy way to double-check your entries.

The **Car/Driver Stats Report** - used to compare Cars/Drivers. This report will show a Car/Drivers number of starts, number of poles, average starting position, average finishing position, wins, top 5s, top 10s and number of laps led. This report is useful to help your Team owners determine if they should trade a Car/Driver for another Car/Driver.

The **Team Trades Report** - a look at the trades each Team made for a given Race.

The **Car/Driver Picks Report** - provides a list of all the Cars/Drivers for a given League. You can use this report during your draft. If you are using groups, this report will list the Cars/Drivers in each group and show the number of Cars/Drivers that can be picked from each group.

The **Teams per Car/Driver Report** – provides a list of Cars/Drivers and which Teams have chosen the Car/Driver.

Team Cars [X]

Request

League: []

Team: [] ☐ All ☐ Repetitive

Race: []

Report Folder: C:\Sideline Software\racescore20\Source []

OK Cancel

Ordering by Phone

You can order by phone with a credit card through the Public software Library (PsL). This service is for ORDERS ONLY as they will not be able to answer any technical questions about the software. Please do not call this number for any other reason than to place an order.

The PsL service is available Monday - Thursday from 8:30am to 6:00pm CST and Friday from 8:30am to Noon. To place an order by phone with a credit card simply call 1-800-242-4775 and ask for:

PRODUCT #17136

	RaceScore 2.0	\$29.95	
	RaceScore 2.0 Upgrade	\$19.00	
Shipping/Handling	No Shipping	\$0	or
	US Postal Service Ground	\$6	or
	Overseas Postal Ground	\$10	or
	FedEx Next Business Day	\$15	

Ordering by Internet

To order by credit card over the Internet simply visit our web site at www.racescore.com and visit our order area where you can place an order over our secure server. This is the quickest and easiest way to order [RaceScore](#) as you will immediately receive your registration number and can begin using [RaceScore](#).

Ordering by Mail

To order by mail send this order form and either a personal check, cashiers check or credit card information to:

Sideline Software
P.O.Box 883
Ankeny, IA 50021

Payments must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars. To print this order form simply selecting Print Topic from the File Menu.

Name _____

Company _____

Street _____

City _____

State _____ ZIP _____

Country _____

E-Mail _____

Phone _____ Fax _____

Credit Card: ☐ Visa ☐ MasterCard ☐ Amex

Credit Card #: _____ Exp Date: _____

Cardholder Signature: _____

Where did you hear about [RaceScore](#)? _____

Would you like a registration number sent to you by

E-Mail that will unlock the shareware version? _____

[RaceScore](#) 2.0 _____ copies @ \$ 29.95 each = _____

[RaceScore](#) 2.0 Upgrade _____ copies @ \$ 19.00 each = _____

Shipping (you MUST choose one of the following):

No Shipping (I have the demo already) \$0 + _____

US Postal Ground \$6 + _____

Overseas Postal Ground \$10 + _____

FedEx Next Business Day \$15 + _____

Sub Total _____

Iowa Residents Add 5% Sales Tax X 5% _____

Total Remittance _____

Ordering by Fax

To order by fax simply fax this order form to us at 515-963-0237. To print this order form simply selecting Print Topic from the File Menu.

Name _____

Company _____

Street _____

City _____

State _____ ZIP _____

Country _____

E-Mail _____

Phone _____ Fax _____

Credit Card: () Visa () MasterCard () Amex

Credit Card #: _____ Exp Date: _____

Cardholder Signature: _____

Where did you hear about [RaceScore](#)? _____

Would you like a registration number sent to your
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[RaceScore](#) 2.0 _____ copies @ \$ 29.95 each = _____
[RaceScore](#) 2.0 Upgrade _____ copies @ \$ 19.00 each = _____

Shipping (you MUST choose one of the following):

No Shipping (I have the demo already)	\$0	+	_____
US Postal Ground	\$6	+	_____
Overseas Postal Ground	\$10	+	_____
FedEx Next Business Day	\$15	+	_____

Sub Total _____

Iowa Residents Add 5% Sales Tax X 5% _____

Total Remittance _____

Technical Support

Technical support is provided to all registered users of [RaceScore](#) via E-Mail, mail or fax. Requests for technical support through E-Mail provide a quick and inexpensive way for you to receive help. Before requesting technical support, please visit our web site and make sure you have the most recent version of [RaceScore](#). While you are there, check out the F.A.Q. section to see if your question has already been answered.

E-Mail: helpdesk@racescore.com

Web Site: www.racescore.com

Sideline Software
P.O. Box 883
Ankeny, IA 50021

FAX: 515-963-0237 (You must specify a return fax # or e-mail address on your support request)

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[RaceScore](#) is intended for the exclusive use of the original purchaser ("you") for use on one computer only. Sideline Software authorizes you to make backup copies of the software for your archives only, for the sole purpose of protecting your investment from loss. You are free to move this software from one computer location to another, as long as there is no possibility of it being used in two locations at one time.

Disclaimer of Warranty

We have made every effort to verify that [RaceScore](#) is an effective tool for administering Fantasy Race Leagues. However, you must be aware that [RaceScore](#) is sold to you "as is," without any warranty of any kind. In no event shall Sideline Software be liable or responsible for any problems that arise because of defects with [RaceScore](#).

Shareware Registration

If you are using the Shareware version of [RaceScore](#), you can try the software before buying the full version. The evaluation period will expire after you enter the results for 5 races so be sure to order before then so you can continue to use the software without interrupting your Fantasy Race Leagues.

When you register the software you will receive a registration number that will unlock the evaluation period expiration and you can continue to use the software. To receive this number you must have an E-mail address so that we can send it to you. This also allows you to order the software without incurring any shipping/handling charges since you have already spent the time to download the software.

If you order by:

MAIL - Simply mark on the order form you want a registration number and provide us your E-Mail address. We will send you your registration number as soon as we process your order.

PHONE - The PsL representative will give you your registration number over the phone.

FAX - Simply mark on the order form that you want a registration number and provide your E-Mail address. We will send you your registration number as soon as we process the order.

INTERNET – You will receive your registration number online at the end of the order process.

Groups

RaceScore allows you build Groups and enforces the number of Cars/Drivers that can be on a Team for a given Group.

Groups can be found under the system menu option.

