# Kiss n Cry

# With 2 Criteria





## Introduction

A '**Kiss n Cry**' is when the competitors perform a solo dance and are judged for that performance. Their results are then immediately displayed on a large screen for public reaction. Of course, they either kiss or cry and acknowledge the public.

The 'Kiss n Cry' is a great way to acknowledge performances as well as create public interaction that could not be done in any other way. Traditionally this function was done using the 4 Criteria Judging System, however this does introduce a high level of complexity and requires that Adjudicators be expertly trained. The 2 Criteria Kiss n Cry function simplifies the process but outwardly produces a similar result for the large screen.

The Scrutineering Application, coupled with PowerPoint graphics can easily achieve the 2 Criteria Kiss n Cry. PowerPoint is used for the graphics output which means that users can easily change background graphics and logos to suit the competition.

## Setting Up for the 2 Criteria Kiss n Cry

The Item will be a Final where the **Mode = W** (as set in the RunOrder DB), this is the 2 Criteria function that will then appear on the Judges Tablet. It makes no difference how the previous Rounds are processed, of course it may also be the case that there are no previous Rounds.
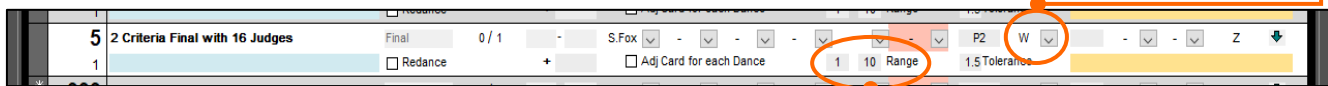


It is possible to set the **Range** in the RunOrder which will restrict the Adjudicators to a range of scores suitable for the standard and age of this Final.

When the Item is selected it will appear as shown below with the label **Criteria Judging System, 2 Criteria**.



## The Order of the Solo Performances

The 2 Criteria Mode does not require any special process for selecting the order the competitors will perform, unlike the 4 Criteria Mode which does require the use of the Solo Heating function within the Scrutineering Application. As stated in the introduction the 2 Criteria Mode is a simpler process that displays all Competitor Numbers on the Tablet during all the solo performances, the 4 Criteria Mode does not.

Competition Organisers may choose to manually assign the order of solo performances, this could be done by a simple 'drawing out of a hat' scenario, or by using the Solo Heating function that we would use for the 4 Criteria Mode.

Accessing the Solo Heating function is done from the Live Control Panel (shown above) and selecting the **Heats Button**. NOTE: Select the Item before clicking the Heats Button.

The Heating form is used to generate Heats for the Numbers in the .lve file for the current Item. In this case we are ignoring this form and selecting one of the lesser used functions the 4 Criteria Solo Performance Order function. Click the WDSF+ button.





As already stated, this draw function is usually used for 4 Criteria events that have 5 Dances, but it is equally as easy to use this to generate a random draw for any other events including a Skating Final .

Simply select the Solo option for the Dances where the Solo performance will happen. For example, where there are multiple Dances in the Final, you could select the first and third Dances to Solo and the other to Group. This will do a random draw for the first and third Dances and provide a report for printing. Click the **Random Draw** button when selection is finished.

A random draw generated from an Item with a single Dance will appear like the screenshot below. It is possible to redraw the order if the Chairperson requires this.

**Dance Order**
## 2 Criteria Final with 16 Judges

### Waltz
| | |
|---|---|
| 88 | Loki Williams / Suzi Wong |
| 172 | Ruben MacDougal / Sally-Anne Fry |
| 145 | Luke Skywalker / Penny Wilson |
| 85 | Harry Hampshire / Mary Pegasus |
| 75 | Fred Smith / Taronga Leela |
| 89 | Obe One Kenobi / Elizabeth McGregg |

In the scenario of 5 Dances and the first and third Dances are selected for Solo the report will look like the following screenshot. Ensure that you print enough of the reports for distribution to the competitors, Chairperson, MC, etc.

**Dance Order**
## 2 Criteria Final with 16 Judges

### Waltz
| | |
|---|---|
| 75 | Fred Smith / Taronga Leela |
| 85 | Harry Hampshire / Mary Pegasus |
| 172 | Ruben MacDougal / Sally-Anne Fry |
| 145 | Luke Skywalker / Penny Wilson |
| 89 | Obe One Kenobi / Elizabeth McGregg |
| 88 | Loki Williams / Suzi Wong |

### Tango                    **Group Dance**

### Viennese Waltz
| | |
|---|---|
| 85 | Harry Hampshire / Mary Pegasus |
| 145 | Luke Skywalker / Penny Wilson |
| 88 | Loki Williams / Suzi Wong |
| 172 | Ruben MacDougal / Sally-Anne Fry |
| 89 | Obe One Kenobi / Elizabeth McGregg |
| 75 | Fred Smith / Taronga Leela |

### Slow Foxtrot              **Group Dance**

### Quickstep                **Group Dance**

In summary, the Scrutineer will:

1.  Select the Dance, ensure all Judges are Active,
2.  Select the Competitor Number, watch for the Adjudicator Scoring that competitor
3.  Process the 'Snapshot' of the Results,
4.  Trigger the PowerPoint macro to generate graphics, and
5.  Run PowerPoint Slideshow (F5) to display Results.

## 1. Select the Dance, ensure all Judges are Active

Select the SCAN button that corresponds to the Dance being performed.

**NOTE:** This is NOT the Auto Scan button that would normally be used when monitoring an event.

For the Adjudicator their screen will look exactly the same as any other 2 Criteria Final.
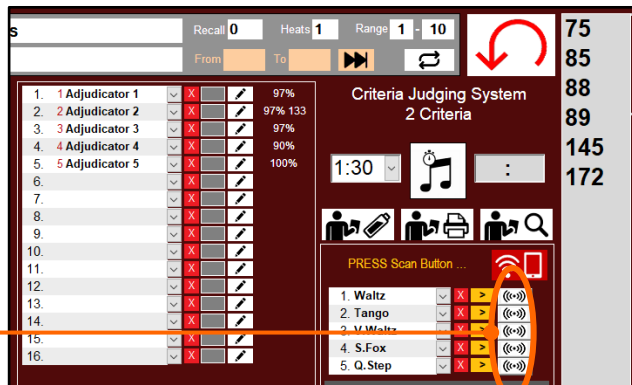


As each Adjudicator logs into the Final an indicator box, coloured blue, will display next to the Judge's name.

**This indicator should have a '0' zero, showing that no Scores have been selected.**
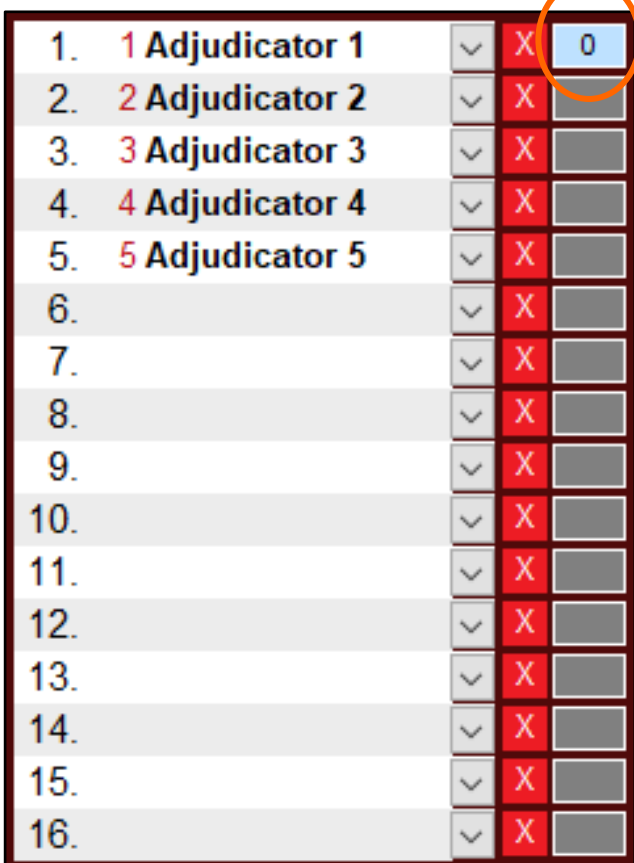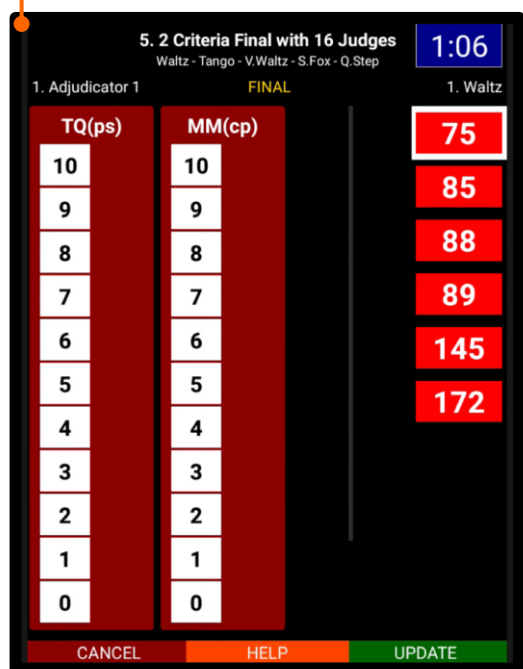
## 2. Select the Competitor Number

All Scrutineers would be familiar with the Adjudicator Indicator Box, it is generally a quick reference to how many Competitor Numbers have been selected by that Judge. In the 2 Criteria Mode this indicator will display a '1' for each couple that has had both scores completed.

To see if a specific Competitor Number as been scored, the Scrutineer will select that Number in the Number List column. Let us assume that the first couple will be Number 88, below it is selected and now the indicators will only be looking for scores for that Number.



As the Adjudicators enter their Scores for Number 88, the indicators will show how many Scores have been entered for that number.

In this example, we see that Adjudicator 1 & 2 have entered 2 Scores for Number 88.

Adjudicator 4, only 1 Score, and Adjudicators 2 & 5 are yet to enter any Score for Number 88.



**IMPORTANT!!!**
**The process should always be:**
1. **Scan the Dance, then**
2. **Scan the Competitor Number.**

The reason for this procedure is that the system will write a small file that will then be picked up from PowerPoint. This file will contain the Dance & Competitor info which will allow the automatic loading of the result information into PowerPoint.

**2. Select the Competitor Number**

When the Scrutineer is satisfied that all Judges have given 2 Scores for the required Couple, it is time to PROCESS the Scores.

**NOTE:** The Adjudicators **DO NOT SAVE** the Scores, while the Solo performances are taking place, they simply select the Scores on the Tablet for that Number and the system will transfer that selection to the Scrutineering Application. Adjudicators will save the scores at the completion of the Dance.

TIP: If you have been using the Auto Print function for the events prior, now is the time to turn it off.

**3. Process the 'Snapshot' of the Results**

The Scrutineering Application has a special function that can Process a Result as a SNAPSHOT. This means a temporary result can be produced that only includes the current Dance and those Dances that have already been danced. In this way we can extract the **Kiss n Cry** data, the current **Dance Standing** and the **Overall Standing**.

To trigger SNAPSHOT PROCESS, click the [ > ] button adjacent to the Dance.

In our example, it will be next to the 'Waltz'.

## 3. Process the 'Snapshot' of the Results (continued)

Upon clicking the SNAPSHOT PROCESS button, a Result will be compiled. The Results will show a Ranking but only Couple 88 place is valid, all other places will not be seen until all Couples have completed the Dance.



From here the Scrutineer returns to the Live Control Panel by clicking the  button.

The Scrutineer should select the Dance and the next Couple to be ready for the next Solo performance. Once this is done the attention can be shifted to displaying the Results.

**4. Trigger the PowerPoint macro to generate graphics**

Before generating any graphics, your PowerPoint Application should be 'clean', that is there should be no slides from any previous event.

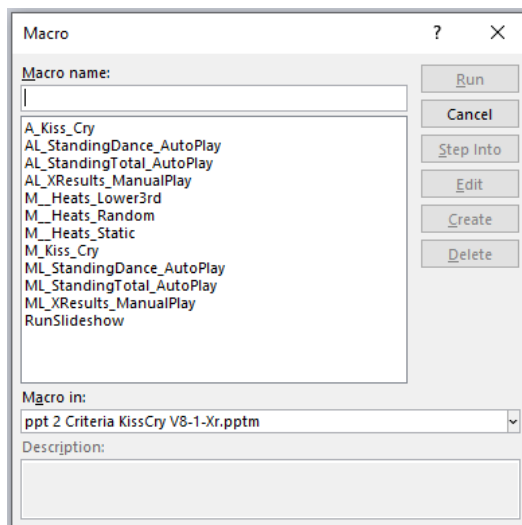To trigger the macro, we will use the **View** command on the PowerPoint Menu.
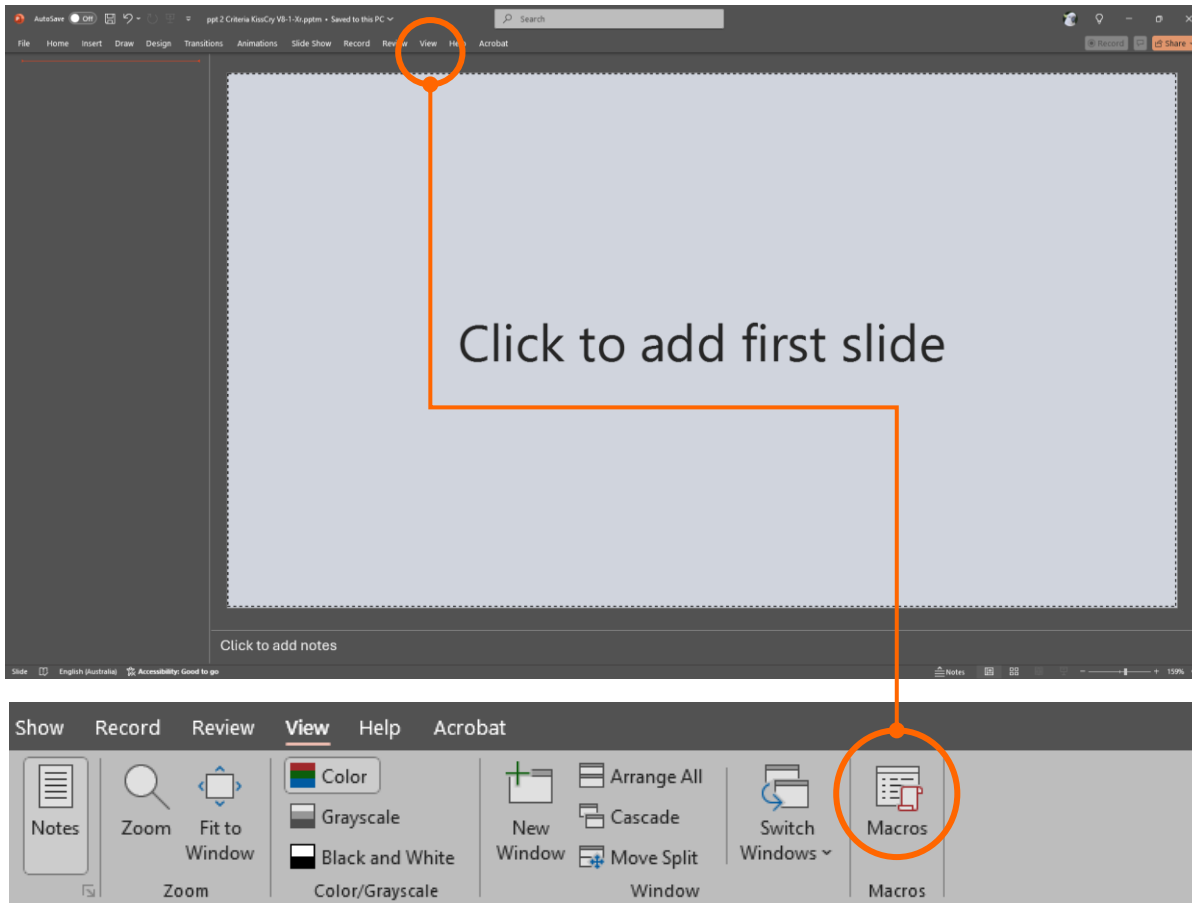


The View menu option will allow us to access the Macros Tab. Click the Macros icon.



The Macro menu will display all Subroutines stored in the Application.

The top macro ... A_Kiss_Cry, is the one we want.

Double click that macro, or one click to select then click the Run button.

## 4. Trigger the PowerPoint macro to generate graphics (continued)

The slides will be generated from the information in the Current.txt file and the temporary Results. All these files are in your Server's C:\dancescore\Display folder. The PowerPoint Application should be running on your Server, if results are being produced on the Terminal, the Scrutineering Applications will automatically place copies on the Server.

**NOTE:** The Automated Kiss Cry macro will also generate the Dance Standing and the Total Standing slides. Both these slides will not be complete until the last Couple has performed and must not be displayed before that time. They are produced each time so that they are ready to go when needed at the end if the Dance.

**Press F5 to start the slideshow**
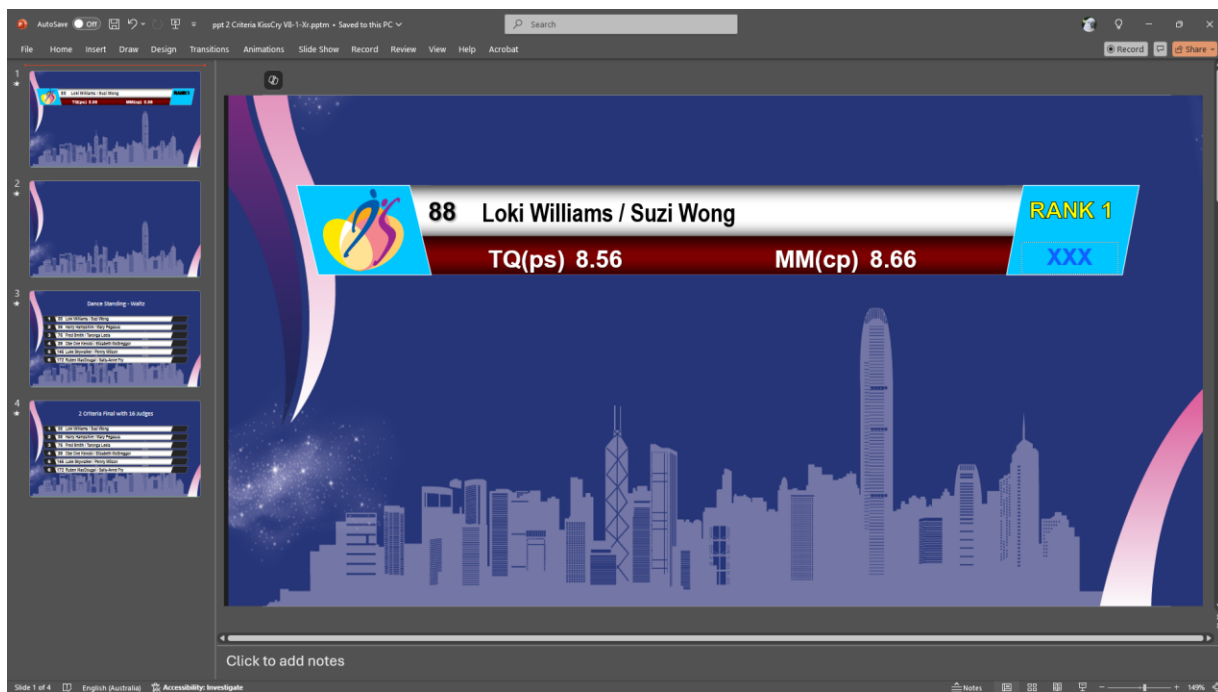


At this point the animation will pause waiting for input from the Scrutineer to proceed.

Tap the space bar to commence the Kiss n Cry animation.