Introduction – This Practice version of the Pile Up application is intended for use by individuals who want to improve their chances of doing well when taking the test at Dayton, or just want to see how well they can do against those that took the test when it was given at Dayton, or just want to improve their pileup copying skills. The Practice version is essentially the same as the Player application used in Pile Up Net at Dayton with some extra functions included to allow for a more complete review of results than can be allowed on-site. This document is a quick note on its setup and use. There are four basic functions provided by the software:

1. **Practice Pileup** -- Take one of the included tests from previous years as given at Dayton and other venues. Currently, tests are available from 1998-present except that data for 2006-07 is missing.
2. **Review Results using Morse Race** -- For recent years (2012-present) data is available that will allow the user to review their results against the top scorers and the average from Dayton using the Morse Race view that is used on the scoreboard at Dayton.
3. **Review Results in Selected Time Segments** -- For recent years (2012-present) data is available to allow the user to review results in each of the 20-second segments of the roughly five-minute test.
4. **Review Results as a Report of Calls Correctly Logged** – A report listing the calls correctly logged is available for all of the available tests.

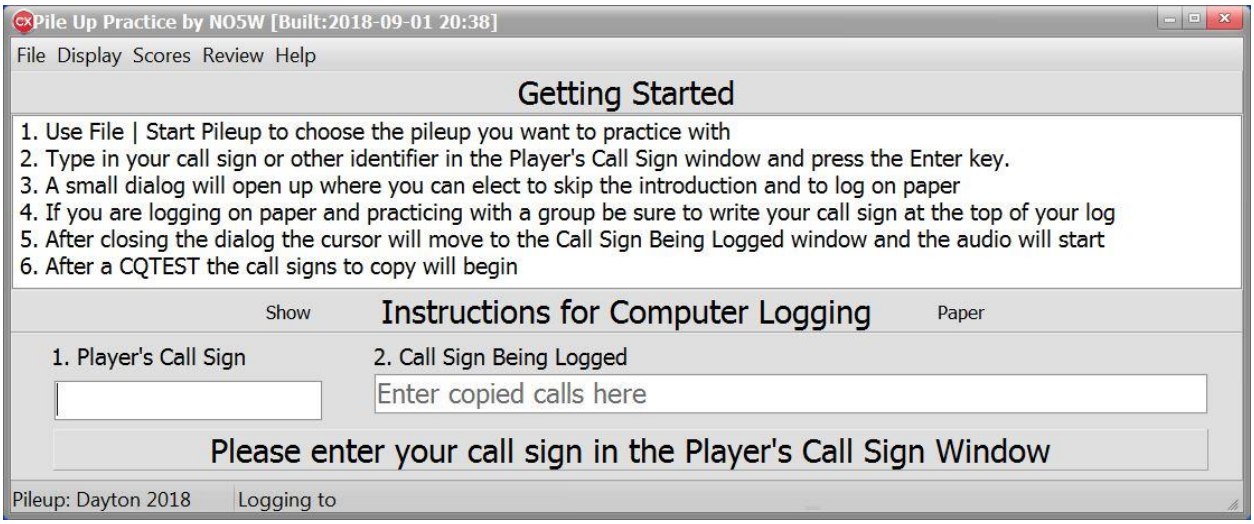
Surveying the Available Tests – After downloading and installing the program and before taking a test you may want to review some statistics about the tests that are available. Use menu item **Scores | Show Score History** to access a table listing statistics, including top score, average score, etc about each of the tests as shown below. Click on the column headings to sort the list on that variable. For example, the screen shot below shows the list sorted in decreasing value of Top Scores and from that it would appear that the 2018 test was the most difficult one whereas 2012 was relatively easy. You can start a test session from this screen by selecting an Event and pressing the F1 key.

Score History - Results from the on-site competitions

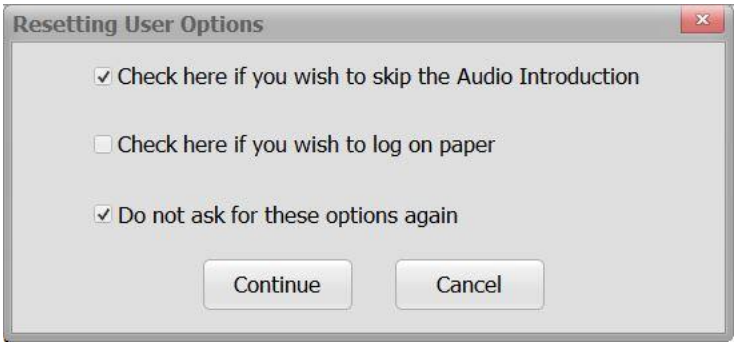
Event	Winner	Top Score	Average Score	Top - Average	Test Data	Timed Scores
Dayton 2012	K5GN	77	40	37	YES	YES
Dayton 2014	W9WI	75	38	37	YES	YES
Dayton 2010	K1VR	73	47	26	YES	NO
Dayton 1999	W9WI	71	36	35	YES	NO
Dayton 2000	K3ZO	70	34	36	YES	NO
Dayton 2015	JE1JKL	69	46	23	YES	YES
Dayton 2011	VE3DZ	68	37	31	YES	NO
Dayton 2017	K5GN	65	38	27	YES	YES
WRTC 2014	K5GN	60	35	25	YES	YES
Dayton 2007	VE3NE	59	33	26	NO	NO
Dayton 1998	W9WI	59	32	27	YES	NO
Dayton 2001	W9WI	59	31	28	YES	NO
Dayton 2004	K3ZO	59	30	29	YES	NO
Dayton 2003	W9WI	58	31	27	YES	NO
Dayton 2013	K5GN	57	32	25	YES	YES
Dayton 2016	VE3DZ	56	38	18	YES	YES
Dayton 2006	N9RV	56	32	24	NO	NO
Dayton 2002	VE3DZ	56	31	25	YES	NO
Dayton 2008	W9WI	52	31	21	YES	NO
Dayton 2005	JE1JKL+N2NC+N2NT+N9RV	52	31	21	YES	NO
Dayton 2009	VE3DZ	51	26	25	YES	NO
Dayton 2018	W9WI	42	27	15	YES	YES

Test Data indicates availability of the audio and check files. Timed Scores indicates availability of data necessary for Morse Race.

Taking a Test – As mentioned in the previous section you can highlight an Event on the above Score History table and press the F1 key to start a test session. Alternately you can use menu item **File | Start an Existing Pileup** and select a test from the list. Or if you are concerned about memorizing some pileups you can either start a random pileup using **File | Start a Random Existing Pileup** or you can elect to **Start an Infrequently Used Pileup** in which case the selection process will find the pileup with the least number of attempts and if more than one is found with the least number of attempts it will select the one with the longest time since last used. In any case once you have selected a test the Players Call Sign window will become enabled and you should enter your call sign followed by the enter key.



This will open the following options dialog giving you an opportunity to skip the audio intro (default) and either log on the computer (default) or on paper, as well as requesting that this dialog not be activated again. If you select the latter and then need to change the options use the menu item Display | Reset User Options.



After choosing the desired options, click Continue and the audio will begin indicating the start of the test and the focus will move to the **Callsign Being Logged** window. As you copy calls from the audio type them into the window and press the Enter key after each call. Continue this until the audio stops. A few seconds after the audio stops your entry will appear as shown on the following scores table. The scores table will contain either your score, if you logged via the computer, or a placeholder for your score if you logged on paper. Note that there is no penalty for incorrect calls so if you only get a partial call or know that you have an error just press the Enter key and go on. It is not necessary, but if you prefer, you can clear the Callsign Being Logged window using either Alt+W or Ctrl+W.

Scores for Dayton 2013

Rank	Player	Time Stamp	Calls	Chars*	Logging Method
1	NO5W	2018-09-01-1521	36	159	Computer Log
2	K5MPM	2018-09-01-1929	3	14	Paper Log
3	K5OT	2018-09-01-2039	2	10	Paper Log
4	NO5W	2018-09-01-1904	1	6	Paper Log
5	NO5W	2018-09-01-1609	0	0	Computer Log
6	NO5W	2018-09-01-1850	0	0	Computer Log
7	NO5W	2018-09-01-1546	0	0	Computer Log
8	K1DW	2018-09-01-2026	0	0	Paper Log
9	K5MPM	2018-09-01-1953	0	0	Paper Log
10	KN5O	2018-09-01-2008	0	0	Paper Log

Notes*:
1. Players are ranked on the basis of number of Correct Calls. The number of Characters in Correct Calls is used in case of a tie.
2. Double-click on a Paper Log row to enter or revise the log of a paper-logging player.

Write to CSV

K5GN with a score of 57 was the on-site winner. The average score was 32.

Each time you take a given test the resulting log file is given a unique name by using the call entered in the Player's Call Sign window and a time stamp of the time at which the test was started. On the scoreboard the results are ranked on the basis of number of correct calls and then on the basis of number of characters in those calls. Use the button labelled Write to CSV if it is desired to capture the scoreboard in a file that can then be imported into a spreadsheet. The scoreboard also gives an indication of the winner during the actual competition, the top score and the average score. If you choose to log on paper that will be indicated under Logging Method and double-clicking on the associated row will bring up the following dialog for entering your paper log for scoring. The dialog for entering a paper log can also be accessed from the menu item **Help Enter/Revise Paper Logs.**

Revising log for K5MPM_2018-09-01-1929

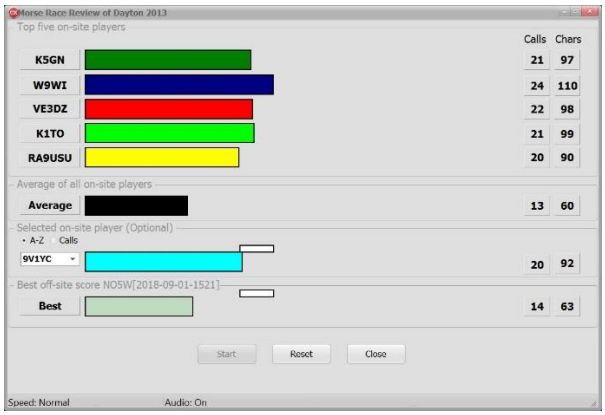
Use this form to Enter/Revise a paper log for the selected participant
1. Enter each copied call from the paper log on a separate line followed by Enter
2. Use the Save for Revising button if further revisions are anticipated
3. Use the Save for Scoring button if you are ready to score the log
4. You can also paste lines from a text editor (e.g. Notepad)

W7RN
DL6KVA
G6PZ
K1ESE
K1LT

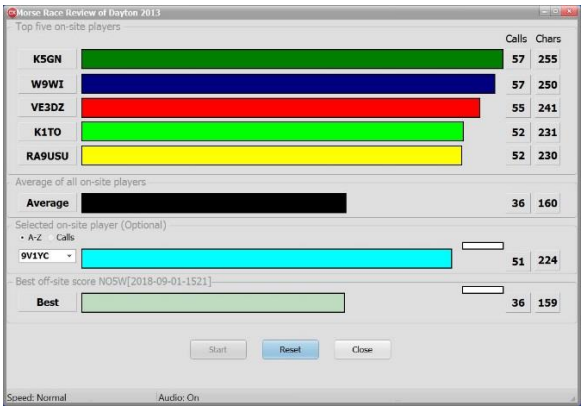
Save for Revising Save for Scoring

You can enter/revise the paper log entries across any number of sessions either saving for revising or saving for scoring.

Reviewing Results – On some of the recent Dayton sessions sufficient data has been captured to enable a review and comparison of your results to those of the Dayton contestants. The screen shots below show a comparison using the Morse Race which is a popular way of viewing the scoreboard at Dayton.



Morse Race near the Mid point



Morse Race at the end of the run

Using the Morse Race Feature – The Morse Race review is accessed using the menu item **Review | Morse Race** and selecting the desired competition from those recent (2012-present) runnings of the pileup competitions wherein sufficient data was collected to enable a replay of the race using the same type of Morse Race presentation as the one used on the real-time scoreboard at Dayton. In this presentation of the results the evolving tracks of the top five competitors and the track of the average score from Dayton are displayed across the top of the display. Also included are a user-selected competitor from Dayton along with the best off-site score. The screen shots above show an example of this display for Dayton 2013 at roughly the mid-way point and at the end point. Prior to starting the Morse Race the user can right click on the form to choose normal or double playback speed and if normal playback speed is chosen the user can elect to have the audio play during the Morse Race. The small white rectangles show the window of scores that would need to be reached in order to take a place in the top five. Once the Morse Race is over the user can either reset the race for a replay or close the Morse Race.

Time Segment Review – The Time Segment review, accessible via the **Review | Time Segment** menu item, allows the user to examine their results along with those of the Dayton top-five for each of about 15 20-second time segments while listening to the audio track. The numbers in each cell indicate the number of characters added during that segment. An example screen shot is shown below wherein the user has chosen to review the time segment beginning at 140 and has selected to start with 10 seconds of the previous segment as shown in red. Once the 10 seconds of the previous segment is over the red is replaced with white.

Segment Review of Dayton 2013

Call	Time Stamp	0	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300	Avg
K5GN	N/A	0	0	4	21	29	16	13	14	30	27	26	20	25	18	12	0	20
W9WI	N/A	0	0	4	31	14	19	26	16	24	22	23	20	13	30	8	0	20
VE3DZ	N/A	0	0	4	21	28	19	18	12	25	22	27	20	9	28	8	0	19
K1TO	N/A	0	0	4	17	25	11	22	20	21	21	31	16	10	25	8	0	18
RA9USU	N/A	0	0	4	22	23	14	13	18	21	13	31	21	15	27	8	0	18
NO5W	2018-09-01-1521	0	0	0	18	13	19	9	8	5	17	18	16	19	10	7	0	13
*Min-NO5W	N/A	0	0	4	-1	1	-8	4	4	16	-4	5	0	-10	8	1	0	2

Select the number of seconds for playback to begin prior to selected segment 10

*This is the difference between the minimum new characters of the top five and the new characters of the best offsite player

Prepare Report – Use menu item **Review | Prepare Reports** to select the desired pileup and in the following resulting dialog check the session(s) for which a report is desired. The report will be a csv suitable for import into a spreadsheet and will indicate those calls which were copied correctly and made it into the log and those calls which were missed.

Preparing reports for the Dayton 2017 pileup

Check the Players to Include in the Report

Check all Uncheck all Check only the best score

Player	Time Stamp	Log Type	Score	Top Dayton Score	Average Dayton Score
✓ NO5W	2018-09-04-1437	Computer	41	65	38
NO5W	2018-09-04-2228	Computer	39	65	38
NO5W	2018-09-04-2209	Computer	36	65	38
NO5W	2018-09-04-2214	Paper	0	65	38
NO5W	2018-09-04-2157	Paper	0	65	38

Prepare Reports Cancel

Practice History – Use the menu item **Review | Practice History** to bring up a dialog showing the practice sessions that have been attempted including the number of attempts, the highest, lowest, and average scores, and the time since the most recent attempt of each pileup. Click on the column headings to sort the table. You can start a pileup from this dialog by selecting a pileup and pressing the F1 key. An example is shown below sorted in increasing time since last attempt.

Practice History

Test Event	Attempts	High Score	Low Score	Average Score	Time Since Last Attempt
Dayton 2001	1	17	17	17	0 Hours
WRTC 2014	1	31	31	31	17 Hours
Dayton 2013	1	35	35	35	1 Day
Dayton 2004	2	20	19	19	1 Day
Dayton 2015	1	46	46	46	4 Days
Dayton 2016	1	32	32	32	4 Days
Dayton 2014	1	36	36	36	4 Days
Dayton 2009	2	35	30	32	10 Days
Dayton 2010	2	49	46	47	10 Days
Dayton 2012	2	44	41	42	19 Days
Dayton 2000	1	21	21	21	19 Days
Dayton 1999	1	36	36	36	19 Days
Dayton 1998	1	18	18	18	19 Days
Dayton 2002	1	30	30	30	19 Days
Dayton 2008	1	30	30	30	20 Days
Dayton 2005	1	28	28	28	20 Days
Dayton 2003	1	18	18	18	20 Days
Dayton 2017	7	42	36	38	20 Days
Dayton 2018	0	0	0	0	N/A
Dayton 2011	0	0	0	0	N/A

Note: Scores of zero are considered aborted attempts and are excluded

Pileup Management – There are several menu items for managing the pileups including: Removing Logs, Exporting a Pileup, Importing a Pileup, and Defining a New Pileup.

Removing Logs - If you wish to remove certain practice attempts use menu item **File | Clear Selected Pileup Logs** to select a pileup. This will bring up the following dialog from which you can review the logs for the selected pileup, check the logs you want to remove, and click on the **Remove Logs** (Continue**)** button.

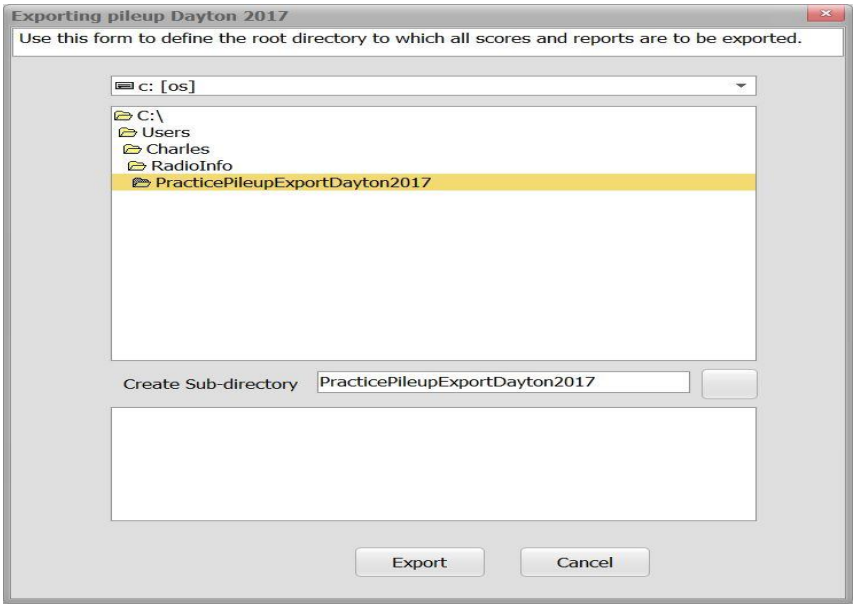
Clearing logs for the Dayton 2017 pileup

Check all • Uncheck all Check all but the best score

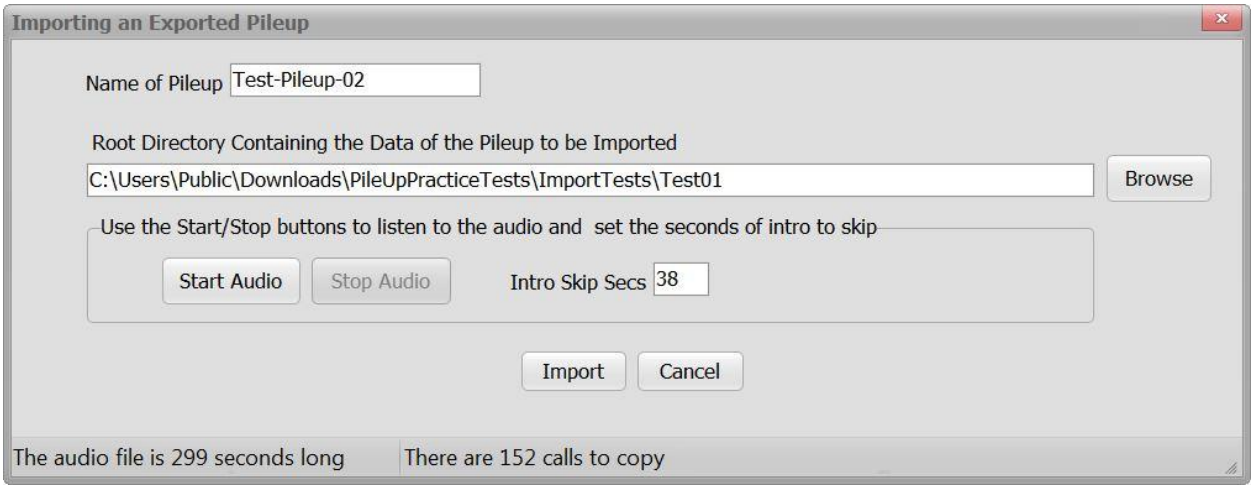
Player	Time Stamp	Log Type	Score	Top Dayton ...	Average Dayton ...
☐ NO5W	2018-09-04-1437	Computer	41	65	38
☐ NO5W	2018-09-04-2228	Computer	39	65	38
☑ NO5W	2018-09-04-2209	Computer	36	65	38
☑ NO5W	2018-09-04-2214	Paper	0	65	38
☑ NO5W	2018-09-04-2157	Paper	0	65	38

Continue Close

Exporting a Pileup – You can export the practice results for a given pileup by first starting the pileup using File | Start an Existing Pileup and then using File | Export the Current Pileup to access the following dialog where you can specify the root directory that is to receive the directories containing the Logs, Paper Logs, Reports, Timed Scores, and Wave and Check files. In this example the user has elected to create a new folder into which to export the files.

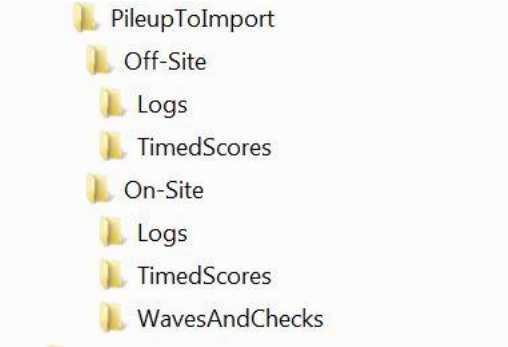


Importing a Pileup – For this step you should run the application as administrator. You can then import the practice results for a given pileup using the menu item **File | Import a Pileup** which will activate the following dialog where you can give the pileup a name and identify the root directory where the data to be imported resides.



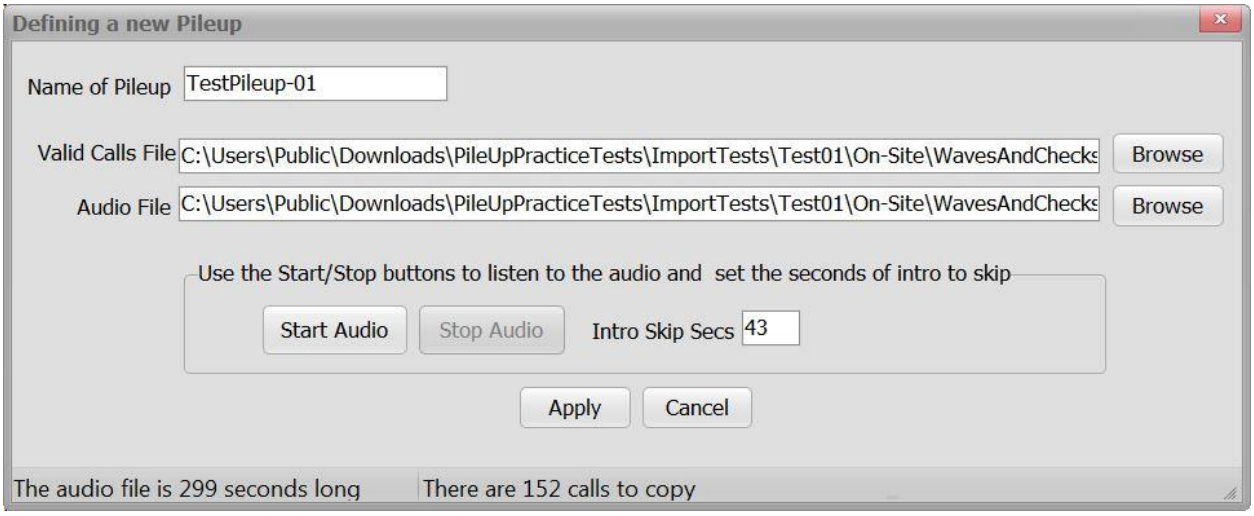
Here it is assumed that the data to be imported has been prepared using the export function so that the directory structure consists of a root containing two sub-folders: one for the on-site data and a second for

any off-site data as shown below. Here on-site refers to data from the original running of the pileup at (for example) Dayton in 2017 and off-site refers to any practice sessions that might have been held afterwards. The main use of the export-import process will be to enable moving a practice pileup from one machine to another.



For both the Off-Site and On-Site folders there are sub-folders for Logs and Timed Scores. In addition, the On-Site folder has a WavesAndChecks folder containing the wav file and the file containing the list of valid calls. If present, the folders underneath the root folder should have the names shown above. If you do not have off-site data that you want to import you do not have to include the Off-Site folder.

Define a New Pileup - If the only data you have is the wav file and the valid calls file then it is easiest to use menu item **File | Define a New Pileup** which will bring up the following dialog for specifying the two files, and the name you wish to assign to the pileup. You can listen to the pileup audio to specify the number of intro skip seconds. To use this feature, you will need to run the application as administrator.



Support – If you have questions and/or suggestions regarding this application feel free to contact the author at cqxsupport@no5w.com or via the email address of NO5W on the QRZ website.