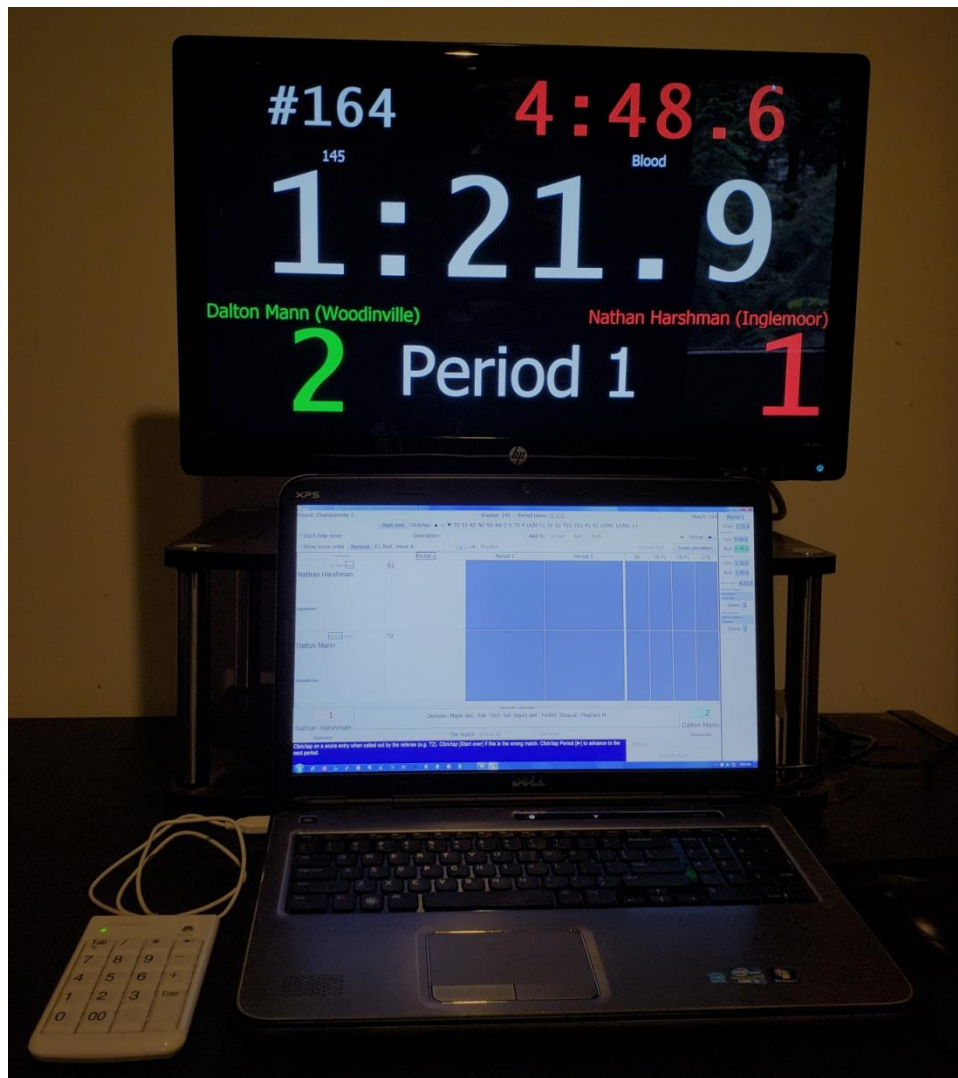


MatchScorersSR

User's Guide

Version 8.3.0



Shown with optional monitor for clock/scoreboard and numeric keypad

When used with TournamentSR and AnnouncerSR, MatchScorerSR allows you to run a paperless tournament. TournamentSR creates electronic bout cards which are then assigned to mats with AnnouncerSR. A computer running MatchScorerSR at each mat allows the user to select the match to run, electronically fill in the bout card, and submit results back to TournamentSR.

MatchScorerSR also includes controls for running the various bout clocks: time to report, time remaining in the period, blood time, injury time, and riding time (college scoring). MatchScorerSR can also drive a separate monitor that faces the mat. The second display shows information that typically appears on a dedicated clock/scoreboard unit. The two display configuration allows MatchScorerSR to completely replace such a device.

This guide describes how to use MatchScorerSR. It requires your computer to have the Java Runtime Environment installed. Consult the document at the URL below for installing Java:

<https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf>

You download MatchScorerSR by saving the program from the following URL:

<https://www.smartrunsys.com/TournamentSR/Documentation/MatchScorerSR.jar>

The downloaded program supports all features and will run until the expiration date shown at the top of the screen. Move the file ("MatchScorerSR.jar") from the "Downloads" folder to your desktop. Double click the icon to start the program.

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System requirements

The MatchScorerSR program is written in the Java programming language. While older Macintosh and Linux computers come with Java, Windows and recent Macintosh computers require Java to be downloaded and installed.

Consult the document at the URL below to determine if your computer already has Java and where to download it from:

<https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf>

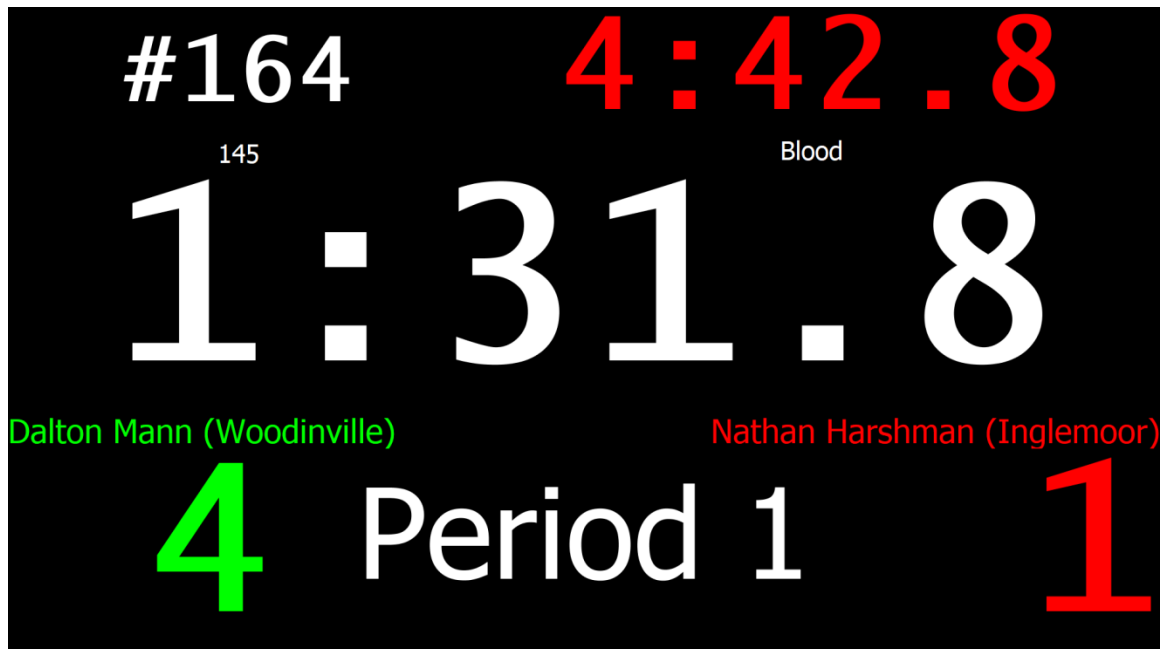
No matter which system you use, we recommend the following minimum hardware features:

- Laptop computer with built-in display of at least 1024x768 (Windows) or 1152x768 (Mac OS X) pixels.
- 1 GBytes RAM
- 10 MBytes Hard disk space
- A network connection to computers running TournamentSR and AnnouncerSR v8.3.0 or later.

If you plan to use the clock features, you should also have the following:

- Numeric keypad - either on the computer's keyboard or a separate USB numeric pad. We strongly recommend using a separate USB numeric pad.
- An external 20" or larger monitor that extends your laptop computer's desktop. This is only needed if you want to use MatchScorerSR as a replacement for a dedicated clock/scoreboard.

The external monitor faces the mat and displays information needed by the referee, wrestlers, and coaches. The fonts are made as large as possible for easy reading. An example display is shown below:



The picture shows 1 minute and 31 seconds remain in the first period of match number 164 (145 pound weight class). Wrestler Dalton Mann (Woodinville) is wearing the green ankle band and leads Nathan Harshman (Inglemoor) by a score of 4-1. Nathan is wearing the red ankle band.

The picture also shows Nathan has 4 minutes and 42 seconds of blood time remaining (red time in upper right corner). The blood time is only displayed when it's running or has just stopped (before another clock is started).

If you use an external monitor, it must be configured so it doesn't duplicate the main display information. See "[Using an external monitor](#)" (later in this manual) for ensuring this.

IMPORTANT

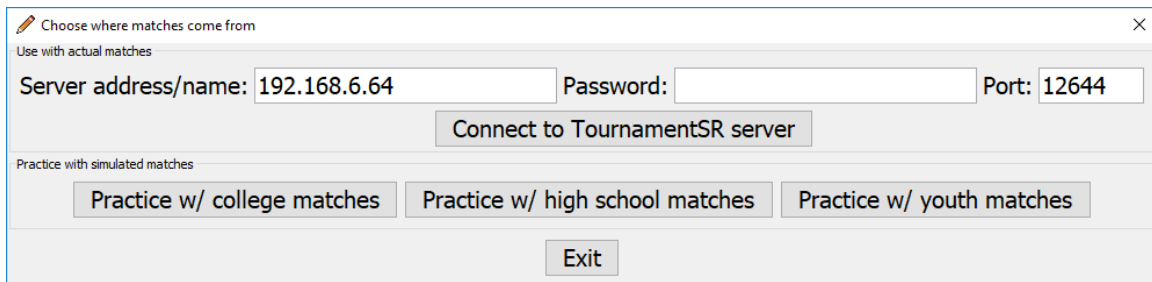
The external monitor doesn't display the clock/scoreboard information until a match is selected. The display disappears when the match results are submitted. Future versions of MatchScorerSR will display other information when the clock/scoreboard is not active.

1 Practice match selection, entry, and clock control

You can learn MatchScorerSR without TournamentSR or AnnouncerSR. This section shows you how. Almost all operations are performed using mouse button clicks. Touch screens are also supported (tap the screen instead of clicking with the mouse).

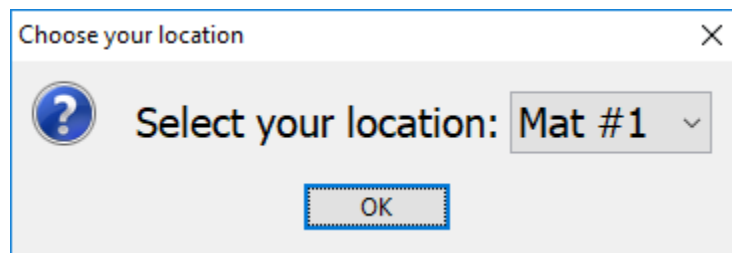
Using the various bout clocks is optional. If you don't plan on using that feature, skip paragraphs and subsections labeled "Clock control". If you will be running the clock, make sure you read and understand these paragraphs and subsections.

When you start MatchScorerSR, the following window appears:



Depending on the tournament you'll be working, click one of the following buttons: **[Practice w/ college matches]** for a college wrestling tournament, **[Practice w/ high school matches]** for a grade school, middle school, junior high, or high school tournament, **[Practice w/ youth matches]** for a tournament with various age groups.

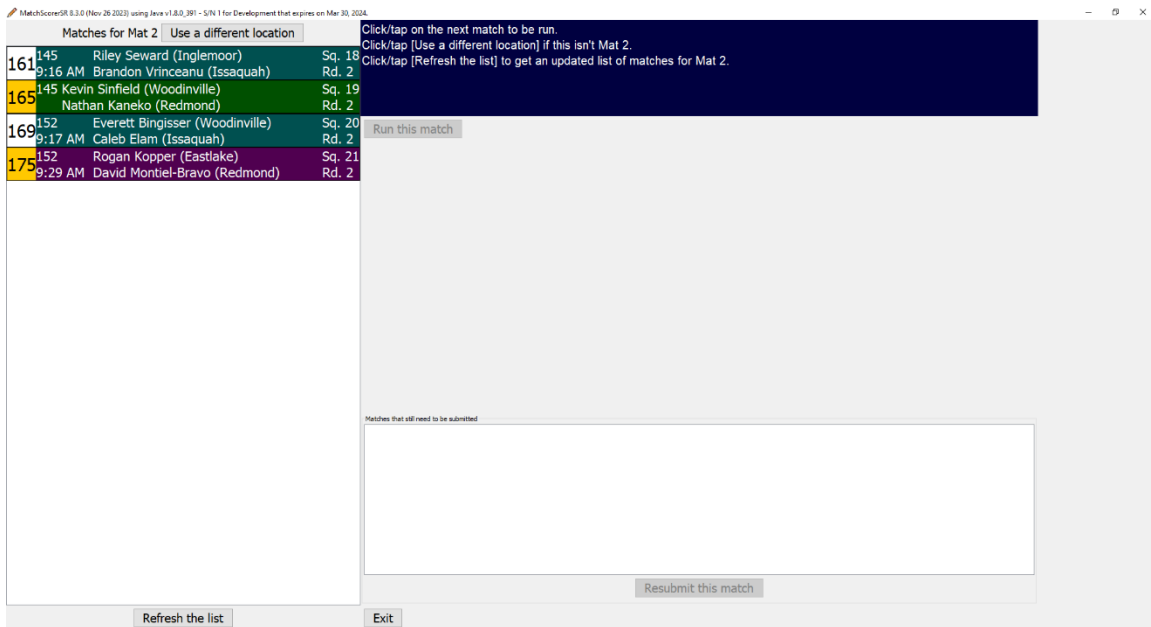
The rest of this section assumes you clicked [Practice w/ high school matches]. After a moment, the following window appears:



The drop down list allows you to select one of four different locations. During an actual tournament, you select the mat where the computer is located. For this section, the drop down list was changed to "Mat 2" and then the [OK] button was clicked.

1.1 Selecting the match to run

Once the current location is selected, the screen changes to display the matches assigned to the selected mat (Mat 2). An example of this is shown below.



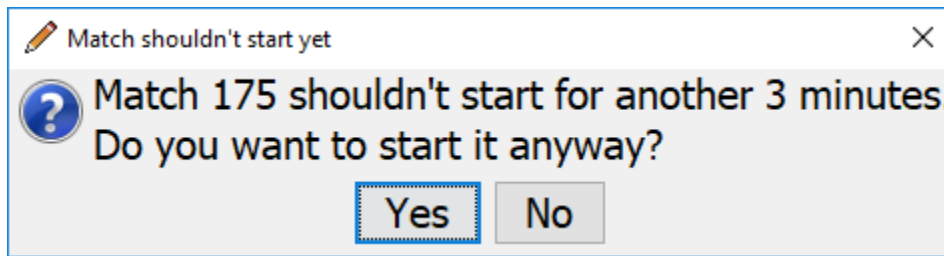
The list on the left shows the matches assigned to the mat. The format and coloring of this list is the same as AnnouncerSR's available matches list.

Match numbers with a white background (e.g. 161 and 169) are in the championship round; match numbers with an orange background (e.g. 165 and 175) are in the consolation round. The background of the area with the bracket and opponent names determines when the match can be started. A green background indicates the match can be run immediately – the minimum rest has been met. A cyan background (e.g. match number 161) indicates the match will be able to start within 10 minutes. A magenta background (e.g. match number 175) indicates the match cannot start for more than 10 minutes.

Clock control The right section of the screen is reserved for the clock controls. It is blank until a match is selected to run. If an external monitor is used for the clock/scoreboard, it will show the computer's desktop until a match is selected and the clock controls appear.

To select a match, click on the appropriate list entry. The background will change to blue. Most often, you should click on the top match in the list. Click the **[Run this match]** button to display the match's bout card.

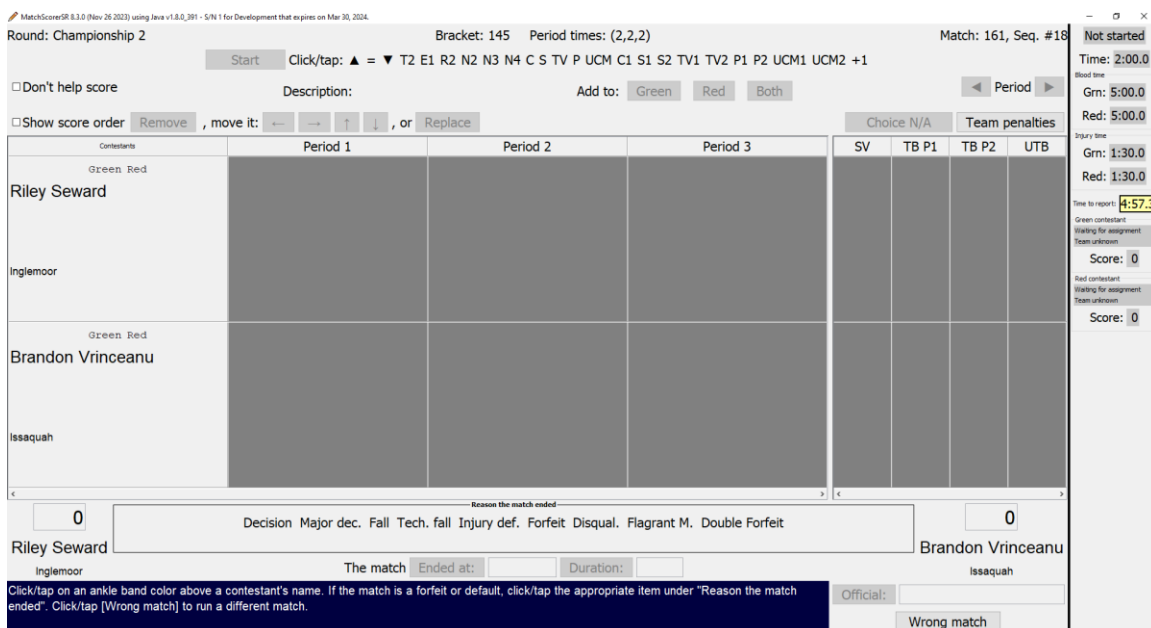
If the minimum rest has not yet been observed (the background isn't green), you will be asked to confirm starting the match early. An example of this is shown below:



Since this is practice, it's OK to click **[Yes]**. If this was a real tournament, you should click **[No]** and select another match or wait for the minimum rest to be met.

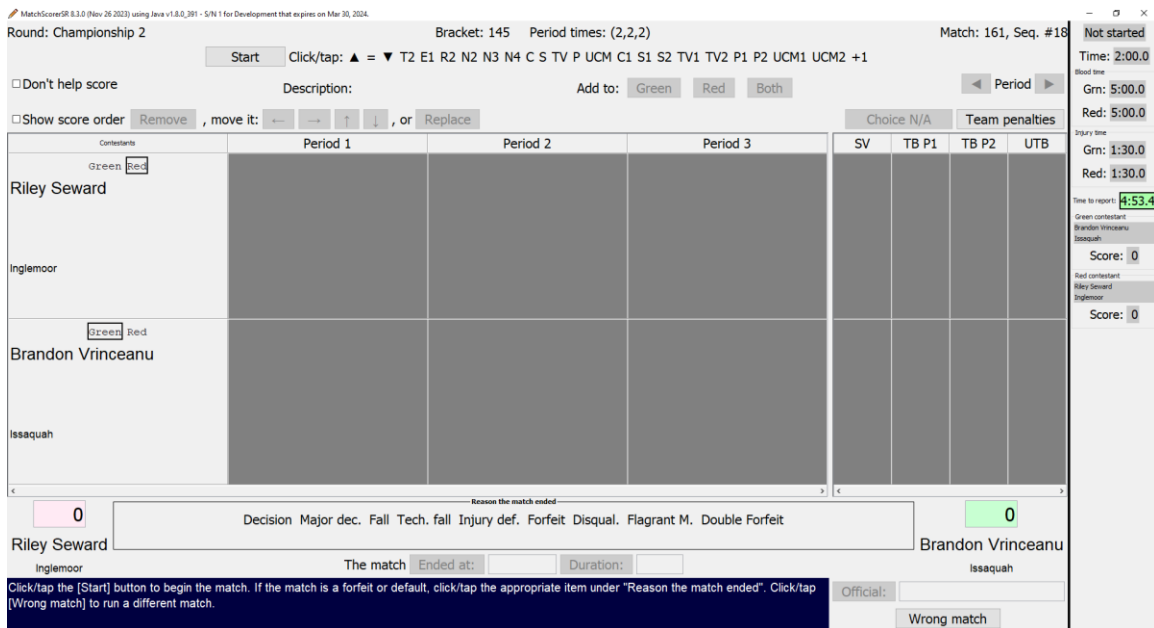
1.2 Preparing to start the match

If you're not presented with the above warning or you clicked **[Yes]**, the bout card for the selected match is displayed. An example is shown below:



Clock control The right section of the screen contains all of the clock controls. Notice the yellow box titled "Time to report". Yellow indicates the highlighted clock is running (counting down); green indicates the clock is stopped. The **[Enter]** key toggles the highlighted clock between running and stopped.

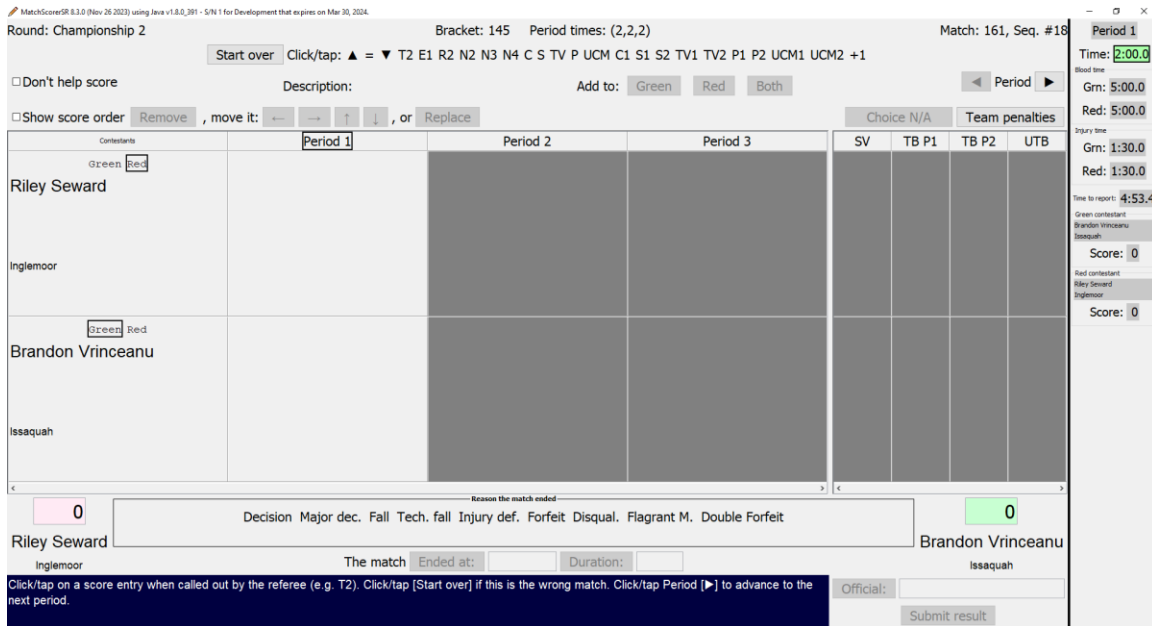
The referee will give each wrestler an ankle band (green or red). As soon as this is done, click on "**Green**" or "**Red**" above one of the wrestler names on the left. The opposite color will automatically be selected for the other wrestler. At this point, the **[Start]** button is enabled as shown in the picture below:



Note that the background color of each wrestler’s score now reflects the ankle band color (red for Riley, green for Brandon). If you selected the wrong color, you can fix the mistake by clicking on the correct one.

Clock control Both wrestlers are present in order for the ankle bands to be assigned. As a result, the “Time to report” clock automatically stops. Notice the field has a green background in the picture above (indicating the clock has stopped).

Click [Start] to begin scoring the match. The background of the first period score areas changes from grey to white and “**Period 1**” is outlined as shown in the picture below:



The outlined “Period 1” indicates scoring will be added to that period.

Clock control In the picture above, the “Time to report:” clock is no longer highlighted (green or yellow). Because the match has started, the period timer clock (“Time:”) is highlighted.

1.3 Clock control during each period

During each period, your primary responsibility is to start and stop the “Time:” clock each time the referee blows his/her whistle. Ensure the “Time:” clock is highlighted (yellow or green) and press the [Enter] key to toggle the clock between running and stopped.

1.3.1 Clock control: Reverting a clock after accidentally starting it

Sometimes you will accidentally start a clock when it should not have been started. Don’t panic. Stop the clock (green background) and then press the [7/Home] key. The highlighted clock will revert to its value just before it was last started.

1.3.2 Clock control: Activating a blood or injury time clock

Occasionally the bout will be stopped due to injury or blood. The process starts with the referee stopping the match. Make sure the “Time:” clock is stopped (green background). The referee will then indicate that one of the other timers needs to start (e.g. “Start green blood time”, “Start red injury time”).

At this point, make sure the numeric keypad's "Num lock" light is on. If it is not on, press the **[Num Lock]** key to turn it on.

To select a blood or injury time clock, use the **[2/↓]** and **[8/↑]** keys to move the highlight box down and up. Pressing **[2/↓]** highlights the blood time clock for green ("Grn:" under "Blood time"). Pressing it again highlights the blood time clock for red ("Red:" under "Blood time"). Pressing it a third time highlights the injury time clock for green ("Grn:" under "Injury time"). Once the correct clock is highlighted, press **[Enter]** to start the clock. The background changes from green to yellow (indicating the clock is running).

When the referee indicates the clock should stop (e.g. "Stop blood time", "Stop injury time"), press the **[Enter]** key to stop the clock. Press the **[9/PgUp]** key to highlight the period time clock ("Time:").

1.3.3 Clock control: Manually setting a clock

There should be no need to manually set a clock. The "Timer:" clock is automatically set at the start of each period. The blood and injury clocks are automatically set at the start of each match. For college matches, the riding time clocks automatically run based on which wrestler has control.

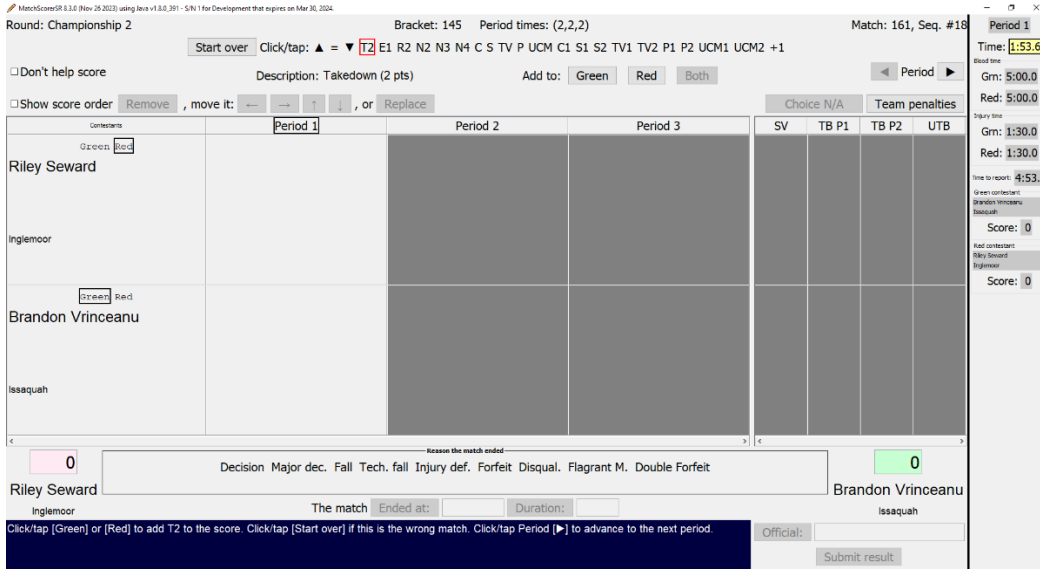
If you must manually set a clock, highlight it using the **[2/↓]** and **[8/↑]** keys. Once the clock is highlighted (green background), press the **[*]** (asterisk) key. The background will change from green to grey.

At this point, the **[Enter]** key has a new purpose: enabling and disabling value entry. Press the **[Enter]** key to enable value entry. The background will change to light blue and the rightmost digit will be underlined. At this point, you can type a new time using just digits (e.g. [1], [0], [0], and [0] for "1:00.0"). The backspace key (**[←]**) works as expected. Press the **[Enter]** key to complete the change (the background changes to grey) or press the **[/]** key to cancel value entry; the clock reverts to the value prior to pressing **[Enter]**.

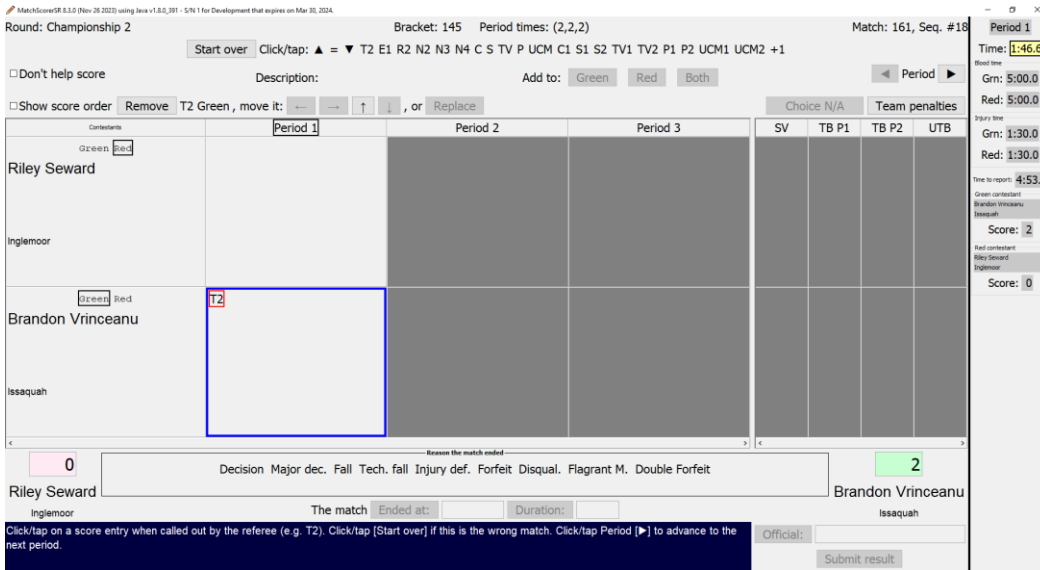
Once the clock has the desired value, use the **[2/↓]**, **[8/↑]**, and **[9/PgUp]** keys to highlight another clock.

1.4 Scoring the match

Once the [Start] button has been clicked, you can click on the various scoring entries that appear immediately after “Click/tap:” (e.g. “=”, “T2”, “C1”). Clicking a score entry causes it to be outlined in red; its description appears immediately after “Description:”. The picture below shows the screen after clicking on “T2”:



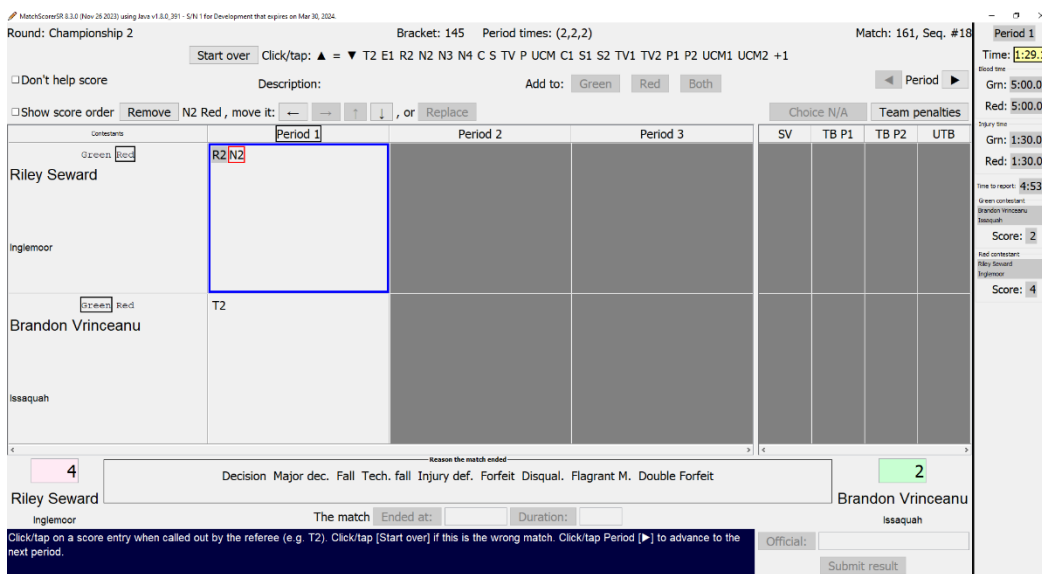
The buttons immediately after “Add to:” are now enabled. The referee will call out the score entry (e.g. “takedown two”) and then the ankle band color (e.g. “green”). This is how you add the score. Since the referee called out “green”, click the [Green] button. The screen changes to look like the picture below:



The score entry (T2) has been added to the wrestler with the green ankle band. (Brandon). The added entry is outlined in red to indicate it is currently selected. While an entry is selected, the [Remove] and “move it:” buttons are enabled.

Notice that the score area for Period 1 green is outlined in blue. This indicates Brandon currently has control. MatchScorerSR keeps track of who has control in order to determine when scoring entries are missing or out of order. The program can automatically add additional score entries to keep things consistent.

To see this in action, assume the referee next calls out “near fall two, red”. Click on “N2” and then click the [Red] button. The screen changes to look like the picture below:



In order for red to score a near fall, Riley first had to reverse Brandon. The Period 1 red scoring area contains two entries: “R2” (with a grey background) and “N2” with the red outline indicating it is selected. As expected, the blue outline is now around Period 1 red (indicating Riley has control).

The grey background behind “R2” indicates MatchScorerSR added it automatically. The referee will either confirm the R2 is needed, or may indicate he awarded the near fall to the wrong wrestler. The correction steps are different depending on what the referee indicates.

The call was correct and the reversal did take place:

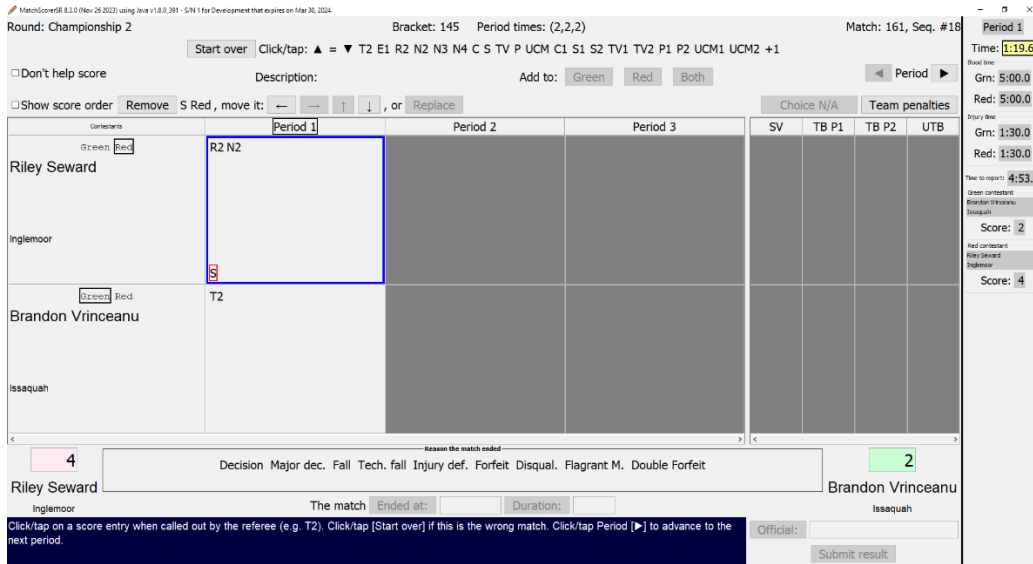
Double click on the “R2” to change the background from grey to white. This indicates you have confirmed the reversal is a correct part of the score.

The call was incorrect – the near fall was for green (not red):

Since “N2” is already highlighted, you can use the down arrow button to the right of “move it:”. The “N2” will move from Riley’s scoring area to Brandon’s. Single

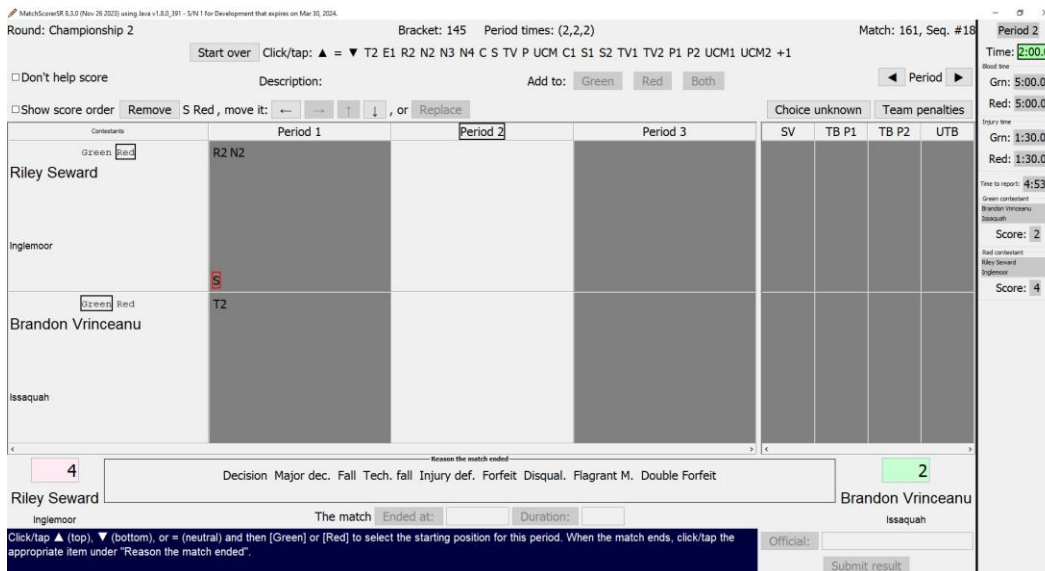
click on “R2” with the grey background. It will become outlined in red. Click the [Remove] button to delete the score entry.

For this example, assume the reversal took place and red gets the near fall. The referee then calls “stalling red”. Click on “S” and then the [Red] button. The screen changes to look like the picture below:



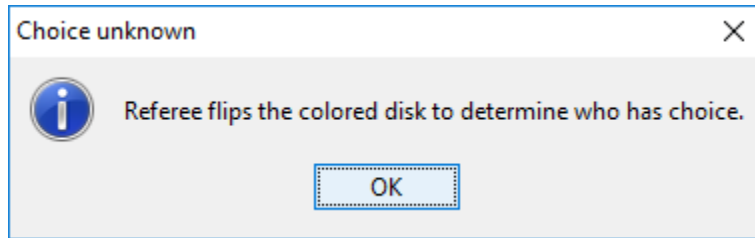
Since “stalling” is a warning, the program lists it at the bottom of Period 1 red’s scoring area. This makes is easier for the referee to identify and count the number of warnings a wrestler gets.

Assume the first period ends with no additional scoring. Click the “Period” [▶] button to advance to the second period. The screen should look like the picture below:



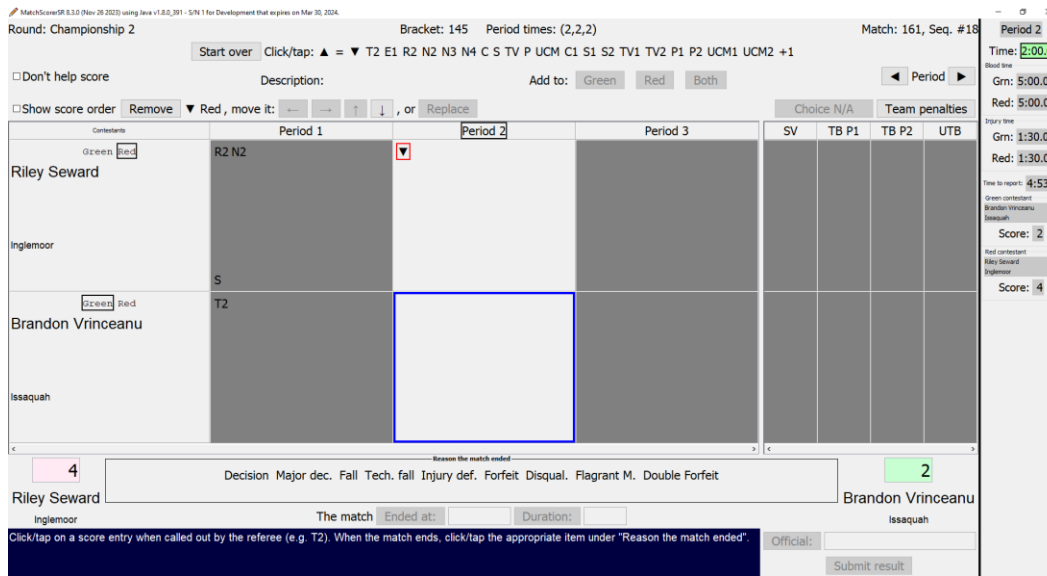
Clock control In the picture above, the “Time:” clock has been reset to 2 minutes (“2:00.0”). The “Time:” clock is always reset when the period changes.

Notice the [Choice unknown] button is enabled. This indicates one of the wrestlers should be given the top/bottom/neutral choice, but the program cannot recommend who. Clicking the button causes the window below to appear:

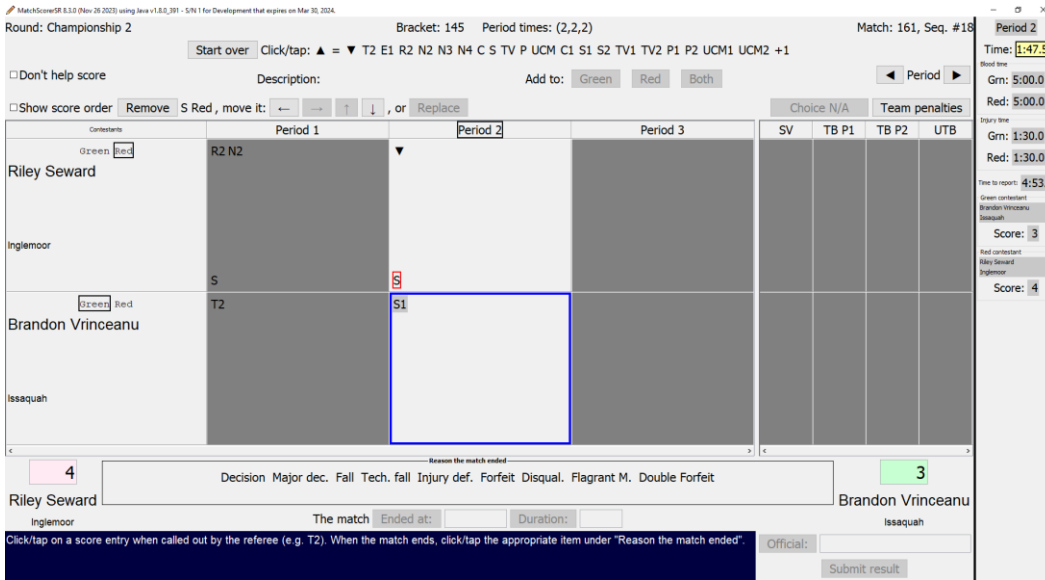


Click the [OK] button to remove this window.

Assume the referee flips the disk and it comes up red. The referee indicates “red chooses down.” Click on “▼” and then click the [Red] button. The screen changes to look like the picture below:



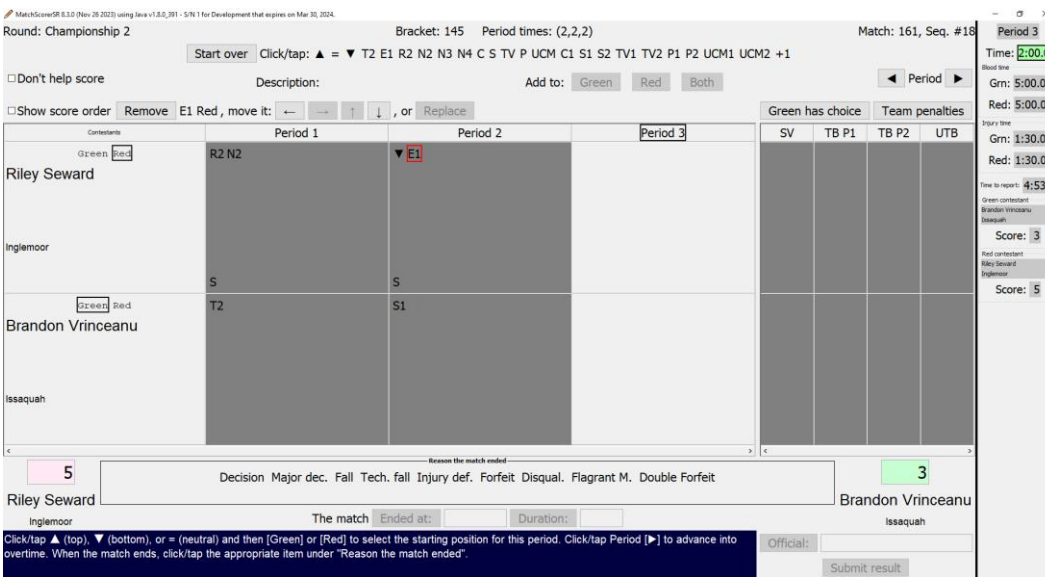
Sometime after wrestling proceeds, the referee calls out “stalling red.” Click on “S” and then click the [Red] button. The screen now looks like the picture below:



The stall warning is added to the bottom of Period 2 red and is outlined in red. The program has also added an entry: "S1" green. Since red now has two stall warnings, green needs to be awarded 1 point (for red's second stall warning). The entry is grey to indicate the program added it automatically.

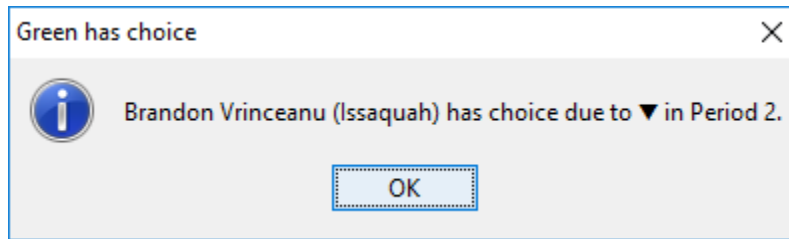
The referee usually knows the stall is red's second warning and will indicate "1 point green." Double click the "S1" in Period 2 green to confirm the entry is correct. If the referee doesn't indicate "1 point green", you would leave the entry grey and ask the referee to come review the display at the next break.

Before the second period ends, red scores an escape. Click "E1" and the [Red] button. Click [▶] to advance to the third period. The screen should appear like the picture below:

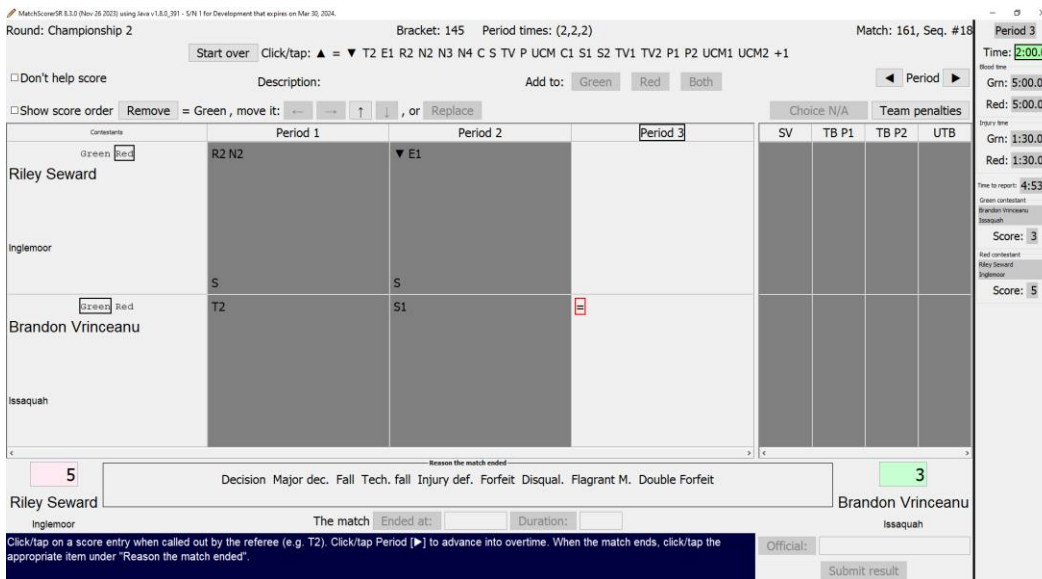


The picture above assumes you double clicked the “S1” for Period 2 green because the referee confirmed the score.

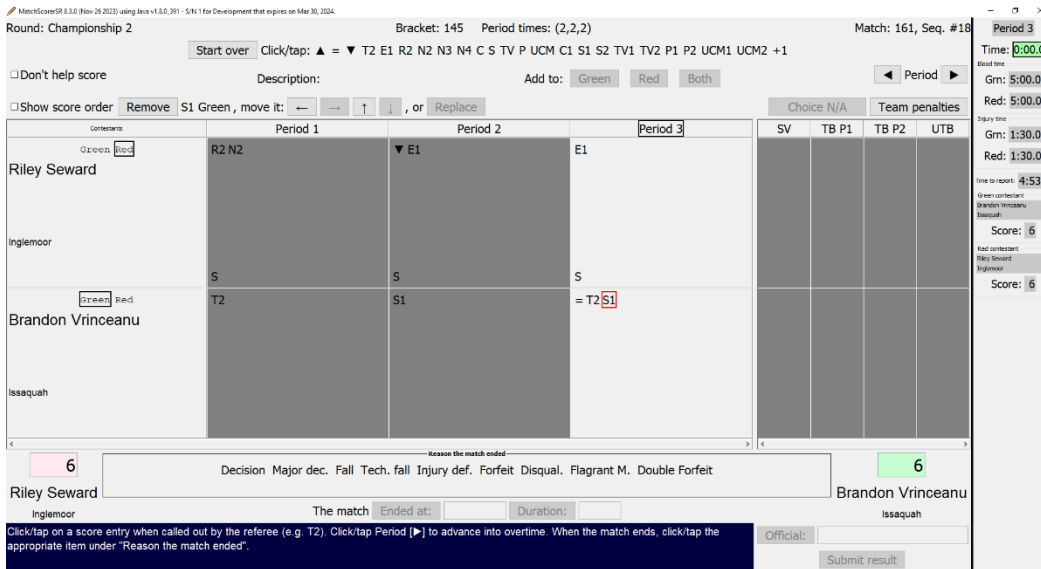
Notice the choice button now reads [Green has choice]. This is correct because red had the choice at the start of the second period. Clicking the button confirms this by displaying the following window:



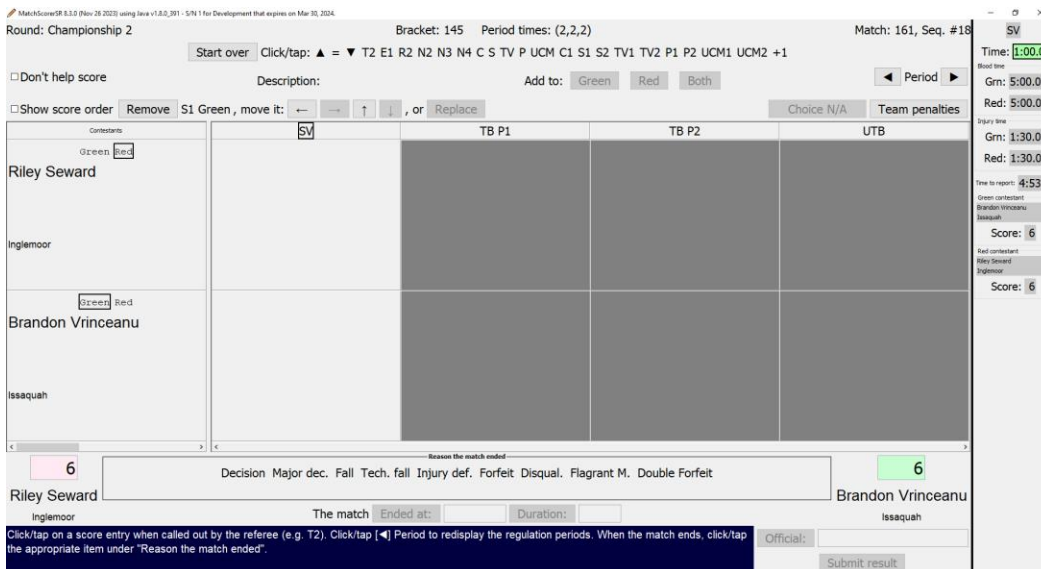
Click [OK] to dismiss the window. The referee indicates “Green chooses neutral.” Click “=” and [Green] to add this to the score. The window will now look like the picture below:



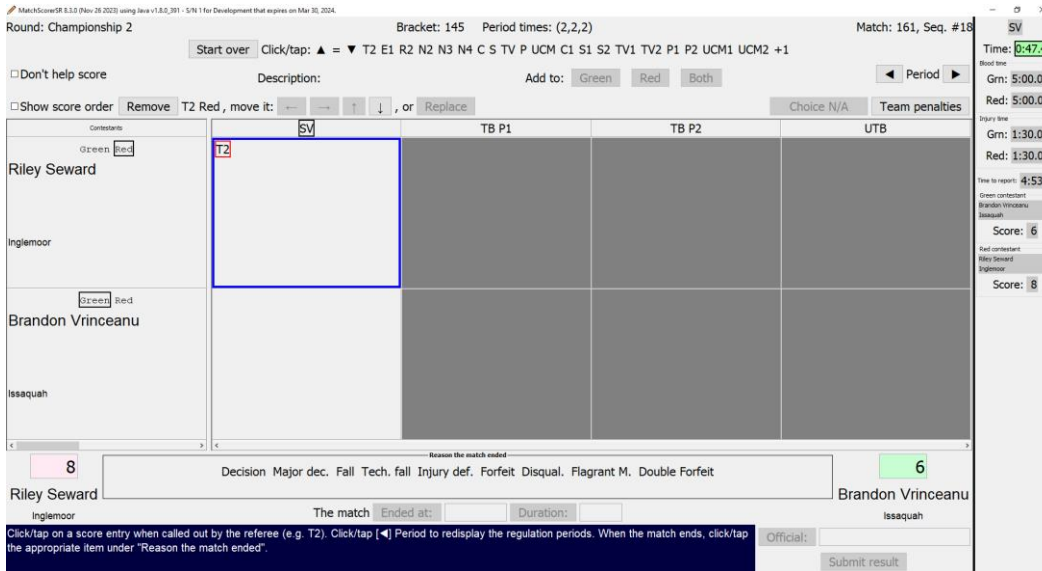
During the period, the referee indicates “takedown 2 green” (click “T2” and [Green]), “escape red” (click “E1” and [Red]), and “stalling red” (click “S” and [Red]). The stalling point for green is confirmed by the referee (double click “S1” in period 3 green). The screen should look like the picture below:



The third period ends in a tie, so overtime is needed. Click [▶] and the screen changes to look like the picture below:



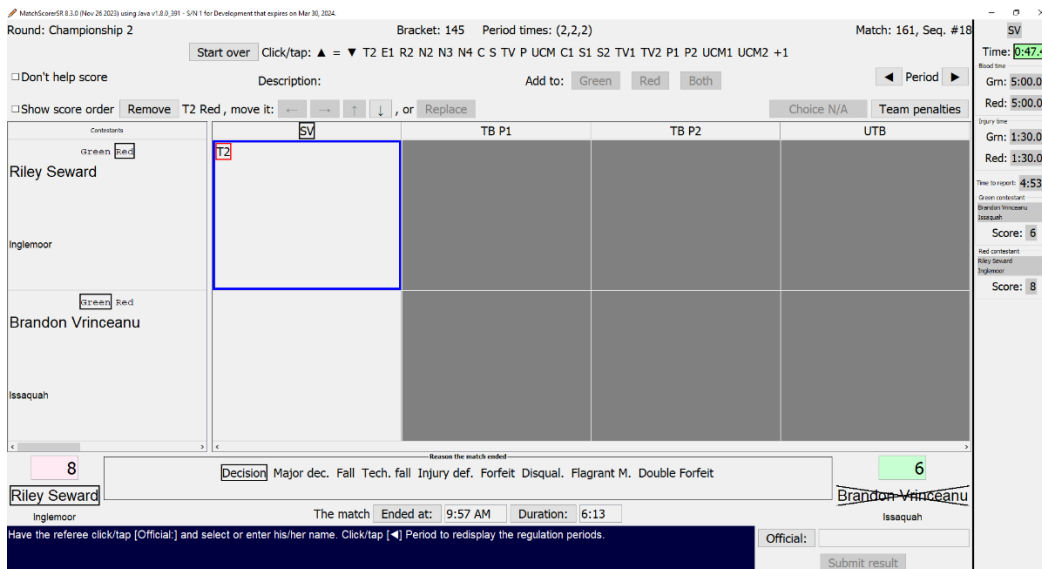
The first overtime period is "sudden victory" ("SV" on the card). The referee calls out "takedown 2 red." Click "T2" and the [Red] button. The screen looks like the picture below:



1.5 Ending the match

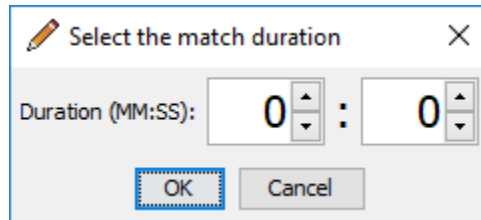
A takedown in sudden victory ends the match. The final score (8 to 6) is a standard decision so click on "Decision" under "Reason the match ended".

Paper bout cards include an area for the winning wrestler to sign his/her name. We suggest that the winning wrestler click on his/her name in the lower left or right corner. In this case, Riley must come over and click on his name in the lower left corner. The screen will look like the picture below:

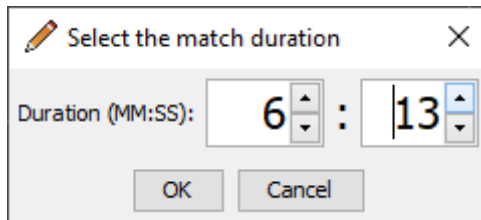


Since the match ended during sudden victory, you are allowed to enter the match duration. Since the clock controls are visible, the duration will automatically be filled in. This is shown in the picture above.

If the clock controls aren't available or aren't used, the match duration will be blank or "0:00". In that case, the match duration should be manually set. For this example, the match ended 12.6 seconds into sudden victory (6:13 total match time). Click the [Duration:] button and the following window appears:

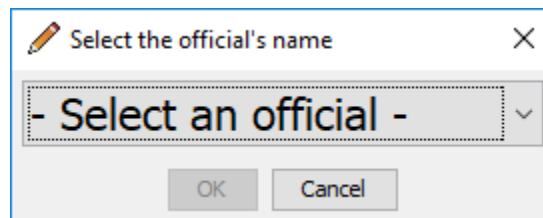


You can use the up/down arrow buttons to adjust the time or click on a number and type in the desired value. Either way, the window should look like the picture below to indicate 6:13 as the duration:

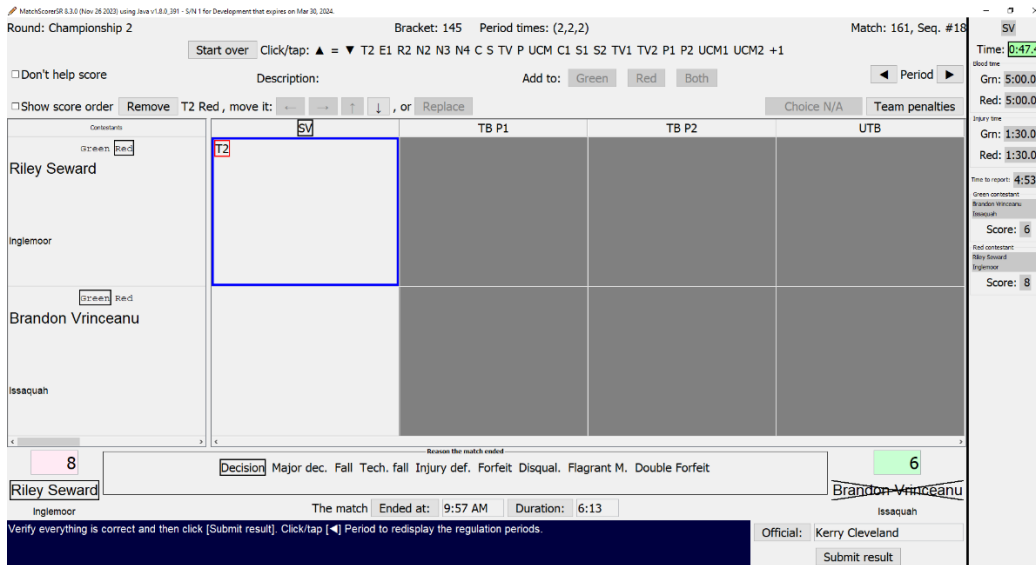


Click [OK] to set the duration.

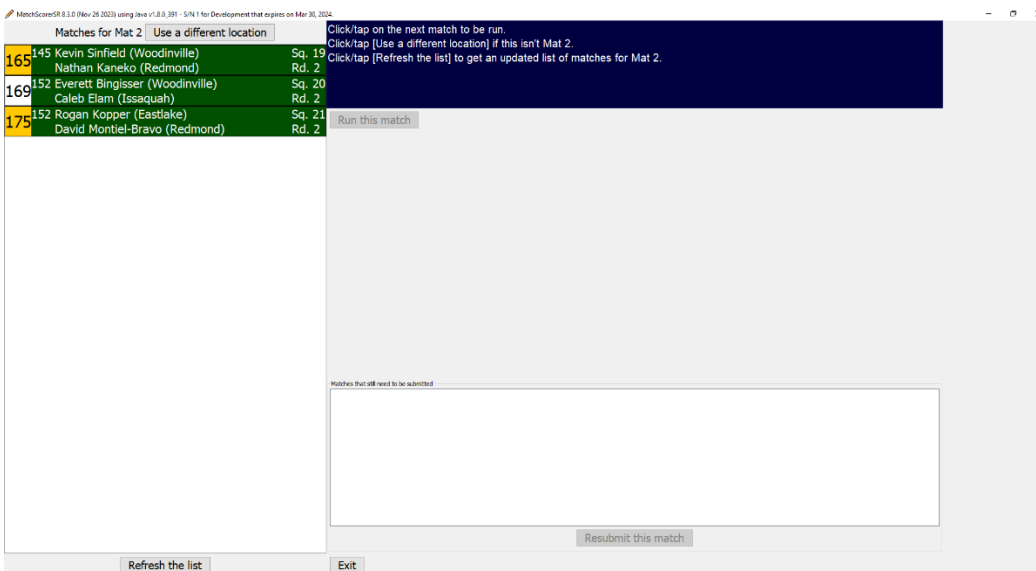
The referee must confirm the results. The referee should come over and click the [Official:] button. The window shown below will appear:



The referee selects his/her name from the “- Select an official -” drop down list. In this case, select “Kerry Cleveland” from the drop down list and click [OK]. The display should now look like the picture below:



The [Submit result] button is now enabled. This indicates all information needed to submit the result has been entered. Click the [Submit result] button to complete match results entry. The display will return to the list of available matches:



Notice that match #161 is no longer in the list. This indicates the results were successfully submitted. If there was a problem submitting the results, you would be given the choice of trying again, or saving the results. Saved results appear in the “Matches that still need to be submitted” area of the window.

At this point you should practice with other matches for this mat, choose a different mat (click [Use a different location]), or quit the program ([Exit] button).

2 Advanced features during results entry

While the previous section covers most MatchScorerSR features, there are several that weren't presented. This section covers the additional features and should be reviewed before working a real tournament.

2.1 Information for a dedicated clock/scoreboard operator

When the bout card is displayed, it contains information important to the clock operator. If a second monitor is used with MatchScorerSR, such information automatically appears on that monitor and is used for clock control. If the clock features aren't available or aren't being used, you must manually review and use the information.

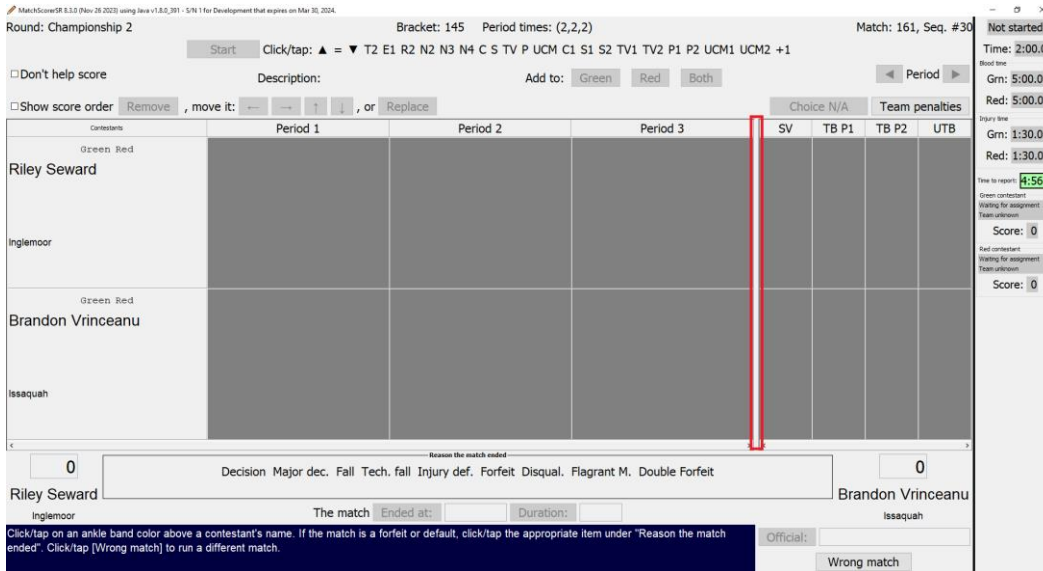
The top row of the card includes match number and duration information. The first three numbers in parenthesis after "Period times:" are the first, second, and third period durations (respectively) in minutes. Two additional values may also appear: the sudden victory and tie breaker period durations (respectively). If they don't appear, sudden victory periods are 1 minute long, tie breaker periods are 30 seconds (each).

If the value after "Match:" is numeric, or if "Seq. #" appears, the operator should set the scoreboard match number to that value. Most dedicated clock/scoreboard devices don't support alpha-numeric match numbers. Most likely you won't be able to display the match number if it's made of both letters and numbers.

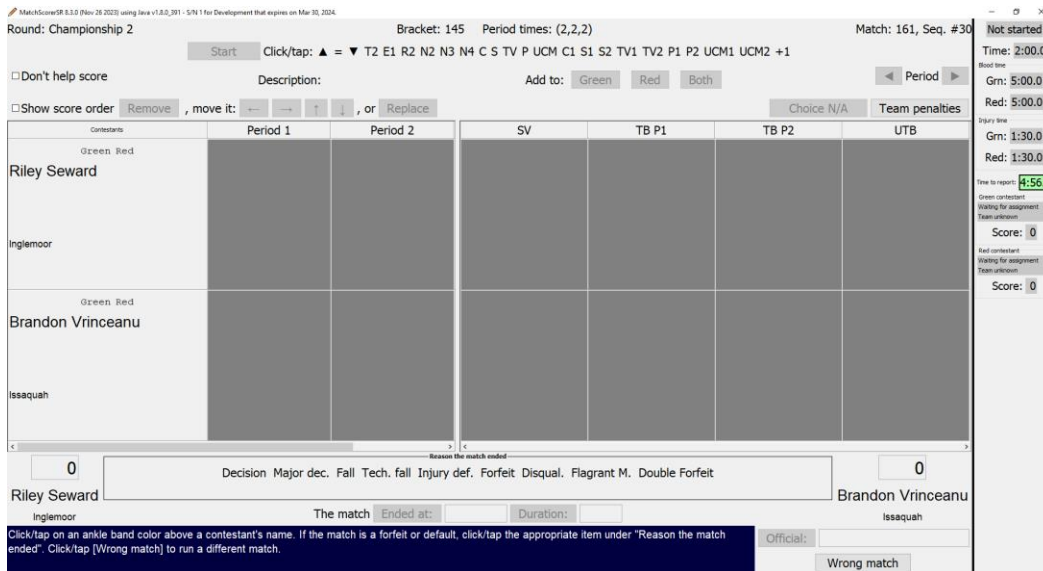
As the match proceeds, the current score values above each wrestler's name should be checked against what appears on the dedicated clock/scoreboard. If they are different, the scoreboard should be immediately corrected.

2.2 Revealing regulation/overtime scoring areas

When the bout card is first displayed, the regulation scoring areas (Periods 1 through 3) are given the most area. For many computer displays, the overtime scoring areas are hidden. There is a vertical divider line that separates the regulation and overtime scoring areas. The picture below circles this divider line in red:



You can click and drag this divider line at any time. The picture below shows the line dragged left:



The overtime periods are revealed. Continuing to drag the line left causes more of the regulation periods to be hidden as the overtime periods are exposed.

If you worked through the previous section, you probably noticed the divider line automatically moves whenever the period changes from regulation to overtime. It also moves back when the period changes from overtime to regulation (e.g. clicking "Period" [◀] from sudden victory).

2.3 Double stalling

There are times where a referee will warn both wrestlers for stalling at the same time. The recommended procedure is to click on “S” and then click the [Both] button.

The alternative is to click on “S” and then [Red], click on “S” again and then [Green]. Unlike the recommended mechanism, MatchScorerSR cannot tell this is a double stall condition.

2.4 Forcing a change in control

There are rare cases where a wrestler is given the top/bottom/neutral choice in the middle of a period. When that occurs, click on the appropriate top (▲), neutral (=), or bottom (▼) score entry and then click [Red] or [Green] - whichever was given the choice.

This is the same procedure used at the start of periods where a choice is made.

2.5 Warning vs. Penalty score entries

As presented in the first section, a stall *warning* (“S”) is assigned to the wrestler that receives the warning (e.g. “stalling green”). A stall *penalty* (“S1”) is assigned to the opponent of the wrestler receiving his/her second or subsequent stall warning.

MatchScorerSR supports this concept for the warnings and penalties listed in the table below:

Scholastic and Youth tournaments:

Caution:	“C” (warning), “C1” (1point penalty)
Stalling:	“S” (warning), “S1” (1 point penalty), “S2” (2 point penalty)
Illegal hold/Unnec. Roughness:	“P” (warning), “P1” (1 point penalty), “P2” (2 point penalty)
Technical violation:	“TV” (warning), TV1 (1 point penalty), “TV2” (2 point penalty)
Unsportsmanlike conduct:	“UCM” (warning), “UCM1” (1 point penalty), “UCM2” (2 point penalty)

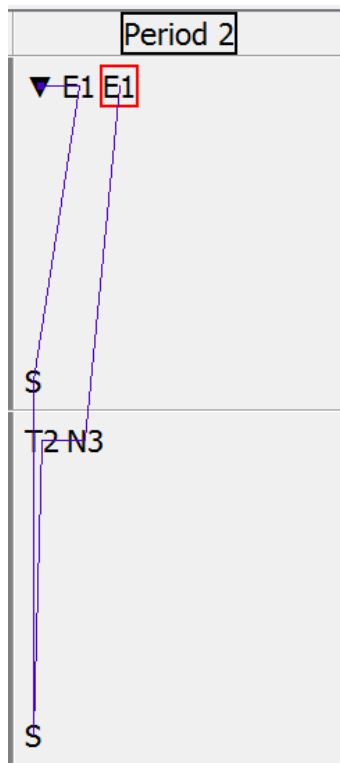
College tournaments:

Caution:	“C” (warning), “C-1” (1point penalty)
Stalling:	“S” (warning), “S-1” (1 point penalty)
Illegal hold/Unnec. Roughness:	“P” (warning), “P-1” (1 point penalty), “P-2” (2 point penalty)
Technical violation:	“TV” (warning), TV-1 (1 point penalty), “TV-2” (2 point penalty)
Unsportsmanlike conduct:	“UC” (warning), “UC-1” (1 point penalty)

When “Don’t help me score” is *unchecked*, adding a warning causes the appropriate penalty (if any) to be automatically awarded to the opponent. The added penalty entry will have a grey background.

2.6 *Displaying the order of score entries*

Sometimes it is hard to determine the order of scoring entries within a period. This can be important when you want to move scoring entries. Checking the box titled “Show score order” causes MatchScorerSR to connect the score entries with a purple line. The picture below shows entries connected for Period 2:



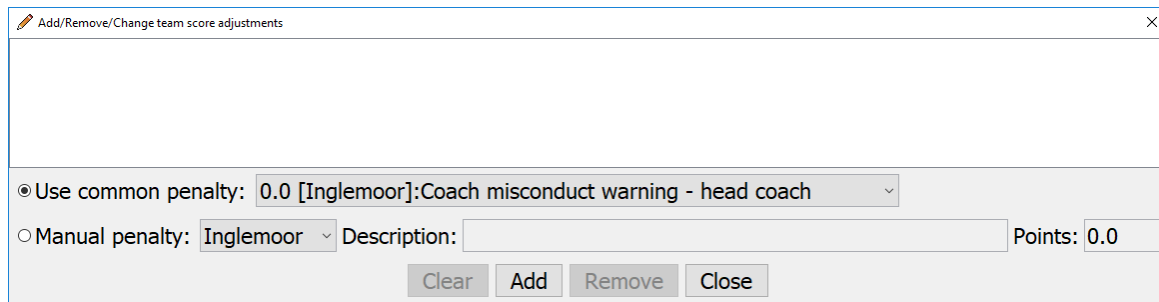
The period starts with the north wrestler taking down (▼). That wrestler then gets an escape (E1). Each wrestler then receives a stall warning (S). The south wrestler then gets a takedown (T2) and a near fall (N3). The north wrestler finishes the period with an escape (E1).

Uncheck the “Show score order” box to remove the purple line.

2.7 *Team penalties*

On rare occasion, a wrestler, coach, or spectator causes one or more team points to be deducted. These are “team penalties” which are not reflected in the bout score but must be applied to the team’s score.

To enter a team penalty, click the [Team penalties] button. A window like the picture below appears:



✎ Add/Remove/Change team score adjustments

Use common penalty: 0.0 [Inglemoor]:Coach misconduct warning - head coach

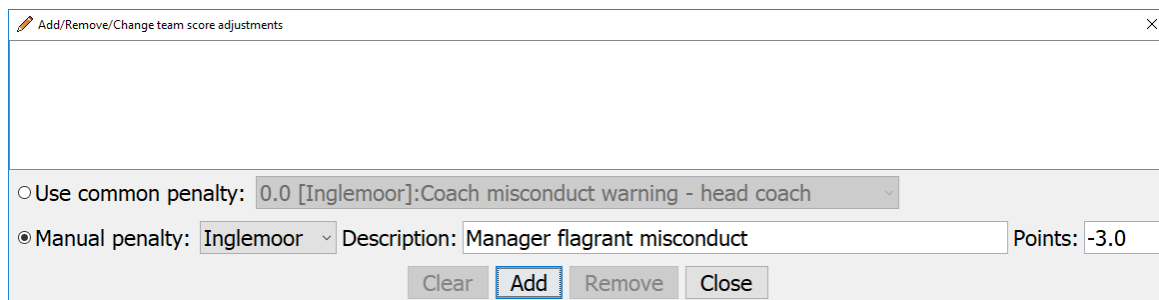
Manual penalty: Inglemoor Description: Points: 0.0

Clear Add Remove Close

The most common penalties are listed in the “Use common penalty” drop down list. Check to see if the referee’s penalty appears in this list. If so, select it and click the [Add] button.

If the referee’s penalty doesn’t appear in the “Use common penalty:” list, click the “Manual penalty:” button. Fill in the “Description:” field with a short explanation of the penalty. If the penalty removes team points, enter a negative value in the “Points:” field.

The picture below shows manual entry of an Inglemoor manager’s flagrant misconduct – a 3 point team penalty.



✎ Add/Remove/Change team score adjustments

Use common penalty: 0.0 [Inglemoor]:Coach misconduct warning - head coach

Manual penalty: Inglemoor Description: Manager flagrant misconduct Points: -3.0

Clear Add Remove Close

Click the [Add] button to add the penalty. It now appears in the list at the top of the window. Click [Close] to dismiss the Team penalties window.

Removing or changing a penalty is handled by first highlighting a penalty in the list. The picture below shows the Manager flagrant misconduct penalty highlighted:

To modify the penalty, change the appropriate field (team drop down list, Description, and/or Points) and click [Change]. To remove the penalty, click [Remove].

2.8 Preventing entries automatically added by the program

Some users and/or referees may not want the program to add entries automatically. This can be disabled by checking the box titled “Don’t help me score”. When the box is checked, only the selected score entry is added when [Green], [Red], or [Both] is clicked. No additional entries are added.

2.9 Scoring issues detected by the program

While the program can try to keep the score correct, the [Remove], [Replace], and “move it:” buttons can be used to create an invalid score. If “Don’t help me score” is *unchecked*, MatchScorerSR validates the period scoring entries each time the period changes. If any issues are found, a window is displayed showing the issue(s).

The picture below shows the warning window that appears due to a missing reversal in the first period (T2 green was followed by N2 red):

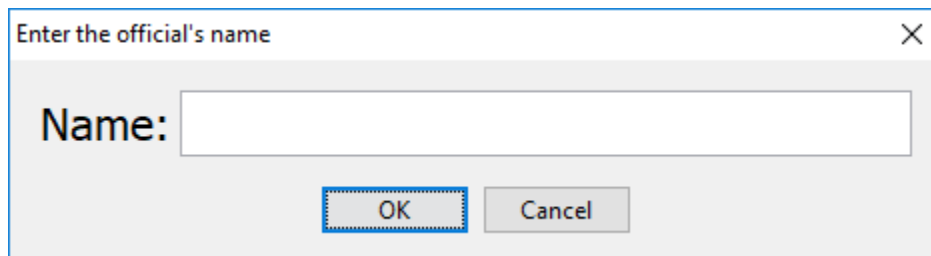
Clicking [Yes] causes Period 1 to be selected and the near fall (N2) to be highlighted. You would have to click “R2” and [Red] to add the missing entry and then use the back arrow button to move the “R2” to before the “N2”. Clicking [No] causes Period 2 to be selected.

If “Don’t help me score” is *checked*, the score entries for all periods are validated when the [Official:] button is clicked. Since the referee is expected to click the [Official:] button, he/she can review scoring issues and decide if corrections are needed.

2.10 Adding a new referee name

The list of referee names is usually preset by the TournamentSR computer operator (“View”/“Official names...” menu). In the rare case when a referee’s name has not been previously set, it can be added using MatchScorerSR.

When the [Official:] button is clicked, select “- My name isn’t listed –”. The following window appears which allows the referee’s name to be entered:

A screenshot of a Windows-style dialog box. The title bar at the top reads "Enter the official's name" and has a close button (X) on the right. The main area contains the label "Name:" followed by a single-line text input field. Below the input field are two buttons: "OK" and "Cancel". The "OK" button is highlighted with a blue dashed border.

Have the referee type in his/her name and then click [OK]. If selecting “- My name isn’t listed –” was an accident, click [Cancel].

2.11 Cancelling bout entry

Since there isn’t a paper copy of the bout card, MatchScorerSR makes it hard to cancel entry once the match has started. Before [Start] is clicked, the button in the lower right corner reads [Wrong match]. Clicking this button causes the window to revert to the list of available matches.

Once [Start] has been clicked, the [Wrong match] button changes to [Submit result] but is disabled. The [Start] button changes to read [Start over]. The [Submit result] button remains disabled until one of the “Reason the match ended” entries has been clicked, the winner’s name has been clicked, and the official’s name has been set.

If you have clicked [Start] and then determine the wrong wrestler names are displayed, click [Start over]. You will be warned that all scoring entries will be removed (click [Yes]). The [Submit result] button reverts to [Wrong match].

3 Best practices when using MatchScorerSR

While MatchScorerSR allows a tournament to be run without paper bout cards, you should always be prepared for trouble. In the worst case scenario, the network fails and the computers cannot communicate. In that event, you will have to revert to using printed bout cards.

We are tracking issues with MatchScorerSR on our forum. Click the link below to see the latest information on best practices and possible solutions:

<http://tournamentsr.boardhost.com/viewtopic.php?id=148>

This section covers equipment you should have when planning to use MatchScorerSR. It also covers additional steps you can take at the tournament to ensure trouble doesn't cause a disaster.

3.1 Regularly save the tournament file

Once the tournament starts, the TournamentSR computer operator should use the "File"/"Save" menu every 10 to 20 minutes. This ensures you have a *very* recent copy of all results. If the TournamentSR computer fails and must be rebooted, you will only have to resurrect a few match results.

Note that resurrecting match results is hard if they were submitted through MatchScorerSR. You don't have filled out paper bout cards to refer to. You must manually determine which matches were just run and if the results exist in the most recently saved file.

3.2 Printer

Even if you don't use printed bout cards, you should probably post printed brackets on a regular basis. This ensures spectators, wrestlers, and coaches can confirm the proper results were entered.

Per the worst case scenario mentioned above, you should bring enough paper so printed bout cards can be used. We also recommend bringing a spare black ink cartridge for ink jet printers.

3.3 Spare computer

If possible, have a spare computer even when just using TournamentSR. The computer should already have TournamentSR, AnnouncerSR, and MatchScorerSR loaded and working. You should confirm the computer works with the printer.

This ensures if one of your computers fails, you can immediately connect and use the spare.

3.4 USB flash drive

During the tournament, you should regularly copy the tournament data from your computer's disk to a USB Flash drive. This allows the data to be loaded onto the spare computer if the primary computer stops working. We don't have a recommended interval because computers fail very rarely.

Use your best judgment. The older the computer, the more often you should copy the data to the flash drive. One option is to keep all tournament data on the flash drive instead of the computer's disk. The only danger is if the drive is accidentally removed – all subsequent save operations will fail in that case.

Note that a flash drive can also be used to transfer results from a MatchScorerSR computer to the TournamentSR computer when the network fails. Section [7.3](#) of this manual covers that process.

3.5 50 or 100 foot long network cables

As noted on our Forum, some computers have unreliable WiFi connections. In such cases, submitting results from MatchScorerSR can take a very long time and can require disconnecting/reconnecting to the network. If you encounter such a computer, you'll likely discover the problem at the tournament. It won't occur during setup and testing.

If you are using a router, you can connect the troublesome computer using a network cable instead of WiFi. A 50 foot Ethernet cable costs less than \$20 and should be long enough to reach mats closest to the TournamentSR computer and router. 100 foot cables are also available for less than \$20.

4 Network connection recommendations

This manual assumes you are using at least three computers: one computer for the director running TournamentSR, another computer for the announcer running AnnouncerSR, and one or more computers running MatchScorerSR.

All computers must be connected to the same network. This is usually handled by a WiFi router which is also used to provide brackets, team scores, and mat assignments to wrestlers, coaches, and spectators.

Unfortunately, most WiFi routers have built-in “firewall” features that restrict computer to computer communication. This section describes how to connect the computers so the “firewall” problems are avoided.

4.1 Most reliable: all computers wired to the router

The network cable connections on most routers are on the same side of the firewall. As a result, computers attached via network cable to these connectors are free to communicate. Whenever you are testing communications between TournamentSR, AnnouncerSR, and MatchScorerSR, we strongly recommend you connect the computers using network cables.

While this is best for testing, running long network cables from the router to each mat may be impractical. The next best solution is therefore the most common.

4.2 Next best: TournamentSR wired, AnnouncerSR & MatchScorerSR on WiFi

While each computer connected to the router via WiFi is protected from every other such computer, most routers don't protect the WiFi connections from the network cable connections. They appear on the same side of the firewall.

We suggest you connect the TournamentSR computer to the router via a network cable, and connect the AnnouncerSR and MatchScorerSR computers via WiFi. If you have a dual band router (2.4 and 5 GHz), we suggest using the 5 GHz band for the AnnouncerSR and MatchScorerSR computers. There are less competing devices in the 5 GHz band.

4.3 Least reliable: all computers connected via WiFi

As stated earlier, many routers protect each WiFi connected computer from all others via the firewall. That feature may prevent the AnnouncerSR, MatchScorerSR, and TournamentSR computers from communicating with each other.

Fortunately, these routers also provide a mechanism for disabling the firewall. Consult your manufacturer's manual or configuration software for instructions. There should be a mechanism to "turn off" or "disable" the firewall. Once that is done, all computers should be able to communicate.

4.4 Staying connected to the right WiFi network

Since WiFi networks are very common, there may be more than one where you are running the tournament. If other networks have strong signals, your computers using WiFi may automatically jump to one of them. This causes the connection between MatchScorerSR and TournamentSR to be lost.

To avoid the automatic switch, you must tell your computer to stay connected to the desired network. The method for doing this is outside the scope of this manual.

5 Preparing TournamentSR for MatchScorerSR

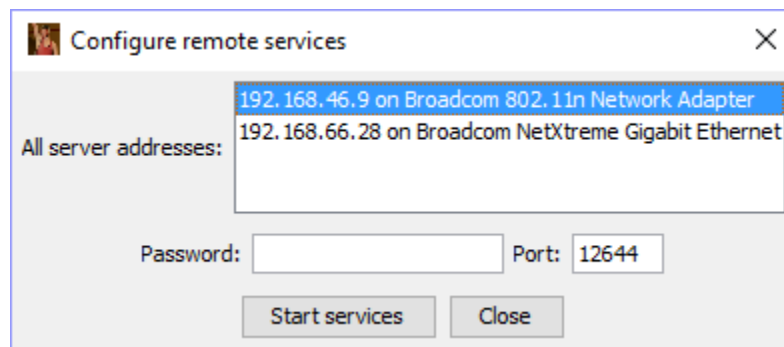
Before MatchScorerSR can be used at the tournament, TournamentSR needs to be configured properly. This section covers what needs to be done.

5.1 Turning on remote services

TournamentSR must be configured to allow other computers to communicate with it. This is done via the "File"/"Remote services" menu. You must start Remote services before you can use AnnouncerSR or MatchScorerSR.

This should be done *after* you have loaded the information file into TournamentSR ("File", "Open..." menu) and have started the tournament (TournamentSR's [Start the Tournament] button has already been clicked).

When you select "File"/"Remote services", the following window will appear.

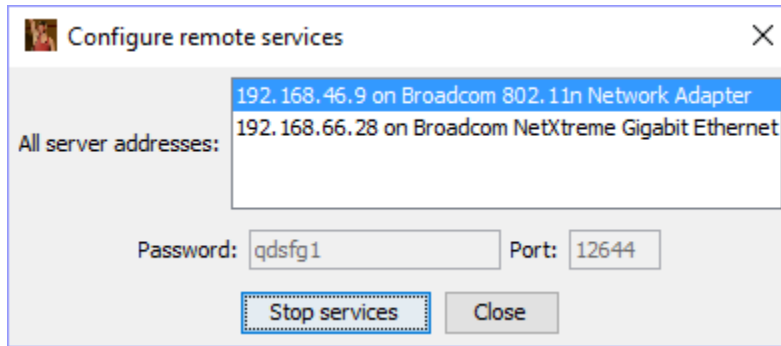


Write down the four numbers separated by periods in the highlighted row of the "All server addresses:" list. This is called the "IP address." In the picture above, the IP address is "192.168.46.9". You will have to enter that information into MatchScorerSR.

If other rows appear, write down the IP addresses for them as well. You might need them if the first address doesn't work. In the above picture, another address is "192.168.66.28".

You must enter a password in the appropriate field. The password cannot be blank, but otherwise has no requirements. You will need to enter the same password into MatchScorerSR.

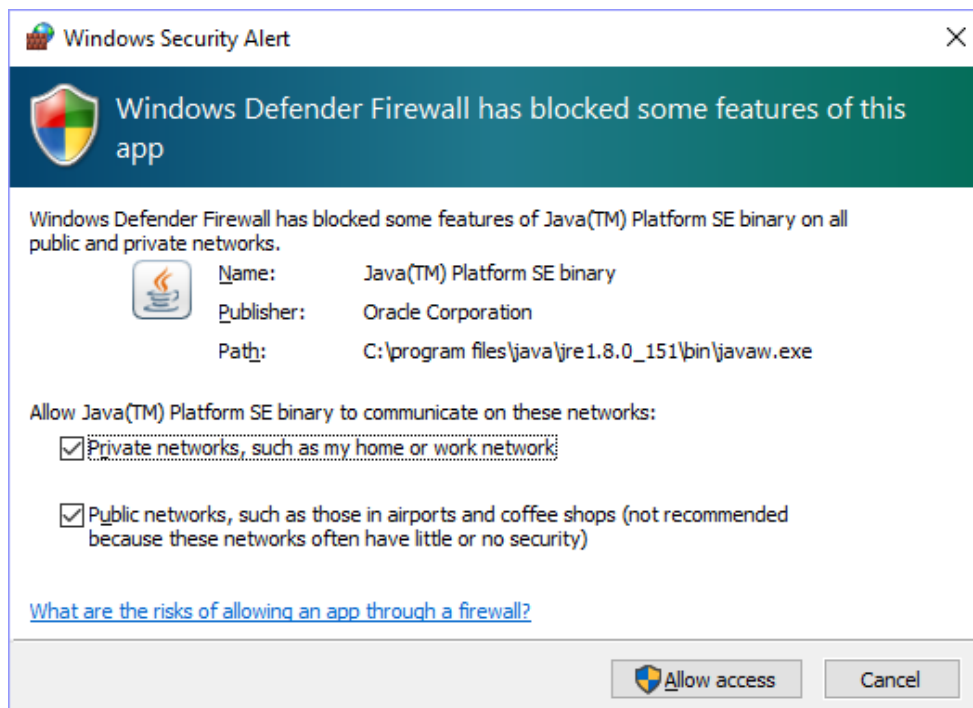
Once you have written down the Server addresses and entered a password, click the [Start services] button. The window will look similar to the picture below.



Note that when Remote services are running you cannot change the password (set to “qdsfg1” in the picture) and the [Start services] button has changed to [Stop services]. You can now click the [Close] button. TournamentSR is ready for MatchScorerSR.

IMPORTANT Each time you load information into TournamentSR (“File”/“Open...” menu), “Remote services” are stopped. Whenever you load a tournament file, remember to start Remote services using “File”, “Remote services...”.

The first time you start Remote services on a Windows computer, you might see the following window:



Make sure both the “Private networks, such as my home...” and the “Public networks, such as those in airports and coffee shops...” boxes are checked and

then click the [Allow access] button. Failing to do so might prevent other computers from communicating with the TournamentSR computer.

5.2 “Printing” bout cards

MatchScorerSR only lists matches that are assigned to mats by AnnouncerSR. AnnouncerSR cannot assign matches to mats until the bout cards have been “printed” by TournamentSR.

Since the desire is to run a *paperless* tournament, TournamentSR should be configured to print contest cards to a PDF printer. This eliminates the need for paper bout cards while still having a fall-back if one or more computers fail. The fall-back is to print the PDF files to get paper bout cards.

The TournamentSR “help” page includes instructions for installing a PDF printer on your computer. The link below is for the “help” page:

<https://www.smartrunsys.com/TournamentSR/help.html>

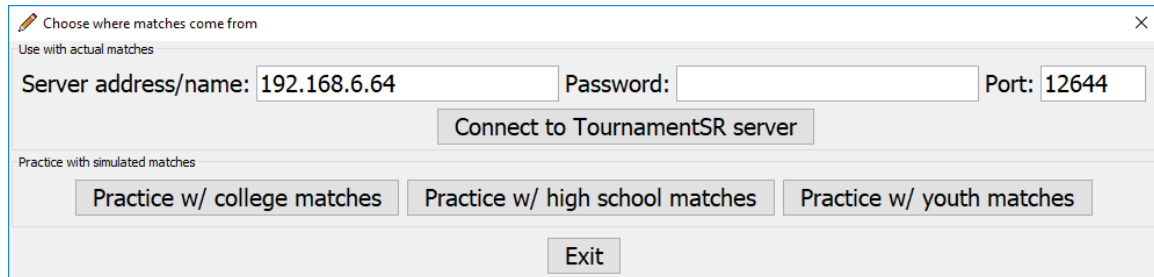
While Windows 10 includes a PDF printer, we recommend installing and using PrimoPDF on all Windows computers. Unlike the Windows 10 PDF printer, PrimoPDF allows TournamentSR to suggest the name of each PDF file created. You must manually set the PDF file name when using the Windows 10 printer.

Mac computers should use PDFWriter. Like PrimoPDF, the generated PDF file name is set by TournamentSR.

Use TournamentSR’s “Print”/“Configure printing...” menu to configure the printer for bout cards. Set the printer for both “Championship contest cards” and “Consolation contest cards” to PrimoPDF/PDFWriter. When the tournament starts, we recommend turning on automatic printing so the cards are available to AnnouncerSR as early as possible.

6 Connecting MatchScorerSR to TournamentSR

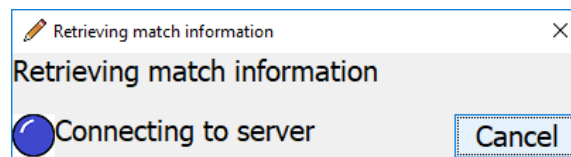
Once TournamentSR's Remote services are running, you can launch MatchScorerSR. When you start the program, the window shown below appears:



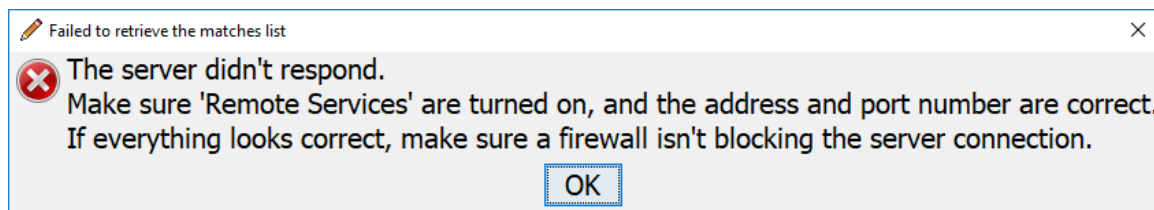
Because the computer running MatchScorerSR is different from the one running TournamentSR, the "Server address/name:" information will be wrong. It should be very similar to the correct address (displayed on TournamentSR's Remote services window). It should only differ in the last couple of digits.

Update the "Server address/name:" field to be the same as the "Server address:" value written down from the computer running TournamentSR. Enter the same password as before and then click the [Connect to TournamentSR server] button.

The window pictured below will appear for a short time (up to 30 seconds):

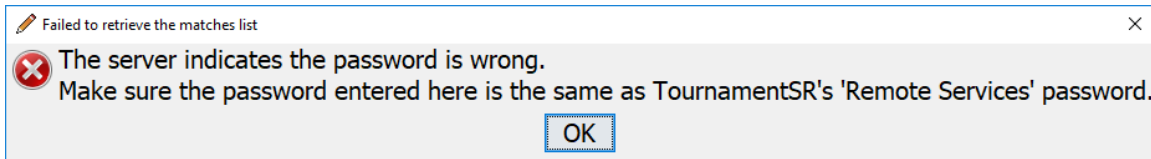


If the connection fails, you might see the following window:

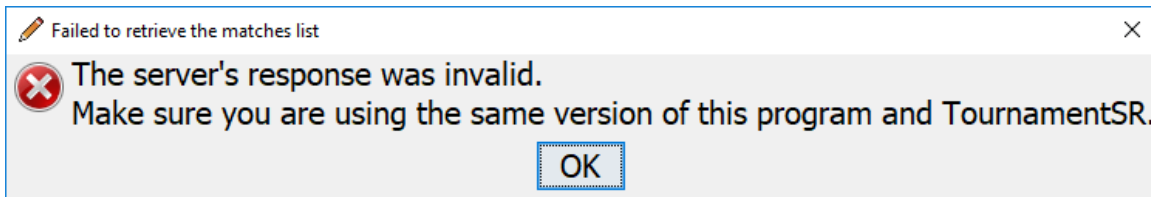


This indicates the TournamentSR computer failed to respond. Click [OK] and verify the "Server address/name:" field is the same as the TournamentSR's address.

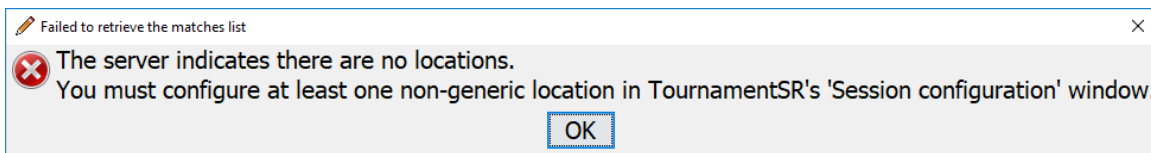
Below are a few other messages you might see instead of the one above:



This indicates the password is wrong. Click [OK] and verify the Password entry is the same as TournamentSR's remote services password.

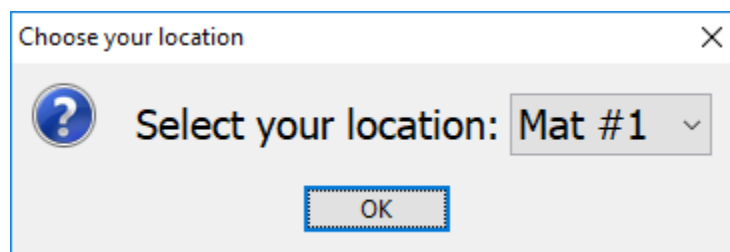


This indicates the TournamentSR version isn't compatible with the MatchScorerSR version. Make sure you are using the latest version of both programs.

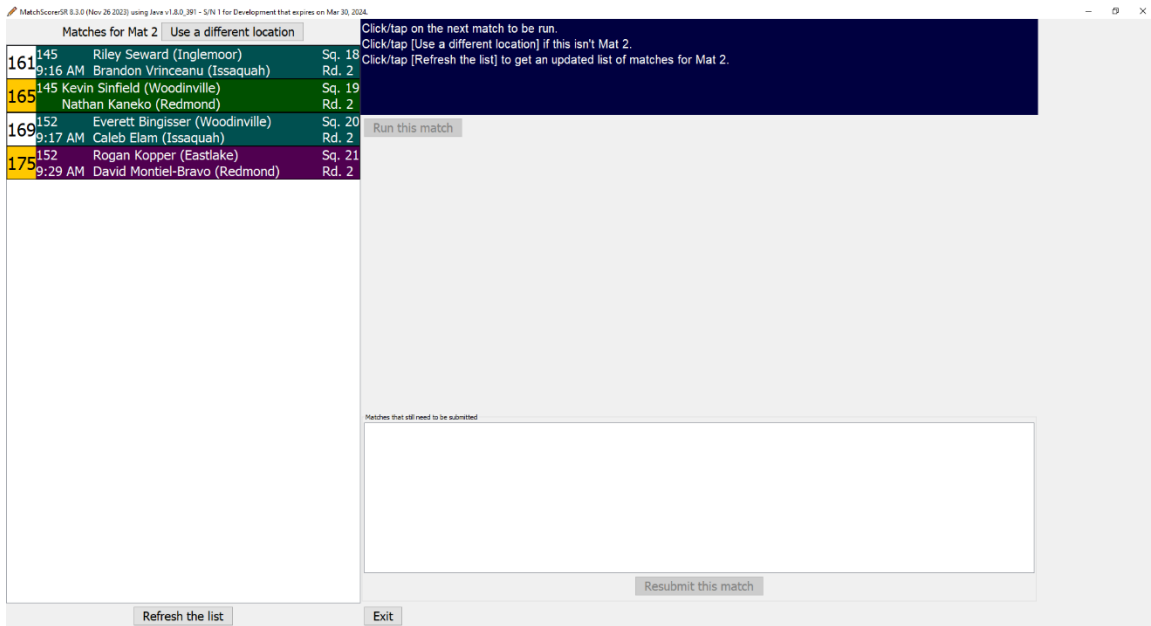


This indicates there aren't any locations defined for the tournament. The TournamentSR operator needs to define at least one location in order for MatchScorerSR to be used.

If the connection succeeds, the "Retrieving match information window will disappear and the following will appear after a few seconds:



Select your location from the drop down list and click [OK]. At this point, you are connected to the TournamentSR computer and have the latest match set for the selected location. You will be presented with MatchScorerSR's main window which looks similar to the picture below:



Section 1 of this manual covers how to select a match to run and filling out the bout card. Refer to that section for details.

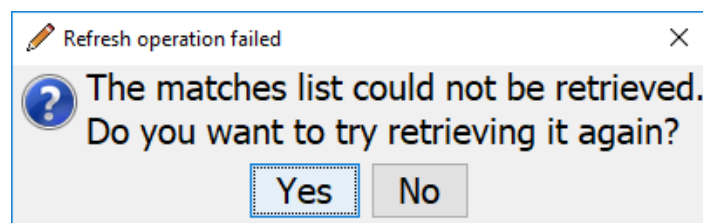
6.1 Refreshing the available matches list

The available matches list on the left side of the main window is updated each time a bout card is submitted. As a result, the list is almost always up to date.

Occasionally you might run out of matches and have to wait for more to be assigned to your mat. In that case, you must manually refresh the list after the AnnouncerSR computer operator assigns you new matches.

Click the [Refresh the list] button to update the list. If the connection is still valid, the “Retrieving match information” window will appear briefly and then disappear. The match list has been updated when the window disappears.

If there is something wrong with the connection, the following window will appear:

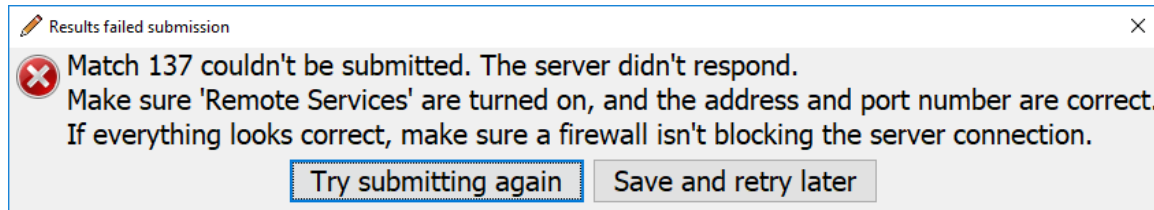


Confirm with the TournamentSR computer operator that remote services are still running. If not, have the operator turn on remote services and click [Yes] to retry the operation. If remote services are running and you continue to see this

message, click [No] and exit the program. The address of the TournamentSR computer and/or your MatchScorerSR computer may have changed. You must restart MatchScorerSR to enter updated connection information.

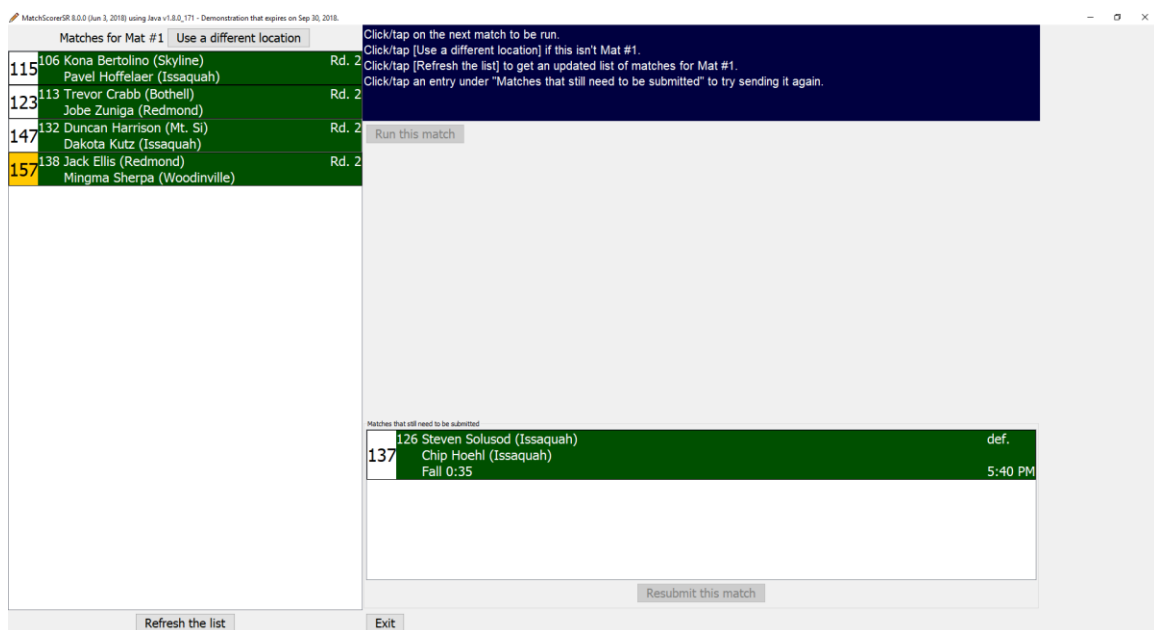
7 If submitting results fails

There may be a time when submitting a match fails. In that case, the following window appears:



You should immediately check with the TournamentSR computer operator. It is likely he/she accidentally turned off remote services. Once the services are turned back on, click [Try submitting again].

If the retry fails, click [Save and retry later]. The results are saved in the list in the lower right corner of the main window. The picture below shows match number 137 has been saved. It appears in the list titled “Matches that still need to be submitted”.



The TournamentSR operator should further investigate why results cannot be submitted. Eventually he/she will ask you to retry submitting the results. Section [7.1](#) covers that procedure.

If you need to change the connection settings, you must exit MatchScorerSR. Section [7.2](#) covers saving results so they can be loaded back into MatchScorerSR the next time it's run.

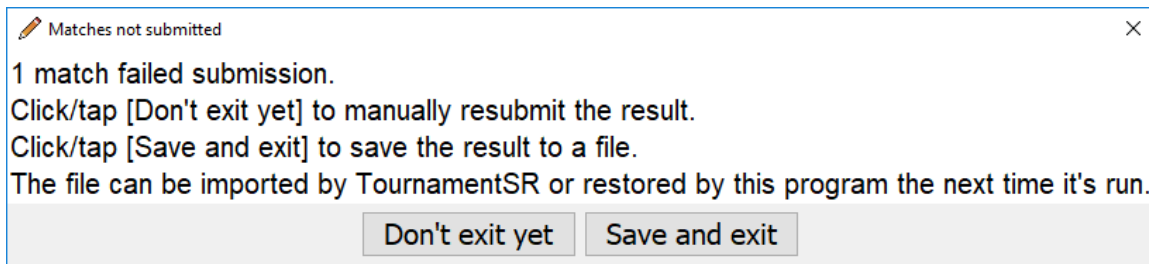
7.1 Resubmitting results that have been saved

Once the connection problems are resolved, you can submit saved results by highlighting each entry that appears under “Matches that still need to be submitted” and clicking [Resubmit this match]. If the resubmit operation succeeds, the entry is removed from the list. If the resubmit fails, the entry remains in the “Matches that still need to be submitted” list.

7.2 Saving results to a local file

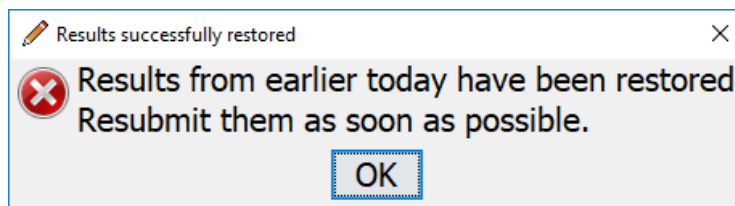
As noted earlier, there may be a case where the TournamentSR computer’s address changes. At that point, no more results can be submitted until MatchScorerSR is exited and restarted.

When you click the [Exit] button with at least one entry in the “Matches that still need to be submitted” list, the following window appears:



If you accidentally clicked [Exit] and don’t want to end the program, click [Don’t exit yet]. If you need to exit the program, click [Save and exit]. You will be presented with a window already set to your home directory. Click the [Open] button ([Choose] button on Mac computers) to select that directory. A file will be created with the results not yet submitted.

The next time you run MatchScorerSR, the file will automatically be found and the results reloaded into the “Matches that still need to be submitted” list. A window will indicate this as soon as the TournamentSR connection is established:



7.3 Transferring results using a USB flash drive

If communications cannot be restored between the TournamentSR and MatchScorerSR computers, you must revert to using printed bout cards. The

results that haven't been submitted must be manually transferred to the TournamentSR computer using a USB flash drive or similar.

Exit MatchScorerSR and click [Save and exit] when presented with the "Matches not submitted" window. Insert a flash drive into a USB port of the MatchScorerSR computer. In the directory selection window, navigate to the base directory of the USB flash drive.

On Windows computers, this will typically be "D:", "E:", or "F:". On Mac computers, the flash drive will be in the "Volumes" folder of the main disk drive (usually "Macintosh HD"). On Ubuntu Linux, the USB flash drive usually mounts under "/media/removable". After navigating to the USB flash drive, click [Open] ([Choose] on Mac computers) to save the data.

Remove the USB flash drive from the MatchScorerSR computer and plug it into the TournamentSR computer. Use TournamentSR's "File"/"Import MatchScorerSR file..." menu, navigate to the USB flash drive, and select the file with the name "MatchScorerSR_MM-DD-YYYY.results.xml". Today's date will be used for "MM-DD-YYYY". The ".xml" extension may not appear.

8 Using an external monitor

Most laptop computers include a connection for an external monitor. Windows and Linux computers often provide a VGA or HDMI port for this; Mac computers provide a DVI, HDMI, or Thunderbolt port. If you connect an external monitor to the laptop, MatchScorerSR can use it as the clock/scoreboard facing the mat.

In order for the clock/scoreboard to work properly, the external monitor must be able to display different information from the main laptop display. Some systems configure the external monitor to display exactly the same information as the main laptop display. Each operating system provides a mechanism to change what the external monitor displays. This section describes how to use each mechanism based on the computer and operating system version.

No matter which laptop you are using, the procedure starts out the same. Make sure the laptop is turned off, connect the monitor and turn it on, and then turn on the laptop. Once you log in, the external monitor should display *something*. If nothing appears on the monitor, ensure all connections are correct and repeat the process (start with restarting the laptop).

8.1 Mac OS X laptops

Our experience indicates Mac laptops properly configure an external monitor. You can verify this via the “System preferences” option under the apple menu.

For older Mac OS versions, click the “Displays” icon and select the “Arrangement” tab. For newer OS versions, click on “Displays” (left side of the window). If the two monitors are detected, the resulting window will show two rectangles: one for the built-in display and a second for the attached monitor.

For older Mac OS versions, make sure the “Mirror Displays” box is not checked.

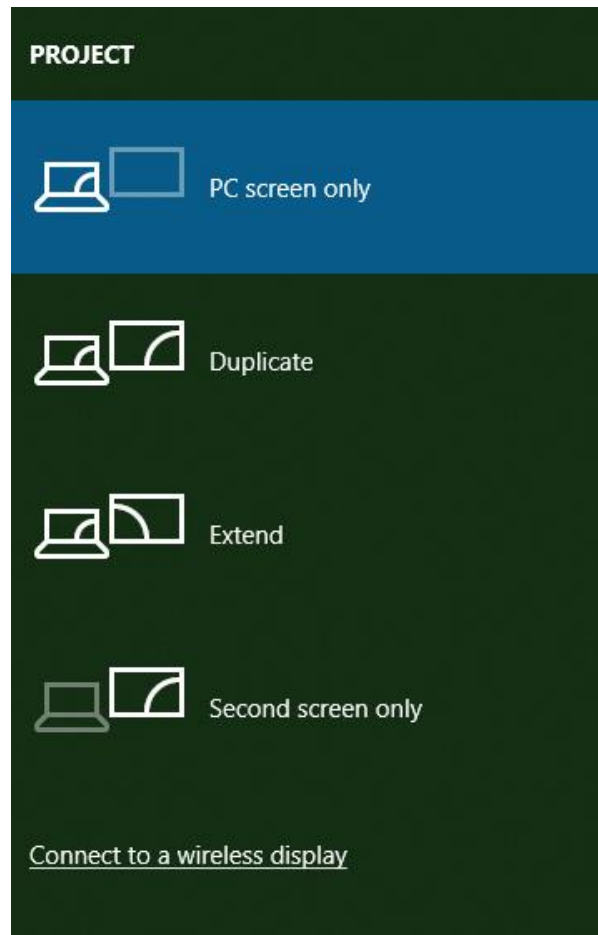
If you don't see two rectangles, your external monitor is probably not connected properly. Search Apple's support website for information on proper connections: <https://support.apple.com/mac>.

8.2 Windows laptops

Most Windows laptops automatically duplicate the main display on the external monitor. This needs to be changed in order for the clock/scoreboard feature to work properly. The steps needed to fix the problem depend on which version of Windows you're running. See the appropriate subsection below.

8.2.1 Windows 8 and Windows 10

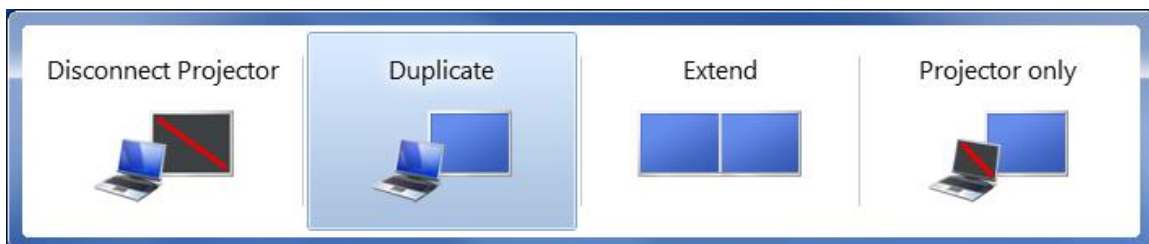
You are running Windows 8 or 10, hold down the Windows key and press [P]. The following will appear on the right side of your display:



If not already highlighted, click on “Extend”. The external display should start working and show something different from the laptop’s display. If you don’t see anything on the external monitor or “Extend” isn’t an option, your monitor probably isn’t connected properly. Search the Windows Central website for troubleshooting help: <https://www.windowscentral.com/how-connect-and-set-multiple-monitors-windows-10>.

8.2.2 Windows 7

You are running Windows 7, hold down the Windows key and press [P]. The following will appear in the center of your display:



If not already highlighted, click on “Extend”. The external display should start working and show something different from the laptop’s display. If you don’t see anything on the external monitor or “Extend” isn’t an option, your monitor probably isn’t connected properly. Search the Microsoft support website for troubleshooting help: <https://support.microsoft.com/en-us/help/976064/guided-help-dual-monitor-setup-is-easy-in-windows-7>.

9 Numeric pad keys used for clock control

Always make sure the numeric pad's "Num Lock" light is on. Press the [Num lock] key to turn it on if needed.

Clock modes (different background colors):

- **Black text on a dark grey background**
Clock is not highlighted.
- **Black text on a light green background**
Clock is highlighted and will **run** if the [Enter] key is pressed. If you need to **manually change** the clock, press the [*] (asterisk) key. To **revert the clock** after having accidentally starting/stopping it, press the [7/Home] key.
- **Black text on a yellow background**
Clock is highlighted and running. It will **stop** if the [Enter] key is pressed.
- **Black text on a light grey background**
Clock is highlighted but cannot run. It can be **manually changed** by pressing the [Enter] key. To **change** the background to **light green**, press the [*] (asterisk) key.
- **Black text on a light blue background**
Clock is highlighted and can be manually set. Press **digit keys** to **update the value**. Press [←] to **erase the rightmost digit**. Press [Enter] to complete the change. Press the [/] key to **discard the changes** (revert the clock to its previous value).

Highlighting a different clock:

This can only be done if the currently highlighted clock has a **light green** or **light grey** background.

- [2/↓] Highlights the clock immediately above the currently highlighted clock.
Does nothing if the "Time:" clock is highlighted.
- [8/↑] Highlights the clock immediately below the currently highlighted clock.
Does nothing if the "Red:" clock under "Injury time" is highlighted.
- [9/PgUp] Highlights the "Time:" clock (the period timer clock).

Special keys:

- [7/Home] Only works when the highlighted clock has a **light green** background.
Causes the clock to revert to the time when it was most recently started.
- [*] (asterisk) Only works when the highlighted clock has a **light green** or **light grey** background. Toggles the background to the other color (i.e. light green to light grey, light grey to light green).
- [/] Only works when the highlighted clock has a **light blue** background.
Reverts the clock to its value before any digits were typed.