

JudoShiai

USER GUIDE

<http://www.kolumbus.fi/oh2ncp/>

Ver 2.1

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Introduction

JudoShiai program is intended to help to organize a judo tournament. Together with a JudoTimer a minimum of only one official is required per competition area. JudoInfo program allows usage of one announcer and improves access to the information for the competitors and the public.

Main Characteristics

JudoShiai

- Tournament.
 - Competition has a name, place, date, start time and the number of mats.
 - Print results on paper or publish as web pages.
 - Print results in English, Finnish, Swedish, or Spanish.
 - Customize the web pages by editing style sheet file styles.css.
 - Web page auto-update implements real-time results service. Together with a web server (e.g. Abyss Web Server) competitors and the audience can follow the tournament in real time.
 - Print weight-in notes.
 - Warning if a competitor is participating to several categories and the matches are going to overlap.
- Competitors. Automatics helps in typing work.
 - The program concludes the correct category from the competitor's age and weight if not otherwise given.
 - Automatic club name completion.
 - Add all competitors from an old tournament database with or without weights.
 - Add competitors one by one.
 - Delete unweighted and undo deletion.
 - Delete empty categories.
 - Bar code search for competitors.
 - Incremental name search for competitors.
- Categories.
 - Add categories from another database.
 - Automated category creation.
 - For two players you can have one match or best of the three method.
 - Supported competition systems are pool, double pool, quad pool, and several variations of the double knockout. Supported are systems used in the following countries: international, Finland, Sweden, Estonia, and Spain.
 - Automated placement to the competition areas.
 - Categories are grouped. Matches from one group are finished first before starting the matches of the next group.
 - Manual and automatic drawing.
 - Drawing is compliant with the international rules (seeding, biased placement of competitors from the same country).

- Drawing takes into the consideration competitor's club and country.
- Category properties include name, shiai time, osaekomi times, rest time, age limit, and weight limits.
- Control of the JudoTimer. JudoShiai informs the JudoTimer program about the following competitors and receives the results automatically.

JudoTimer

- Control by mouse or keyboard.
- Shiai clock.
- Osaekomi clock.
- Sonomama/yoshi.
- Blue or red background.
- Shiai time setting manually or automatically from the JudoShiai program.
- Match times: 2 min with short pin times, 2 min, 3 min, 4 min, 5 min.
- Rest times and golden score times automatically from the JudoShiai program.
- Hantei.
- Several display layouts.
- Manual clocks correction.
- Osaekomi scores go to memory if the timekeeper is too busy with the consecutive osaekomis.
- Supported user interface languages are Finnish, Swedish, English, and Spanish.
- Competitor's names and category are visible on the display if JudoTimer is used together with the JudoShiai program.
- Another JudoTimer can act as a slave over the network connection.
- Year 2009 and 2010 rule updates are supported.

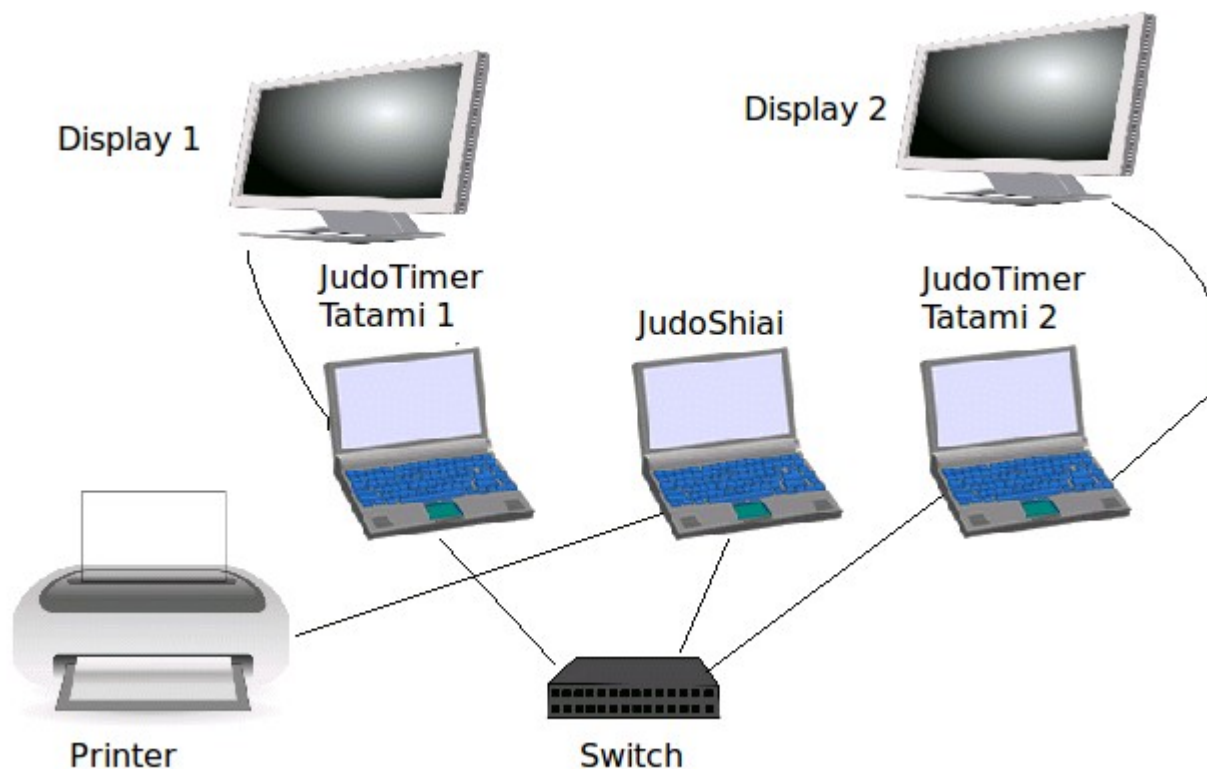
JudoInfo

- Shows the next matches
 - First match in the category
 - Medal matches

The Program Uses

Program can be used in many ways. It is preferable that one JudoShiai program is used together with one JudoTimer program for each mat. In this case, JudoShiai program controls all the JudoTimers and the database is centralized.

Network connection between computers is not mandatory, but useful. An example configuration for two competition areas looks as follows:

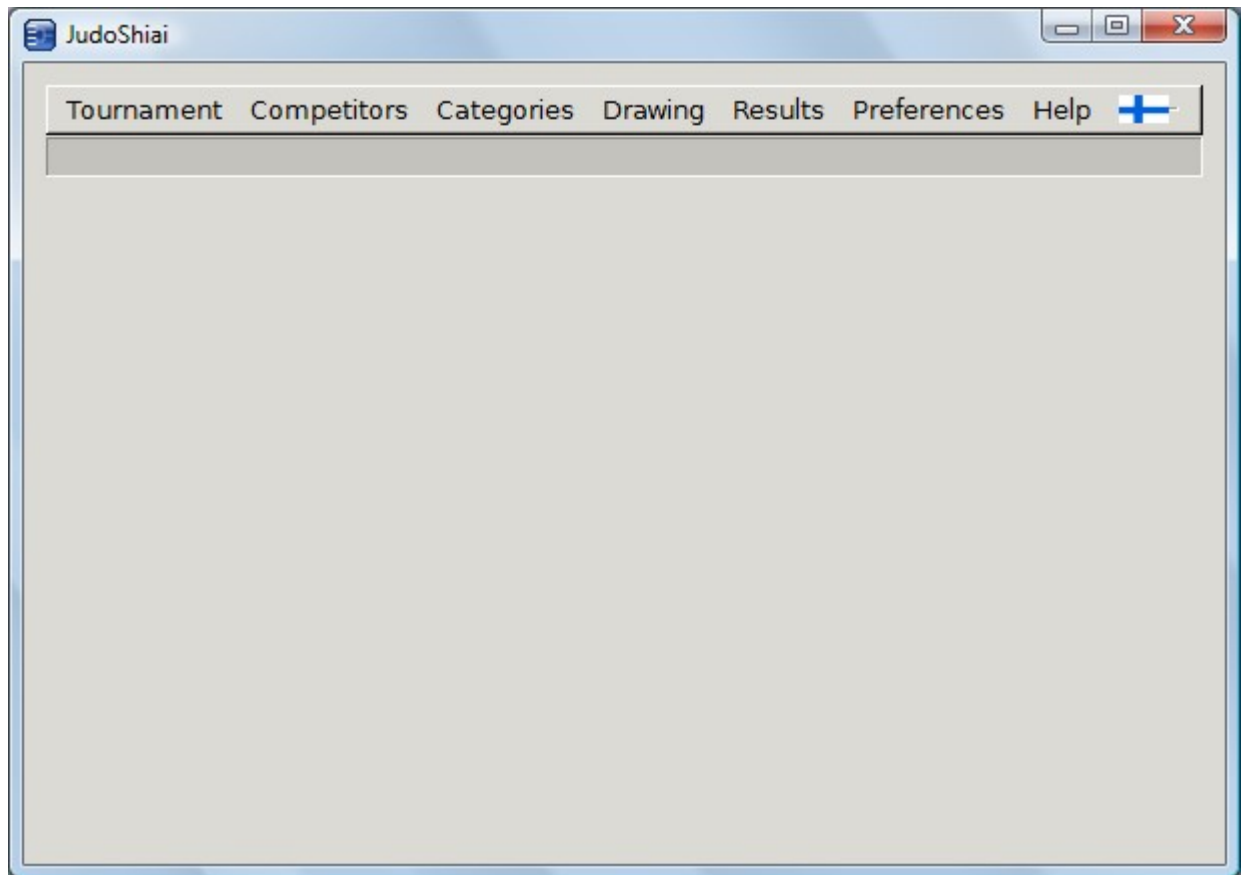


Introduction to Tournament Protocol:

- Create the categories.
 - Type in the competitors to the JudoShiai program (or import from a text file or from an old tournament database).
 - Create the categories either manually or use the built in automation.
 - Place categories on tatamis.
 - Draw the categories.
 - Finally you will have a database that contains all the information.
- Site organization.
 - Connect the laptops to an Ethernet network. Use an ordinary switch that contains a DHCP server.
 - Connect the external displays to the laptops.
 - Connect the printer to the laptop where you run the JudoShiai program (or print over the network).
 - Run JudoTimer for each mat.
 - Run JudoShiai to control the tournament and JudoTimers.
 - Print the sheets for the competitors and audience.
- Competition.
 - Configure JudoTimers for each mat.
 - JudoShiai program sends information about the next matches to the JudoTimers.
 - Match information is visible in the JudoTimer displays. Also JudoInfos display the match order.
 - Score the players during the fights.
 - After the fight the JudoTimer sends the results to the JudoShiai (score, elapsed time, possible hantei result).
 - JudoShiai program updates the database and sends information about the next match to the scoreboard program and the JudoInfos.
 - This is repeated until all the fights are done.
- Results
 - JudoShiai program can print the results to a printer, to a file in PDF format, or as a web page.

New Tournament

Click *Tournament* → *New* from the menu:

The screenshot shows a "Tournament" dialog box. It has a title bar with the text "Tournament" and a close button. The dialog contains several input fields and a list of options. At the top, there is a "Name:" label followed by a text input field. Below that is a "Save in folder:" label followed by a folder selection dropdown menu showing "hjokinen". Underneath the dropdown is a link that says "Browse for other folders". Below this link is a group of five input fields, each with a label to its left: "Tournament:", "Date:", "Place:", "Start time:", and "Number of tatamis". The "Number of tatamis" field contains the value "3". At the bottom right of the dialog are two buttons: "Cancel" (with a red X icon) and "Open" (with a folder icon).

Fill in the fields. *Name* is the name of the database file without the .shi extension. *Tournament* is the official name for the tournament as seen on the result prints. You can give *Date* in any format. (eg. 2009-02-07 or Feb 7th 2009). *Start time* is useful for match schedule prints. You can change the *Number of tatamis* later. Finally click *Open*. Example:

Tournament

Name:

Save in folder:

▼ Browse for other folders

\ Users hjokinen Desktop **Tournaments**

Places:

Name	Modified

Tournament:

Date:

Place:

Start time:

Number of tatamis:

Backup

JudoShiai can make a backup of the database every time one match has finished. Click *Tournament* → *Backup*. Select a folder where you want to have the copies (a memory stick is a good choice). JudoShiai starts to make copies whose name are of the format shiai+date+time:

shiai_yyyymmdd_hhmmss.shi

About ten last copies are preserved. Selecting a folder creates immediately one copy. Uncheck the *Do Backup* box to stop the backup operations.

Choose a directory

\ Users hjokinen **Desktop**

Places:

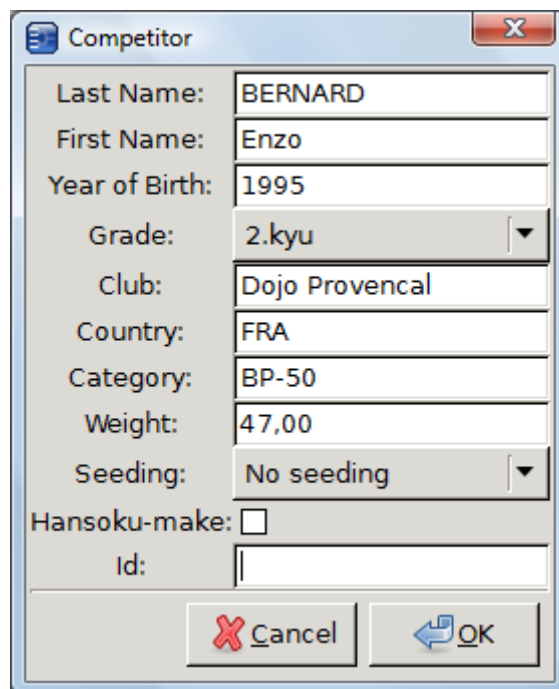
Name	Modified
all.zip	16.10.2008
BT-44.pdf	23.10.2009
BT-48.pdf	23.10.2009

☒ Do Backup

New Competitors

Add One Competitor

Click *Competitors* → *New* or press ctrl-N. A new window appears:

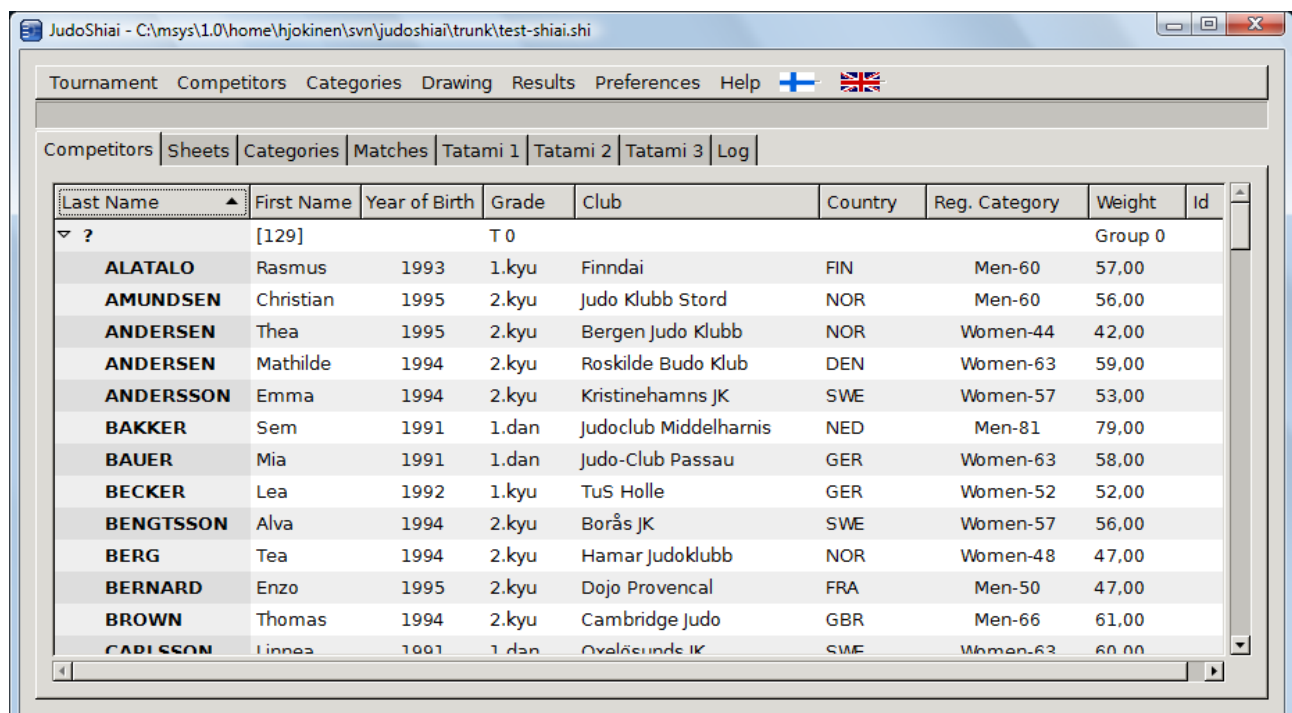


A dialog box titled "Competitor" with a close button (X) in the top right corner. It contains several input fields and dropdown menus for entering competitor information. The fields are: Last Name (BERNARD), First Name (Enzo), Year of Birth (1995), Grade (2.kyu), Club (Dojo Provencal), Country (FRA), Category (BP-50), Weight (47,00), Seeding (No seeding), Hansoku-make (checkbox), and Id (empty). At the bottom are "Cancel" and "OK" buttons.

Last Name:	BERNARD
First Name:	Enzo
Year of Birth:	1995
Grade:	2.kyu
Club:	Dojo Provencal
Country:	FRA
Category:	BP-50
Weight:	47,00
Seeding:	No seeding
Hansoku-make:	<input type="checkbox"/>
Id:	

You can go from one field to another with the tabulator. You can change the *Grade* with the down-arrow key. *Reg. Category* is the registered category, not the final one. You can write the competitor's first and last name using lower case letters since the program will convert them correctly. You can edit the names later and the program will not change your typing any more. *Hansoku-make* is used both for penalty and injury.

There will be a list of competitors under a question mark. It means that the real category has not been decided yet.



The main window of the JudoShiai program, titled "JudoShiai - C:\msys\1.0\home\hjokinen\svn\judoshiai\trunk\test-shiai.shi". It has a menu bar with "Tournament", "Competitors", "Categories", "Drawing", "Results", "Preferences", and "Help". Below the menu bar is a tabbed interface with "Competitors" selected. The main area displays a table of competitors. The table has columns: Last Name, First Name, Year of Birth, Grade, Club, Country, Reg. Category, Weight, and Id. The first row is a question mark, and the rest are competitors. The "Bernard" competitor is highlighted.

Last Name	First Name	Year of Birth	Grade	Club	Country	Reg. Category	Weight	Id
?	[129]		T 0				Group 0	
ALATALO	Rasmus	1993	1.kyu	Finndai	FIN	Men-60	57,00	
AMUNDSEN	Christian	1995	2.kyu	Judo Klubb Stord	NOR	Men-60	56,00	
ANDERSEN	Thea	1995	2.kyu	Bergen Judo Klubb	NOR	Women-44	42,00	
ANDERSEN	Mathilde	1994	2.kyu	Roskilde Budo Klub	DEN	Women-63	59,00	
ANDERSSON	Emma	1994	2.kyu	Kristinehamns JK	SWE	Women-57	53,00	
BAKKER	Sem	1991	1.dan	Judoclub Middelharnis	NED	Men-81	79,00	
BAUER	Mia	1991	1.dan	Judo-Club Passau	GER	Women-63	58,00	
BECKER	Lea	1992	1.kyu	TuS Holle	GER	Women-52	52,00	
BENGTSSON	Alva	1994	2.kyu	Borås JK	SWE	Women-57	56,00	
BERG	Tea	1994	2.kyu	Hamar Judoklubb	NOR	Women-48	47,00	
BERNARD	Enzo	1995	2.kyu	Dojo Provencal	FRA	Men-50	47,00	
BROWN	Thomas	1994	2.kyu	Cambridge Judo	GBR	Men-66	61,00	
CARLSSON	Linnéa	1991	1.dan	Oxelösunds IK	SWE	Women-63	60,00	

Add a Competitor from Another Database

You can add competitors from another database either with or without the weights (*Competitors* → *Add All with Weights* or *Competitors* → *Add All From Another Shiai*). If you are arranging a competition for your club's juniors you may find it useful to check the box *Clean up duplicates and update reg. categories*: competitor that already exists is not imported and the registered category is updated according to the year of birth. You can remove the unnecessary competitors one by one or by selecting *Competitors* → *Remove Unweighted*.

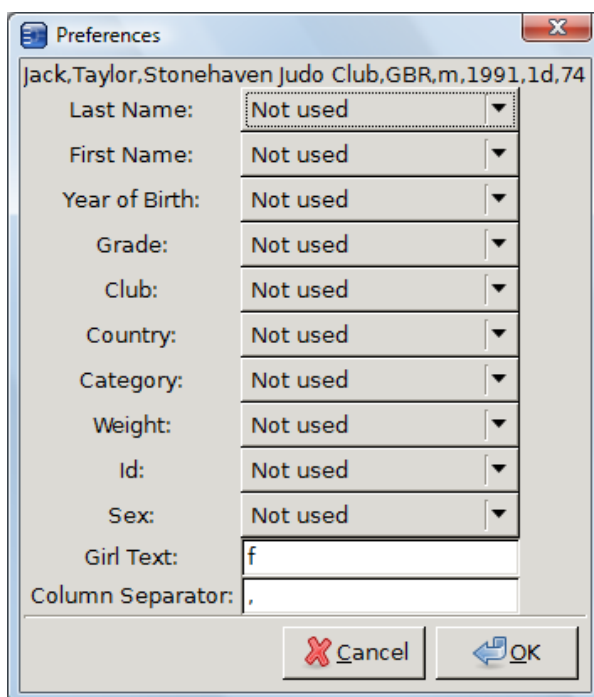
You can add new competitors from another database also individually. Click *Competitors* → *Select From Another Shiai*. Choose a database and a new window will open with a list of categories and competitors. Double click a competitor and all his/her data will be added to the current database.

You can also import the whole category with its competitors.

JudoShiai can import competitors from a text file, too. A text file may look as follows:

```
Jack,Taylor,Stonehaven Judo Club,GBR,m,1991,1d,74
Thomas,Brown,Cambridge Judo,GBR,m,1994,2k,61
Oliver,Wilson,Barnet Judo,GBR,m,1995,2k,58
```

Click *Competitors* → *Add From a Text File*. You will be asked to select a file (note also the *UTF-8* check box!) and a new window opens:



Topmost there is the first line of the text file. Use that to find out the column separator. In our example it is obviously comma. Write a comma in the *Column Separator* field. The separator can be composed of several characters, too. Then you have to select the correct column numbers for each data field. On the right side of the window you will see the value of the column:

Preferences

Jack,Taylor,Stonehaven Judo Club,GBR,m,1991,1d,74

Last Name:	Column 2	Taylor
First Name:	Column 1	Jack
Year of Birth:	Column 6	1991
Grade:	Column 7	1d
Club:	Column 3	Stonehaven Judo Club
Country:	Column 4	GBR
Category:	Not used	
Weight:	Column 8	74
Id:	Not used	
Sex:	Column 5	m
Girl Text:	f	
Column Separator:	,	

Cancel OK

Girl Text indicates what should read in the *Sex* column if the competitor is a girl or a woman.

You do not have to give all the information. *Category* will be concluded from the *Sex*, *Weight*, and *Year of Birth*. If the *Category* is given it is accepted as such. *Weight* doesn't have to be just a number but the extra letters ("kg") are filtered out. The *Grade* should contain a number and a letter k or K for kyu grades, otherwise it is considered as a dan grade. Other letters are ignored.

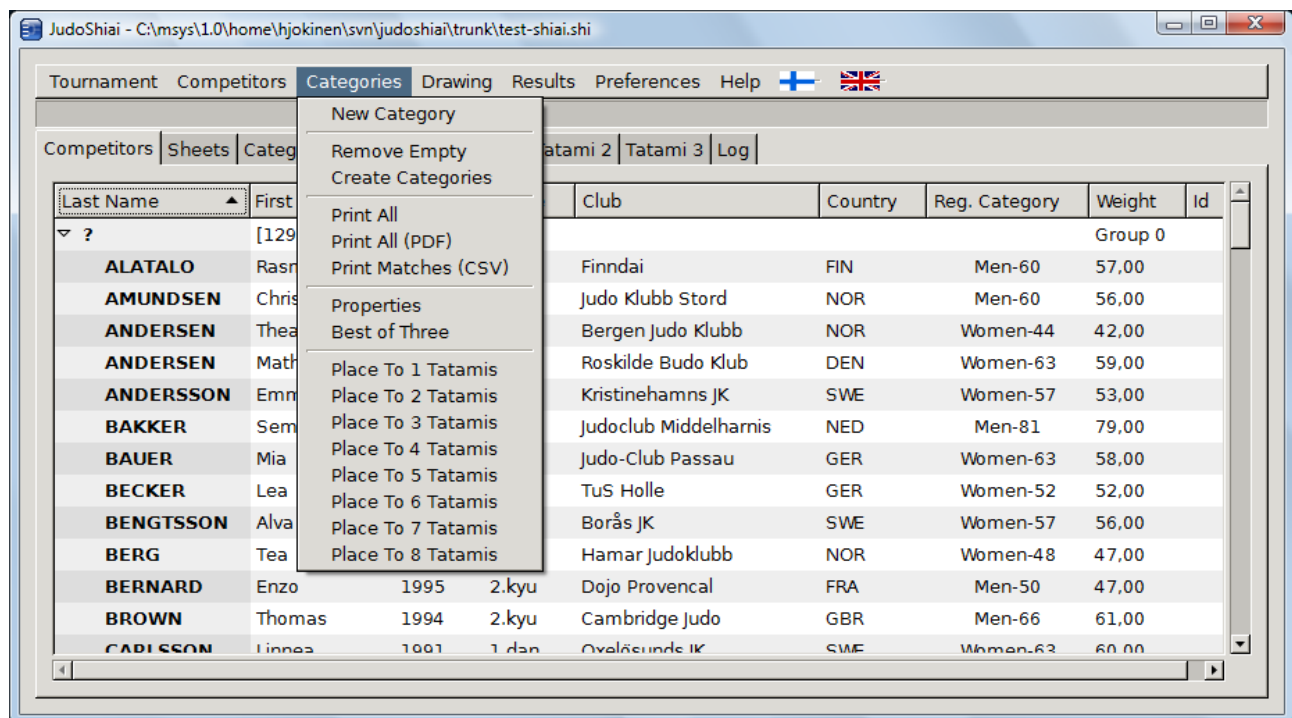
You may have a tab as a column separator. You can copy-paste it from another document or type "\t" (backslash and letter t).

Last name will be converted to upper case automatically. You can edit it later if this is not sufficient.

Change the UTF-8 setting if the country specific letters look wrong.

New Category

You can create categories automatically and fine tune them later. *Categories* menu:



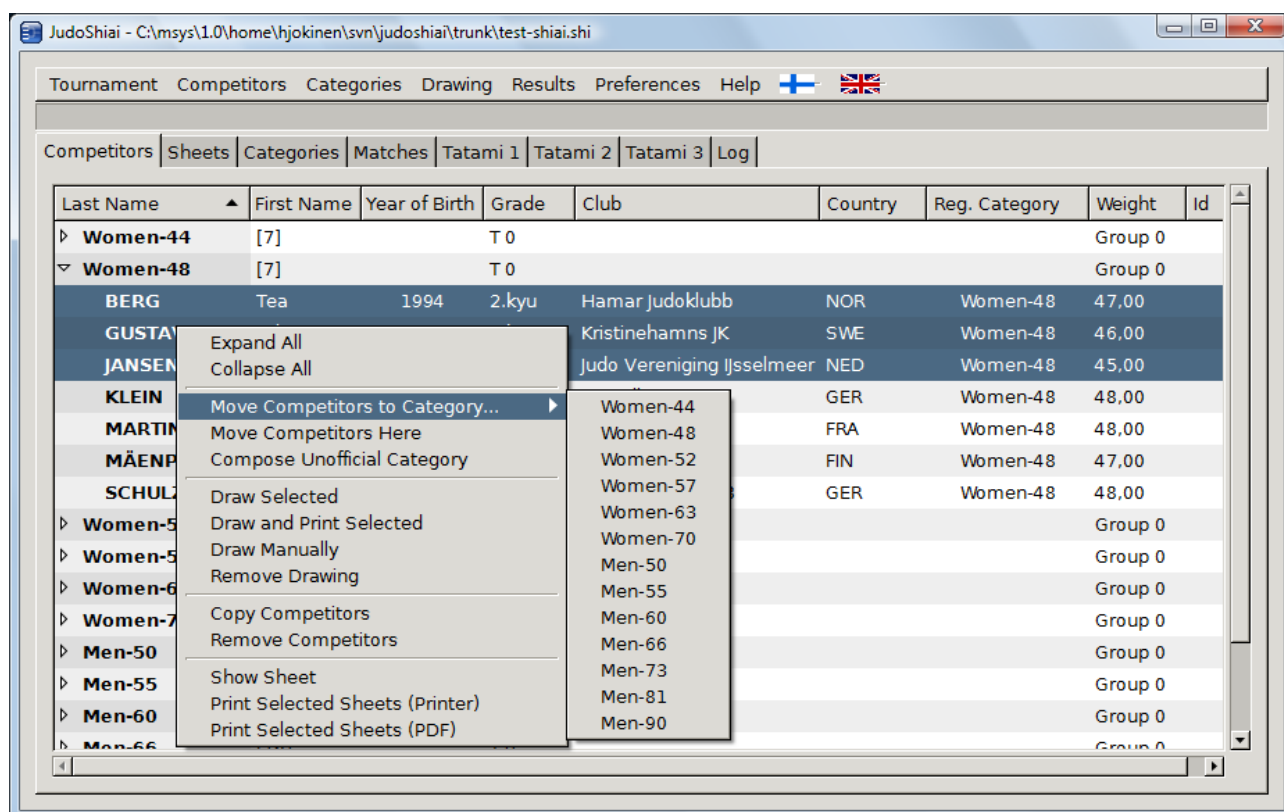
Click *Categories* → *New* and a form window pops up:

Fill in the *Category* name. You can use other than the default competition system by selecting one from the *System* list. *Tatami* is the number of the competition area. There are usually groups of 2 – 4 categories that are matched before the next group starts. *Group* field defines the group number for this category.

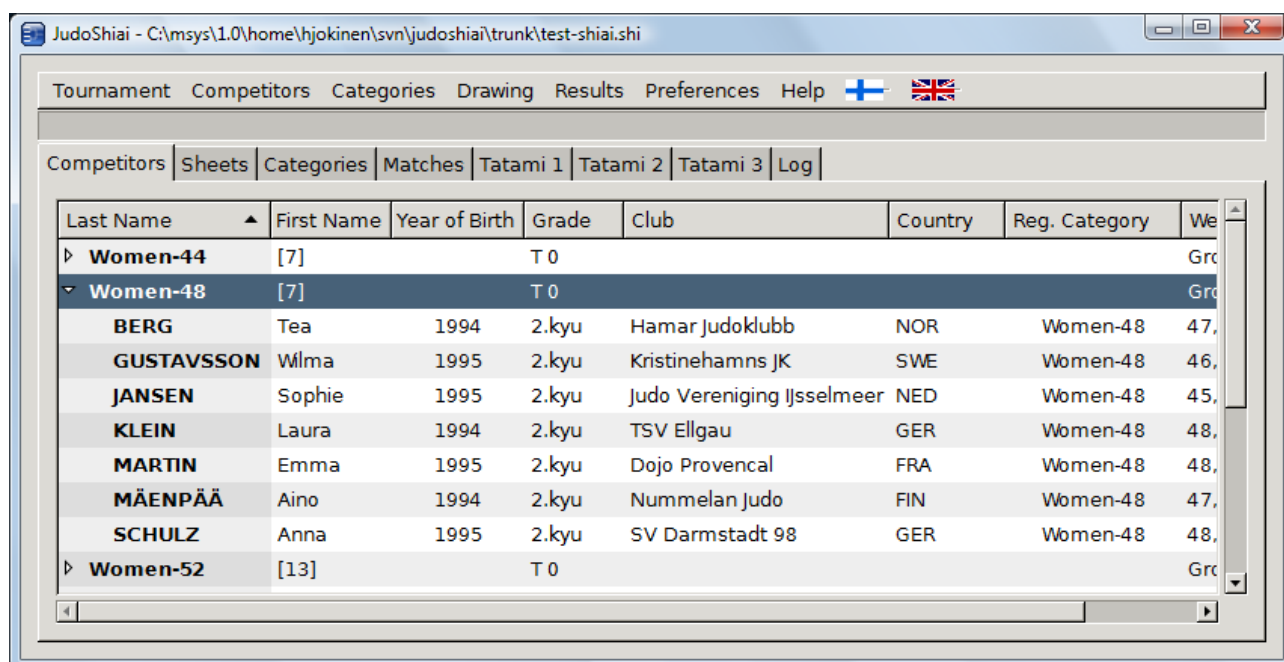
Click one of the Competitors sheet headers to order competitors by their last name, club name, category or weight. Click again to reverse the order. Select a player by clicking him/her once. Select more competitors by pressing ctrl key while left clicking. Select consecutive lines by holding the shift key down and click the last line.

To move the selected players to another category

- right click the destination category line and select *Move Competitors Here*; or
- right click and select *Move Competitors to Category* and from the pop up list choose the destination category.



You can create the preliminary categories by clicking menu *Categories* → *Create Categories*:



Too heavy players are moved automatically to the next weight category. Number in the brackets shows the number of players in that category. Number is printed bold if there is only one or two competitors in the category.

In competitions for young children it may be better to use unofficial categories. Select a nice group of players, right click and select *Compose Unofficial Category*. New category will have a name based on the gender, age, and weight of the selected competitors.

Some of the categories may become empty, so you can delete those by clicking *Categories* → *Remove Empty*.

Finally you have to place the categories on the contest areas. Click *Categories* → *Place to 2 Tatamis* if you have two mats. JudoShiai selects the mats and group numbers for the categories in the order they are listed on the *Competitors* sheet. By clicking the *Last Name* header you can make the matches start with the younger categories. Final adjustment can be done by double clicking the category line and editing the fields or drag'n'dropping the categories on the *Categories* sheet. Target is to get the same amount of fights for every tatami.

Last Name	First Name	Year of Birth	Grade	Club	Country	Reg. Category	Weight
Women-44	[7]		T 1				Group 1
Women-48	[7]		T 2				Group 1
Women-52	[13]		T 1				Group 1
Women-57	[20]		T 2				Group 1
Women-63	[13]		T 1				Group 1
Women-70	[3]		T 2				Group 1
Men-50	[5]		T 2				Group 2
Men-55	[6]		T 1				Group 2
Men-60	[13]		T 2				Group 2
Men-66	[16]		T 1				Group 2
Men-73	[10]		T 2				Group 2
Men-81	[13]		T 1				Group 2
Men-90	[3]		T 2				Group 3

Weigh-in may be phased or there are other reasons why you want to create categories one by one during the contest. You can work with the same JudoShiai program that runs the competition or you may use another computer and transfer categories using a memory stick.

Category Properties

Click *Categories* → *Properties* to look at the category definitions:

The screenshot shows the Sarjat software window with a scrollable list of category configurations. Each category has the following fields:

Category	Highest age	Age text	Match time	Golden Score	Rest time	Pin times (IWYK)	Highest weight (g)	Weight text
Cadets	16	Cadets	180	120	600	25, 20, 15, 10	45000, 50000, 55000	-45, -50, -55
Juniors	19	Juniors	240	180	600	25, 20, 15, 10	55000, 60000, 66000	-55, -60, -66
Men	1000	Men	300	180	600	25, 20, 15, 10	60000, 66000, 73000	-60, -66, -73

At the bottom of the window are three buttons: "Reset to Defaults", "Cancel", and "OK".

First there are men's and boy's categories and then women's and girl's categories. On the left, there is the highest age one can have in the category and the relevant text that is used in the first part of the category name. The oldest category must have some big age number (e.g. 1000) so that everybody fall to some category.

Next is the match time for the category, golden score time, rest time, and osaekomi times. JudoTimer utilizes match time, golden score time, and pin times if automatic clock settings are selected. Rest time is used by the JudoShiai when choosing the next matches. You can ignore Koka for the time being.

On the right, there are the heaviest weights for the weight class and the relevant text. The heaviest weight class must have some big number like 1000000 grams.

Category name is composed of the Age text and Weight text.

Category properties are utilized in the following situations:

- Adding new competitor. Correct category is selected based on the age and weight.
- Adding competitor from another database or text file. Category selection as above.
- Automatic creation of the official categories.

Category properties are saved to the database i.e. they are not part of the JudoShiai configuration. You can initialize the properties by clicking *Categories* → *Properties* → *Reset to Defaults*. If you want to initialize to some other country's values (e.g. Finnish) do the following:

Click *Drawing* → *Finnish System*

Click *Categories* → *Properties* → *Reset to Defaults*

Drawing

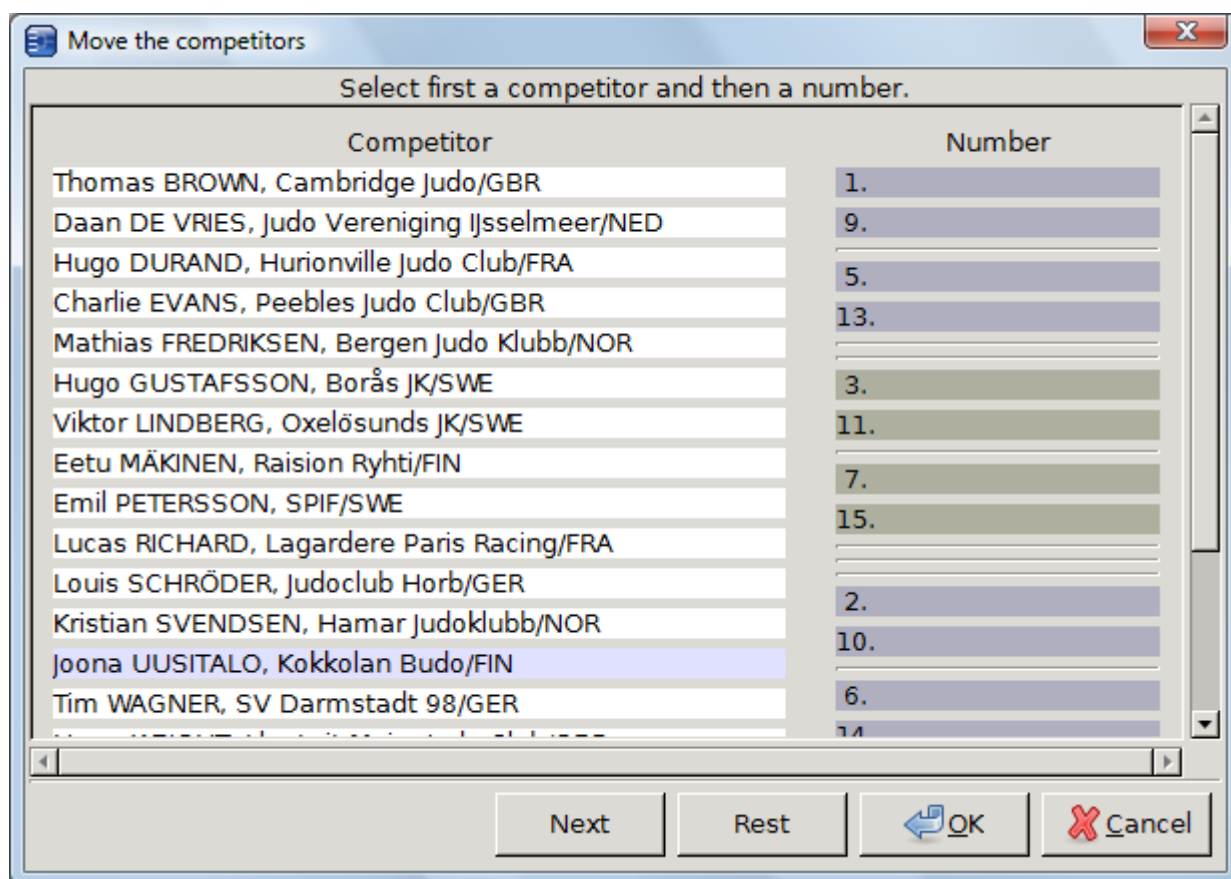
Drawing is compliant with the international rules. You can draw all the categories at once by clicking *Drawing* → *Draw All Categories*. To draw an individual category (categories) select it (them) on the *Competitors* sheet, right click and select *Draw Selected* from the pop-up menu. You cannot draw the same category again until the existing drawing has been removed (*Remove Drawing*).

Drawing algorithm has been explained in the Appendix 1.

You can do a manual drawing by selecting *Draw Manually* from the pop up menu. In a new window there is a list of competitors on the left and a list of numbered positions on the right. First click a player and then an empty box on the right. You can move a competitor back to the left by clicking it on the right.

Official Drawing

Official drawing falls between the automatic and manual drawings. Open the manual drawing window:



Click *Next* to start the drawing from the seeded and continue at your will. *Rest* button draws remaining competitors automatically. Accept the drawing by clicking the *OK* button and the sheet is displayed. You may print the sheet by clicking the printer image on the left upper corner.

You can also print the sheet(s) by selecting the categories on the *Competitors* sheet, right clicking and selecting *Print Selected Sheets*.

Supported Competition Systems

JudoShiai supports international, Finnish, Swedish, Estonian, and Spanish competition systems. From the menu *Drawing* you can select the preferred set of systems. You can also overrule the

default method for each weight category. Alternatives are:

- Default (explained below)
- Pool (2 – 5 contestants)
- Double pool (6 – 10 contestants)
- Quad pool (up to 20 contestants)
- Double knockout systems (2 – 64 contestants):
 - Double repechage (Finnish and international)
 - Swedish systems
 - Enkelt återkval
 - Dubbelt återkval
 - Direkt återkval
 - Estonian long repechage for D juniors
 - Spanish systems
 - Repesca doble
 - Repesca simple
 - Repesca doble desde 1ª ronda
 - Doble pérdida

If the selected system for the category is *Default*, the used system depends on the country setting and the number of contestants.

- International system
 - 2 – 5 contestants: pool
 - 6 – 64 contestants: double repechage
- Finnish system
 - 2 – 5 contestants: pool
 - 6 – 7 contestants: double pool
 - 8 – 64 contestants: double repechage
- Swedish system
 - 2 – 5 contestants: pool
 - 6 – 7 contestants: double pool
 - 8 – 64 contestants: direkt återkval
- Estonian system
 - 2 – 5 contestants: pool
 - 6 – 64 contestants: Estonian long double repechage if the category is for under 11 years old, otherwise Finnish double repechage
- Spanish system
 - 2 – 5 contestants: pool
 - 6 – 10 contestants: double pool
 - 11 – 16 contestants: doble pérdida if the category is for under 11 years old, otherwise repesca doble
 - 6 – 64 contestants: repesca doble

Results

After the drawing you can look and print the category sheets. Sheets are updated in real time when the contest progresses. To look at a sheet

- right click the category on the *Competitors* sheet and select *Show Sheet*; or
- click the *Sheets* tab and click one of the category names in the middle.

Sheets page updates the view automatically when a match ends if the menu selection *Preferences* → *Automatic Sheet Update* is checked.

Click *Results* → *Print All (Web and PDF)* to create a results web page. Category sheets are printed in PDF format, too.

Before creating the results you have a possibility to add categories from other databases by selecting *Competitors* → *Select From Another Shiai*. Double click the desired categories and they are added to the current database.

Online Results

Real time results is a nice service. You need an extra computer for the audience, network, and an HTTP server software. The following Windows example utilizes a free Abyss Web Server.

1. Install the server. The default place for the HTTP documents is "C:\Abyss Web Server\htdocs".
2. In JudoShiai program click *Results* → *Print All* and select the folder above.
3. Also check the box *Automatic Web Page Update*.

That's it. Now find out the IP address of the JudoShiai laptop (*Preferences* → *Communication* → *Own IP Addresses*) and make a connection from the audience's computer.

Hint: Put Internet Explorer to a kiosk mode by starting it from the command line with the option -k.
Example:

```
C:\Program Files\Internet Explorer\iexplore -k http://192.168.0.123/
```

Replace the example address with the real address.

Club Name Abbreviations and Hometowns

Result sheets may become messy and the texts may overlap with each other if the full club names are used. On the other hand club's hometown would be nice information at least in the result listings. JudoShiai's installation folder contains a directory *etc* with a file *clubs.txt* (e.g.

C:\Program Files\JudoShiai\etc\clubs.txt). The file is composed of lines of club names. It is used to enable the automatic club name completion. In addition the line can have also an abbreviation of the club name separated by a '=' and a hometown separated by a '>'. Examples:

- Chikara=CHI>Helsinki
The sheets will use the abbreviation CHI and the result listings will include the hometown Helsinki.
- Cambridge Judo=CAM
The sheets will use the abbreviation CAM, but no hometown is listed since it is visible in the club's name anyway.

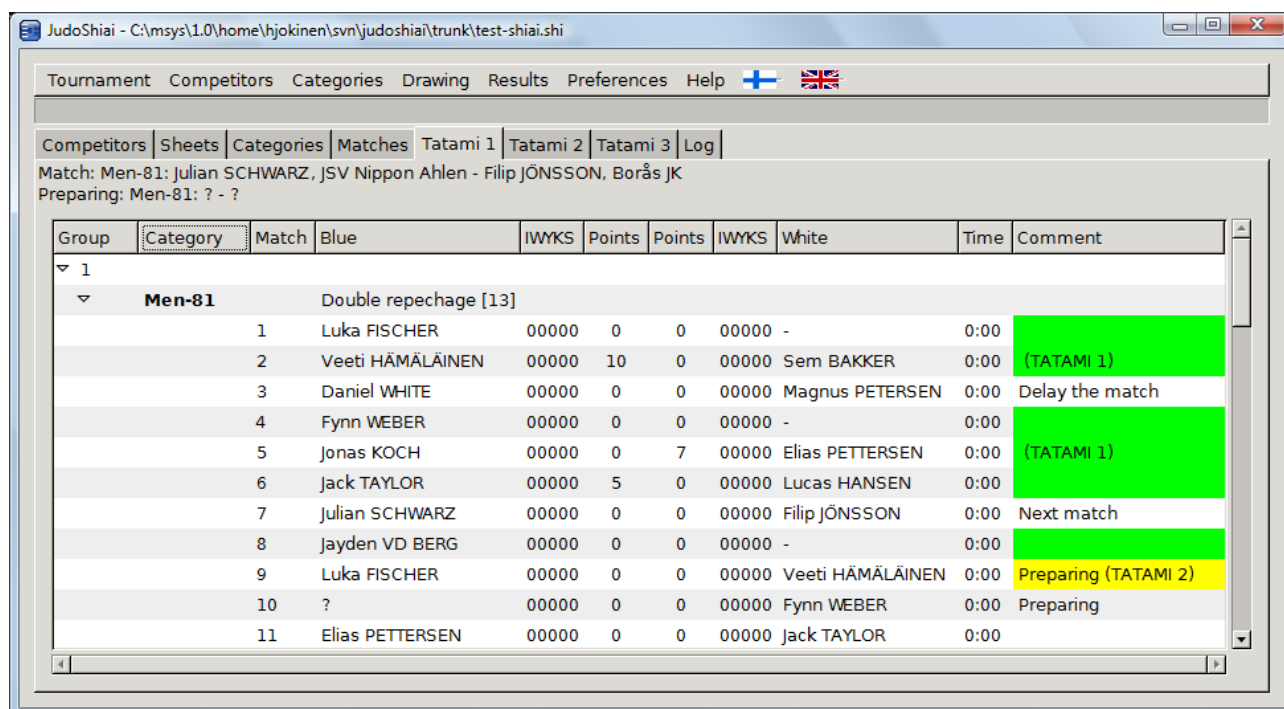
Club Names and Countries

Competitor information can have both a club name and a country. However, it is not always desirable to show both. Country may be used only for drawing to indicate a special region (North, West), but it is not intended to be shown. Usually medal statistics is wanted only by country. There is a menu selection *Preferences* → *Club Text Selection* → *Club Name Only/Country Name*

Only/Both Club and Country which you can use to set your preferable outlook. The selection affects to many things, like weigh-in notes, sheets, and information sent to the JudoTimers and JudoInfos. You might have to change the setting depending on what you are doing next.

Matches

Matches are on sheets Tatami 1, Tatami 2 etc.





Group	Category	Match	Blue	IWYKS	Points	Points	IWYKS	White	Time	Comment
1	Men-81	Double repechage [13]								
		1	Luka FISCHER	00000	0	0	00000	-	0:00	(TATAMI 1)
		2	Veeti HÄMÄLÄINEN	00000	10	0	00000	Sem BAKKER	0:00	Delay the match
		3	Daniel WHITE	00000	0	0	00000	Magnus PETERSEN	0:00	(TATAMI 1)
		4	Fynn WEBER	00000	0	0	00000	-	0:00	(TATAMI 1)
		5	Jonas KOCH	00000	0	7	00000	Elias PETERSEN	0:00	Next match
		6	Jack TAYLOR	00000	5	0	00000	Lucas HANSEN	0:00	Preparing (TATAMI 2)
		7	Julian SCHWARZ	00000	0	0	00000	Filip JÖNSSON	0:00	Preparing
		8	Jayden VD BERG	00000	0	0	00000	-	0:00	
		9	Luka FISCHER	00000	0	0	00000	Veeti HÄMÄLÄINEN	0:00	
		10	?	00000	0	0	00000	Fynn WEBER	0:00	
		11	Elias PETERSEN	00000	0	0	00000	Jack TAYLOR	0:00	

On the left, there is a group number and the weight categories belonging to it. Below a category header there are all the matches of that category. Next fights are displayed above the listings. The same information is sent also to the JudoTimers.

Green color in the *Comment* field indicates that the match has been done or it is not necessary to fight it in the first place (hansku-make). Yellow color tells that the position of the match has been frozen (tatami and/or match order is non-default). Usually matches are unfrozen (floating) so that it is possible to reorder the fights to prevent delays caused by mandatory rest times.

You can correct or otherwise set the result manually by right clicking the blue or white points. Select 0 to cancel a match. In the picture below the white contestant is going to score a waza-ari.

JudoShiai - C:\msys1.0\home\hjokinen\svn\judoshiai\trunk\test-shiai.shi

Tournament Competitors Categories Drawing Results Preferences Help  

Competitors Sheets Categories Matches Tatami 1 Tatami 2 Tatami 3 Log



Match: Men-81: Julian SCHWARZ, JSV Nippon Ahlen - Filip JÖNSSON, Borås JK
Preparing: Men-81: ? - ?

Group	Category	Match	Blue	IWKS	Points	Points	IWKS	White	Time	Comment
1	Men-81	Double repechage [13]								
		1	Luka FISCHER	00000	0	0	00000	-	0:00	
		2	Veeti HÄMÄLÄINEN	00000	10	0	00000	Sem BAKKER	0:00	(TATAMI 1)
		3	Daniel WHITE	00000	0	0	00000	Magnus PETERSEN	0:00	Delay the match
		4	Fynn WEBER	00000	0	0	00000	-	0:00	
		5	Jonas KOCH	00000	0	7	00000	Elias PETERSEN	0:00	(TATAMI 1)
		6	Jack TAYLOR	00000	5	0	00000	Lucas HANSEN	0:00	
		7	Julian SCHWARZ	00000	0	10		Filip JÖNSSON	0:00	Next match
		8	Jayden VD BERG	00000	0	7		-	0:00	
		9	Luka FISCHER	00000	0	5		Veeti HÄMÄLÄINEN	0:00	Preparing (TATAMI 2)
		10	?	00000	0	3		Fynn WEBER	0:00	Preparing
		11	Elias PETERSEN	00000	0	1		Jack TAYLOR	0:00	
						0				

Situation is updated in real time. Sheets page is composed of three parts:

- Competition bracket.
- List of categories.
- Next fights.

JudoShiai - C:\msys1.0\home\hjokinen\svn\judoshiai\trunk\test-shiai.shi

Tournament Competitors Categories Drawing Results Preferences Help  

Competitors Sheets Categories Matches Tatami 1 Tatami 2 Tatami 3 Log


Test Shiai April 6th, 2010 Helsinki Men-81











1. Luka FISCHER, 1.kyu, Judo-Club Passau
5. Veeti HÄMÄLÄINEN, 1.dan, NUM
13. Sem BAKKER, 1.dan, Judo-Club Nijmegen
3. Daniel WHITE, 1.dan, St Peter's Belfast
11. Magnus PETERSEN, 2.kyu, Maastricht Judo Klub
7. Fynn WEBER, 2.kyu, TSV Ellgau
2. Jonas KOCH, 1.dan, TSV Ellgau
10. Elias PETERSEN, 1.dan, Budo-Vereniging Belduin
6. Jack TAYLOR, 1.dan, Stonehaven Judo Club
14. Lucas HANSEN, 1.kyu, Breda Judo Klub
4. Julian SCHWARZ, 1.dan, JSV Nippon Ahlen
12. Filip JÖNSSON, 1.kyu, Borås JK
8. Jayden VD BERG, 2.dan, Budo-Vereniging Belduin

Results


Pos	Name
1	
2	
3	
3	
5	
5	











Men-50
Men-55
Men-60
Men-66
Men-73
Men-81
Men-90
Women-44
Women-48
Women-52
Women-57
Women-63
Women-70

Tatami 1 


Match: Men-81
Julian SCHWARZ - JSV Nippon Ahlen     
Filip JÖNSSON - Borås JK     











Next: Men-81
? - ?
Fynn WEBER - TSV Ellgau

Tatami 2 

Match: Women-70
Olivia WILLIAMS - Walderslade Judo Club     
Sara MÄKELÄ - Kokkolan Budo     

Next: Men-81
Luka FISCHER - Judo-Club Passau
Veeti HÄMÄLÄINEN - Nummelan Judo

Tatami 3 

Match: Women-63
Mathilde ANDERSEN - Roskilde Budo Klub     
Alice PETERSSON - Borlänge JC     

Next: Women-63
Sophie THOMPSON - Cambridge Judo
Leoni SCHNEIDER - Judo-Club Passau

Click category name to show the relevant bracket. Sheet of the last finished fight is displayed automatically if the menu selection *Preferences* → *Automatic Sheet Update* is checked. You can set the match result by clicking the numbers next to the matches. The yellow cross on black background is used to cancel the previous result.

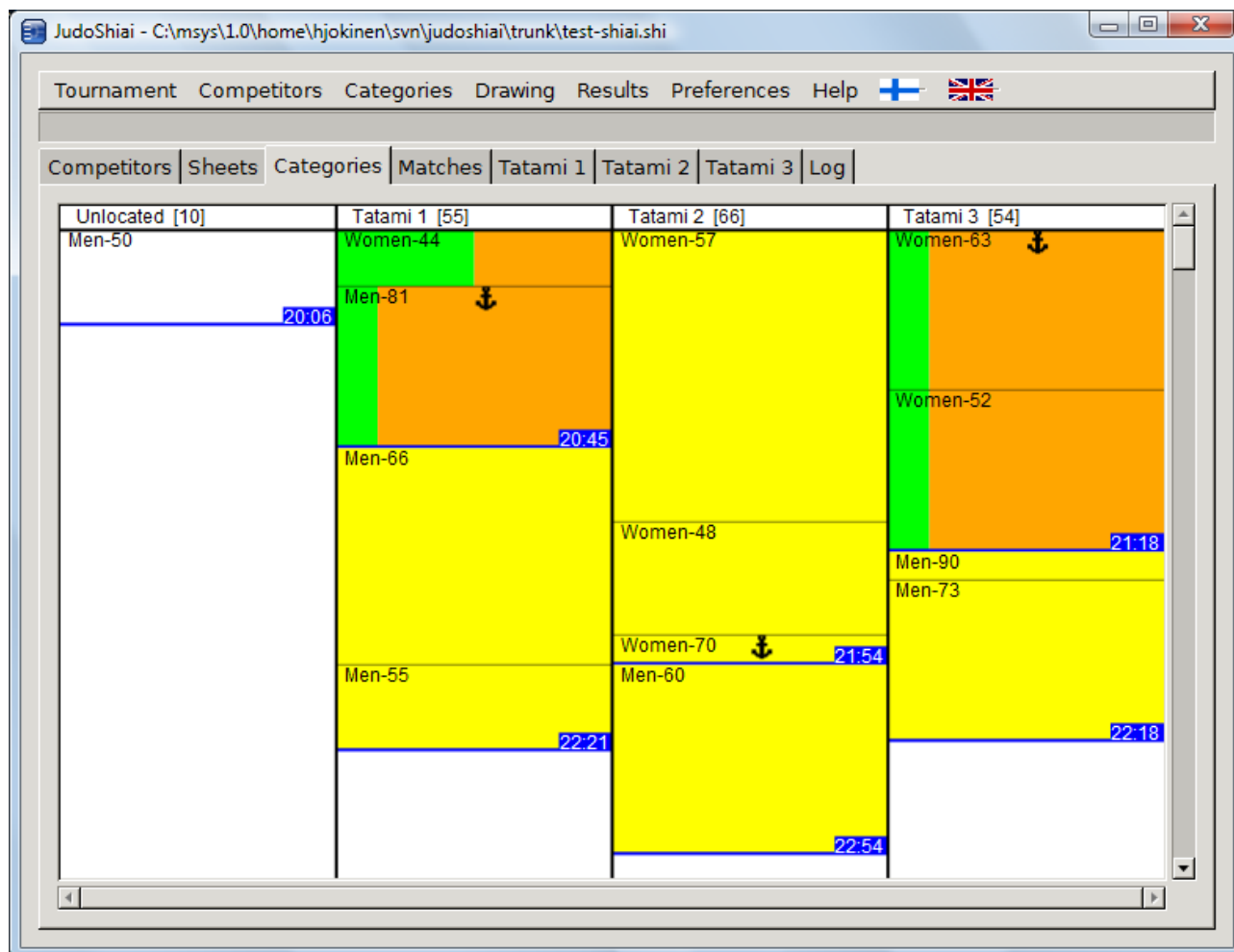
JudoShiai program selects the next match automatically, but you can affect to the match order by right clicking the *Comment* field on the *Tatami* sheets. You have the following selections:

- *Next match*: This will be the next match. Program will select the match after this one.
- *Preparing*: This will be the second match in the list.
- *Delay the match*: Match will be delay for an undetermined time. JudoShiai suggest other matches next, if possible.
- *Remove comment*: Remove any of the settings above. If you remove the *Next match* comment the first and second matches switch places.

One way to delay a whole category is to move it temporarily to tatami 0.

Controlling the Matches

You have seen a couple of ways to control the competition, but two other sheets enables an easier way. Categories sheet is illustrated below:



Categories are displayed by tatami. Color codes have the following meaning:

- White: Category has not been drawn.
- Yellow: Category has been drawn, but no fights have finished.
- Green/orange: Finished matches/matches left.

Number of matches left is shown in brackets for each tatami. Length of the rectangle representing the category is proportional to the number of matches left in that category, i.e. the rectangle shrinks as the contest progresses. The blue line separates the groups from each other. The time on the blue background is an estimate of the end time of the group's last match. An anchor symbol marks the category who's match is starting or ongoing. You cannot move that category.

You can move the category by left clicking it and dragging it to another place. You may change both tatami and group. One way to delay a category is to drag it to the left (column Unlocated) or to an unused extra tatami. You may want to delay a category if there is something to correct or if you want to delay all the medal matches.

Although the anchor prevents the moving of the category on this sheet it is possible to do on the *Competitors* sheet, but be careful.

You can see the next matches on the *Matches* sheet:

JudoShiai - test.shi									
Tournament Competitors Categories Drawing Results Preferences Help									
Competitors Sheets Categories Matches Tatami 1 Tatami 2 Tatami 3 Log									
Delayed		Tatami 1		Tatami 2		Tatami 3			
M-81		Prev. winner:		Prev. winner:		Prev. winner:			
Daniel	Veeti	M-90		N-52		M-73			
WHITE	HÄMÄLÄINEN	Maximilian NEUMANN		Emma CHRISTENSEN		Elias PERSSON			
GBR	FIN								
N-70		N-63		M-81		N-57			
Olivia	Sara	Nora	Ingrid	Julian	Jayden	Emily	Sofie		
WILLIAMS	MÄKELÄ	KRISTIANSEN	LARSEN	SCHWARZ	VD BERG	JOHNSON	NIELSEN		
GBR	FIN	NOR	NOR	GER	NED	GBR	DEN		
		M-90		M-81		M-66			
		Maximilian	Leon	Julian	Daniel	Joona	Louis		
		NEUMANN	SCHMIDT	SCHWARZ	WHITE	UUSITALO	SCHRÖDER		
		GER	GER	GER	GBR	FIN	GER		
		N-63		N-52		N-57			
		Nora	Sophie	Lieke	Anni	Emily	Lara		
		KRISTIANSEN	THOMPSON	DE JONG	LEHTIMÄKI	JOHNSON	SCHÄFER		
		NOR	GBR	NED	FIN	GBR	GER		
		M-90		AP-66		M-66			
		Frederik	Leon	Tim	Eetu	Joona	Harry		
		CHRISTENSEN	SCHMIDT	WAGNER	MÄKINEN	UUSITALO	WRIGHT		
		DEN	GER	GER	FIN	FIN	GBR		
		N-63		N-52		N-57			
		Ingrid	Sophie	Emma	Anni	Sofie	Lara		
		LARSEN	THOMPSON	CHRISTENSEN	LEHTIMÄKI	NIELSEN	SCHÄFER		
		NOR	GBR	NOR	FIN	DEN	GER		
		AP-81		M-81		M-66			
		Lucas	Sem	Jayden	Veeti	Louis	Harry		
		HANSEN	BAKKER	VD BERG	HÄMÄLÄINEN	SCHRÖDER	WRIGHT		
		DEN	NED	NED	FIN	GER	GBR		

On the left is a list of delayed fights. You may want to run the medal matches later. At the top of the Tatami column is the winner of the previous fight. The name shows up after a match on yellow background. You can click the cell to turn the color green. The announcer can utilize the colors as a “sticky note” reminder.

Below the winner name is information about the next matches. The first two matches are automatically frozen, but from the third fight on their position may change if *Automatic Match Delay* has been selected. Reason for possible rearrangement is shown using two colors:

- Red means that the competitor already has a match or preparation ongoing for another category (for example cadet fights also in juniors).
- Blue means that competitor should have more rest time.

The colors are updated only after a match is finished and their purpose is just to give a hint why some match may be delayed.

By right clicking the match you can force it the first (*Next match*) or second (*Preparing*) on the list, or delay it (*Delay the match*). *Remove delay* clears the previous settings.

You can drag'n'drop one match to a selected place (another tatami or position in the match queue). It is possible to freeze the first ten matches at once, too. All the freezed matches are done before the other matches on that tatami. Freezed matches have a yellow background. Right click the match to pop up the following menu selections:

- *Freeze match order*: Match order of the ten first matches is frozen.
- *Unfreeze exported*: Unfreeze matches that has been dragged to another contest area back to this “home” tatami.
- *Unfreeze imported*: Unfreeze matches that has been dragged to this contest area back to

their original “home” tatami.

- *Unfreeze this*: Unfreeze this match.

Automatic Match Delay

In official tournaments fights have their defined order without any deviations. This may lead to rest times, waiting, and empty contest areas. However, in national lower level tournaments the protocols are more flexible and if the number of contestants is high it may be better to arrange the matches so that the waiting times are minimized. Also there may be conflicting fights at the same time if a competitor is allowed to participate in two categories.

JudoShiai keeps track of the old and coming matches. This information is utilized if the menu selection *Preferences* → *Automatic Match Delay* is turned on. Competitor's matches are delayed if necessary to avoid waitings caused by the rest times.

The disadvantage is that also JudoInfo shows the changes in the match order which can get the audience confused.

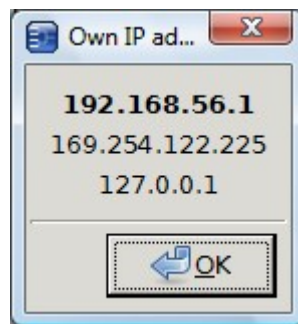
Communication

You get the most out of the JudoShiai software package if the programs can communicate with each other. JudoShiai program sends information to JudoTimer and JudoInfo and receives results from the JudoTimer.

IP Network

The programs use an IP network for the communication. For a simple network you need an Ethernet switch that contains an embedded DHCP server.

For the communication you have to know the IP address of the JudoShiai program. Although you can use the methods provided by the operating systems to find the IP addresses, it is also possible to choose the menu option *Preferences* → *Communication* → *Own IP Addresses*. Example of a list of IP addresses:



You may have several addresses in use, but the most probable is in bold.

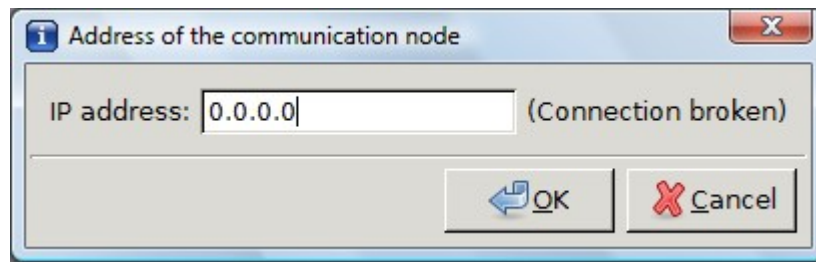
Protocol

There are many ways to arrange communication between network elements. The best ways (broadcast or multicast messages, UDP) are many times blocked by the firewalls especially in the company laptops. That is why the communication uses a communication node (JudoShiai program) who is connected by the other programs. Used protocol is TCP and the port number to connect to is 2310. TCP is used by the web browsers, too, and hence the firewalls easier accept this kind of traffic.

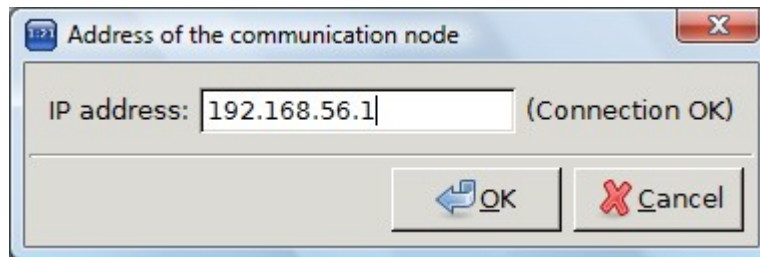
Communication Node

The JudoShiai program acts as a communication node. The communication node computer must accept connections to port number 2310. In the future port number 843 will be used with Flash applications.

The JudoTimer and JudoInfo programs search for the communication node starting from the lowest IP address. Linux versions are quite fast, but for Windows software it may take several minutes to find the correct address. It is best to set the address manually. Find the IP address of the JudoShiai program by clicking *Preferences* → *Communication* → *Own IP Addresses*. From JudoTimer and JudoInfo menus choose the menu option *Preferences* → *Communication Node*. A new window pops up:



Address of the JudoShiai program (0.0.0.0 = no address) and the connection status is shown. Type in the earlier detected IP address (192.168.56.1) and click OK. After a while you may check the status of the connection:



JudoTimer

JudoTimer is a scoreboard and timer program that you can use as a standalone application or together with the JudoShiai. In the picture below JudoTimer has received information about the next matches. Contestants and the weight category are shown.



Automatic Rest Time

JudoShiai communicates the possible rest time when needed. The clock starts to count down using red numbers. Also name of the competitor is shown.

New Match

Choose an option from the *Contest* menu to start a new match.

Key	Menu option	Function
0	automatic	Contest duration from the JudoShiai program
1	2 min (short pin times)	Contest time is 2 min with short osaekomi times
2	2 min	Contest time is 2 min
3	3 min	Contest time is 3 min
4	4 min	Contest time is 4 min

5	5 min	Contest time is 5 min
9	Golden Score	Menu for the golden score time

Golden Score

JudoTimer will suggest the golden score itself. However, you can select it also from the *Contest* menu. In the pop-up menu there are times from one minute to five minutes and the automatic setting from the JudoShiai program.

Hantei

In case of referee voting you have to tell the result by choosing the *Contest* menu option *Hantei: Blue Wins* or *Hantei: White Wins*.

Hansoku-make

JudoTimer doesn't support hansoku-make due to confusing meanings of the term. Please use JudoShiai to give a hansoku-make.

Clocks and Scoreboard

You can control clocks and scoreboard by using both the keyboard and mouse.

Shiai clock start/stop:	Click the shiai clock numbers or press the space bar.
Osaekomi clock start/stop:	Click the osaekomi clock numbers or press the Enter key.
Sonomama/yoshi:	Click the "SONOMAMA" text or press the 's' key. To start the clocks redo the previous or click the shiai or osaekomi clocks.
Scoring:	Click the scoreboard number or use the keys: F1 Ippon for blue F2 Waza-ari for blue F3 Yuko for blue F4 Shido for blue and score white F5 Ippon to white F6 Waza-ari to white F7 Yuko to white F8 Shido to white and score blue
Remove score:	Remove a score by - holding down the shift key while clicking or pressing a function key; or - right-clicking the scoreboard.
Osaekomi scores:	After the osaekomi clock has been started you have to tell who is scoring. Click the blue or white area to the right of the osaekomi clock or press the up or down-key. The program adds the ippon automatically to the scoreboard and stops the clocks. Otherwise the points flash on the display and you have to give them manually by clicking the scoreboard or using the arrow keys.

Preferences

You can change the looks and functionality of the program from the *Preferences menu*.

Menu option	Function
Red Background	Change blue scoreboard background red.
Full Screen Mode	Display fills the whole screen.
No Koka	Koka is not used. The first shido doesn't score the opponent.
Leave Points for GS	Golden Score doesn't reset the scores.
Display Layout	There are many possibilities to choose the display layout.
Contest Area	When communicating with the JudoShiai the program must know on which contest area it is used.
Communication Node	Normal usage: Set the address of the JudoShiai program. Usage as a slave: Set the address of the master JudoShiai program.
Own IP Addresses	Check IP addresses of this computer.
Set Time	Correct the clocks either by one second at a time or everything at once. Works only when the clocks are not running.
Mode	You can create a master/slave pair to have two displays. Use master in the operated JudoTimer and slave in the other.
Advertise	Select a folder containing PNG and GIF picture files. When a match starts one of the pictures is shown on the display for a couple of seconds.
Sound	Select a sound file to play on certain occasions (soremade, ippon).

Log File

JudoTimer writes events to a log file. Log file name has the format

judotimer_yyyymmdd_hhmmss.log

In Windows it is located in the folder

C:\Users\username\Documents\

In Linux it is located in the directory

/home/username/.local/share/

A new log file is created every time JudoTimer is started. The file looks as follows:



```
13:30:42 [-:--] <10002-03> Automatic next match 10003:1 (Heimo LUMME, OtaIammenn Judokat - Kristoffer ALA-KUJALA, Yukolan judoseura)
13:30:44 [3:00] <10003-01> MATCH START: CP-50: Heimo LUMME, OtaIammenn Judokat - Kristoffer ALA-KUJALA, Yukolan judoseura
13:30:44 [3:00] <10003-01> Shiai clock start
13:30:47 [2:56] <10003-01> Ippon to blue: IWYKS = 10000 - 00000
13:30:47 [2:56] <10003-01> CP-50: Heimo LUMME, OtaIammenn Judokat wins by 3,190000 s Ippon)!
13:30:47 [2:56] <10003-01> CP-50: Heimo LUMME, OtaIammenn Judokat wins by 3,190000 s Ippon)!
```

13:30:49 [2:55] <10003-01> Shiai clock stop
13:30:49 [2:55] <10003-01> CP-50: Heimo LUMME, Otaalammen Judokat wins by 4,897000 s Ippon)!)
13:30:51 [-:--] <10003-01> Automatic next match 10003:2 (Teemu NIEMELÄ, Otaalammen Judokat - Volodymyr GULBANI, Salmen Judokat)
13:30:54 [3:00] <10003-02> MATCH START: CP-50: Teemu NIEMELÄ, Otaalammen Judokat - Volodymyr GULBANI, Salmen Judokat
13:30:54 [3:00] <10003-02> Shiai clock start
13:30:56 [2:57] <10003-02> Osaekomi clock start
13:31:13 [2:40] <10003-02> Osaekomi clock stop after 16,958000 s
13:31:16 [2:38] <10003-02> Shiai clock stop
13:31:17 [2:37] <10003-02> Osaekomi score to white: IWYKS = 00000 - 00100
13:31:20 [2:37] <10003-02> Shiai clock start
13:31:28 [2:30] <10003-02> Shido to white: IWYKS = 00000 - 00101
13:31:30 [2:27] <10003-02> Shido to white: IWYKS = 00100 - 00102
13:31:34 [2:23] <10003-02> Ippon to white: IWYKS = 00100 - 10102
13:31:34 [2:23] <10003-02> CP-50: Volodymyr GULBANI, Salmen Judokat wins by 36,426000 s Ippon)!)
13:31:34 [2:23] <10003-02> CP-50: Volodymyr GULBANI, Salmen Judokat wins by 36,426000 s Ippon)!)
13:31:35 [2:22] <10003-02> Shiai clock stop
13:31:35 [2:22] <10003-02> CP-50: Volodymyr GULBANI, Salmen Judokat wins by 37,497000 s Ippon)!)
13:31:39 [-:--] <10003-02> Automatic next match 10004:3 (Staffan NYBERG, Salmen Judokat - Erkki ELORANTA, Salmen Judokat)

At first there is the real time and then the remaining shiai time. Next there is the category code and the match number. At the end there is the event description.

JudoInfo

JudoInfo lists the match order. It is useful for the contestants, audience, and the announcer.

JudoInfo			Preferences Help  		
Tatami 1		Tatami 2		Tatami 3	
Prev. winner: Women-44		Prev. winner: Women-70		Prev. winner: Women-83	
Elsa SVENSSON SWE		Sara MÄKELÄ FIN		Mathilde ANDERSEN DEN	
Men-51		Men-51		Women-83	
Daniel WHITE GBR	Magnus PETERSEN DEN	Luka FISCHER GER	Veeti HÄMÄLÄINEN FIN	Sophie THOMPSON GBR	Leonil SCHNEIDER GER
Women-44		Women-48	Category starts	Women-62	
Maja JOHANSSON SWE	Ruby JONES GBR	Laura KLEIN GER	Tee BERG NOR	Emily WOLF GER	Chloe WALKER GBR
Women-44	Semifinal A	Women-67		Women-62	
		Ella NIEMINEN FIN	Chloé LEROY FRA	Emilia KIVIMÄKI FIN	Lee DUBOIS FRA
Women-44	Semifinal B	Women-48		Women-83	
		Aino MÄENPÄÄ FIN	Emma MARTIN FRA	Nora KRISTIANSEN NOR	Mia BAUER GER
Men-51		Women-70		Women-62	
Elias PETERSEN NOR	Jack TAYLOR GBR	Olivia WILLIAMS GBR	Sanne VAN DIJK NED	Anni LEHTIMÄKI FIN	Lee BECKER GER
Women-44	Gold medal match	Women-48		Women-83	
		Anna SCHULZ GER	Wilma GUSTAVSSON SWE	Ingrid LARSEN NOR	Lili RICHTER GER
Men-51		Women-70		Women-62	
Julian SCHWARZ GER	Jayden VDBERG NED	Sara MÄKELÄ FIN	Sanne VAN DIJK NED	Siri HEIKKINEN FIN	Hanna JOHANSEN NOR
Men-51		Women-48		Women-83	
		Laura KLEIN GER	Aino MÄENPÄÄ FIN	Manon ROBERT FRA	Verla LAINE FIN
Men-51		Women-48		Women-62	
		Tee BERG NOR	Emma MARTIN FRA	Emma CHRISTENSEN NOR	

Winner of the previous match is at the top. It will appear with yellow background, but the announcer can click it green.

In addition to the contestant names and weight category there are also information about the start of the category, medal matches, and rest time.

FAQ

How do I make a backup of the tournament data?

All the information is in one ordinary file with an extension `.shi`. Copy it as any other file. JudoShiai has also a menu selection for automatic backup.

Is it possible to browse or change the database without JudoShiai program?

Yes, it is. The database is based on SQLite (<http://www.sqlite.org>). There are lots of instructions and software available. For example Sqliteman is a free program.

Windows

Communication between JudoShiai and JudoTimer doesn't work.

Most probably JudoShiai doesn't accept connections to the port 2310. Log in as an administrator. Disable firewall. Check that the computer has an IP address.

Linux

Communication between JudoShiai and JudoTimer doesn't work.

Linux uses iptables concept to control the traffic. Your rule base most probably prevent communication. You can get rid of the rules by giving the following command:

```
sudo iptables -F  
or  
sudo /etc/init.d/iptables stop
```

Draw Algorithm

Drawing utilizes a random number generator that is seeded with a start time (<http://linux.die.net/man/2/time>, <http://linux.die.net/man/3/rand>).

Choosing Contestants for the Drawing

Choose a random position in the competitors list. Go through the list until a competitor fulfilling the criteria is found. The competitors are selected in the following order:

1. Seeded starting from the 1st seeded.
2. Competitors from the same club/country than the seeded starting from the 1st seeded's club/country.
3. Those competitors whose club/country has the most participants. If there is equal amount of participants club/country is selected randomly.

The third point is because it is easier to draw the competitors as far as possible from the other competitors from the same club or country.

Double Knockout

In double knockout systems the sheet is divided into two half tables (1 and 2). The half tables are divided into two quarter tables (A, B, C, and D). Drawing is conducted as follows:

1. Select a random half table, quarter table, and number for the 1st seeded.
2. Select a random quarter table and number from the other half table for the 2nd seeded.
3. For the 3rd seeded select a random number from the same half table but different quarter table than for the 2nd seeded.
4. For the 4th seeded select a random number from the same half table but different quarter table than for the 1st seeded.
5. Rest of the contestants are drawn in the previously explained order. Position in the table is defined using classification of the positions to ensure that competitors from the same club/country are spread as far from each other as possible.

Give "badness" points to the positions of the sheet:

- If there is an opponent for the position give one point.
- If the first opponent would be from the same club/country add 4 points for the position. If the opponent is seeded add one more point.
- Double the search area to four matches. If this wider area contains a competitor from the same club/country add another 5 or 6 points i.e. the second match would be against a contestant from the same club/country.
- Continue doubling the search area till the size of the area is a half table.

An example clarifies the algorithm. There is a table for a 16 player double knockout system. In the upper half is a competitor from the same club and in the lower half is another competitor from the same club:

		6	6	6+6=12
		6	6	6+6=12
Same club seeded	6	6	6	6+6+6=18
	7	6	6	7+6+6=19
			6	6
			6	6
			6	6
			6	6
			5	5
			5	5
			5	5
			5	5
	6	5	5	5+5+5=16
Same club	5	5	5	5+5+5=15
		5	5	5+5=10
		5	5	5+5=10

There are four positions with the least (5) “badness” points. Select one randomly. The table looks like this:

		6	6	6+6=12
		6	6	6+6=12
Same club seeded	6	6	6	6+6+6=18
	7	6	6	7+6+6=19
			6	6
			6	6
			6	6
			6	6
Competitor	5	5	5	5+5+5=15
	6	5	5	6+5+5=16
		5	5	5+5=10
		5	5	5+5=10
	6	5	5	6+5+5=16
Same club	5	5	5	5+5+5=15
		5	5	5+5=10
		5	5	5+5=10

The next competitor from the same club/country would be put in one of the positions with 6 points. Continuing like this it is always possible to find the best place far from the other competitors from the same club/country.

Pool

In pool system the competitors are drawn so that the last match will be between the two seeded. For example in a pool of five the first seeded will get randomly position 2 or 5 and the second

seeded the other number.

Size of the pool	Competitors of the last match
2	1 - 2
3	2 - 3
4	2 - 3
5	2 - 5

Rest of the competitors are drawn so that the last match will not be against another competitor from the same club/country.

Double and Quad Pool

Seeded competitors will be drawn to different pools and so that the seeded will be in the pools last match. Also other competitors from the same club/country will be drawn to different pools, if possible. Drawing order is the same as in the double knockout system.

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