

Weightlifting Competition Score Keeper

Version SCT 2.0 (rev 2019-4-26)

Overview

Weightlifting Competition Score Keeper is a program which provides the capability to conduct real time score keeping operations at a Weightlifting competition. It has several distinct functions or “Tasks”.

The tasks and the abbreviations used for each are:

Score Keeper	SKP	
Marshal	MAR	
Time Keeper	TMK	
Jury	JUR	
Attempt Board – Detailed	ATT	
Attempt Board – Simple	ATS	
Score Board – Dynamic	SBR	(sorted by lift order)
Score Board – Static	SBS	(sorted by start number)
Display Clock	CLK	
Decision Lights	DLB	
Broadcast Board	WEB	

The **Score Keeper** displays the list of athletes of the current session in the order of lifting. The operator inputs the ‘good lift’ or ‘no lift’ decisions. If used in conjunction with the Referee Light System the referee decisions can be recorded automatically. The operator also inputs declarations and changes of weight if there is no accompanying **Marshal** task in operation.

The **Marshal** displays the list of athletes of the current session in the order of lifting. The operator inputs the declarations of weight and changes of weight for each attempt as directed by the athletes and/or their coaches.

The **Time Keeper** displays and keeps the time allowed to the current athlete for his/her attempt.

The **Jury** display requires the use of the Referee Light System. It allows the jury members to render their decisions, to see the real time decision of the referees, to pause the competition, and to summon the referees for consultation.

The simple **Attempt Board** displays the name and team of the current athlete, the time on the clock, the attempt number, the weight of the barbell. The detailed **Attempt Board** will also display then next 3 athletes to be called to the platform and the current records for the category.

The **Score Board** displays the list of the athletes ordered either by start number or lifting sequence. This is intended for the athletes and coaches in the warm up area, technical officials, and the viewing audience.

The **Display Clock** is simply the display of the time allowed to the current athlete.

The **Decision Lights** is a simple display of the decision of the referees.

The **Broadcast Board** is very similar to the attempt board. The colors, fonts, and placements of the items are selected to allow someone with the appropriate video software to collect “pieces” of the board for inclusion in an ongoing live stream or webcast broadcast.

The collection of tasks required to execute a single session of weightlifting on a single competition platform is referred to as a **Session**. The **Score Keeper** task is the primary task of the program and serves as a communication hub for all the other tasks on client computers. There can be only one **Scorekeeper** in a **Session**. Likewise, there can be only one **Marshal**, one active **Time Keeper**, and one **Jury** in as **Session**. There is no limit to the number of **Attempt Boards**, **Score Boards**, **Display Clocks**, **Decision Lights**, or **Broadcast Boards** in a **Session**.

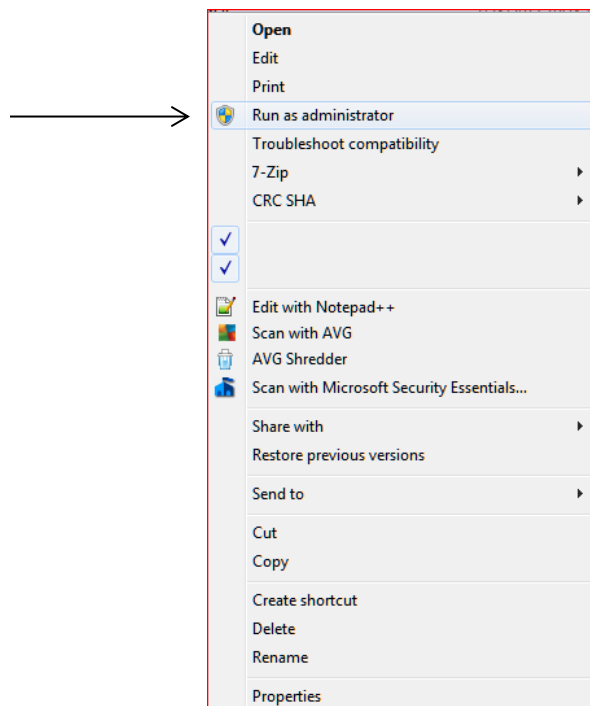
Installation

The program has been tested on Windows 8 and 10. All of the necessary files are in the 'Distribution' folder.

There are several files included with the installation package:

ScoreKeeper.pdf	- This document.
ScoreKeeper.exe	- Executable program
*.ocx	- Microsoft ActiveX files
*.dep	- Visual Basic Dependency files
*.dll	- Microsoft Dynamic Link Library
install.bat	- Installation script

The install script must be executed by the administrator. To do this right-click the install.bat file and select "Run as administrator" from the menu. This copies the Dynamic Link Library and ActiveX files to the appropriate windows folder and properly registers them with windows. The executable program may be manually copied to the desktop or any other folder.



Hardware

There is a Referee Light System (RLS) which includes three (3) decision boxes, a down signal, a referee junction box, and a time keeper console that works in conjunction with this software. In addition, there is a jury junction box and five (5) decision boxes for the jury. The referee junction box, jury junction box, and time keeper console connect via USB. The operation of the software does not depend on the Referee Light System. However, the software has no way of knowing the individual decisions of the three referees and therefore cannot display their decisions without the hardware.

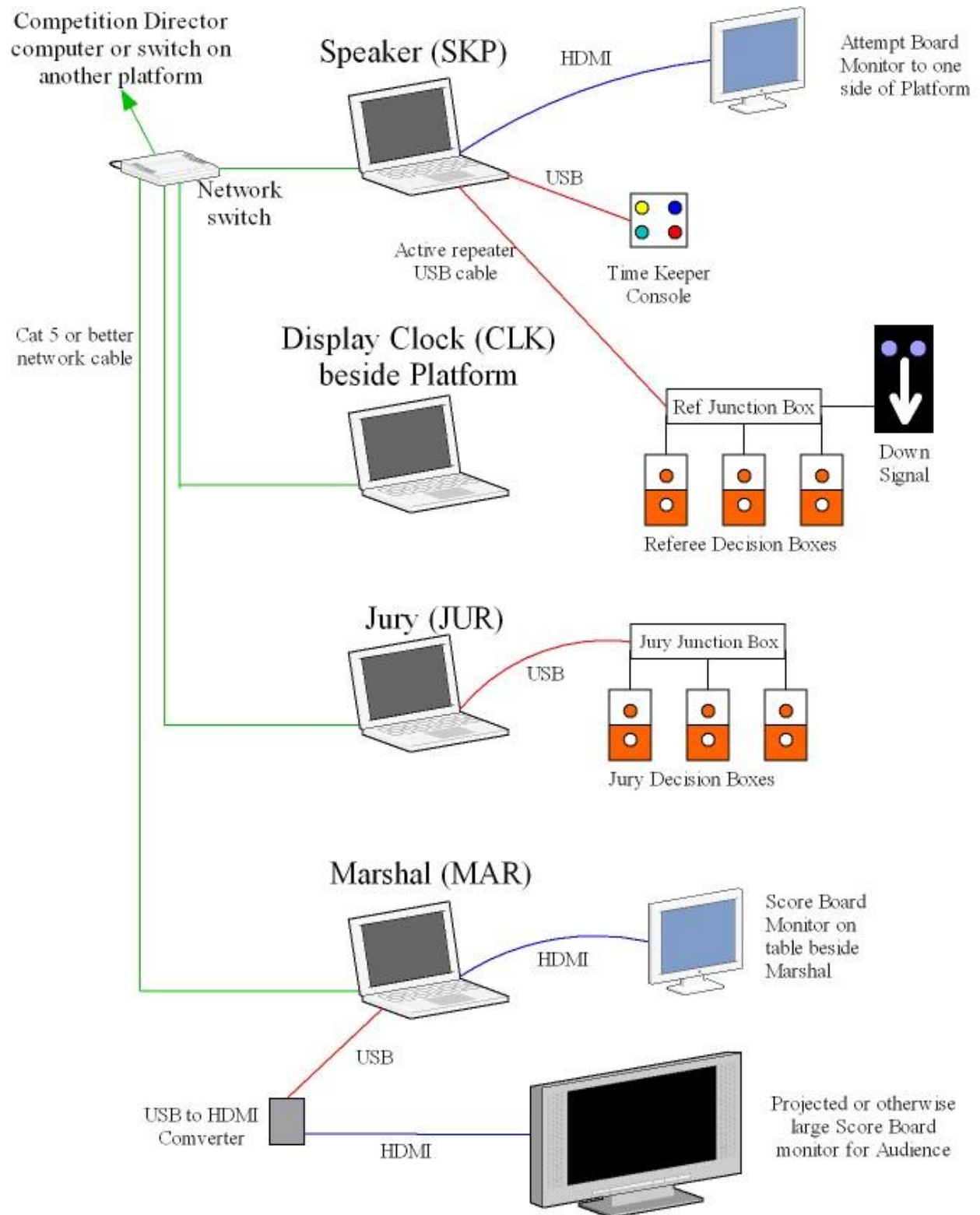
The hardware is based on the Arduino Uno micro controller so the drivers for the Arduino must be installed on any computer into which one of the USB devices of the Referee Light System is plugged. If the Arduino windows drivers are properly installed the Score Keeper software will automatically recognize the devices. The Arduino Uno device driver installation package is available on the www.SimontonCompTech.com website.

Computer Setup

The Score Keeper may be run on a single computer or multiple computers on the same network. A wired network is highly recommended over a wireless network. If you wish to suffer anxiety and frustration due to unexplained communication problems then use a wireless network. A typically setup at our national meets requires four (4) computers per platform. The speaker will operate the SKP (main computer). A computer running the MAR task will be on the marshal table. The computer on the jury table will run the JUR task. We will also place a computer near the front corner of the competition platform opposite of the athlete entrance. This one will run the CLK (Display Clock) task. External monitors are attached to one or more of the computers to display the SBR or SBS (Score Board) tasks or the ATS or ATT (Attempt Board) tasks. The following page contains a diagram of the described typical setup.

Known Problems

Under certain as yet undetermined conditions the TMK clock running on the SKP will run too slowly. A more accurate description is that it will have intermittent pauses during the countdown. The symptom is that it will count a few seconds normally and then pause without changing the countdown for a couple of seconds. The pattern will repeat itself. It will only pause for two (2) seconds, but the duration of the normal countdown may range from 3 seconds to about 10 seconds. When this happens you should shut down the SKP process completely. The currently open session does not have to be closed first. Restart the SKP program and the previously open session will automatically open again and the tasks on the client computers will automatically reconnect. The shutdown and restart takes only about 10 seconds to perform. Ideally this would be done while the loaders are on the platform following an attempt (successful or not). That way the time on the clock is not an issue. If the time on the clock is an issue, such as during the 10 minute break after the snatch portion of the session then start a count down on an available iPhone or other device so that you can set the clock to the appropriate time once the program restarts.

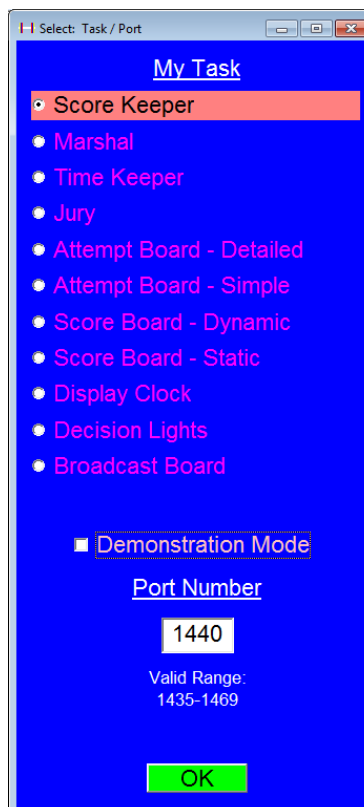


Operation

Double click ScoreKeeper to begin execution. The 'splash' window appears which gives name and version information.



Click the 'GO' button.
The Task/Port selection window appears:



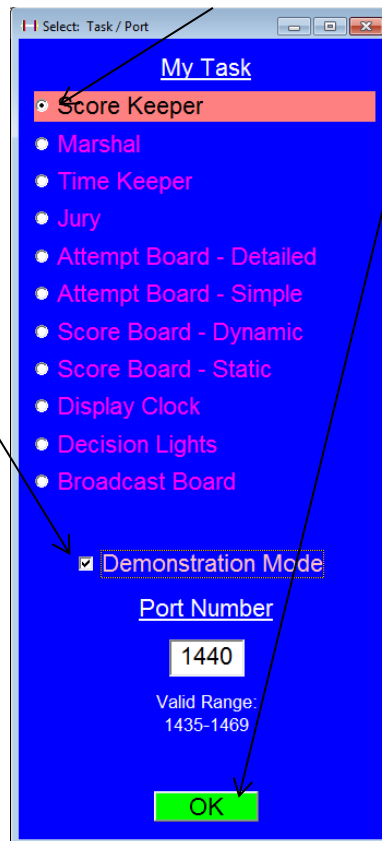
Select the task to run on this computer. (*Geek mode on*) The computer running SKP is called the **Server**. Computers running the other task are called **Clients**. Usually the default port number will suffice. Situations in which some other entity on the local network is using the default port number will require selecting an alternative. Also, if more than one SKP is running on this computer each instance will need distinct port numbers. The IP address of the Server and port number used by the SKP are the information which will be needed by the Clients to initiate communicate with the Server. (*Geek mode off*)

Each computer can run 3 tasks simultaneously. The task selected here is the **primary task**. Additional tasks may be selected from the menu that is available in the upper left corner of the primary task on the SKP and each Client. Those tasks are referred to as **secondary tasks**. The SKP, MAR, and JUR can only be primary tasks. The TMK can only be a **primary task** on a client computer. However, the TMK can be a **secondary task** of the SKP. The Server (computer running the SKP task) can have 2 secondary tasks in addition to the TMK task. More will be discussed about that later.

The following sections deal with each of the nine (9) primary tasks.

Score Keeper (demonstration mode)

Check the 'Demonstration Mode' Box, select 'Score Keeper', and Click 'OK'.



The task selection window disappears and is replaced by the SKP demo window.

Strt #	Athlete	Team	Age	Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

USB Referee Junction Attached X
Score Keeper: 192.168.1.4 X

1:00 1:00

Please note the IP address of the SKP on the bottom left of the window. Depending on the configuration of the network this information may be needed by a client in order to communicate with the SKP. The lower left of the screen is where general messages are displayed. If the message has an “X” on its right edge then the operator may click the “X” to cause the message to disappear. Notice also the “USB Referee Junction Attached” message. That will appear when the Referee Light System is attached to a USB port on the computer.

The **Introduction** button invokes the following window which lists each athlete and his/her team (or country) arranged in the order of introduction. This is to assist the speaker during the introduction. Notice the first athlete is highlighted in green. After the first athlete is introduced the speaker can press the “Enter” or “Tab” key on the keyboard and the next athlete will be highlighted. This allows the speaker to immediately know which athlete is next in line to be introduced if the speaker looks away from the screen for any reason (such as the natural inclination to see that the introduced athlete is present and acknowledged).

Session 99 / Platform Athlete Introduction	
1	STEINER Matthias Germany
2	JEON Sang-Guen Korea
3	SCERBATIHS Viktors Latvia
4	KLESZCZ Grzegorz Poland
5	CHIGISHEV Evgeny Russia
6	SHYMECHKO Ihor Ukraine
7	UDACHYN Artem Ukraine

The **Platform** button allows the speaker to identify the platform if the competition has multiple platforms. A mouse click on it will invoke the window in which the speaker may type in the name of the platform.



If the particular platform is named “purple” then the speaker types “purple” and clicks the accept button. The platform button on the main screen changes to **Platform PURPLE**. The Platform button will change colors to most of the primary colors. This is just to serve as a visual cue or reminder to the speaker. Currently this is only a cosmetic feature. Later versions of software will incorporate this as a component in the communication with the Competition Director software.

Upon completion of each attempt on the platform the operator clicks either **Good Lift** or **No Lift**. Notice that both buttons disappear for about 2 seconds after either is clicked. This prevents an accidental double click event. After clicking **No Lift** the screen will appear as follows:

Session 99 Platform													
Menu			Good Lift		No Lift		Challenge		Platform PURPLE				
Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	2	-185			232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

USB Referee Junction Attached X
 Score Keeper: 192.168.1.4 X

1:00
1:00

Notice that the **Introduction** button has disappeared and the **Challenge** button has appeared. More on this later.

Click **Good Lift** and the following screen will appear:

Session 99 Platform													
Menu		Good Lift		No Lift		Challenge		Platform PURPLE					
Strt	#	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J Total
4	KLESZCZ	Grzegorz	POL	31	Sr.	+105	131.16	186	3	-185	185		232
6	SHYMECHKO	Ihor	UKR	22	Sr.	+105	130.25	193	1				217
2	JEON	Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220
7	UDACHYN	Artem	UKR	28	Sr.	+105	144.09	197	1				235
1	STEINER	Matthias	GER	26	Sr.	+105	145.93	198	1				246
3	SCERBATIHS	Viktors	LAT	34	Sr.	+105	144.97	198	1				242
5	CHIGISHEV	Evgeny	RUS	29	Sr.	+105	124.13	200	1				247

USB Referee Junction Attached X
 Score Keeper: 192.168.1.4 X

1:00

The highlighted line indicates the athlete who took the last attempt on the platform. In this example, KLESZCZ failed his first attempt, took the automatic for his second and was successful. If he declares 193 for his third attempt the operator must click on his name (or anywhere on the row). This will display the athlete's card for KLESZCZ.

Session 99 Platform													
Menu		Good Lift		No Lift		Challenge		Platform PURPLE					
Strt	#	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J Total
4	KLESZCZ	Grzegorz	POL	31	Sr.	+105	131.16	186	3	-185	185		232
6	SHYMECHKO	Ihor	UKR	22	Sr.	+105	130.25	193	1				217
2	JEON	Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220
7	UDACHYN	Artem	UKR	28	Sr.	+105	144.09	197	1				235
1	STEINER	Matthias	GER	26	Sr.	+105	145.93	198	1				246
3	SCERBATIHS	Viktors	LAT	34	Sr.	+105	144.97	198	1				242
5	CHIGISHEV	Evgeny	RUS	29	Sr.	+105	124.13	200	1				247

USB Referee Junction Attached X
 Score Keeper: 192.168.1.4 X

1:00

Any weightlifting marshal will immediately recognize the card and has a good idea of how to manipulate it on the screen with little or no instruction. The operator clicks the yellow declaration area in the 3rd Attempt of the Snatch. This is the area for the athlete's declaration. The operator types in "193" and presses "enter".

Poland			
KLESZCZ Grzegorz			
Start Number: 4	Lot: 193	Category: +105	Age / Age Group: 31 / Sr.
Entry Total: 425	Body Weight: 131.16	Signature: No Lift	
SNATCH			
1st Attempt	2nd Attempt	3rd Attempt	
185	Automatic Increment: 185	Automatic Increment: 186	
Declared weight: 185	Declared weight:	Declared weight:	
Signature: 1st Change	Signature:	Signature:	Edit
Signature:	Signature:	Signature:	
Signature: 2nd Change	Signature:	Signature:	Withdraw
Signature:	Signature:	Signature:	
[SNATCH]		CLEAN and JERK	
Date of Birth: 12-Nov-1977		Starting Clean and Jerk: 232	

The declaration has been accepted. Notice the area for the 1st change is now marked in yellow.

Poland			
KLESZCZ Grzegorz			
Start Number: 4	Lot: 193	Category: +105	Age / Age Group: 31 / Sr.
Entry Total: 425	Body Weight: 131.16	Signature:	
SNATCH			
1st Attempt	2nd Attempt	3rd Attempt	
185	Automatic Increment: 185	Automatic Increment: 186	
Declared weight: 185	Declared weight:	Declared weight: 193	
Signature: 1st Change	Signature:	Signature:	Edit
Signature:	Signature:	Signature:	
Signature: 2nd Change	Signature:	Signature:	Withdraw
Signature:	Signature:	Signature:	
[SNATCH]		CLEAN and JERK	
Date of Birth: 12-Nov-1977		Starting Clean and Jerk: 232	

KLESZCZ is no longer the next athlete on the platform. Notice that **Good Lift** and **No Lift** are no longer visible on his card. Those buttons are only visible on the card of the athlete who is the currently scheduled athlete on the platform.

The screenshot shows the competition software interface. At the top, there are buttons for 'Menu', 'Good Lift', 'No Lift', 'Challenge', and 'Platform PURPLE'. Below these is a table of athletes with columns for Strt #, Athlete, Team, Age, Group, Wt. Cat., Body Wt., Next Wt., Att #, 1st, 2nd, 3rd, First C&J, and Total. The athletes listed are SHYMECHKO Ihor (UKR, 22, Sr., +105, 130.25, 193, 1, 185, 185, 217), KLESZCZ Grzegorz (POL, 31, Sr., +105, 131.16, 193, 3, -185, 185, 232), JEON Sang-Guen (KOR, 27, Sr., +105, 155.49, 195, 1, 220), UDACHYN Artem (UKR, 28, Sr., +105, 144.09, 197, 1, 235), STEINER Matthias (GER, 26, Sr., +105, 145.93, 198, 1, 246), SCERBATIHS Viktors (LAT, 34, Sr., +105, 144.97, 198, 1, 242), and CHIGISHEV Evgeny (RUS, 29, Sr., +105, 124.13, 200, 1, 247). A message box in the center reads 'Change of athlete SHYMECHKO Ihor'. At the bottom, there are buttons for 'USB Referee Junction Attached' and 'Score Keeper: 192.168.1.4', and a clock showing '1:00'.

Strt #	Athlete	Team	Age	Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J	Total
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1	185	185		217	
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	193	3	-185	185		232	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

Change of athlete
SHYMECHKO Ihor

USB Referee Junction Attached X
Score Keeper: 192.168.1.4 X

1:00

Notice the appearance of the competition messages (as opposed to general messages). This is to inform the speaker when there is a change to either the weight or athlete on the platform. These messages will disappear whenever the clock is started (more on that later) or the “X” on the right of each messages is clicked.

SHYMECHKO now requests “194” for his 1st change. The operator clicks his name to display his card and mistakenly enters “199”.

The screenshot shows the competition software interface with the athlete's card for SHYMECHKO Ihor displayed. The card shows the athlete's name, team (Ukraine), start number (6), lot (221), category (+105), age (22), and group (Sr.). It also shows the entry total (414), body weight (130.25), and declared weight (193). The card has fields for the 1st, 2nd, and 3rd attempts, with the 1st attempt showing a change from 193 to 199. There are buttons for 'Edit' and 'Withdraw'. At the bottom, there are buttons for 'USB Referee Junction Attached' and 'Score Keeper: 192.168.1.4', and a clock showing '1:00'.

Strt #	Athlete	Team	Age	Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	193	3	-185	185		232	
2	JEON Sang-Guen	KOR										220	
7	UDACHYN Artem	UKR										235	
1	STEINER Matthias	GER										246	
3	SCERBATIHS Viktors	LAT										242	
6	SHYMECHKO Ihor	UKR										217	
5	CHIGISHEV Evgeny	RUS										247	

Ukraine
SHYMECHKO Ihor

Start Number: 6 Lot: 221 Category: +105 Age / Age Group: 22 / Sr.

Entry Total: 414 Body Weight: 130.25 Signature:

Declared weight: 193

Signature: 199

1st Change: 199

Signature: 199

2nd Change: 199

Signature: 199

3rd Change: 199

Signature: 199

SNATCH CLEAN and JERK

Date of Birth: 27-May-1986 Starting Clean and Jerk: 217

Edit Withdraw

USB Referee Junction Attached X
Score Keeper: 192.168.1.4 X

1:00

The technical term for this situation is “oops”. Rather than panic, the operator coolly clicks the Edit button.

Athlete's Card
Session: 99

Ukraine		
SHYMECHKO Ihor		
Start Number: 6	Lot: 221	Category: +105
Age / Age Group: 22 / Sr.		
Entry Total: 414	Body Weight: 130.25	Signature:
SNATCH		
1st Attempt	2nd Attempt	3rd Attempt
Declared weight:	Automatic Increment:	Automatic Increment:
Declared weight:	Declared weight:	Declared weight:
Signature:	Signature:	Signature:
1st Change	1st Change	1st Change
Signature:	Signature:	Signature:
2nd Change	2nd Change	2nd Change
Signature:	Signature:	Signature:
[SNATCH]		CLEAN and JERK
Date of Birth		Starting Clean and Jerk
27-May-1986		217

The card is now in edit mode and the fields which can be changed are highlighted in aqua (or cyan maybe). A click of the 1st change field allows the operator to correct the mistake.

Athlete's Card
Session: 99

Ukraine		
SHYMECHKO Ihor		
Start Number: 6	Lot: 221	Category: +105
Age / Age Group: 22 / Sr.		
Entry Total: 414	Body Weight: 130.25	Signature:
SNATCH		
1st Attempt	2nd Attempt	3rd Attempt
Declared weight:	Automatic Increment:	Automatic Increment:
Declared weight:	Declared weight:	Declared weight:
Signature:	Signature:	Signature:
1st Change	1st Change	1st Change
Signature:	Signature:	Signature:
2nd Change	2nd Change	2nd Change
Signature:	Signature:	Signature:
[SNATCH]		CLEAN and JERK
Date of Birth		Starting Clean and Jerk
27-May-1986		217

The operator types “194” and presses enter and the competition continues without a hitch.

Athlete's Card

Session: 99

Ukraine

SHYMECHKO Ihor

Start Number: **6** Lot: 221 Category: **+105** Age / Age Group: **22 / Sr.**

Entry Total: **414** Body Weight: **130.25** Signature:

SNATCH

1st Attempt	2nd Attempt	3rd Attempt
Declared weight:	Automatic Increment:	Automatic Increment:
Declared weight: 193	Declared weight:	Declared weight:
Signature:	Signature:	Signature:
1st Change	1st Change	1st Change
Signature:	Signature:	Signature:
2nd Change	2nd Change	2nd Change
Signature:	Signature:	Signature:

194

Edit

Withdraw

SNATCH **CLEAN and JERK**

Date of Birth: **27-May-1986** Starting Clean and Jerk: **217**

KLESZCZ is once again the athlete called to the platform. He lifts 193, replaces the barbell onto the platform following the down signal, and the operator clicks **Good Lift**. Then the operator notices that at least 2 referees indicated a “no lift” rather than a “good lift”. Another oops. Again the calm operator displays KLESZCZ’s card. This time the operator clicks the green background of the 193 successful attempt.

Athlete's Card

Session: 99

Poland

KLESZCZ Grzegorz

Start Number: **4** Lot: 193 Category: **+105** Age / Age Group: **31 / Sr.**

Entry Total: **425** Body Weight: **131.16** Signature:

SNATCH

1st Attempt	2nd Attempt	3rd Attempt
Declared weight:	Automatic Increment:	Automatic Increment:
Declared weight: 185	Declared weight: 185	Declared weight: 186
Signature:	Signature:	Signature:
1st Change	1st Change	1st Change
Signature:	Signature:	Signature:
2nd Change	2nd Change	2nd Change
Signature:	Signature:	Signature:

193

Edit

Withdraw

SNATCH **CLEAN and JERK**

Date of Birth: **12-Nov-1977** Starting Clean and Jerk: **232**

The green changes to magenta (some would say purple) and a couple of new buttons appear.

Athlete's Card
Session: 99

Poland
KLESZCZ Grzegorz

Start Number: **4** Lot: **193** Category: **+105** Age / Age Group: **31 / Sr.**

Entry Total: **425** Body Weight: **131.16** Signature:

SNATCH

1st Attempt	2nd Attempt	3rd Attempt
Automatic Increment:	Automatic Increment: 185	Automatic Increment: 186
Declared weight: 185	Declared weight: 193	Declared weight: 193
Signature: 1st Change	Signature: 1st Change	Signature: 1st Change
Signature: 2nd Change	Signature: 2nd Change	Signature: 2nd Change
Signature:	Signature:	Signature:

[SNATCH] [CLEAN and JERK]

Date of Birth: **12-Nov-1977** Starting Clean and Jerk: **232**

UnDo Lift
Reverse

In this case the operator presses **Reverse** and the oops never really happened (or so says the operator).

Athlete's Card
Session: 99

Poland
KLESZCZ Grzegorz

Start Number: **4** Lot: **193** Category: **+105** Age / Age Group: **31 / Sr.**

Entry Total: **425** Body Weight: **131.16** Signature:

SNATCH

1st Attempt	2nd Attempt	3rd Attempt
Automatic Increment:	Automatic Increment: 185	Automatic Increment: 186
Declared weight: 185	Declared weight: 193	Declared weight: 193
Signature: 1st Change	Signature: 1st Change	Signature: 1st Change
Signature: 2nd Change	Signature: 2nd Change	Signature: 2nd Change
Signature:	Signature:	Signature:

[SNATCH] [CLEAN and JERK]

Date of Birth: **12-Nov-1977** Starting Clean and Jerk: **232**

Edit
Withdraw

Notice that **UnDo Lift** and **Reverse** are no longer visible.

Any competent marshal knows that declarations **MUST** be entered on the paper card even if it is the same weight as the automatic. The same is true for the onscreen card. If the data of the onscreen card does not agree exactly with that of the paper card, then someone committed an oops which needs to be immediately rectified.

Should KLESZCZ wish to challenge the decision the speaker clicks **Challenge**. The competition halts, clock (if running) stops, and the challenge message will appear on the speaker's screen as well as the screens of the clients. Notice the appearance of the **Resolve** button.

Session 99 Platform													
Menu				Resolve				Platform PURPLE					
Strt	#	Athlete	Team	Age	Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J Total
6		SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	194	1				217
2		JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220
7		UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235
1		STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246
3		SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242
5		CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247
4		KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16			-185	185	-193	232
Decision Challenged													
USB Referee Junction Attached X													
Score Keeper: 192.168.1.4 X													
													1:00

The **Challenge** and **Resolve** buttons are also available on the Jury's screen. When the situation has been resolved by the jury the speaker clicks **Resolve**. If the jury did not overturn the decision the completion continues with no additional steps. If the jury overturns the decision then the speaker can reverse the decision as seen in a previous example.

Prior to the last snatch attempt the screen would appear as follows:

Session 99 Platform													
Menu				Challenge				Platform PURPLE					
Strt	#	Athlete	Team	Age	Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J Total
3		SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	206	3	198	203		242
6		SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25			193	194	195	217
2		JEON Sang-Guen	KOR	27	Sr.	+105	155.49			-195	195	199	220
4		KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16			-185	185	-193	232
7		UDACHYN Artem	UKR	28	Sr.	+105	144.09			197	-202	-202	235
1		STEINER Matthias	GER	26	Sr.	+105	145.93			-198	198	204	246
5		CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13			200	-205	205	247
USB Referee Junction Attached X													
Score Keeper: 192.168.1.4 X													
													1:00

Immediately following the decision entered for the last snatch the screen changes to the Clean and Jerk view.

Session: 99 Platform: Menu Good Lift No Lift Challenge Platform PURPLE													
Strt	#	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	Best Snatch Total
	6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	217	1				195
	2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	220	1				199
	4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	232	1				187
	7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	235	1				197
	3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	242	1				203
	1	STEINER Matthias	GER	26	Sr.	+105	145.93	246	1				204
	5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	247	1				205

USB Referee Junction Attached X
 Score Keeper: 192.168.1.4 X

1:00

The clean and jerk session is underway and quite obviously the athletes were not very aggressive in their choice of weights.

Session: 99 Platform: Menu Good Lift No Lift Challenge Platform PURPLE													
Strt	#	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	Best Snatch Total
	5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	247	1				205
	1	STEINER Matthias	GER	26	Sr.	+105	145.93			-246	-246	246	204 450
	3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97			242	243	-244	203 446
	7	UDACHYN Artem								235	236	237	197 434
	2	JEON Sang-Guen								-220	220	221	199 420
	4	KLESZCZ Grzegorz								232	-233	233	187 420
	6	SHYMECHKO Ihor								217	218	219	195 414

USB Referee Junction Attached X
 Score Keeper: 192.168.1.4 X

1:00

CHIGISHEV is the only athlete remaining and has yet to attempt his 1st clean and jerk. His coach decides to lower his opening attempt so requests 246. The operator attempts to enter the change and receives a nasty message.

The screenshot shows the 'Athlete's Card' for CHIGISHEV Evgeny, Session 99. The card displays his start number (5), lot (201), category (+105), and age group (29 / Sr.). His entry total is 457 and his body weight is 124.13. The 'CLEAN and JERK' section shows a 1st attempt of 247. A weight change warning dialog box is overlaid on the card, asking for confirmation to change the weight to 246. The dialog box text reads: 'This would violate the order of calling rule. Cannot lower Barbell Weight to less than 247kg !! ARE YOU ABSOLUTELY SURE THAT YOU WANT TO ACCEPT THE REQUESTED WEIGHT?'. There are 'YES' and 'NO' buttons at the bottom of the dialog.

Under normal circumstances the operator would click “NO”. However, as any experienced technical official or meet director knows, not all circumstances at real competitions are normal.

The clean and jerk portion of the session is finally concluded. A new button appears.

Session 99 Platform

Menu

Awards

Challenge

Platform PURPLE

Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	Best	Total
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13			247	248	249	205	454
1	STEINER Matthias	GER	26	Sr.	+105	145.93			-246	-246	246	204	450
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97			242	243	-244	203	446
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09			235	236	237	197	434
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49			-220	220	221	199	420
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16			232	-233	233	187	420
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25			217	218	219	195	414

USB Referee Junction Attached

Score Keeper: 192.168.1.4

1:00

A click of the “Awards” button produces the awards screen for the session.

Men / Sr. / +105															
		Snatch				Clean and Jerk			Total						
Lot			Birth	Age	Wt.	Snatch			Clean and Jerk			Place			
No.	Athlete	Team	Year	Grp.	Cat.	1	2	3	1	2	3	Total	sn	cj	T
201	CHIGISHEV Evgeny	RUS	1979	Sr.	+105 A	200	-205	205	247	248	249	454	1	1	1
51	STEINER Matthias	GER	1982	Sr.	+105 A	-198	198	204	-246	-246	246	450	2	2	2
170	SCERBATIHS Viktors	LAT	1974	Sr.	+105 A	198	203	-206	242	243	-244	446	3	3	3

By default, the placements are for the total. The “Snatch” button will change the display to that of the snatch competition placements and the “Clean and Jerk” button will change the display to that of the clean and jerk placements. This window is closed by clicking the red “X” at the top right of the window.

On the SKP screen there is also a menu button.

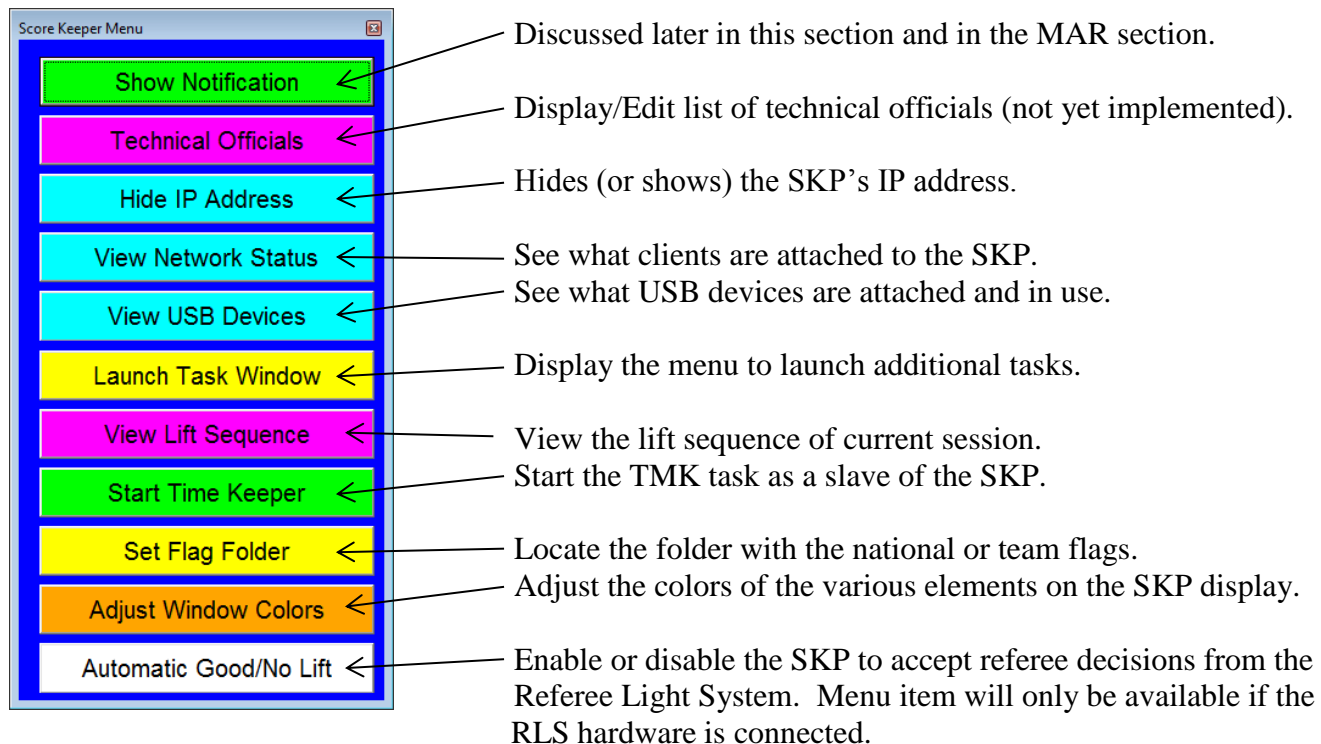


The screenshot shows the SKP main interface. At the top, there are buttons for 'Menu', 'Good Lift', 'No Lift', and 'Introduction'. A table lists athletes with their scores. At the bottom, there are status messages and a timer.

Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

At the bottom left, status messages indicate 'USB Referee Junction Attached' and 'Score Keeper: 192.168.1.4'. At the bottom right, a timer shows '1:00'.

Clicking **Menu** will display the following window:



The 'Score Keeper Menu' window contains the following options, each with an annotation:

- Show Notification**: Discussed later in this section and in the MAR section.
- Technical Officials**: Display/Edit list of technical officials (not yet implemented).
- Hide IP Address**: Hides (or shows) the SKP's IP address.
- View Network Status**: See what clients are attached to the SKP.
- View USB Devices**: See what USB devices are attached and in use.
- Launch Task Window**: Display the menu to launch additional tasks.
- View Lift Sequence**: View the lift sequence of current session.
- Start Time Keeper**: Start the TMK task as a slave of the SKP.
- Set Flag Folder**: Locate the folder with the national or team flags.
- Adjust Window Colors**: Adjust the colors of the various elements on the SKP display.
- Automatic Good/No Lift**: Enable or disable the SKP to accept referee decisions from the Referee Light System. Menu item will only be available if the RLS hardware is connected.

There are other menu options which will be available if SKP is used in licensed mode.

Three (3) seconds following the last referee's decision the green background on the referee decision indicators will change to either red or white to reflect each decision.

Session 99 Platform

Menu

Automatic Good / No Lift

Challenge

1

2

3

Platform PURPLE

Strt	#	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J	Total
4		KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	186	2	185			232	
6		SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2		JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7		UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1		STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3		SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5		CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

USB Referee Junction Attached

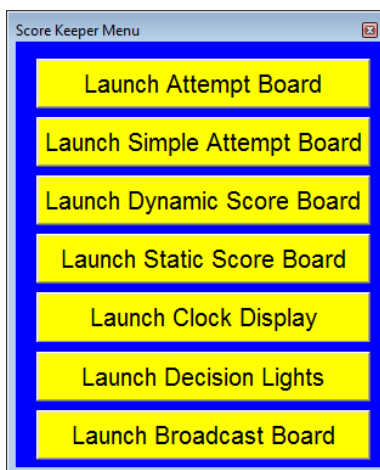
X

Score Keeper: 192.168.1.4


X

1:00

If the operator selects **Launch Task Window** then the Task Select menu will replace existing menu. Each selection will launch the indicated slave task as an additional window on the SKP computer.



If the operator selects **Launch Dynamic Score Board** then the Dynamic Score Board window will appear on the screen.



Dynamic Score Board														
1:00														
Start	No.	Athlete	Team	Birth	Age	Wt.	Snatch			Clean and Jerk			Place	
				Year	Grp.	Cat.	1	2	3	1	2	3	Total	sn cj T
4	KLESZCZ Grzegorz	POL	1977	Sr.	+105 A	185							232	
6	SHYMECHKO Ihor	UKR	1986	Sr.	+105 A	193							217	
2	JEON Sang-Guen	KOR	1981	Sr.	+105 A	195							220	
7	UDACHYN Artem	UKR	1980	Sr.	+105 A	197							235	
1	STEINER Matthias	GER	1982	Sr.	+105 A	198							246	
3	SCERBATIHS Viktors	LAT	1974	Sr.	+105 A	198							242	
5	CHIGISHEV Evgeny	RUS	1979	Sr.	+105 A	200							247	
Athletes from Previous Groups														
104	SHARIFI Rashid	IRI	1984	Sr.	+105 B	188	192	196	230	-238	-238	426	1	1
87	VELAGIC Almir	GER	1981	Sr.	+105 B	180	184	188	220	225	-230	413	2	2
18	KELLY Damon	AUS	1983	Sr.	+105 B	165	-170	-170	-211	211	221	386	5	3

Platform						
Next	Att	Snatch			First	
Wt.	#	1st	2nd	3rd	C&J	Total
185	1				232	
193	1				217	
195	1				220	
197	1				235	
198	1				246	
198	1				242	
200	1				247	

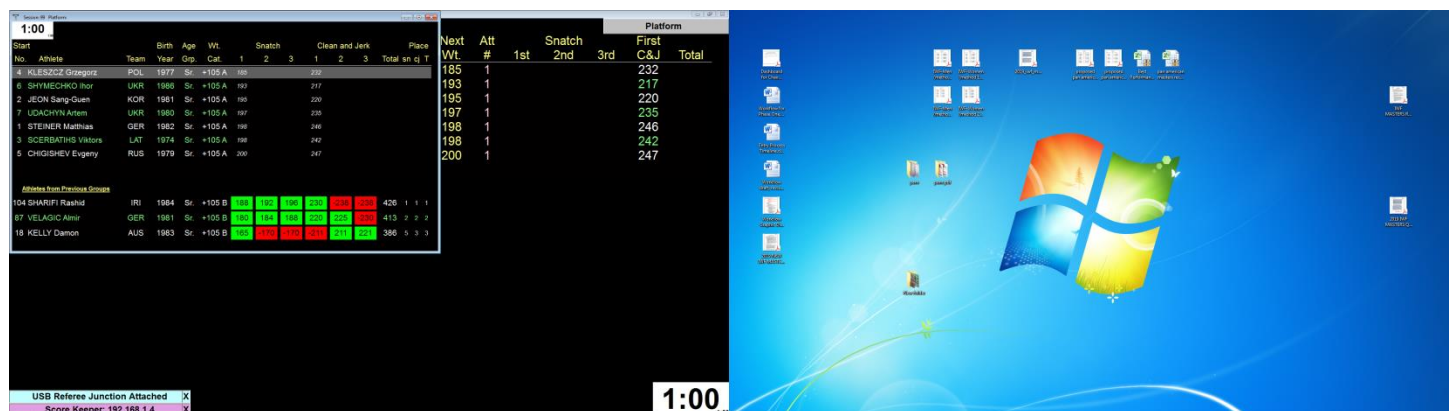
USB Referee Junction Attached	X
Score Keeper: 192.168.1.4	X

1:00

The Dynamic Score Board is discussed in a later section. To be useful as a secondary task on the SKP there must be an external monitor (or projector) attached to the SKP and the Windows “Multiple displays:” option must be set to “Extend these displays”. The new Score Board window can be dragged onto the additional monitor and maximized there as seen in the following sequence of images.

NOTE: when using multiple monitors with the “Extend these displays” option the mouse cursor can be inadvertently moved onto a window other than the SKP window. If the mouse cursor disappears then it is probably hiding on the other monitor.

Dual monitor view:



Menu	Automatic Good / No Lirt	Introduction	Platform
Stt			
#	Athlete	Team	Age
4	KLESZCZ Grzegorz	POL	31
6	SHYMECHKO Ilor	UKR	22
2	JEON Sang-Guen	KOR	27
7	UDACHYIN Artem	UKR	28
1	STEINER Matthias	GER	26
3	SCERBATIHS Viktors	LAT	34
5	CHIGISHEV Evgeny	RUS	29

Menu	Automatic Good / No Lirt	Introduction	Platform
Stt			
#	Athlete	Team	Age
4	KLESZCZ Grzegorz	POL	31
6	SHYMECHKO Ilor	UKR	22
2	JEON Sang-Guen	KOR	27
7	UDACHYIN Artem	UKR	28
1	STEINER Matthias	GER	26
3	SCERBATIHS Viktors	LAT	34
5	CHIGISHEV Evgeny	RUS	29

Menu	Automatic Good / No Lirt	Introduction	Platform
Stt			
#	Athlete	Team	Age
4	KLESZCZ Grzegorz	POL	31
6	SHYMECHKO Ilor	UKR	22
2	JEON Sang-Guen	KOR	27
7	UDACHYIN Artem	UKR	28
1	STEINER Matthias	GER	26
3	SCERBATIHS Viktors	LAT	34
5	CHIGISHEV Evgeny	RUS	29

Menu										Introduction										Platform										1:00									
Automatic Good / No Lift																																							
Slrt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total	Start No.	Athlete	Team	Birth Year	Age Grp.	Wt. Cat.	1	Snatch 2	3	1	2	3	Total	Place	sn	cj	T									
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232		4	KLESZCZ Grzegorz	POL	1977	Sr.	+105 A	185				232															
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217		6	SHYMECHKO Ihor	UKR	1986	Sr.	+105 A	193				217															
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220		2	JEON Sang-Guen	KOR	1981	Sr.	+105 A	195				220															
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235		7	UDACHYN Artem	UKR	1980	Sr.	+105 A	197				235															
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246		1	STEINER Matthias	GER	1982	Sr.	+105 A	198				246															
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242		3	SCERBATIHS Viktors	LAT	1974	Sr.	+105 A	198				242															
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247		5	CHIGISHEV Evgeny	RUS	1979	Sr.	+105 A	200				247															
Athletes from Previous Groups																																							
	104 SHARIFI Rashid														104 SHARIFI Rashid	IRI	1984	Sr.	+105 B	188	192	196	230	-238	-238	426	1	1	1										
	87 VELAGIC Almir														87 VELAGIC Almir	GER	1981	Sr.	+105 B	180	184	188	220	225	-230	413	2	2	2										
	18 KELLY Damon														18 KELLY Damon	AUS	1983	Sr.	+105 B	165	-170	-170	-211	211	221	386	5	3	3										

The screenshot shows a window titled "Color Adjustment" with a standard Windows title bar. The window is divided into two main sections: "Text" and "Background". Each section contains three vertical sliders for Red (R), Green (G), and Blue (B) color adjustment. The "Text" sliders have values of 255, 255, and 128 respectively. The "Background" sliders have values of 0, 0, and 0. A "Default" button is located between the two sections, and a "Reset All" button is at the bottom. A yellow sidebar on the right contains a list of actions: "Title Row", "Odd Row", "Even Row", "Next Weight", "Attempt", "Good Lift", "No Lift", and "Clock". A blue arrow points from the "Reset All" button to the "Next Weight" row in the sidebar.

- Slide bars.

Click **Start Time Keeper** to start the TMK (Time Keeper) task. The initial TMK window is embedded in the lower right corner of the SKP window. Note: If the RLS Time Keeper Console is plugged in to a USB port on the computer the Time Keeper will automatically start.

The screenshot shows the SKP window with the following data:

Strt #	Athlete	Team	Age	Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

The embedded TMK window shows a large digital clock displaying 1:00. Below the clock are buttons for 1:00, 10 Min., 1 Min., Shrink, and RESET. At the bottom of the TMK window are buttons for ? Min., 15 Min., 2 Min., and START.

Notice that the clock display previously seen on the SKP window disappeared. It is superfluous when the embedded TMK window is used. Time Keeper buttons and usage are discussed in the TMK section. Click **Menu** again and you will see that **Start Time Keeping** has been replaced with other options.

Stop Time Keeper ← Stop the Time Keeper task.

Detach TMK window ← Detach the embedded TMK from the SKP

Detaching the TMK will split it off into another window. The new window may be moved to a second monitor in the same manner as we saw with the Dynamic Score Board window.

The detached TMK window shows a large digital clock displaying 1:00. Below the clock are buttons for Choose Time, 15 Minutes, 10 Minutes, 2 Minutes, 1 Minute, and RESET. At the bottom of the TMK window are buttons for 1:00 and START.

Click the “X” in the upper right of the TMK window to restore the TMK to the embedded position.
While the TMK is embedded click the **Shrink** button to shrink the TMK display.



The screenshot shows the TMK software interface. At the top, there are tabs for 'Menu', 'Automatic Good / No Lift', and 'Introduction'. Below these is a table of athlete results. The table has columns for 'Strt #', 'Athlete', 'Team', 'Age', 'Age Group', 'Wt. Cat.', 'Body Wt.', 'Next Wt.', 'Att #', '1st', '2nd', '3rd', 'First C&J', and 'Total'. The data is as follows:

Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

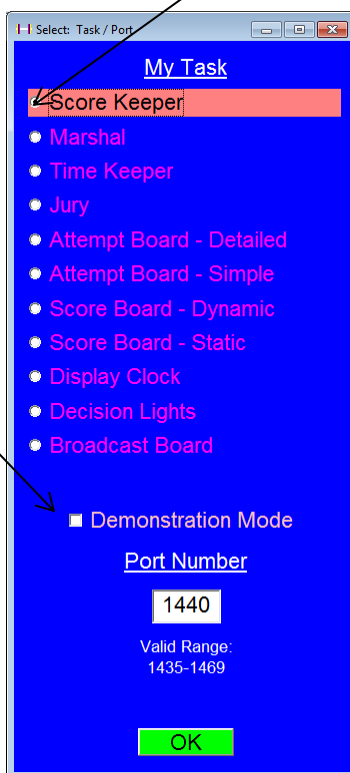
At the bottom of the window, there is a status bar with the following information:

- USB Referee Junction Attached: ☒
- Score Keeper: 192.168.1.4: ☒
- Expand button: **1:00**

This allows the speaker to see the results from the bottom right area of the screen that is normally covered up by the embedded TMK. To restore the TMK to normal size click the Expand button.

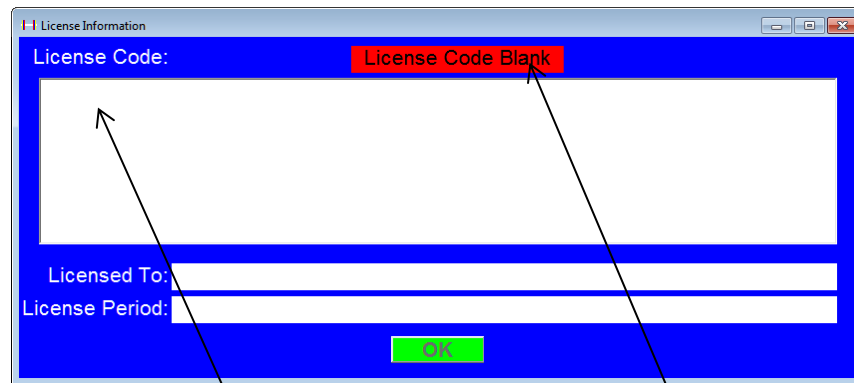
Score Keeper (licensed mode)

Uncheck the “Demonstration Mode” Box and select ‘Score Keeper’, and Click **OK**.



The screenshot shows the 'My Task' dialog box. It has a title bar 'Select: Task / Port'. The main area is titled 'My Task' and contains a list of tasks with radio buttons. The 'Score Keeper' task is selected. Below the list, there is a checkbox for 'Demonstration Mode' which is currently checked. At the bottom, there is a 'Port Number' field with the value '1440' and a 'Valid Range: 1435-1469' label. An 'OK' button is at the bottom right.

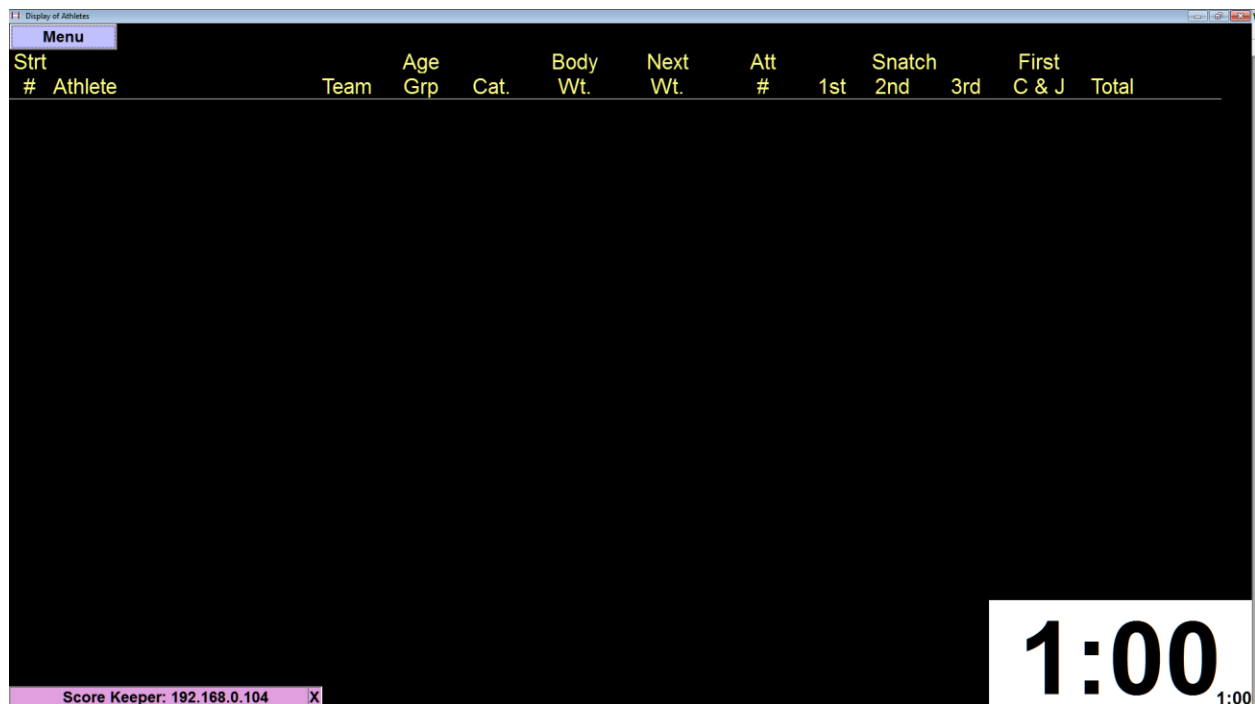
The task selection window disappears and is replaced by the license window.




The image shows a window titled "License Information" with a blue border. Inside, there is a large white rectangular area for the license code. Above this area, the text "License Code:" is followed by a red box containing the text "License Code Blank". Below the large area, there are two white input fields labeled "Licensed To:" and "License Period:". At the bottom center, there is a green button with the text "OK". Two arrows point from the text in the paragraph below to the "License Code Blank" box and the "OK" button.

If a license code is typed into the license code area (preferably via cut and paste) it will be instantly evaluated. It may be invalid, expired, not yet valid, or valid as will be shown in the message area. If the license is valid the **OK** button will be enabled. Click it to proceed to the SKP window.

The initial SKP window will have no session data.



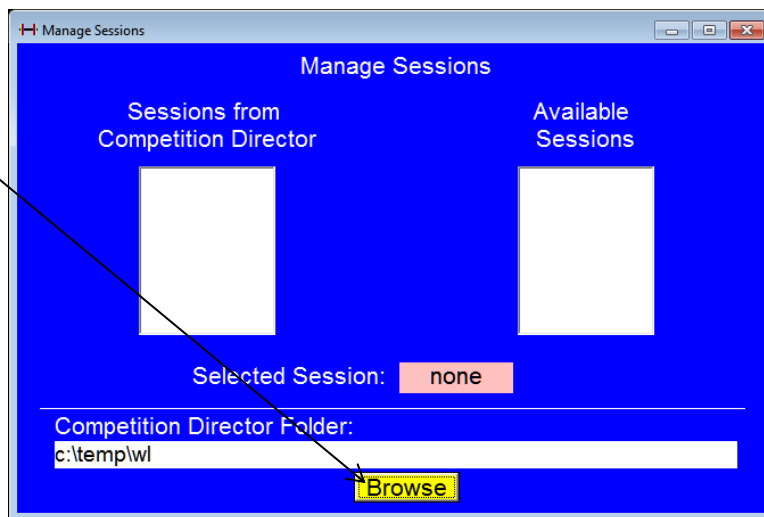
The image shows a window titled "Display of Athletes" with a black background. At the top left, there is a "Menu" button. Below it, there is a table with the following columns: Strt #, Athlete, Team, Age Grp, Cat., Body Wt., Next Wt., Att #, 1st, 2nd, 3rd, First C & J, and Total. The table is currently empty. In the bottom right corner, there is a large white box with the text "1:00" and "1:00" below it. At the bottom left, there is a pink bar with the text "Score Keeper: 192.168.0.104" and a close button "X".

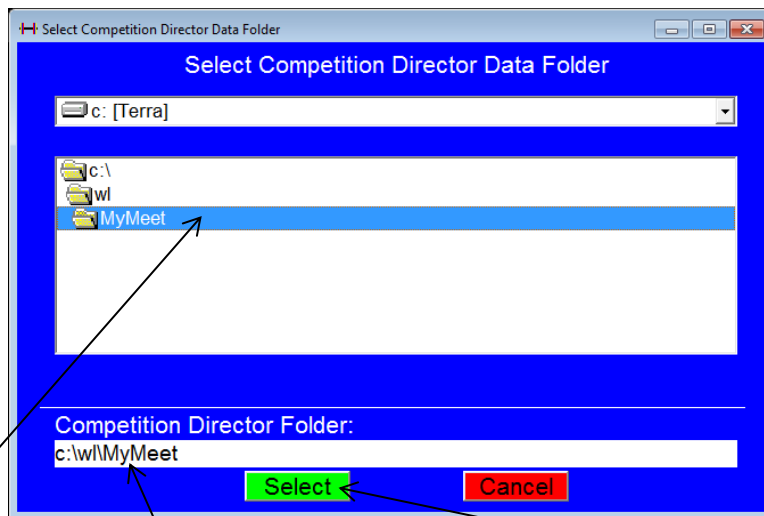
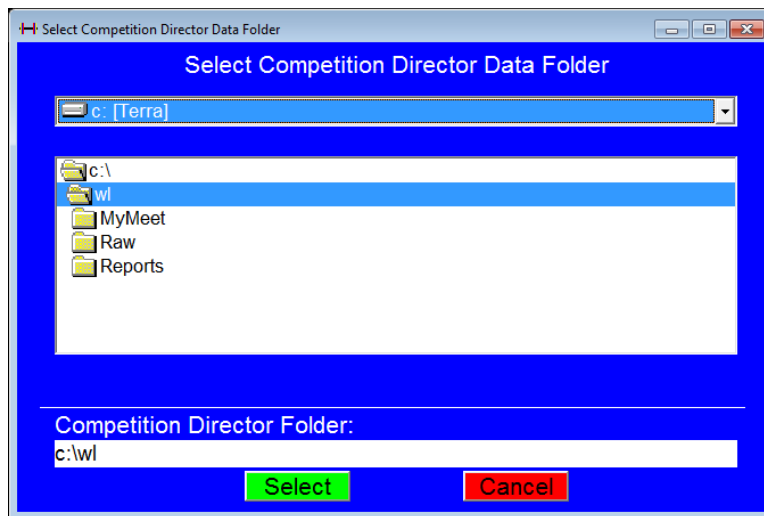
Click  to display the menu. In the licensed mode there will be an extra option.



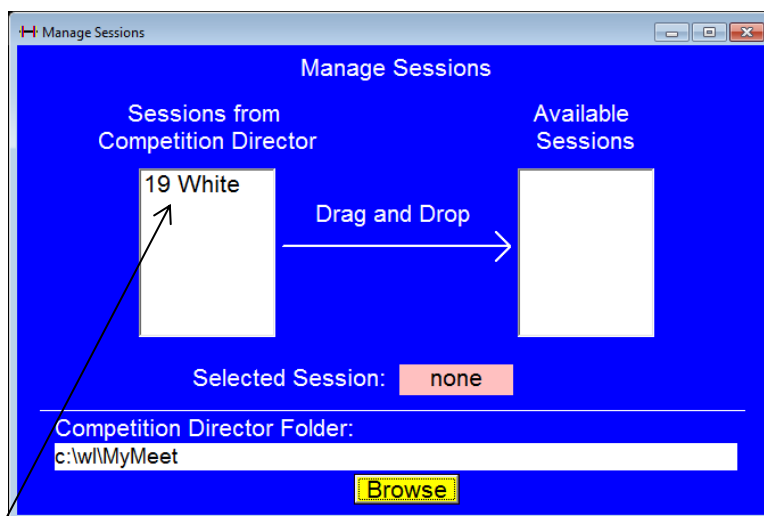
Allows operator to select and open a session.
Only available when operating in licensed mode.
Click this to open the Manage Sessions window.

The “Manage Session” window allows the operator to import and export the session data from and to an external location such as a source shared folder or USB memory stick. The operator selects the folder using the Browse button.



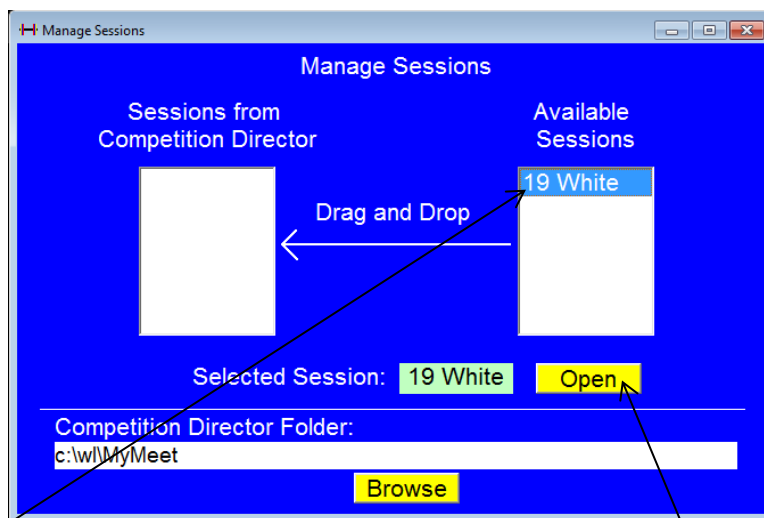
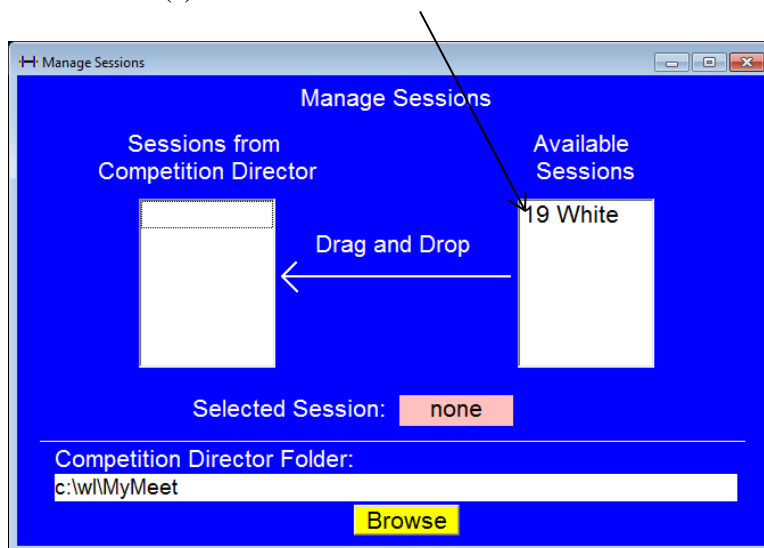


The operator browses to the desired folder, double clicks the folder, and then selects the folder.



Notice that there is a session available in the selected location (provided by the Competition director).

The operator drags the desired session(s) to the Available Sessions area.



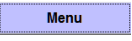
The operator then clicks the session in the available sessions area (in this case 19 white) and clicks “Open”. The data for session 19 / platform white is now the current session. From this point until the session is complete the operation in licensed mode is identical to the operation in demo mode.

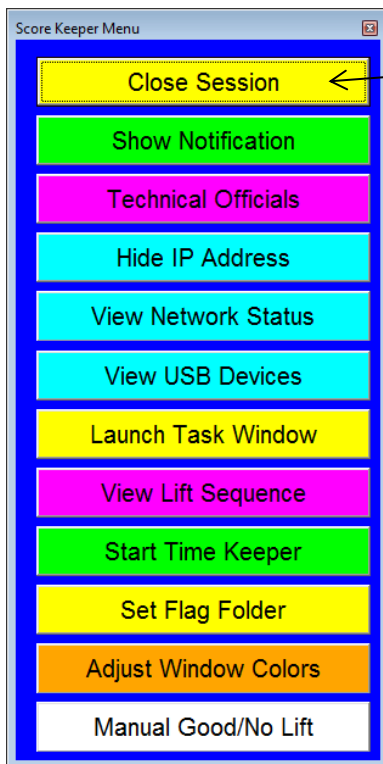
Menu													Platform	
Automatic Good / No Lift														
Introduction														
Strt	Athlete	Team	Age	Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total	
12	RIGSBY Seán	IRL	31	Sr.	109	120.56	125	1						
6	RIEDEL Mark	DAYTO	23	Sr.	109	161.70	130	1						
8	BRIEDESCA Marcos	LINDEN	19	Sr.	109	135.90	130	1				170		
10	SHIRONAKA Nickolas	OKLAHO	23	Sr.	109	141.79	135	1						
11	FLORES Cesar	SAGESG	22	Sr.	109	145.59	135	1						
2	EVERETT Quinn	CAN	27	Sr.	109	148.22	140	1						
9	JORGE David	COLLE	25	Sr.	109	121.29	150	1						
1	NONAKA Masahiro	JPN	23	Sr.	109	148.13	165	1						
7	WILKES Caine Morgan	USA	32	Sr.	109	146.45	165	1						
3	WITTE Keiser Andrew	USA	24	Sr.	109	141.80	170	1				200		
4	KITTS Wesley Brian	USA	29	Sr.	109	112.96	170	1				200		
5	CHINEN Kosuke	JPN	23	Sr.	109	143.62	170	1						

USB Referee Junction Attached X
 Score Keeper: 192.168.1.4 X

1:00

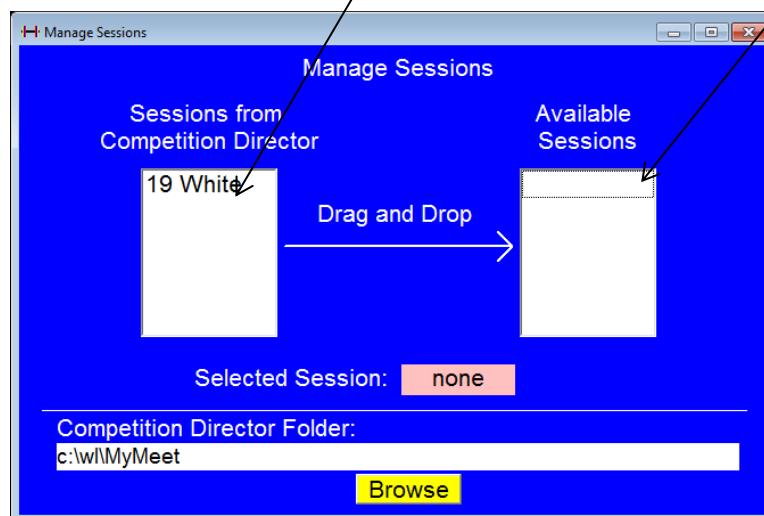
1:00

Click  now and you will notice a slight difference.



The Open Session is now Close Session.
Click this to close the session.

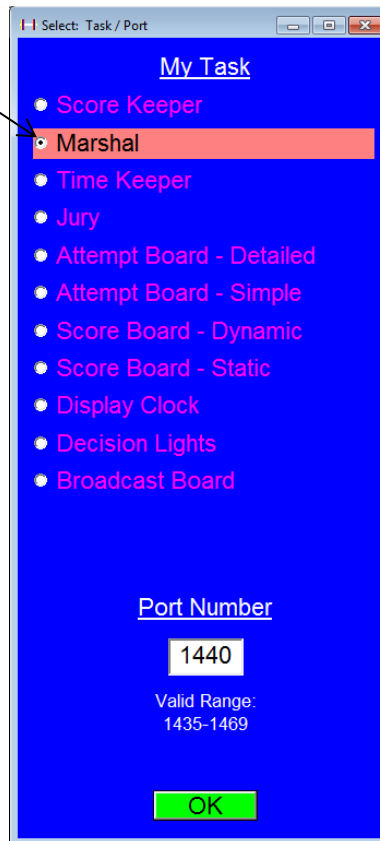
If the session is complete simply drag it to the Competition Director area from the Available Sessions area.



If the shared folder of the Competition Director was set up properly the session data may be imported to the Competition Director. This could be via a USB drive, a local folder, or a network folder.

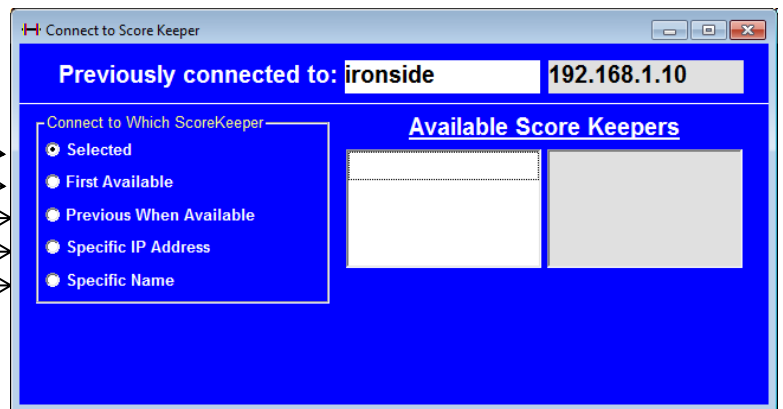
Marshal

Check Select 'Marshal', and Click 'OK'.



This opens the “Connect to Score Keeper” window. This lists all of the SKP computers on the network. It may require a few seconds for the “Available Score Keepers” list to populate.

- Connect to selected SKP —————→
- Connect to first available SKP —————→
- Connect to previously connected SKP —————→
- Specify a specific SKP by IP address —————→
- Specify a specific SKP by name —————→



When selecting either of the “Specify” options a field in which to enter the name or IP address of the SKP becomes visible. When a valid IP address (or host name) is entered in this field an “Accept” button will appear.

Once the connection is established the SKP downloads the current session data to MAR.

Session 99 Platform													
Menu		Clock		Tech Stop		Summon TC							
Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

The operator clicks on the athlete to display the athlete card. Note the absence of the “Good Lift” and “No Lift” buttons. Those are the sole responsibility of the SKP.

Athlete's Card
Session: 99

Poland
KLESZCZ Grzegorz

Start Number: 4	Lot: 193	Category: +105	Age / Age Group: 31 / Sr.
Entry Total: 425	Body Weight: 131.16	Signature:	

SNATCH

1st Attempt	2nd Attempt	3rd Attempt
	Automatic Increment:	Automatic Increment:
Declared weight: 185	Declared weight:	Declared weight:
Signature:	Signature:	Signature:
1st Change	1st Change	1st Change
Signature:	Signature:	Signature:
2nd Change	2nd Change	2nd Change
Signature:	Signature:	Signature:

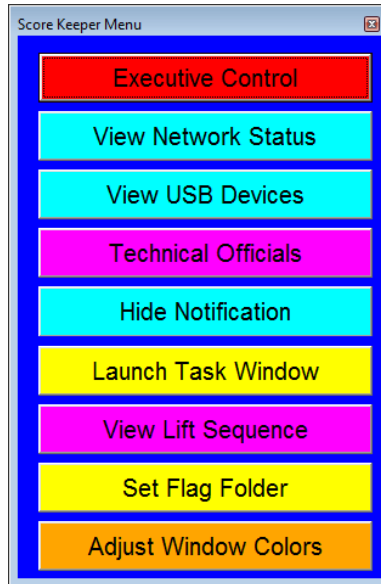
Edit

Withdraw

SNATCH	CLEAN and JERK
Date of Birth 12-Nov-1977	Starting Clean and Jerk 232

The Marshal’s responsibility is to enter the declarations and changes requested by the athlete/coach and to withdraw an athlete. These responsibilities automatically revert to the SKP if there is no MAR. When MAR is in use the SKP is unable to enter declarations and changes and cannot withdraw an athlete.

Notice that the menu is similar, but slightly different from that of the SKP. Most menu selections perform exactly the same as on the SKP.



The “Executive Control” button should only be used to correct major problems that involve both changing lift results and declaration or change values. When in Executive Control mode the SKP loses the ability to enter the attempt decisions and a large red “Marshal has Executive Control” message is displayed in the competition message area in the middle of the SKP screen. When the Marshal has made the necessary corrections he/she exits executive control mode by clicking the Relinquish button.

The image shows the main interface of the Score Keeper Platform (SKP). At the top, there are buttons for "Menu", "Clock", "Tech Stop", "Summon TC", and "RELINQUISH EXECUTIVE CONTROL". The "Clock" button shows a time of 1:00. The "Tech Stop" and "Summon TC" buttons are highlighted in yellow. The "RELINQUISH EXECUTIVE CONTROL" button is highlighted in red. Below the buttons is a table with the following columns: Strt #, Athlete, Team, Age, Age Group, Wt. Cat., Body Wt., Next Wt., Att #, 1st, 2nd, 3rd, First C&J, and Total. The table contains data for several athletes, including KLESZCZ Grzegorz, SHYMECHKO Ihor, JEON Sang-Guen, UDACHYN Artem, STEINER Matthias, SCERBATIHS Viktors, and CHIGISHEV Evgeny.

Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

The Tech Stop button allows the Marshal to pause the competition. It stops the clock and causes a large message to be displayed in the competition message area in the middle of the SKP screen and all other client screens. Similarly the Summon TC button causes a large message to be displayed in the same manner, but it does not stop the clock.

When a decision is rendered on an attempt the MAR is notified.

The screenshot shows the MAR interface with a table of athletes and a notification for KLESZCZ Grzegorz. The table lists athletes with their team, age, group, weight category, body weight, next weight, attempts, and snatch results. The notification for KLESZCZ Grzegorz shows a successful 1st attempt lift of 185 kg.

Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	186	2	185			232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

Notification for KLESZCZ Grzegorz:

- # 4
- KLESZCZ
- Snatch
- 1st Attempt
- GOOD Lift
- 185 kg

The Marshal may click “Acknowledge” to remove the message, leave the message in view, or disable the notification altogether by a click of the **Hide Notification** in the menu.

If for any reason the network connection to SKP is lost, MAR will alert the operator. Marshals will be unable to enter any declarations or changes or even view an athlete card. Once communication with SKP is reestablished all MAR functionality will return.

The screenshot shows the MAR interface with a table of athletes and a red error message indicating a loss of connection to the ScoreKeeper.

Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	Snatch 2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

Error Message: **No Connection to ScoreKeeper**

If the SKP shuts down normally a different message is displayed on the Marshal's screen.

The screenshot shows the ScoreKeeper software interface. At the top, there is a 'Menu' button and a 'Clock' displaying '1:00'. Below the clock, there are two tabs: 'Tech Stop' (highlighted in yellow) and 'Summon TC'. The main display area shows a table of athletes with the following columns: Strt #, Athlete, Team, Age, Age Group, Wt. Cat., Body Wt., Next Wt., Att #, 1st, 2nd, 3rd, First C&J, and Total. The table lists six athletes: KLESZCZ Grzegorz (POL, 31, Sr., +105, 131.16, 185, 1, 232), SHYMECHKO Ihor (UKR, 22, Sr., +105, 130.25, 193, 1, 217), JEON Sang-Guen (KOR, 27, Sr., +105, 155.49, 195, 1, 220), UDACHYN Artem (UKR, 28, Sr., +105, 144.09, 197, 1, 235), STEINER Matthias (GER, 26, Sr., +105, 145.93, 198, 1, 246), and SCERBATIHS Viktors (LAT, 34, Sr., +105, 144.97, 198, 1, 242). Below the table, there is a yellow box with the text 'Operator shutdown ScoreKeeper'.

Strt #	Athlete	Team	Age	Age Group	Wt. Cat.	Body Wt.	Next Wt.	Att #	1st	2nd	3rd	First C&J	Total
4	KLESZCZ Grzegorz	POL	31	Sr.	+105	131.16	185	1				232	
6	SHYMECHKO Ihor	UKR	22	Sr.	+105	130.25	193	1				217	
2	JEON Sang-Guen	KOR	27	Sr.	+105	155.49	195	1				220	
7	UDACHYN Artem	UKR	28	Sr.	+105	144.09	197	1				235	
1	STEINER Matthias	GER	26	Sr.	+105	145.93	198	1				246	
3	SCERBATIHS Viktors	LAT	34	Sr.	+105	144.97	198	1				242	
5	CHIGISHEV Evgeny	RUS	29	Sr.	+105	124.13	200	1				247	

Operator shutdown ScoreKeeper

Time Keeper

Check Select 'Time Keeper', and Click 'OK'.

The screenshot shows a dialog box titled 'Select: Task / Port'. It has a blue background and a list of tasks. The 'Time Keeper' task is selected and highlighted in red. Below the list, there is a 'Port Number' field with the value '1440' and a 'Valid Range: 1435-1469' label. At the bottom, there is a green 'OK' button.

My Task

- Score Keeper
- Marshal
- **Time Keeper**
- Jury
- Attempt Board - Detailed
- Attempt Board - Simple
- Score Board - Dynamic
- Score Board - Static
- Display Clock
- Decision Lights
- Broadcast Board

Port Number

1440

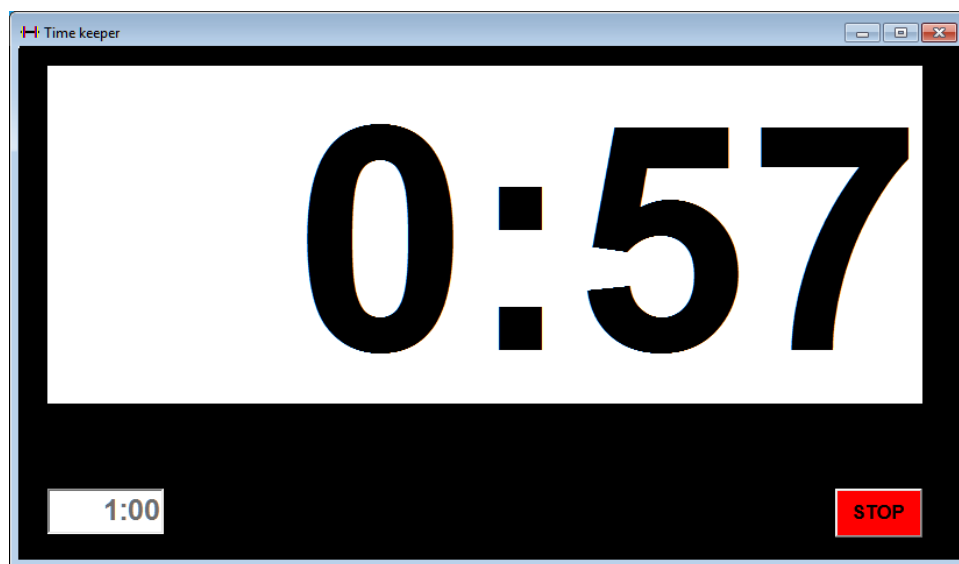
Valid Range:
1435-1469

OK

Connection to the SKP is attained with the “Connect to Score Keeper” window just as is done with MAR.



The operation of TMK is fairly self-evident. There are buttons to set specific times and any time up to 59:59 may be set by use of the “Choose Time” button. When active (counting down) the only button visible is “Stop”.



There is no visible Menu button. However, moving the mouse cursor to the upper left of the window (inside window border) will cause the Menu button to appear.



There are four (4) modes for the Time keeper.

Not in use:	TMK is not being used. The meet is not using a clock.
TMK on client:	TMK is a client computer.
TMK on SKP:	TMK is on SKP. Clock is being kept by Score Keeper.
SKP overriding TMK:	TMK is controlled on SKP, but a client is running TMK passively.

If the TMK is a client computer, the SKP menu will have the additional option "Usurp Time Keeper". This allows SKP to take over the role of Time Keeper. The TMK on the client will continue to display the time in a passive mode. The SKP will then have the menu option of "Cede Time Keeper" which will return control to the client TMK.

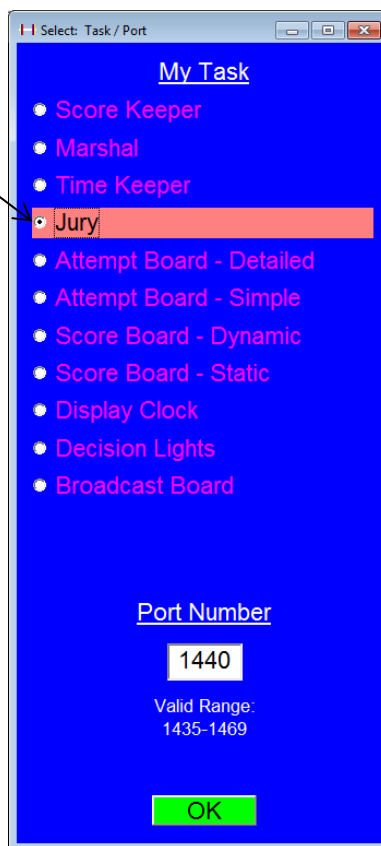


If for any reason the network connection to SKP is lost, TMK will alert the operator. TMK will continue to function normally, but the correct time will not be propagated to SKP or any other client computers. Once communication with SKP is reestablished all displays will once again show the correct time.



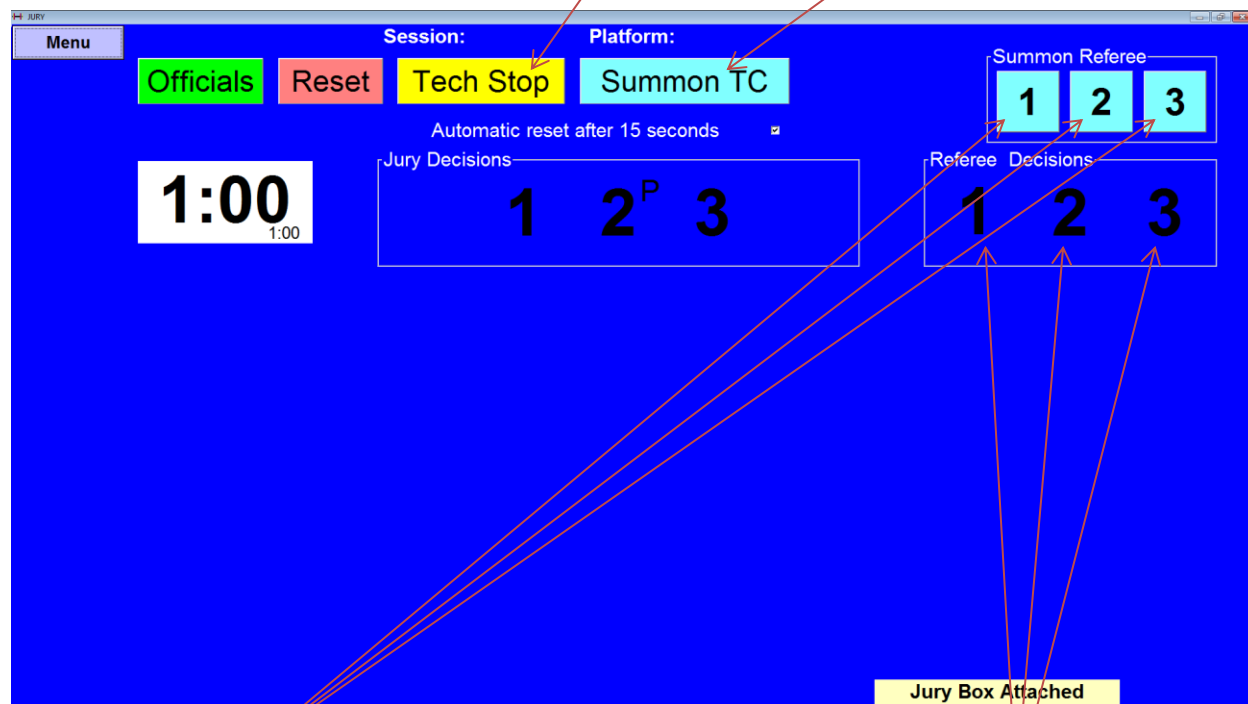
Jury

Check Select 'Jury', and Click 'OK'.



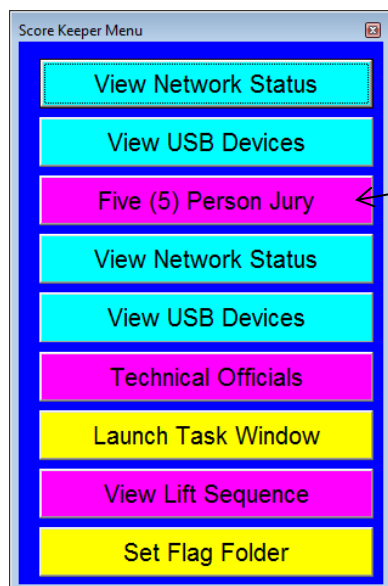
The Jury is connected to SKP in exactly the same manner as is the Marshal.

Once connected to SKP the jury screen appears. The Tech Stop and Summon TC buttons function in the same manner as on the Marshal.



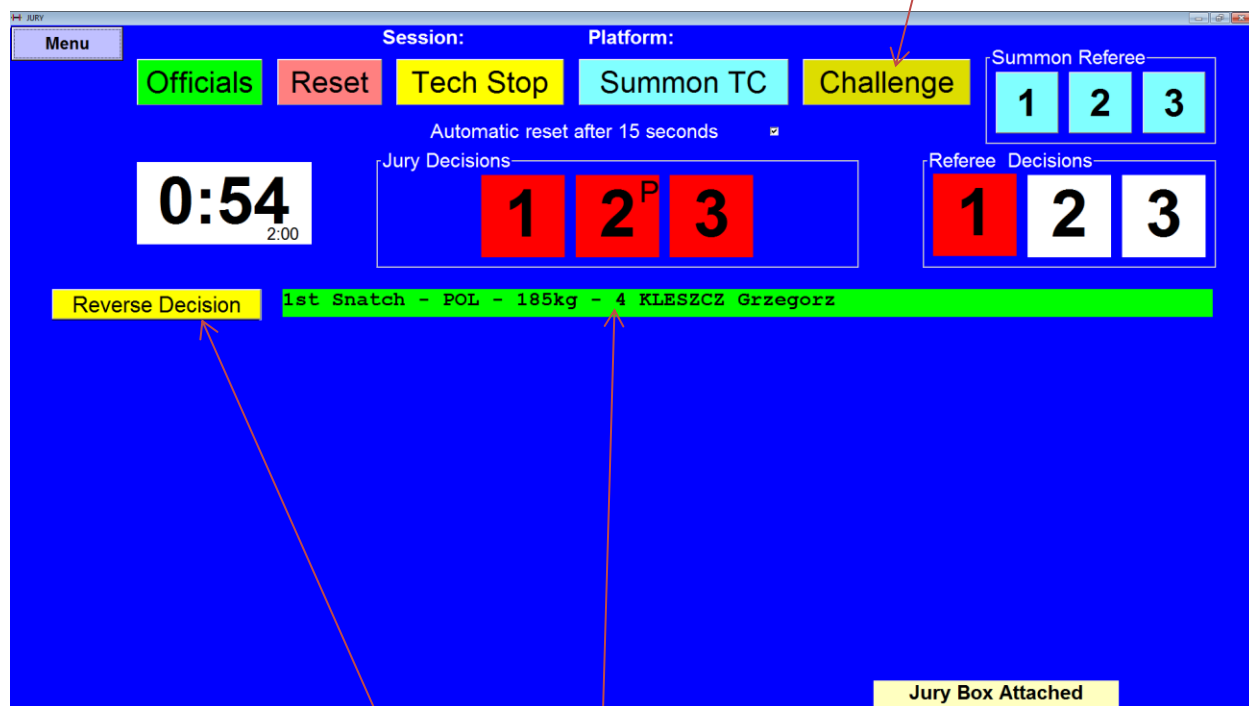
The Summon Referee Buttons cause the respective referee decision box to buzz. This alerts the referee that he/she is to immediately report to the jury. Each of the three (3) Referee Decision indicators will change to red or white immediately upon the respective referee rendering a decision. The Jury Decision indicators will change to green immediately upon the respective jury member rendering a decision. When the last jurist renders a decision all of the indicators will change to either red or white depending on the respective jurist's decision. The "Jury Box Attached" message at the bottom right of the screen will only appear if the Jury Junction Box is plugged into one of the USB ports on the computer. Without the Jury Junction Box there is no good reason to even launch the Jury task.

The menu is a similar that of MAR or SKP with one important difference.



Determines whether the jury is composed of 5 or 3 members.

After the competition begins the screen has a few more items on it. The Challenge button works the same as on the SKP.



The jury has the ability to directly reverse the latest decision.

Other Clients

- Attempt Board – detailed
- Attempt Board – simple
- Score Board – dynamic
- Score Board – static
- Display Clock
- Decision Lights

These clients are started in the same manner as MAR and JUR. Each has a disappearing menu similar to that of TMK. After initial adjustment there is no operator interaction required for any of these tasks. They are merely displays.

Attempt Board - detailed



When the Referee Light System hardware is connected to SKP or any of the client computers the referees' decision will be briefly displayed.



Attempt Board - simple



When the Referee Light System hardware is connected to SKP or any of the client computers the referees' decision will be briefly displayed.



Score Board - dynamic

Session: 99 Platform:													
1:00													
Start			Birth	Age	Wt.	Snatch			Clean and Jerk			Place	
No.	Athlete	Team	Year	Grp.	Cat.	1	2	3	1	2	3	Total	sn cj T
4	KLESZCZ Grzegorz	POL	1977	Sr.	+105 A	185	186		232			3	
6	SHYMECHKO Ihor	UKR	1986	Sr.	+105 A	193			217				
2	JEON Sang-Guen	KOR	1981	Sr.	+105 A	195			220				
7	UDACHYN Artem	UKR	1980	Sr.	+105 A	197			235				
1	STEINER Matthias	GER	1982	Sr.	+105 A	198			246				
3	SCERBATIHS Viktors	LAT	1974	Sr.	+105 A	198			242				
5	CHIGISHEV Evgeny	RUS	1979	Sr.	+105 A	200			247				
Athletes from Previous Groups													
104	SHARIFI Rashid	IRI	1984	Sr.	+105 B	188	192	196	230	-238	-238	426	1 1 1
87	VELAGIC Almir	GER	1981	Sr.	+105 B	180	184	188	220	225	-230	413	2 2 2
18	KELLY Damon	AUS	1983	Sr.	+105 B	165	-170	-170	-211	211	221	386	6 3 3

When the Referee Light System hardware is connected to SKP or any of the client computers the referees' decision will be briefly displayed.

Session: 99 Platform:													
0:54													
Referee Decision: 1 2 3													
Start			Birth	Age	Wt.	Snatch			Clean and Jerk			Place	
No.	Athlete	Team	Year	Grp.	Cat.	1	2	3	1	2	3	Total	sn cj T
4	KLESZCZ Grzegorz	POL	1977	Sr.	+105 A	185	186		232			3	
6	SHYMECHKO Ihor	UKR	1986	Sr.	+105 A	193			217				
2	JEON Sang-Guen	KOR	1981	Sr.	+105 A	195			220				
7	UDACHYN Artem	UKR	1980	Sr.	+105 A	197			235				
1	STEINER Matthias	GER	1982	Sr.	+105 A	198			246				
3	SCERBATIHS Viktors	LAT	1974	Sr.	+105 A	198			242				
5	CHIGISHEV Evgeny	RUS	1979	Sr.	+105 A	200			247				
Athletes from Previous Groups													
104	SHARIFI Rashid	IRI	1984	Sr.	+105 B	188	192	196	230	-238	-238	426	1 1 1
87	VELAGIC Almir	GER	1981	Sr.	+105 B	180	184	188	220	225	-230	413	2 2 2
18	KELLY Damon	AUS	1983	Sr.	+105 B	165	-170	-170	-211	211	221	386	6 3 3

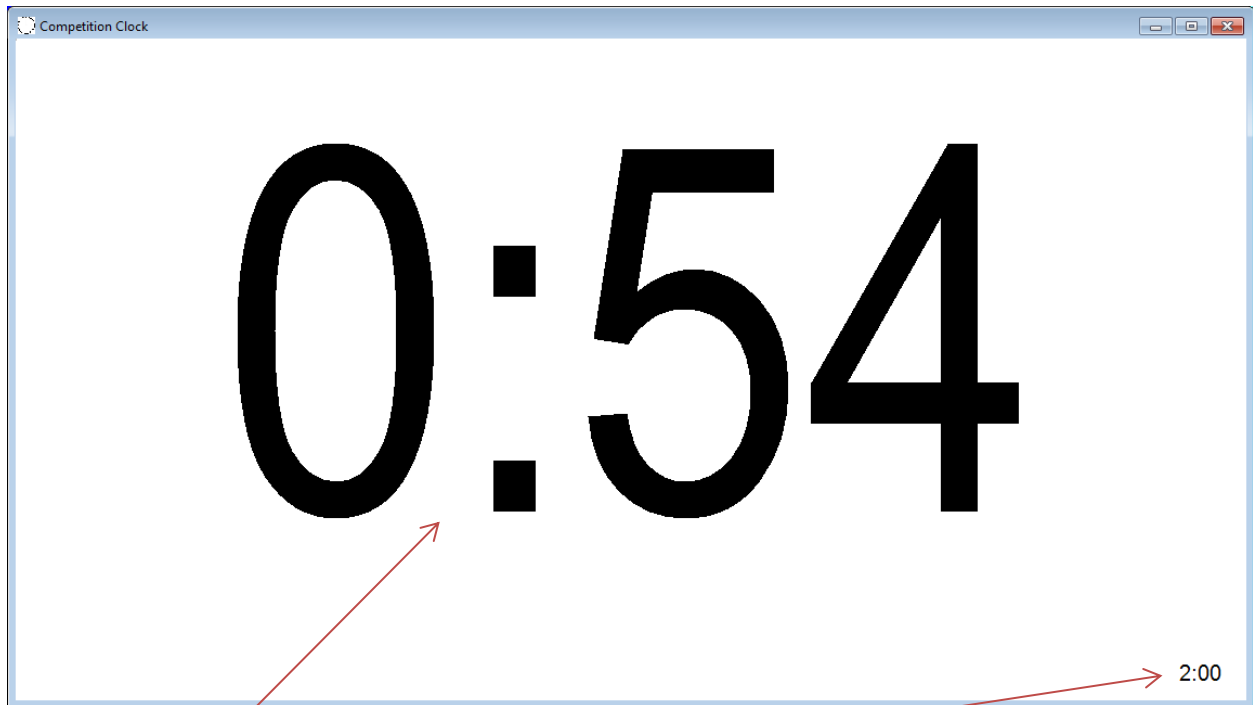
Score Board - static

Session: 99 Platform:													
1:00													
Start													
No.	Athlete	Team	Birth Year	Age Grp.	Wt. Cat.	Snatch			Clean and Jerk			Place	
						1	2	3	1	2	3	Total	sn cj T
1	STEINER Matthias	GER	1982	Sr.	+105 A	198			246				
2	JEON Sang-Guen	KOR	1981	Sr.	+105 A	195			220				
3	SCERBATIHS Viktors	LAT	1974	Sr.	+105 A	198			242				
4	KLESZCZ Grzegorz	POL	1977	Sr.	+105 A	185	186		232			3	
5	CHIGISHEV Evgeny	RUS	1979	Sr.	+105 A	200			247				
6	SHYMECHKO Ihor	UKR	1986	Sr.	+105 A	193			217				
7	UDACHYN Artem	UKR	1980	Sr.	+105 A	197			235				
Athletes from Previous Groups													
104	SHARIFI Rashid	IRI	1984	Sr.	+105 B	188	192	196	230	-238	-238	426	1 1 1
87	VELAGIC Almir	GER	1981	Sr.	+105 B	180	184	188	220	225	-230	413	2 2 2
18	KELLY Damon	AUS	1983	Sr.	+105 B	165	-170	-170	-211	211	221	386	6 3 3

When the Referee Light System hardware is connected to SKP or any of the client computers the referees' decision will be briefly displayed.

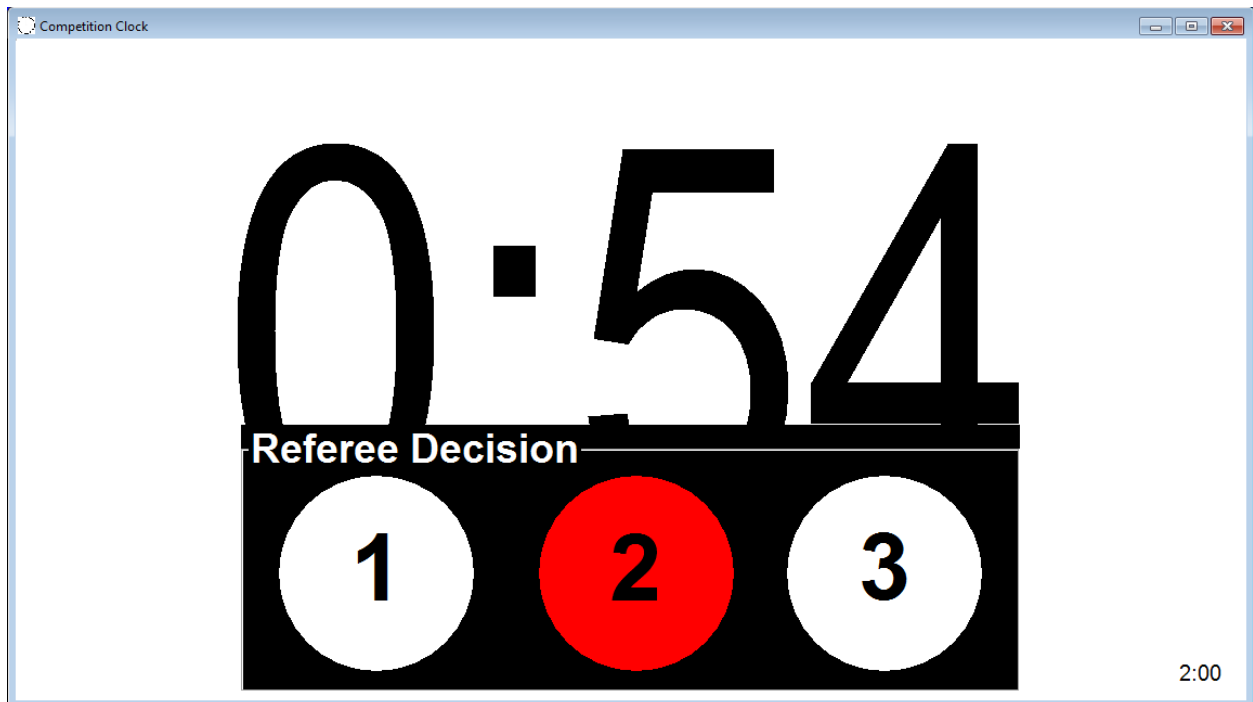
Session: 99 Platform:													
0:54													
Referee Decision: 1 2 3													
Start													
No.	Athlete	Team	Birth Year	Age Grp.	Wt. Cat.	Snatch			Clean and Jerk			Place	
						1	2	3	1	2	3	Total	sn cj T
1	STEINER Matthias	GER	1982	Sr.	+105 A	198			246				
2	JEON Sang-Guen	KOR	1981	Sr.	+105 A	195			220				
3	SCERBATIHS Viktors	LAT	1974	Sr.	+105 A	198			242				
4	KLESZCZ Grzegorz	POL	1977	Sr.	+105 A	185	186		232			3	
5	CHIGISHEV Evgeny	RUS	1979	Sr.	+105 A	200			247				
6	SHYMECHKO Ihor	UKR	1986	Sr.	+105 A	193			217				
7	UDACHYN Artem	UKR	1980	Sr.	+105 A	197			235				
Athletes from Previous Groups													
104	SHARIFI Rashid	IRI	1984	Sr.	+105 B	188	192	196	230	-238	-238	426	1 1 1
87	VELAGIC Almir	GER	1981	Sr.	+105 B	180	184	188	220	225	-230	413	2 2 2
18	KELLY Damon	AUS	1983	Sr.	+105 B	165	-170	-170	-211	211	221	386	6 3 3

Display Clock

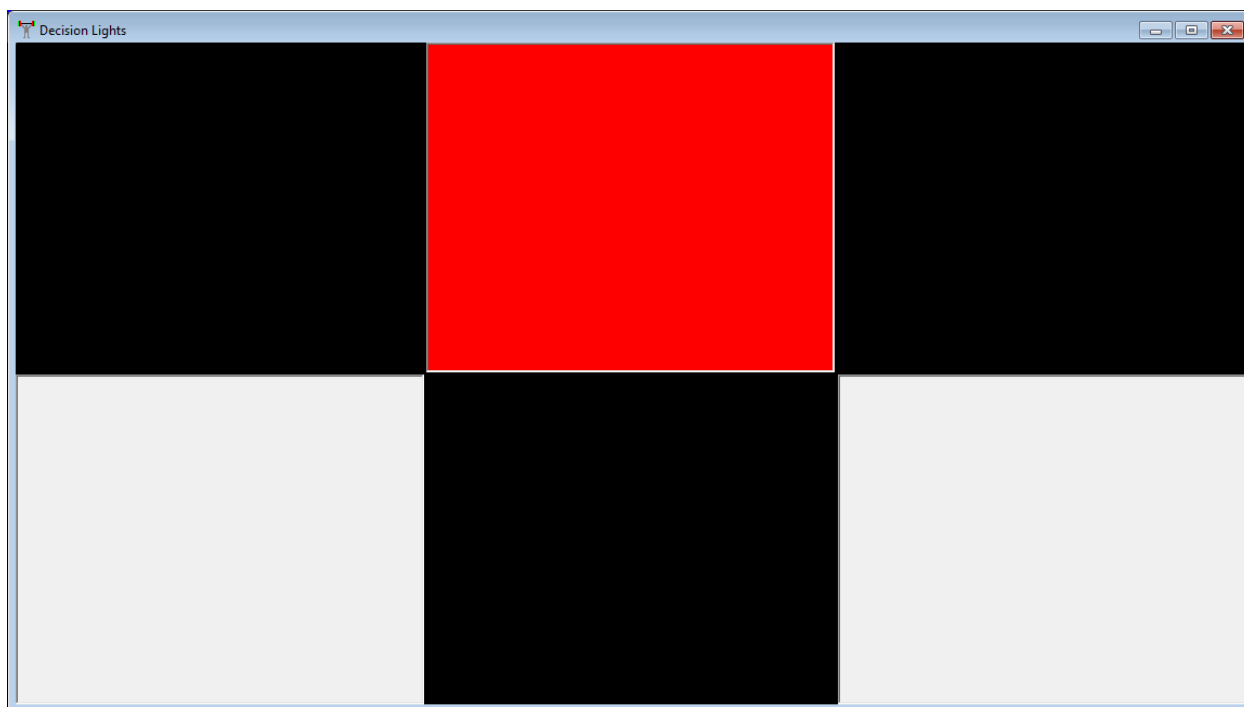


In addition to the time remaining on the clock, the initial clock value is shown. In this case the 2 minute clock has counted down to 54 seconds remaining.

When the Referee Light System hardware is connected to SKP or any of the client computers the referees' decision will be briefly displayed.



Decision Lights



The Decision Lights is normally a black screen. In this case the center rendered a “no lift” decision and the side referees both rendered a “Good Lift” decision. The decisions appear 3 seconds after the last referee makes a decision. The red or white decisions remain for about 7 seconds.