

# Secretary program FIAS Light (offline)

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## About the program [↗](#)

The secretary program is created for:

- Determine the exact composition of the teams taking part in competitions;
- Confirmation/refusal of the declared weight category for athletes;
- Formation of the tournament grid of competitions for each weight category;

- Scheduling and managing mat fights;
- Broadcast on the monitors the schedule of fights on the mat, as well as the results of fights in real-time;
- Formation of a panel of referees for each mat at the competition, as well as their appointment to the planned fights in the context of the mat ;
- Evaluation of the referees who participated in the competitions held;
- Formation of competition protocols.

## Connecting and configuring the server. [↗](#)

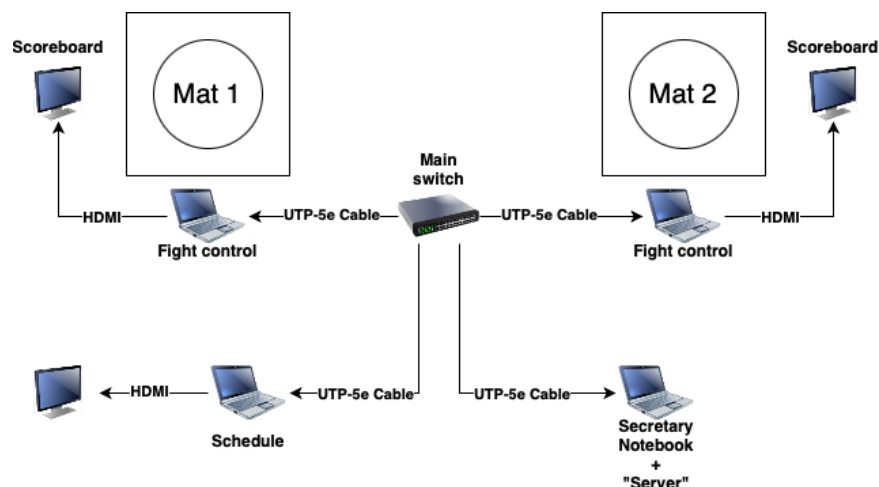
To hold competitions with the use of the secretary program, you must have the required set of equipment, united into one local network.

The equipment set should include:

- 1 (one) virtual "Server";
- 4(four) laptops;
- 1(one) router;
- 4(fore) patch cords UTP-5e;
- 3(three) monitors with HDMI port;
- 3(three) HDMI-cables.

Workstations (laptops) must have a Windows operating system with at least Windows 7 version, not older, and the distribution kit of the **Fias Secretary Program** client application also needed to be installed.

To start preparing for the competition, it is necessary to connect the equipment according to the schematic diagram.



## Configuring the "Server" [↗](#)

For storage and processing of competition data, it is necessary to deploy the "Server" component. You can deploy the "Server" component on any computer:

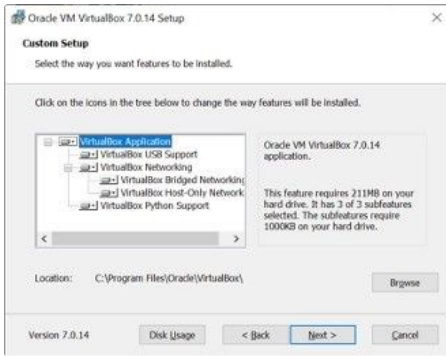
- On the Chief Secretary's computer (preferred);
- On a computer that is on the same local network as the computers of the Chief Secretary and the computers on each mat.

Installing the Server component on the computer selected for this:

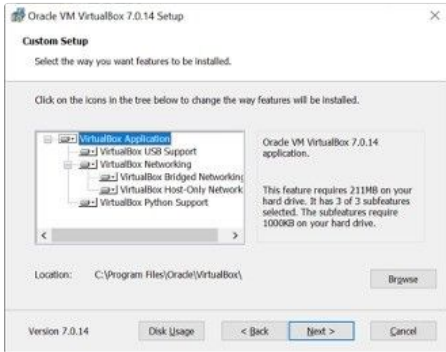
1. Install VirtualBox (**VirtualBox-\*\*\*\*\*-Win.exe**) from the software package received with the instructions

**⚠** If an error occurred during installation, then you need to install the current **Microsoft Visual C++** package:

**VC\_redist.x64.exe** (from the software package)



Click Next >



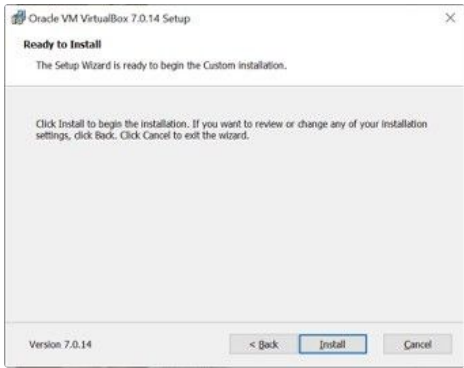
Click Next >



Click Yes



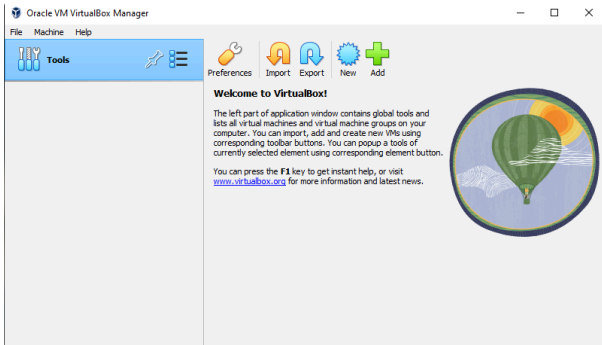
Click Yes



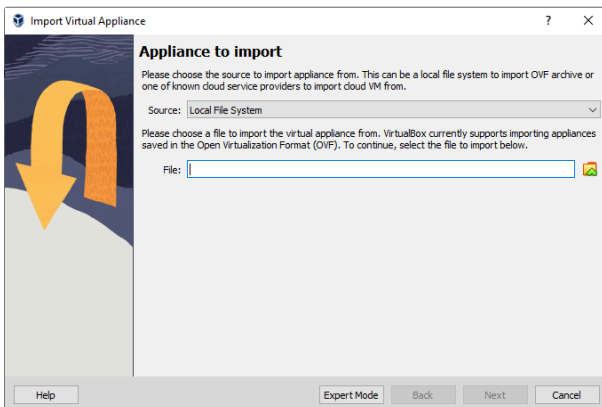
Click Install



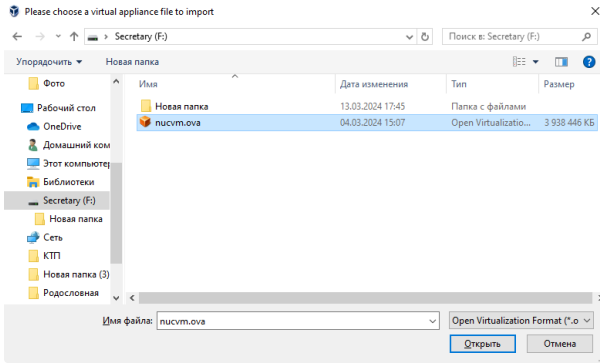
Click Finish



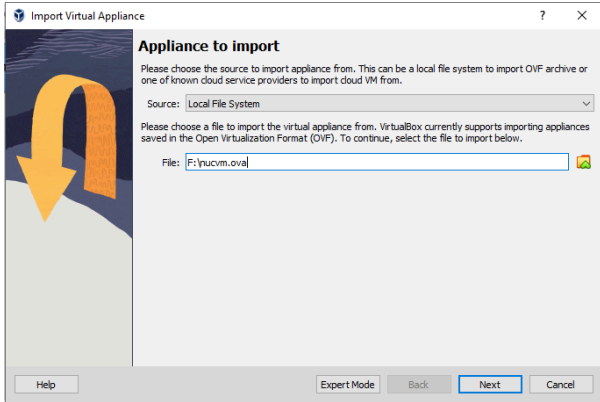
Click Import



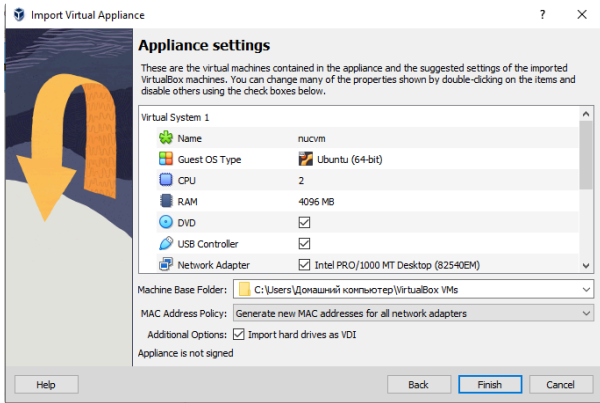
To the right of the **File** field, click the Browse button (it looks like a folder with a green up arrow)



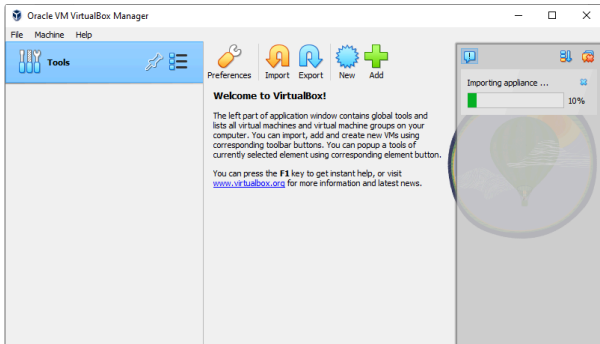
You need to select the nucvm.ova file from the software package received with the instructions



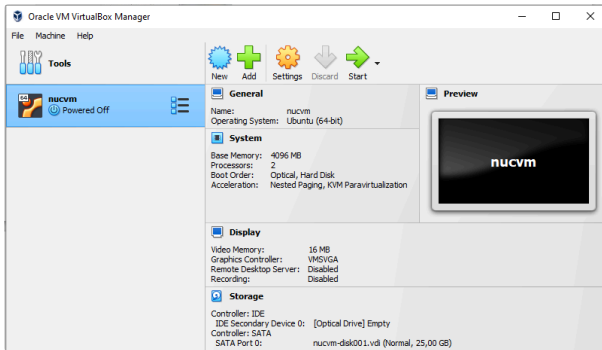
Click Next



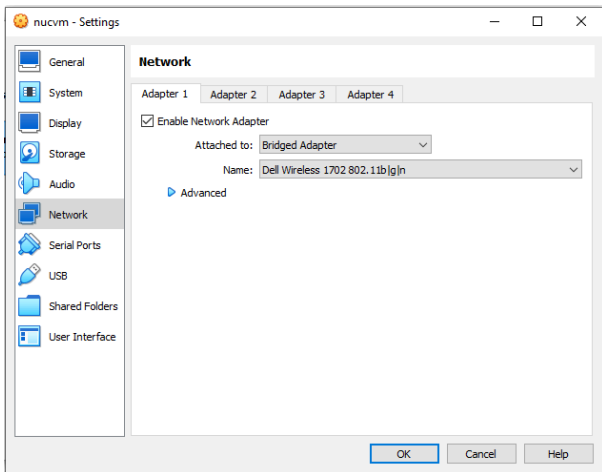
In the "MAC address Policy" field, select "Generate new MAC addresses for all network adapters", leave all other options as they are and click "Finish"



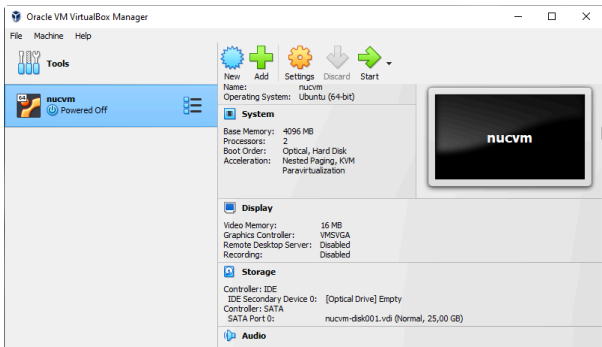
Wait for the import process to finish



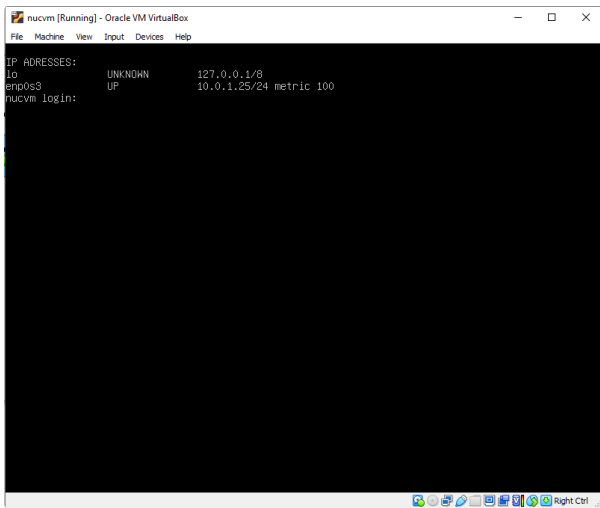
Choose nucvm and click **Setting**



In the list on the left, select **Network**. In the field on the right, we need to enable **Adapter 1** (checkbox **Enable network adapter**) Select the connection type "Bridged Adapter" and click **OK**



Choose nucvm and click **Start**



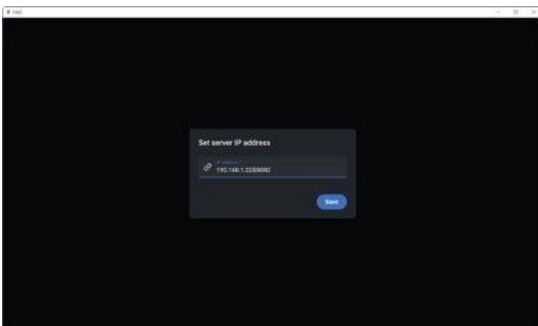
A new window will appear – wait for the startup to complete, and you will see a list of addresses assigned to the VM

One of these addresses, usually the one with the "UP" status and the word metric, must be entered in the start window of the Secretarial program. You may need to try several addresses until you find the right one – just go through the list and try each one. After finding out the IP address of the server, you must enter it in the running Fias Secretary Program `xxx.xxx.xxx.xxx:8082`, where 8082 is the port used by the server.

## Getting started [↗](#)

### Launching the application and connecting to the Server module [↗](#)

Launch the **Fias Secretary Program** application from the software package received with the instructions.

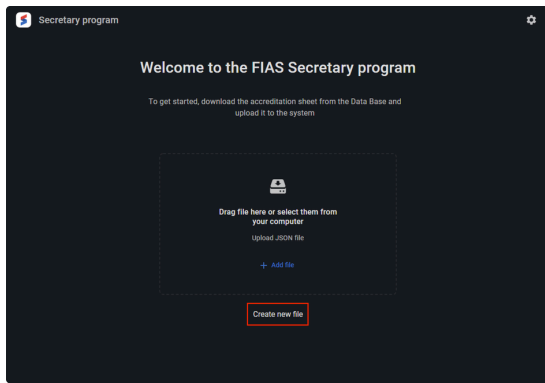


Enter the address received during installation of the **Server** module in the **Set server IP address** field

The program is ready to work

## Creating a competition file [↗](#)

To hold a competition using the Fias Secretarial Program, it is necessary to prepare a special file with a list of participants in the competition (athletes, referees, organizations).



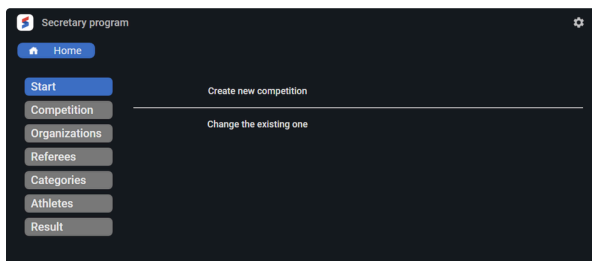
Click **Create new file**

The Competition File Creation/Modification module is launched

This module contains the following sections:

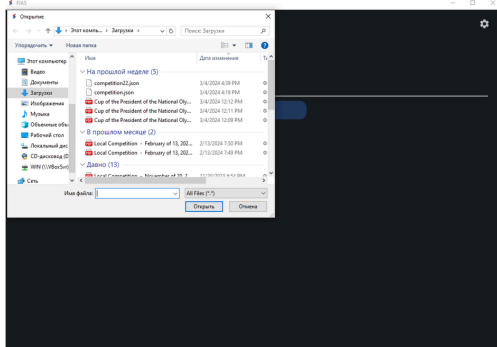
- Start - select the action to Create/Modify the competition file;
- Competition - Assignment of the name, dates, country and type of competition;
- Organizations - Adding Organizations participating in the competition, in the case of **Team competitions**, teams are added to this section;
- Referees - Adding judges;
- Categories - Adding categories (gender/age/discipline/type/weight);
- Athletes - adding athletes participating in the competition;
- Result - the section for downloading the resulting file for the competition.

**Start - select the action to Create/Modify the competition file** [🔗](#)



In this section, you can start creating a new file or edit a previously created file.

- To create a new file, select **“Create new competition”**;
- To edit a previously opened file, select **“Change the existing one”**



Select a previously created file to edit



## Competition - Assignment of the name, dates, country and type of competition [↗](#)

The screenshot shows the 'Secretary program' interface with the 'Competition' section selected. The form contains the following fields and options:

- Title: Local Competition
- Start date: 12.03.2024
- End date: 12.03.2024
- Country: Russian Federation
- Competition Format: PERSONAL, TEAM
- Buttons: Save

After filling in all the fields, click the “Save” button to save the data.

## Organizations - Adding Organizations participating in the competition, in the case of Team competitions, teams are added to this section [↗](#)

The screenshot shows the 'Secretary program' interface with the 'Organizations' section selected. The form contains the following fields and options:

- Name: [Empty]
- Phone: [Empty]
- Email: [Empty]
- Country: Belarus
- Buttons: Add

Below the form, a list of organizations is displayed:

- FIAS | RUS
- BLR | BLR

A 'Next' button is visible at the bottom.

The Organizations section allows you to add participating organizations (schools, federations, teams, etc.)

At least one organization must be added to the competition.

**i** In the case of team competitions, participating teams are added to this section

**⚠** The participants of the competition (athletes, judges) are associated with the Organizations and in case of deletion of the Organization, all its participants will be deleted.

## Referees - Adding judges [↗](#)

This section allows you to add judges.

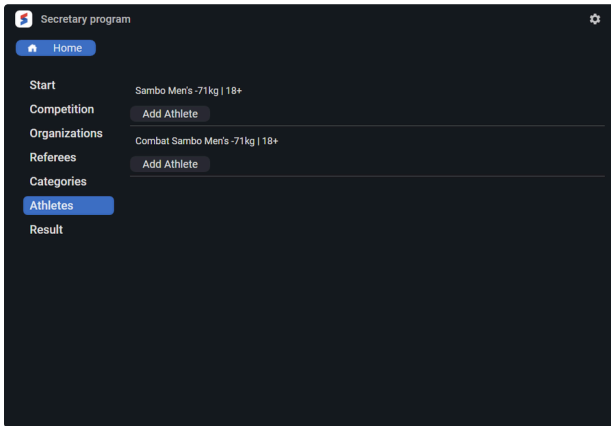
⚠ If the judges and the participants are representatives of the same country, you must specify an alternative country for the judges "LOC-Local Competition" (the default value for the **Country** field). This will allow referees to be assigned to the mats automatically.

⚠ When adding judges, keep in mind that at least 3 judges must be added. If there are actually fewer referees, you need to add a virtual/technical record, for example, Referee1, Referee2, etc.

### Categories - Adding categories (gender/age/discipline/type/weight) [↗](#)

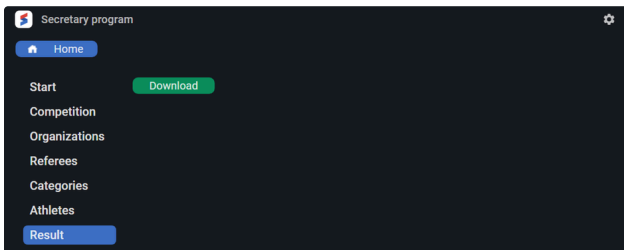
This section allows you to add weight categories.

## Athletes - adding athletes participating in the competition [↗](#)



This section allows you to add athletes to the weight categories added in the previous step.

## Result - the section for downloading the resulting file for the competition. [↗](#)

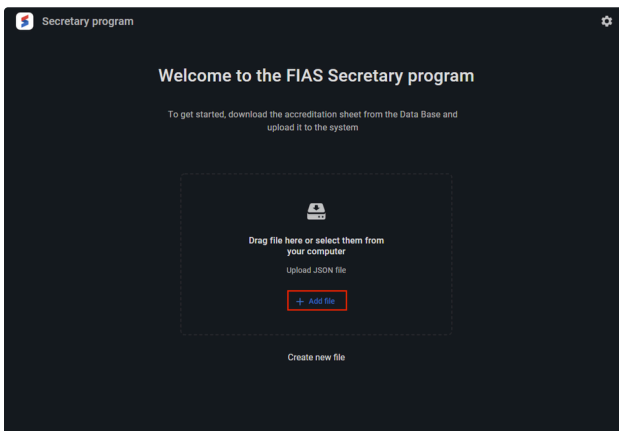


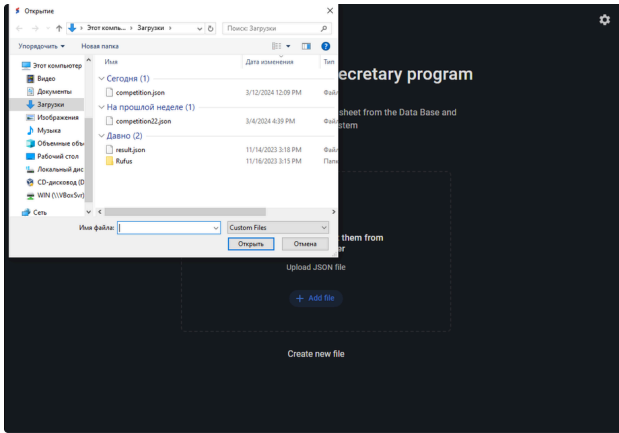
This section allows you to download the resulting file for the competition.

By default, the file is called **competition.json**.

## Uploading a file to start the competition [↗](#)

To start the competition, you need to download the file **competition.json** in the "Fias Secretarial Program" from the Chief Secretary's computer. After downloading, all data will go to the **Server** module and the competition data will be available on all computers when the **Fias Secretary Program** is connected to the **Server** module.





## Secretary program [↗](#)

The secretary program is an autonomic application for managing the course of sambo competitions. The application consists of functional modules such as:

- General info;
- Weighing;
- Drawing;
- Schedule;
- Referees allocation;
- Fights control;
- Referees assessment;
- Medals.

Sections of the Secretary Program perform a narrow range of tasks and functions. In total, the values of each of the sections have impacts and dependencies on other functionality of the application.

## General info [↗](#)

The main information page in the Secretary program contains brief information about the events loaded for work, as well as buttons-links to functional sections of the application, such as:

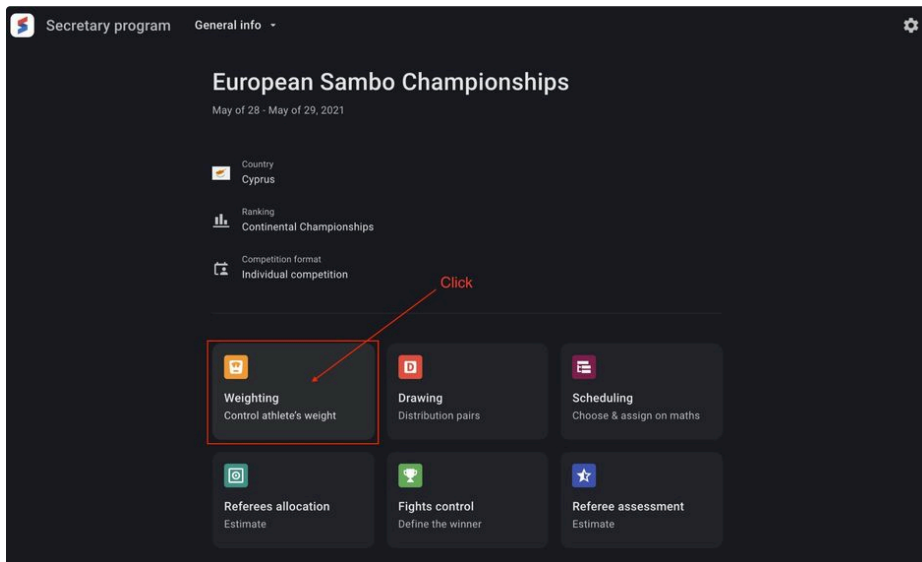
- Weighing - Athletes weighing section;
- Drawing - Draw section for athletes;
- Schedule - Section for scheduling fights;
- Referees allocation - Section for Allocation of Referees to Mats and Fights;
- Fights control - Fights management section;
- Referees assessment - Referees assessment section;
- Medals list - Section of the medal classification of the competition.

## Weighing [↗](#)

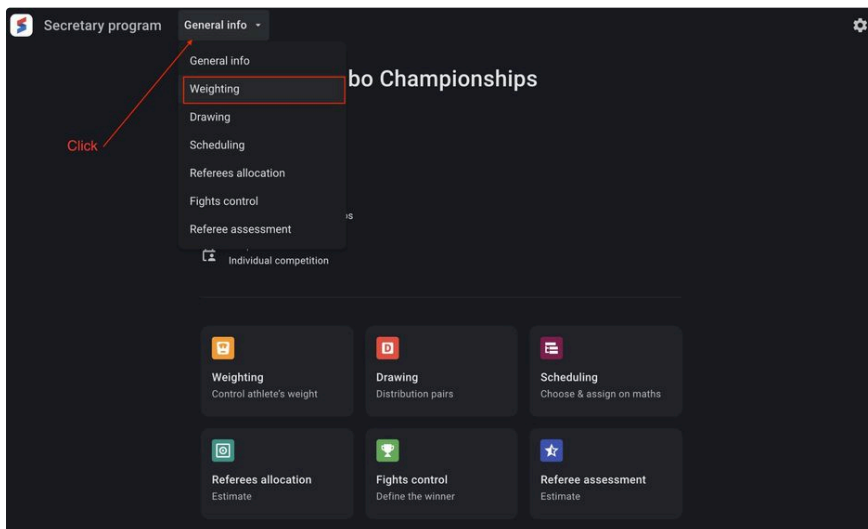
The “Weighing” section is intended to determine the list of athletes in weight categories who have confirmed their actual weight for admission to the competition. The section allows to do the following functions :

- To expose athletes the **Overweight** parameter when the actual weight is exceeded from the declared one;
- To expose athletes the **Absent** parameter in the absence of an athlete at the weighing procedure;
- To verify the number of athletes in the weight category before the draw procedure;
- To create a weighing protocol by weight category in pdf format with the divided by role records.

To open the "Weighing" module, select the "Weighing" section on the main information page:



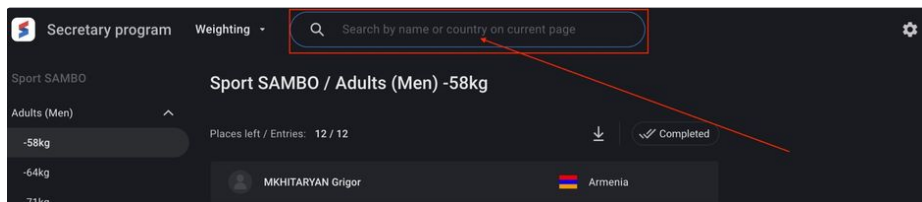
Or select a section from the drop-down list of sections of the Secretary program:



The main page of the section contains brief information about the athletes in the weight category and includes the following data set:

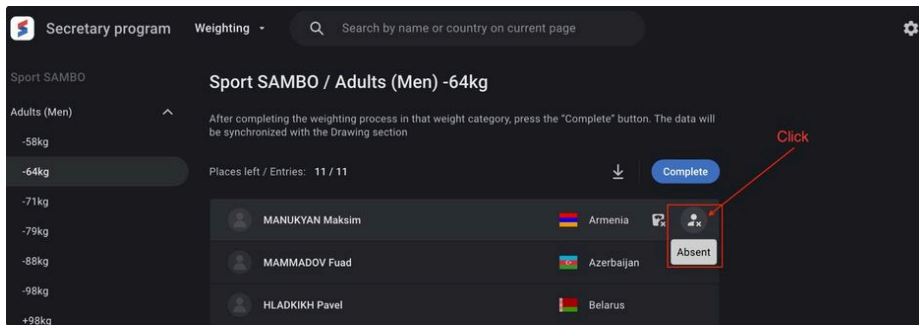
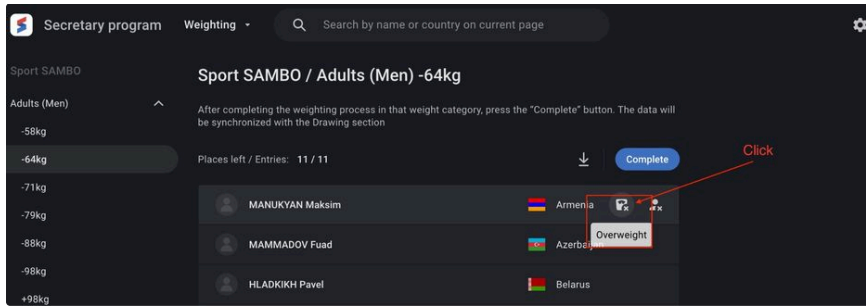
- Photo - Athlete's photo (may be not available);
- Last name - Athlete's Last name;
- First name - Athlete's First name;
- Nationality - The flag and name of the country of citizenship of the athlete.

The user can make a search on the page by athlete's name or country of citizenship.




## View and edit [↗](#)

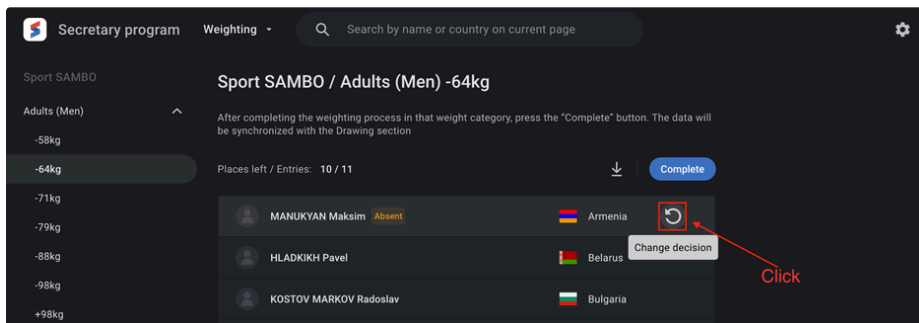
The list of athletes in each of the weight categories is pre-sorted by the value of the country of citizenship. The user also has the ability to assign an Overweight or Absent value for each entry in the list.



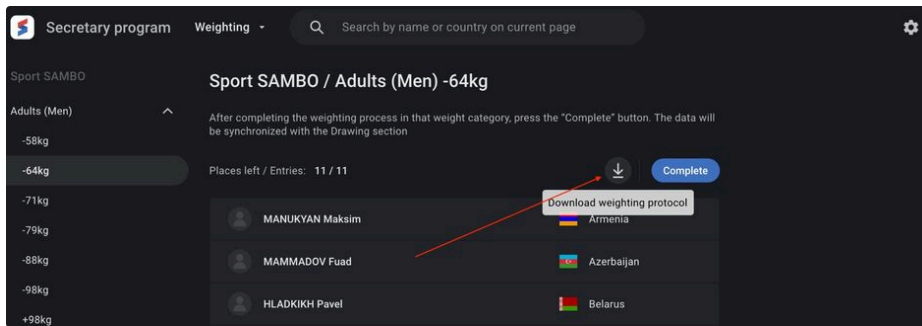
Athletes who have a parameter Overweight or Absent are not allowed to draw in the declared weight category, and as a result, are not allowed to compete.

## Cancellation of the previously set weighing value. [↗](#)

If the **Overweight** or **Absent** value was incorrectly set, the user can cancel the previously made decision. To change the **Overweight** or **Absent** parameter for an athlete, it is necessary to move the mouse cursor over the required entry before displaying the reset button . Clicking on this button removes the athlete's **Overweight** or **Absent** status.



To finish working with the weight category at the weighing stage, you need to make a confirmation by clicking on the **Complete** button. Clicking leads to an irreversible process, further editing of the list of athletes in the weight category is **not allowed**. The user can also generate a weighing protocol by weight category.



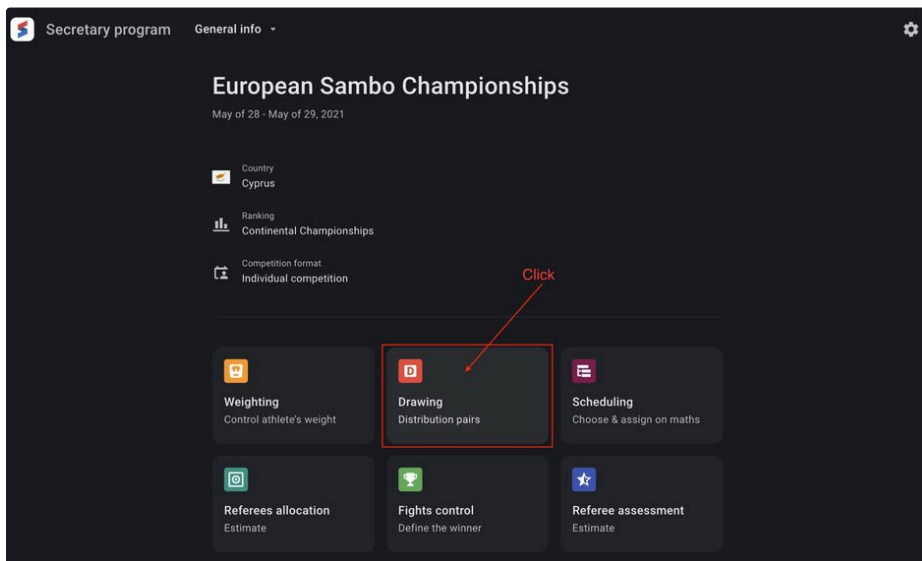
## Drawing [↗](#)

The **"Draw"** section is created to determine the tournament grid of athletes (in individual competitions) or teams (in team competitions) from the list of athletes in weight categories (in individual competitions) or teams.

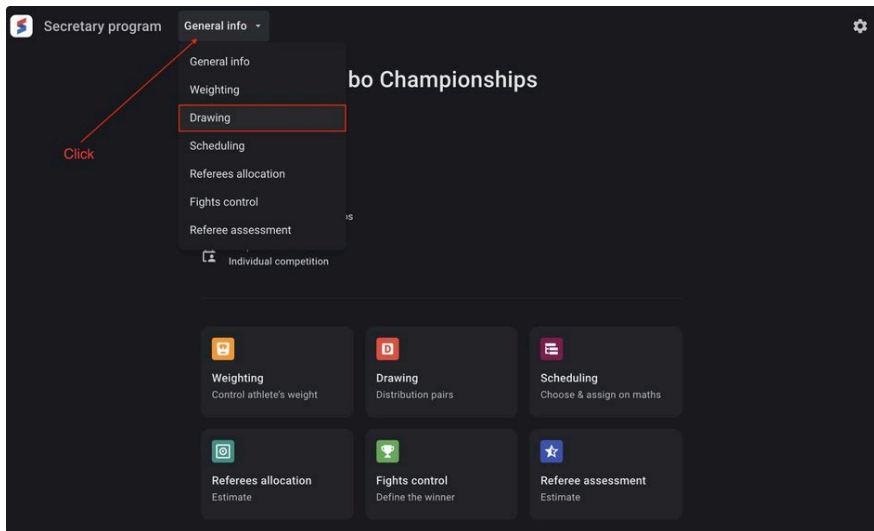
The section allows you to do the following functions:

- To give athletes the **Absent** parameter if the athlete was absent from the draw procedure;
- To produce the draw procedure automatically (arbitrarily) or manual modes;
- To create a protocol of the draw (tournament draw) by weight category or teams in pdf, with entries divided by role.

To open the module **"Draw"**, select the **"Draw"** section on the main information page:



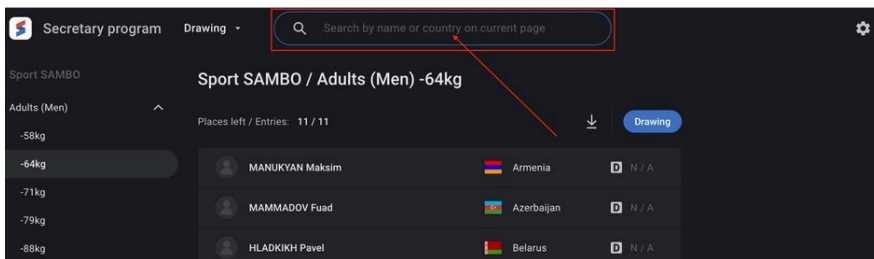
Or select a section from the drop-down list of sections of the Secretary program:



On the main page of the section, you can find brief information about athletes in the weight category, it also includes the following set of data:

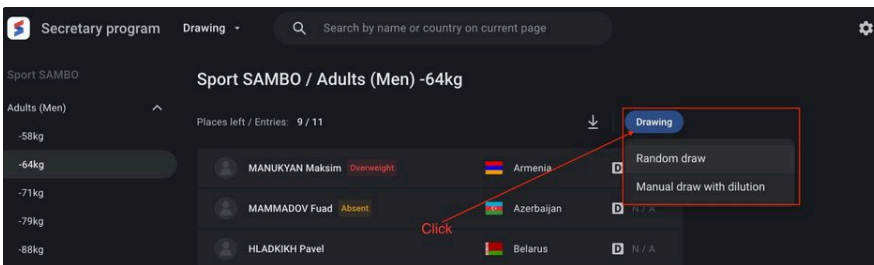
- Photo - Athlete's photo (may be not available);
- Last name - Athlete's Last name;
- First name - Athlete's First name;
- Nationality - The flag and name of the country of citizenship of the athlete;
- Draw ID - Number by draw. The default setting is N / A;
- Overweight - An optional parameter for an athlete from the Weighing module;
- Absent - An optional parameter for the athlete from the Weighing module. Can be assigned to the athlete as a result of a manual draw.

The user can also make a search on the page by athlete's name or country of citizenship.



To start the draw select the type of draw you need. To select, click on the

**Drawing** button and select the required value in the drop-down menu.



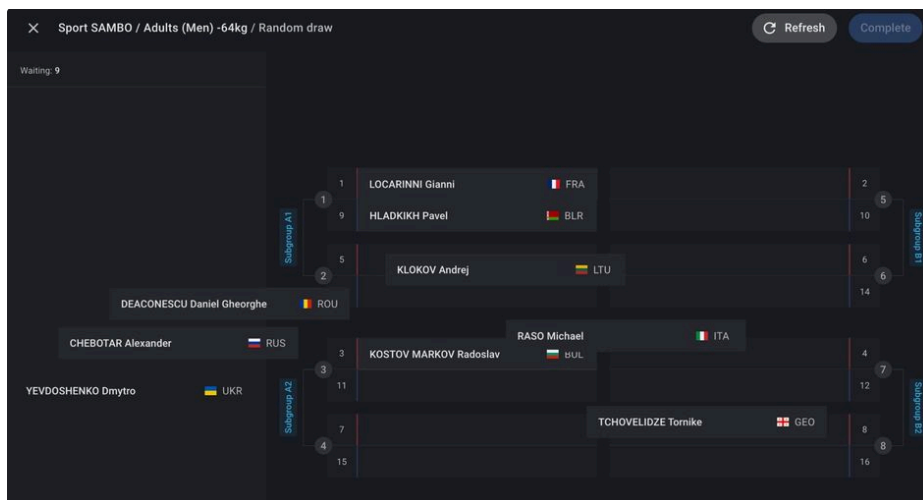
## Random Draw [↗](#)

The Random Draw page contains a list of athletes in a weight category that are not Overweight or Absent. Each athlete will be assigned a subgroup number according to the draw.



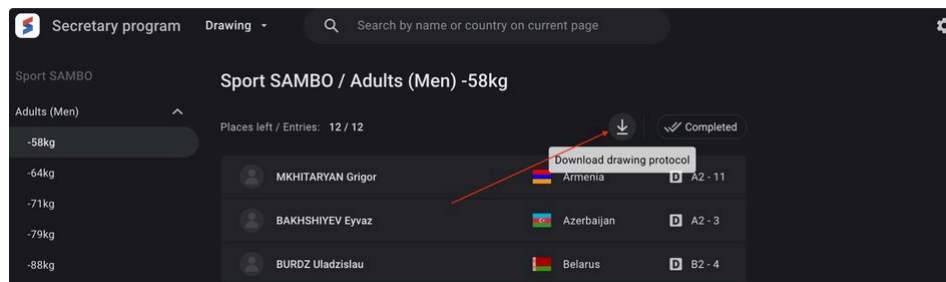
The displayed page is adapted to the size of the tournament grid based on the number of athletes who don't have **Overweight** or **Absent** values.

To start the draw click on the Start button  in the upper right part of the screen. The drawing process is animated.



The user can restart the process of random drawing by clicking the Refresh button .

To finish working with the weight category at the drawing stage, you need to make a confirmation by clicking on the **Complete** button. Clicking leads to an irreversible process, further changing of numbers by draw of athletes in the weight category is **not allowed**. The user also can generate a draw protocol by weight category.

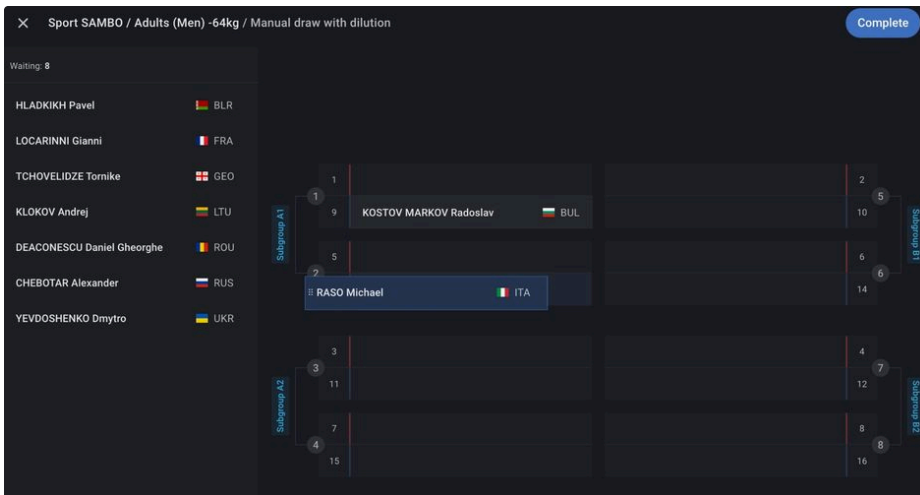


## Manual Draw

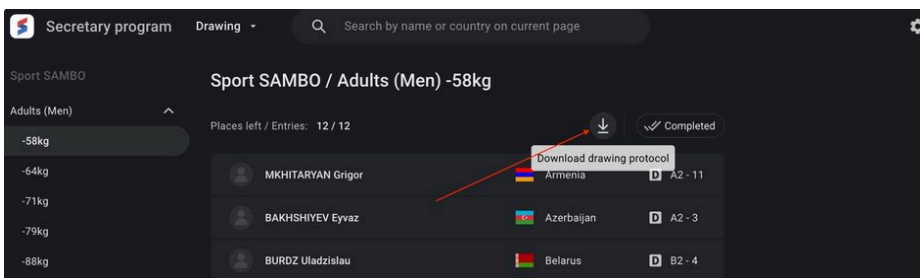
The random draw page contains a list of athletes in weight category without **Overweight** or **Absent** values.

Each athlete will be assigned a subgroup number according to the draw. The displayed page is adapted to the size of the tournament grid based on the number of athletes without **Overweight** or **Absent** values.

To start the draw select an entry with the athlete from the list and move it to the required subgroup in the main part of the page. The entries of athletes in the main part of the screen are also available for changing the subgroup and serial number.



To finish working with the weight category at the drawing stage, you need to make a confirmation by clicking on the **Complete** button. Clicking leads to an irreversible process, further changing of numbers by draw of athletes in the weight category is **not allowed**. The user also can generate a draw protocol by weight category.



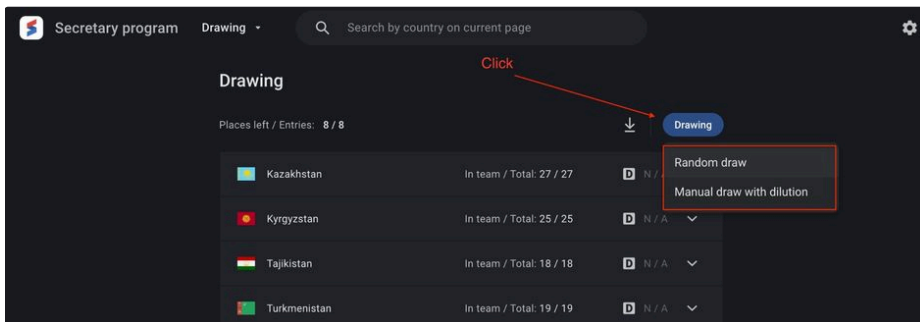
## Draw for team competition [↗](#)

For team competitions the draw is between the teams participating in the competition but not between the athletes in the weight category.

Drawing in team competitions has 2 types:

- Random draw;
- Manual draw.

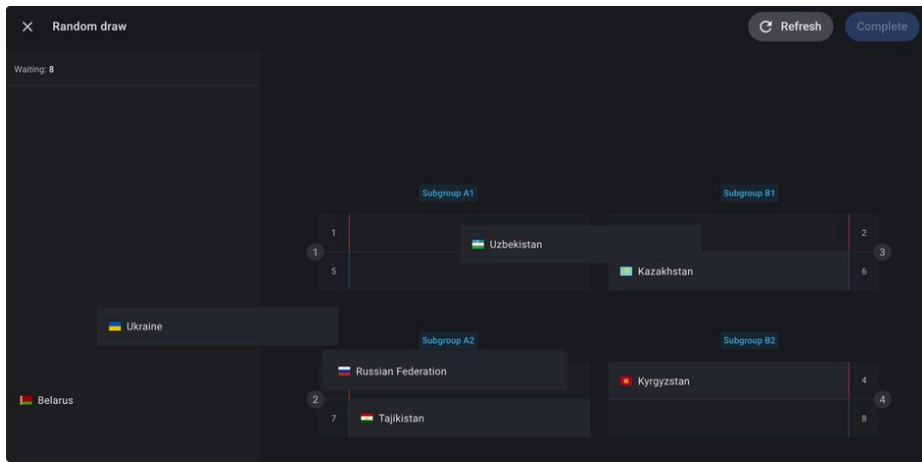
To start the draw, select the type of draw that you need. To select, click on the Drawing button and select the necessary value in the drop-down menu.



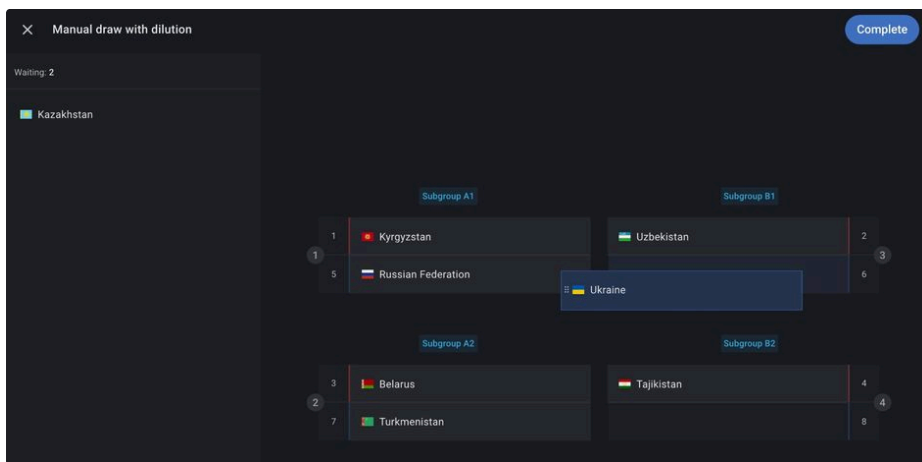
The Random or Manual Draw page contains a list of teams, each of which can be opened to view a list of declared athletes. Athlete entries can be signed as Overweight or Absent. Each team will be assigned a subgroup number according to the draw.

The displayed page is adapted to the size of the tournament grid based on the number of teams allowed to draw.

To start the draw click on the Start button  in the upper right part of the screen. The drawing process is animated.

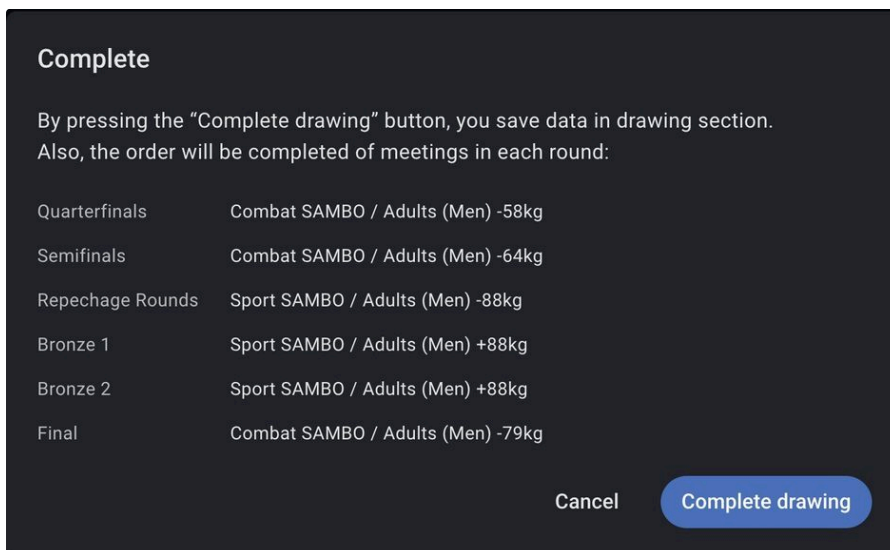


To start the draw select an entry with the athlete from the list and move it to the required subgroup in the main part of the page. The entries of athletes in the main part of the screen are also available for changing the subgroup and serial number.



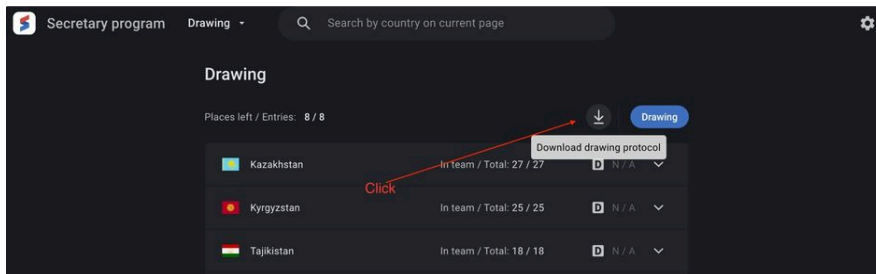
To finish working with the weight category at the drawing stage, you need to make a confirmation by clicking on the **Complete** button.

Clicking leads to the displaying of a modal window with information about the start weight category from all declared in the competition for each round of the competition.



To confirm proposed by the system the option of the starting weight category in each round of the competition, click on the button **Complete drawing**. Clicking leads to an irreversible process, further changing of numbers by draw of athletes in the weight category is **not**

allowed. The user also can generate a draw protocol by weight category.

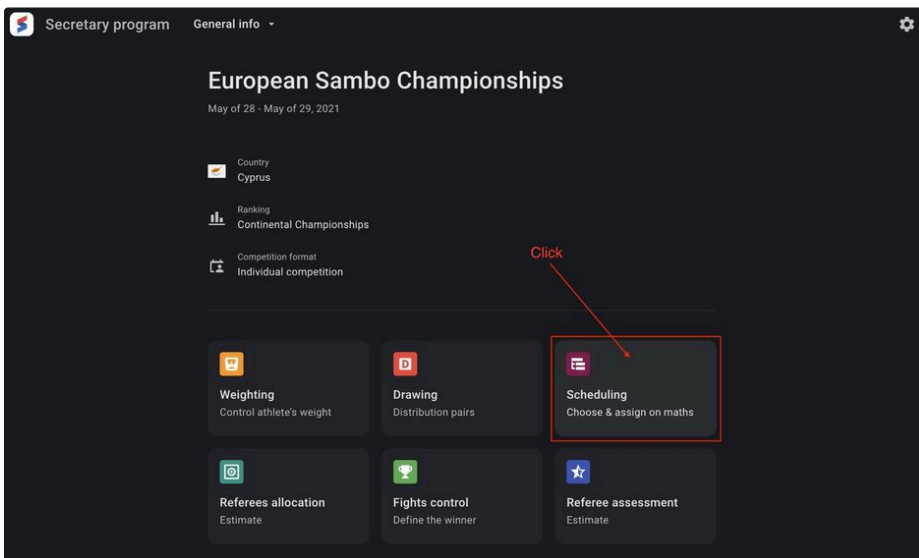


## Schedule [↗](#)

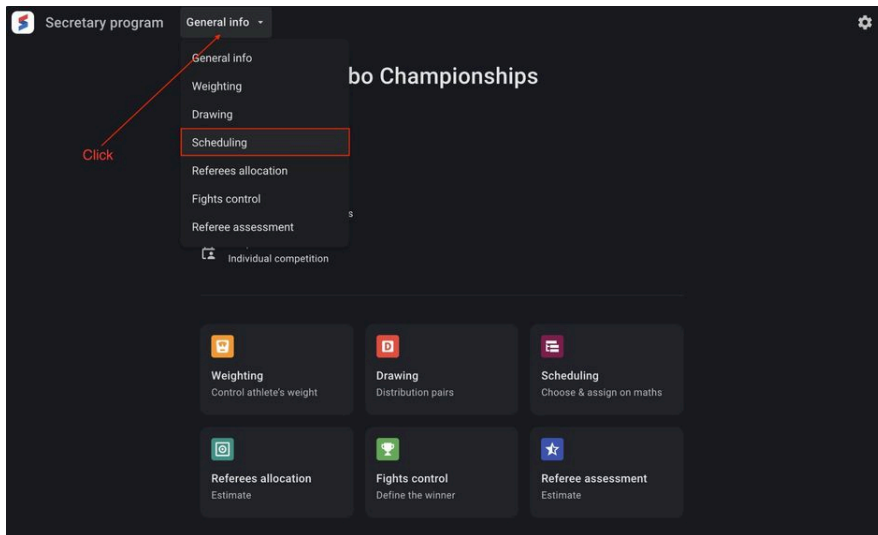
The "Schedule" section is created for forming the schedule of fights at competitions from the list of weight categories of athletes who have passed the weigh-in and draw procedures, as well as the formed tournament grid of competitions for teams. The section allows to do such functions as:

- To create the required number of carpets for the competition;
- To create a schedule of fights for each mat;
- To change the order of fights on each mat;
- To conduct a reconciliation of the movement of athletes and teams in the tournament grid;
- To broadcast the current schedule of fights to the warm-up area of the competition;
- To create a protocol of the draw (tournament draw) by weight category or teams in pdf format.

To open the **Schedule** module, select the **Schedule** section on the main information page:



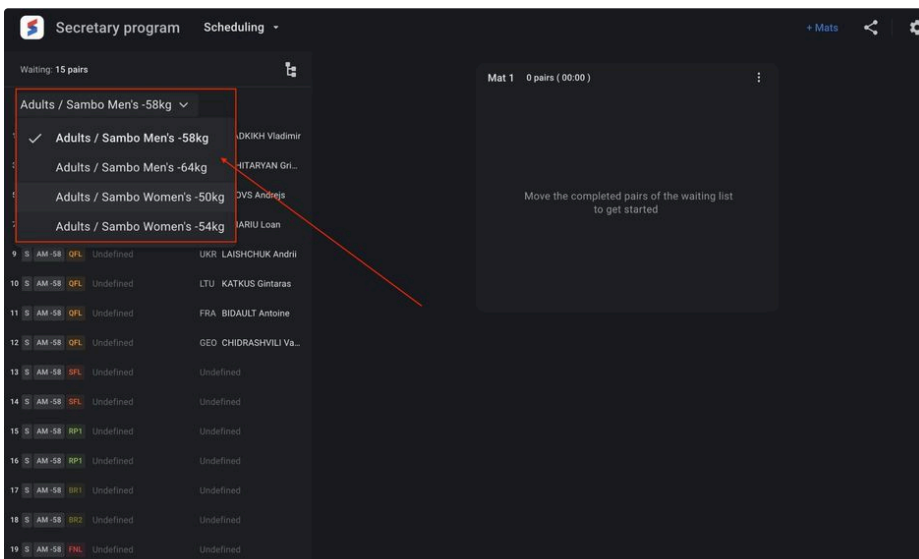
Or select a section from the drop-down list of sections of the Secretary program:



The main page of the section contains information about the formed fights of athletes in the weight category located in the list of pending distribution on the mat and includes the following data set:

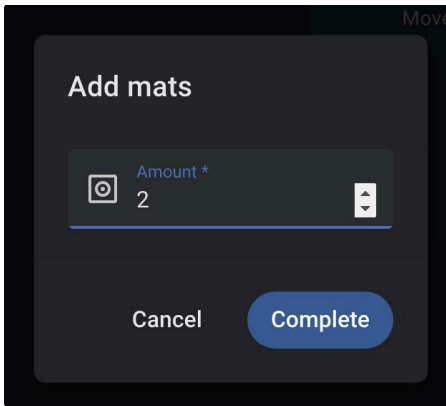
- Fight number - The number of the fight on the tournament grid in the weight category;
- Discipline / Age + Weight category code - Abbreviation for discipline, age and weight categories;
- Competition round code - Competition round abbreviation;
- Photo - Athlete's photo (may be not available);
- Last name - Athlete's last name;
- First name - Athlete's first name;
- Nationality code - Code of athlete's country of citizenship.

The user can create a schedule of fights for a variety of weight categories that have completed the weighing and drawing procedures for athletes.



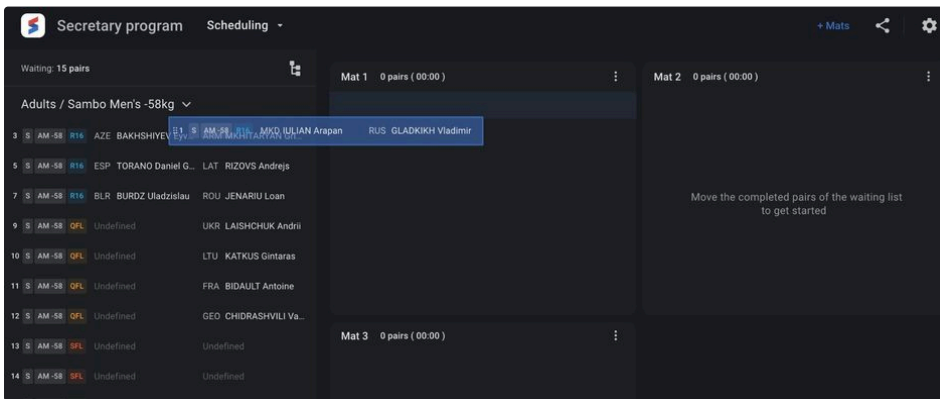
## Mat creation. Available actions on mat [↗](#)


The user can create the required number of mats to form the schedule of fights on each of them. To create a new mat click on the **+ Mats** button **+ Mats** in the upper right corner. Click will open a modal window offering the choice of the necessary number of carpets to create.

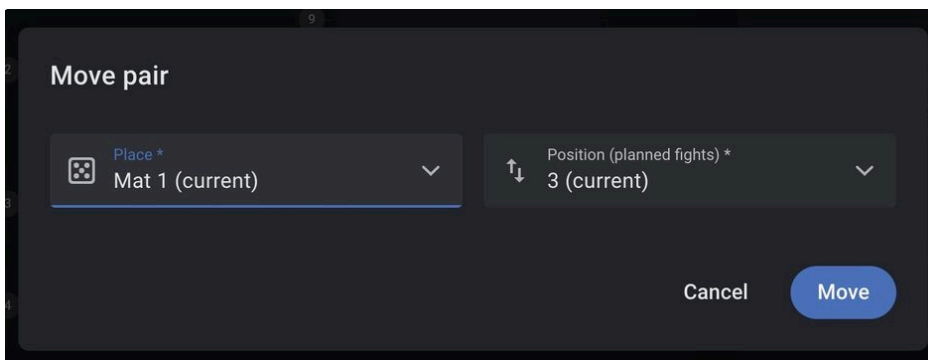


To finish working with the creation of competition mats you need to make a confirmation by clicking on the **Complete** button. After completing the creation the mats will be displayed on the page.

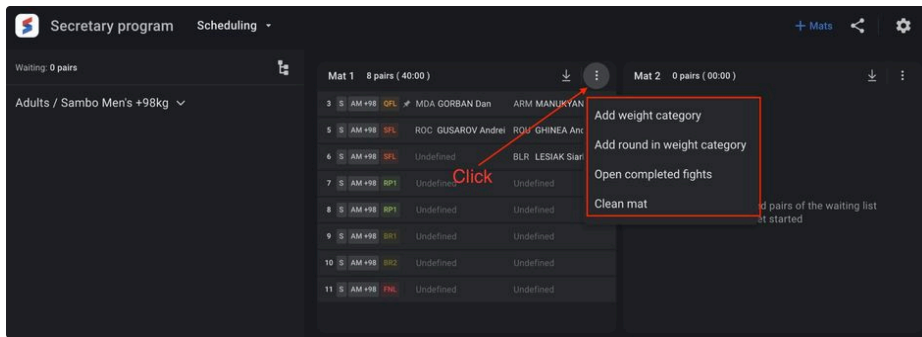
To start forming the schedule of fights on the mat, you need to select the entry with the fights from the waiting list on the left side of the page and move it to the required mat in the main part of the page. When you drag the fight from the waiting list on the carpet, the estimated position of the order of the dragged fight will be displayed.



Fight records on mat are also available to change between mats. When you place the mouse cursor over the fight entry there will be displayed an icon of the button , that calls up the fight transfer menu with the option to select the mat and the next number in the list of the selected mat:



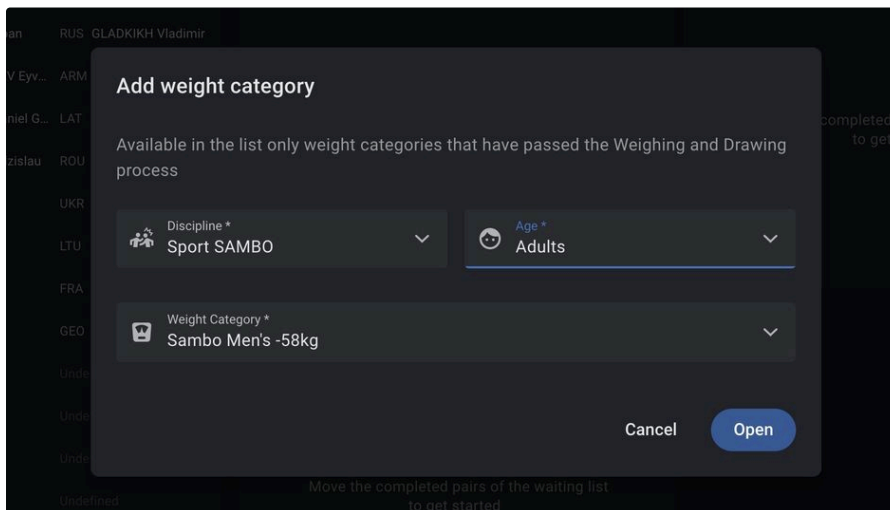
The user has the ability to assign all fights in a weight category to the mat or to select fights of a certain round of competition in a weight category. To make it, it is necessary to select the required item in the Mat actions menu by pressing the **Menu** button.



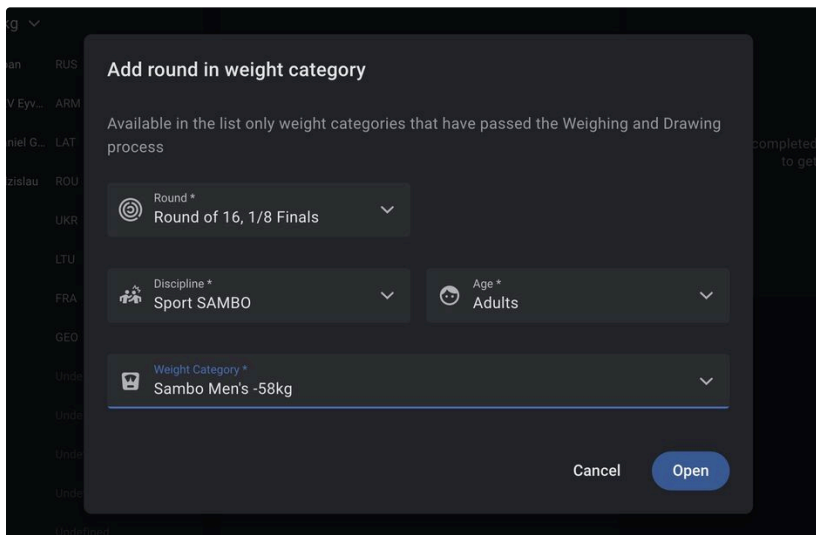
The user can do following actions:

- Add weight category - Add all fights in the weight category;
- Add round in weight category - Add fights of a certain round of competition in a weight category;
- Open completed fights - Открыть список завершенных схваток для отмены результата схватки;
- Clean mat - Clean mat from the fights.

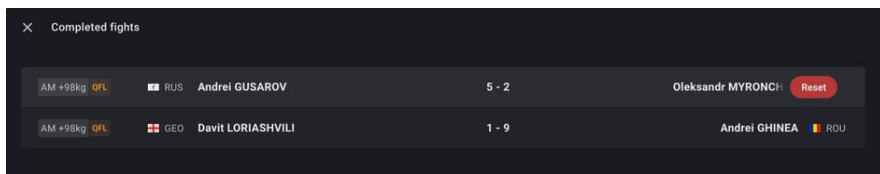
Selecting the **Add weight category** will display a modal window for selecting the required weight category for the discipline and age category.



Selecting the **Add round in weight category** will display a modal window for selecting the required round in weight category for the discipline and age category.



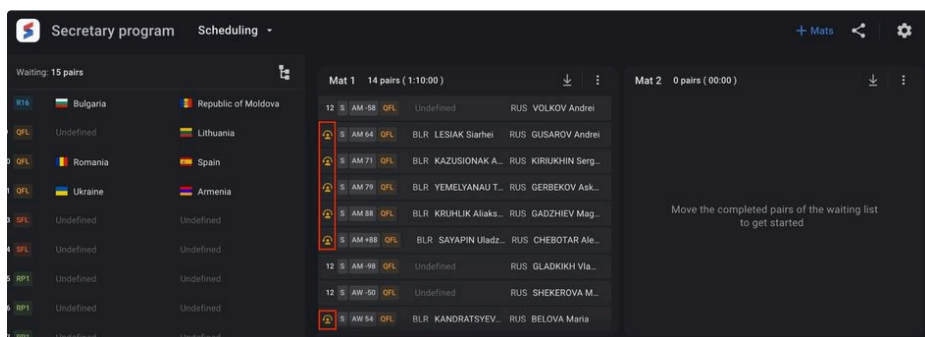
Selecting **"Open completed fights"** will result in a modal window showing a list of completed fights. For each of the fights, you can reset the results by pressing the **Reset** button while moving the mouse cursor over the selected fight. Resetting the results will return the fight to the mat schedule.




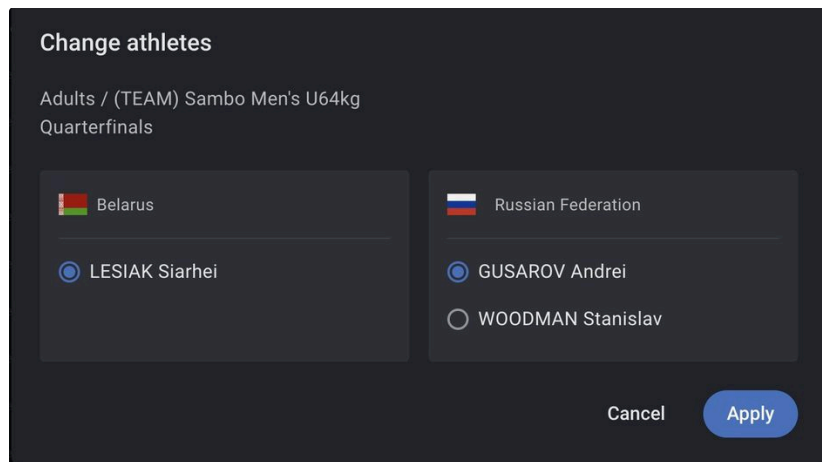
Selecting **Clean mat** will move all the fights from the mat to the waiting list.

### Replacement of athletes in team competitions. [↗](#)

To set the line-up of a team in each round of a team competition, the user has access to the functionality of explicitly specifying an athlete in a weight category that assumes the presence of several athletes. To define the line-up of the team, in the section of the formation of the schedule (**Schedule**), it is permissible to replace the athletes.





To select an athlete in a weight category, press the button  to display a modal window for selecting athletes entered in this weight category.





To form the line-up of the team, the user needs to select the required athlete from the list and press the **Apply** button  to confirm the action.



View the movement of athletes on the tournament grid [🔗](#)

Secretary program Scheduling + Mats  

Protocols  

Adults / Sambo Men's -58kg ▼

Subgroup	Rank	Name	Country	Rank	Name	Country
Subgroup A1	1	IULIAN Arapan	MKD	1		
	9	GLADKIKH Vladimir	RUS	9		
	5	LAISHCHUK Andrii	UKR	2	LAISHCHUK Andrii	UKR
Subgroup A2	3	BAKSHIYEV Eyyaz	AZE	3		
	11	MKHITARYAN Grigor	ARM	10		
	7	KATKUS Gintaras	LTU	4	KATKUS Gintaras	LTU
Subgroup B1	2	TORANO Daniel Gonzalez	ESP	5		
	10	RIZOVIS Andrejs	LAT	11		
	6	BIDAULT Antoine	FRA	6	BIDAULT Antoine	FRA
	4	BURDZ Uladzislau	BLR	7		

Mat 1 15 pairs (1:15:00) ⋮


1	AM-58	R16	MKD IULIAN Arapan	RUS GLADKIKH Vlad...
3	AM-58	R16	AZE BAKSHIYEV Ey...	ARM MKHITARYAN G...
5	AM-58	R16	ESP TORANO Daniel ...	LAT RIZOVIS Andrejs
7	AM-58	R16	BLR BURDZ Uladzislau	ROU JENARIU Ioan
9	AM-58	OPL	Undefined	UKR LAISHCHUK An...

Mat 2 0 pairs (00:00) ⋮

Move the completed pairs of the waiting list to get started

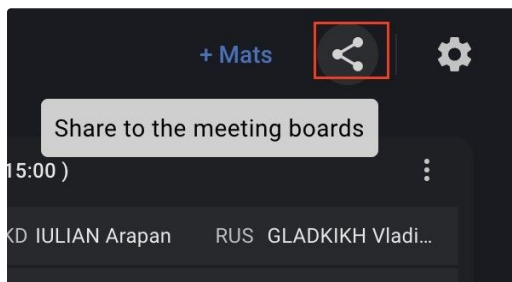
Mat 3 0 pairs (00:00) ⋮

Move the completed pairs of the waiting list to get started

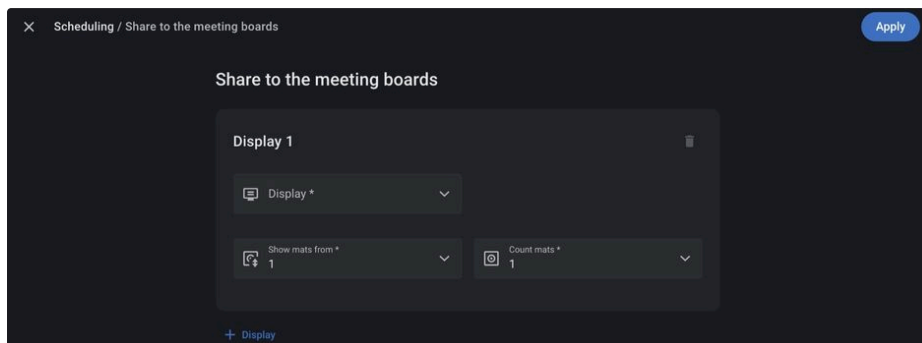
To control the formation of pairs of athletes in the weight category, the user can view the tournament grid of the weight category with the display of the results of completed fights. The tournament grid can be displayed by clicking the button , located in the upper right part of the list of fights awaiting distribution to the mats. The user can download the tournament grid protocol with actual information of the status of the protocol creation.

### Broadcast the schedule to the warm-up area [↗](#)

To inform the participants of the competition about the upcoming fights on the mats and their sequence, there is a possibility of broadcasting the schedule of fights in real time. To broadcast the schedule, the user must click the button in the upper right corner.



In the modal window select the connected monitor, determine the number of broadcasting mats on the monitor and click the **Apply** button.



The transmitted information looks like:

Mat	Referee	Weight	Country	Opponent	Country
Mat 1	1	S AW -64 kg	POL ARLENE McCoy	HUN FOREMONNY Williams	HUN
	2	S AW -64 kg	POL LESLIE Alexander	HUN COURTNEY Henry	HUN
	3	S AW -64 kg	POL MERONNIN Williams	HUN SAVANNAH Nguyen	HUN
	4	S AW -64 kg	POL DARLENE Robertson	HUN JANE Cooper	HUN
	5	S AW -64 kg	POL DARLENE Robertson	HUN JANE Cooper	HUN
Mat 2	23	S AM -72 kg	POL ARLENE McCoy	HUN COURTNEY Henry	HUN
	24	S AM -72 kg	POL CAMERON Williamson	HUN COURTNEY Henry	HUN
	25	S AM -72 kg	POL MERONNIN Williams	HUN LESLIE Alexander	HUN
	26	S AM -72 kg	POL ARLENE McCoy	HUN ARLENE McCoy	HUN
	27	S AM -72 kg	POL ARLENE McCoy	HUN ARLENE McCoy	HUN
Mat 3	12	C AM -100kg	POL ARLENE McCoy	HUN ARLENE McCoy	HUN
	13	C AM -100kg	POL CAMERON Williamson	HUN SAVANNAH Nguyen	HUN
	14	C AM -100kg	POL LESLIE Alexander	HUN ARLENE McCoy	HUN
	15	C AM -100kg	POL ARLENE McCoy	HUN ARLENE McCoy	HUN
	16	C AM -100kg	POL ARLENE McCoy	HUN ARLENE McCoy	HUN

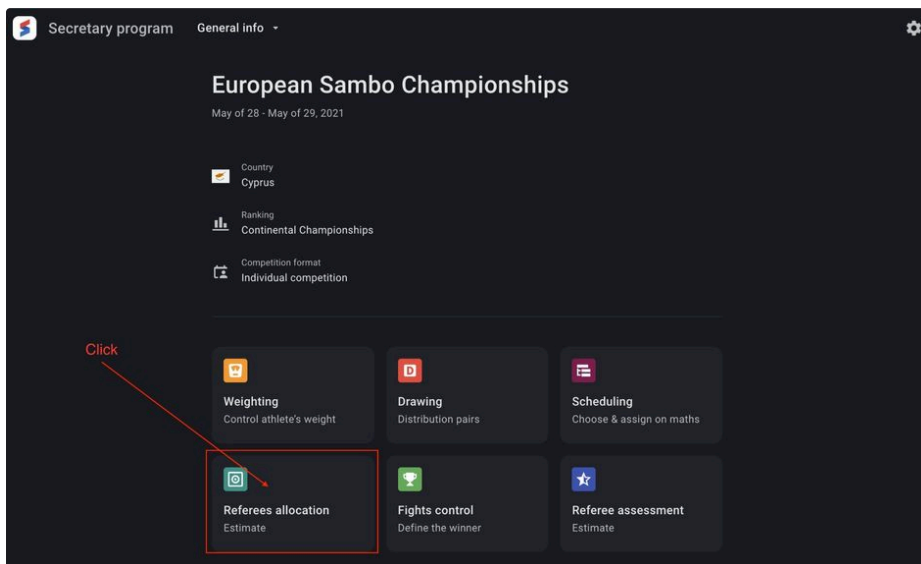
## Referees Allocation [↗](#)

The section is created for the formation of a group of referees for each of the competition mats, as well as for the formation of a panel of referees for the fights of the competition.

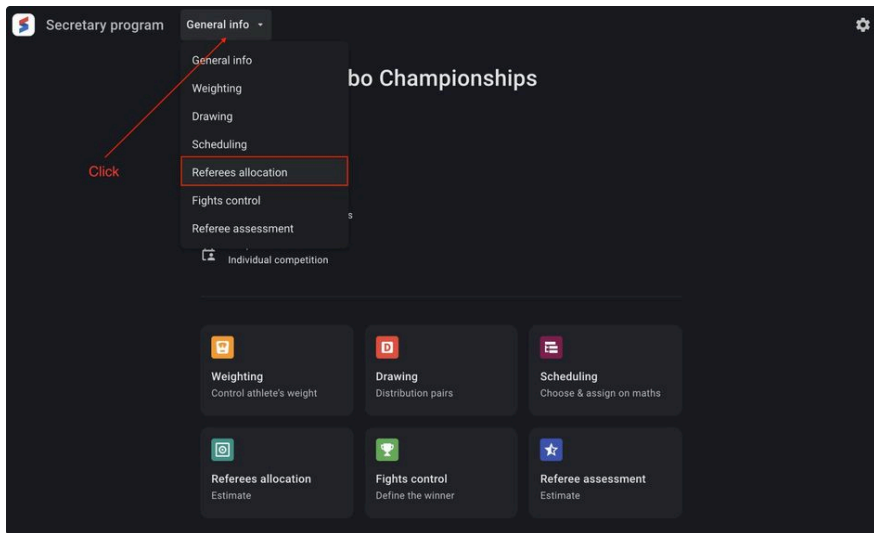
The section allows you to do the following functions:

- To determine the groups of referees for each of the competition mats;
- To correct the assignment of referees to the mat;
- To set the **DSQ** parameter for the referee;
- To appoint a referee team for each planned fight of the competition;
- To create the protocol of the referee's note in pdf format.

To open the Referees Allocation module, select the Referees Allocation section on the main information page:



Or select a section from the drop-down list of sections of the Secretary program:

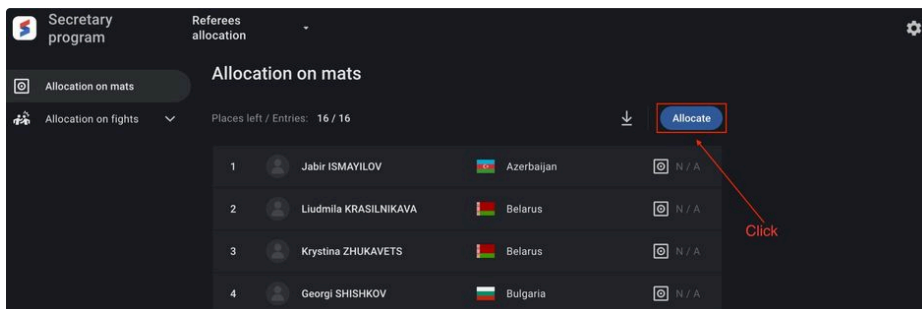


## Allocation on Mats [↗](#)

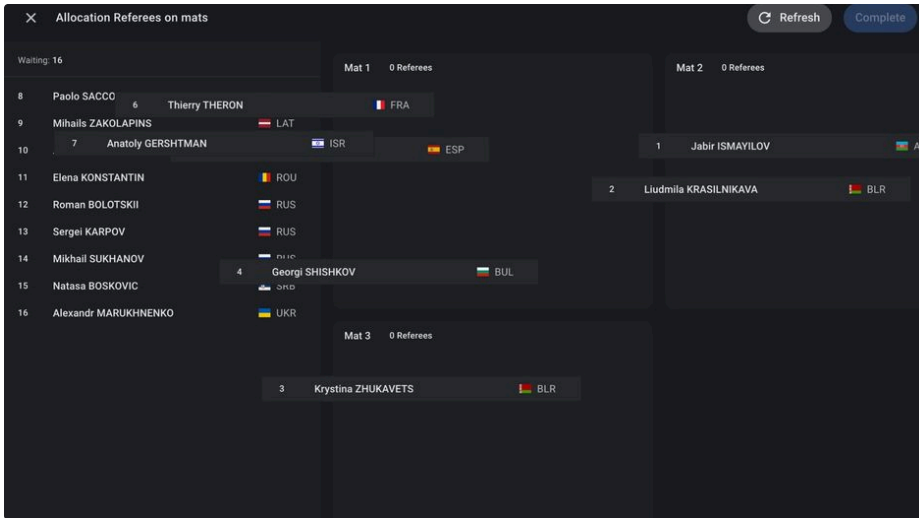
The main page of the section shows information about the referees of the competition. The entries of the referees are represented by the following data:

- Referee ID - Referee's index number;
- Photo - Referee's photo (may be not available) ;
- Last name - Referee's Last name;
- First name - Referee's First name;
- Nationality - Flag and country of citizenship of the referee;
- Mat ID - Identifier of the mat.

The user can generate the allocation of referees on the mats. To start automatic allocation, you need to click on the **Allocate** button at the top right of the page.



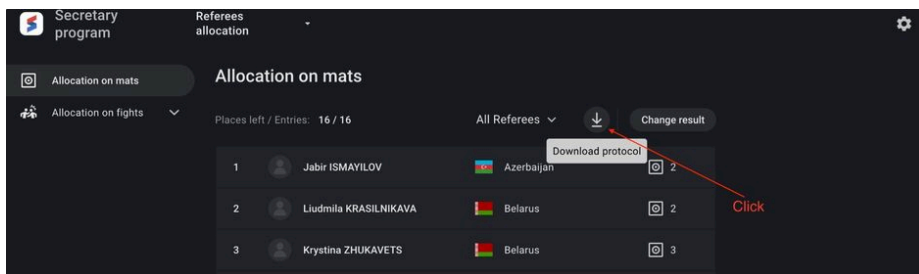
To start the allocation of referees on the mats you need to click on the **Start** button  in the upper right part of the screen. The process is animated.



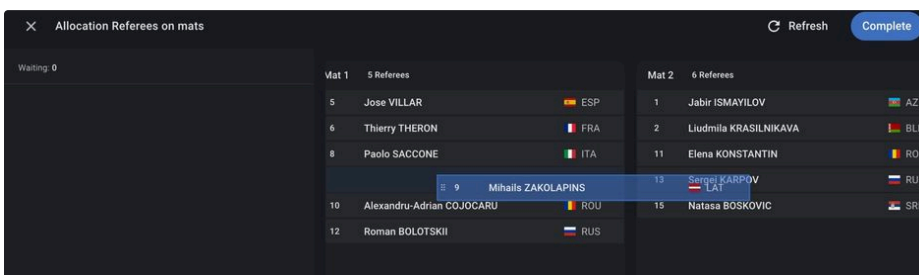
The user can restart the process of random allocation of referees by pressing the **Refresh** button .

To finish working, you need to make a confirmation by clicking on the **Complete** button.

The user also has an access to the option to generate a draw protocol for allocated referees. The ability to generate a protocol is available both for the entire list of referees and for the particular mat.

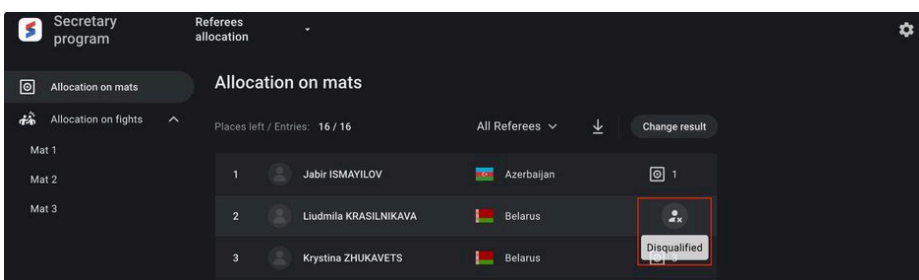


To make adjustments to the list of allocated referees by mat, press the **Change result** button, after that the page with allocated referees will be displayed. The replacement of the mat is available by dragging the referee's entry from one mat to another, and the user can also replace the mat for all the referees by pressing the **Refresh** button.

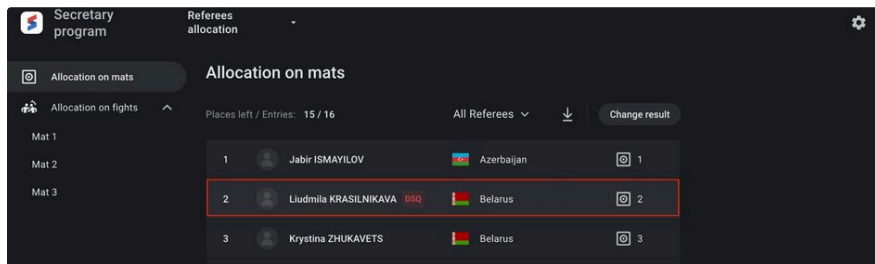


### Referee's disqualification.

The user has the ability to give a value for each entry from the list.

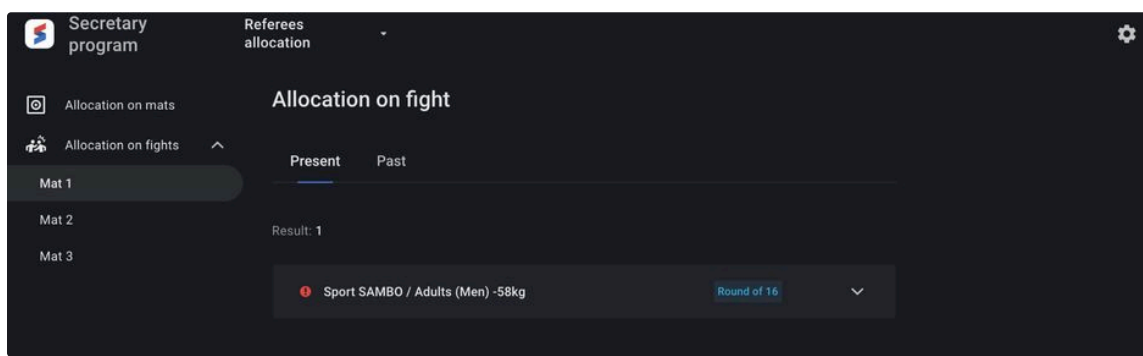


Referees with a **DSQ** parameter are not allowed to be allocated to the fight. Setting of the disqualification is available to the user at any time during the competition.



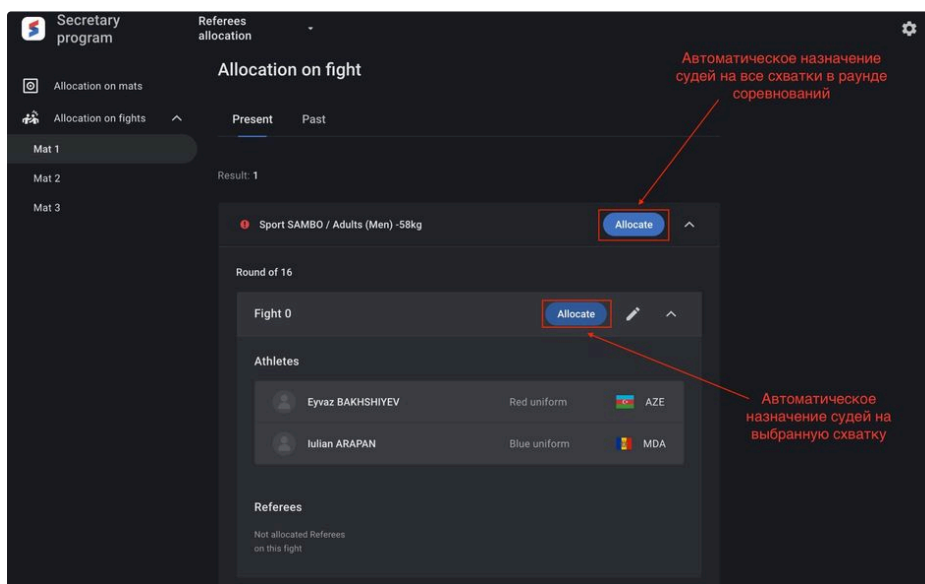
## Allocation on Fights [↗](#)

The section page contains information about the rounds of the competition and the actual fights for each of the mats, requiring the allocation of a referee team. The entries on the page are grouped by the round of competition within the discipline, age and weight category. The data on the page updates automatically if there is a formed pair of athletes for the fight.



The user can automatically allocate referees for all of the fights in a competition round (if there are formed pairs of athletes), and for a particular fight.

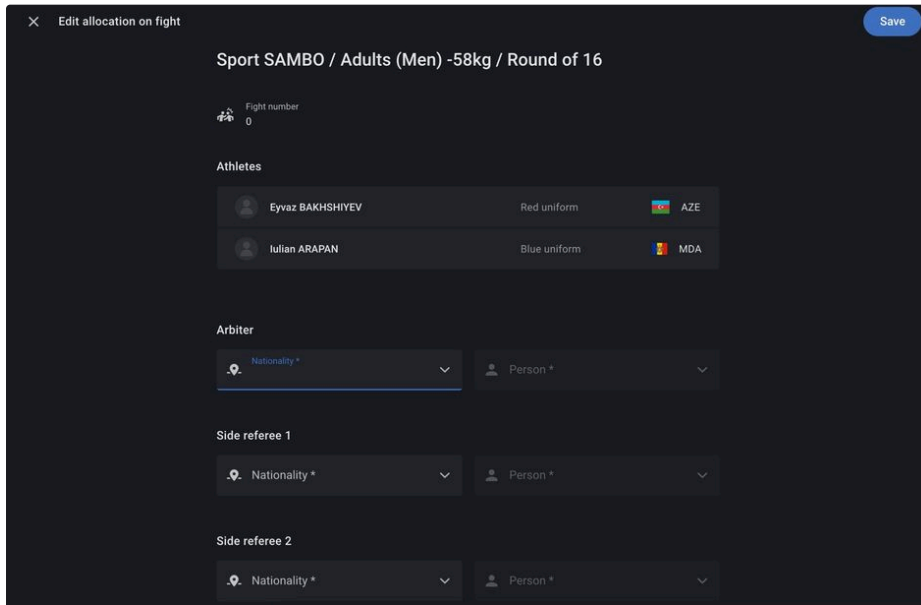
To start the automatic allocation click on the **Allocate** button for the required round of competition or fight in the round for the weight category.



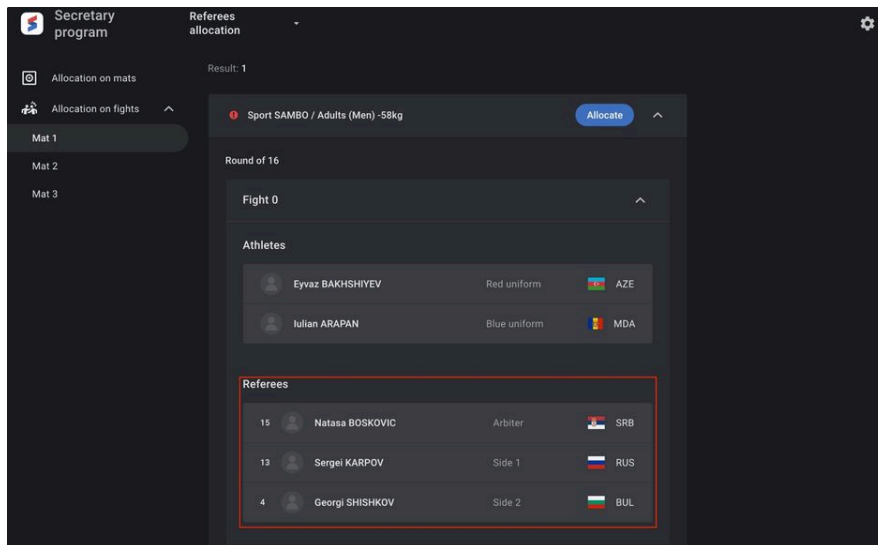
For manual allocation referees to the fight, open the fight editing page and select the required referees, each in its own category:

- Arbiter;

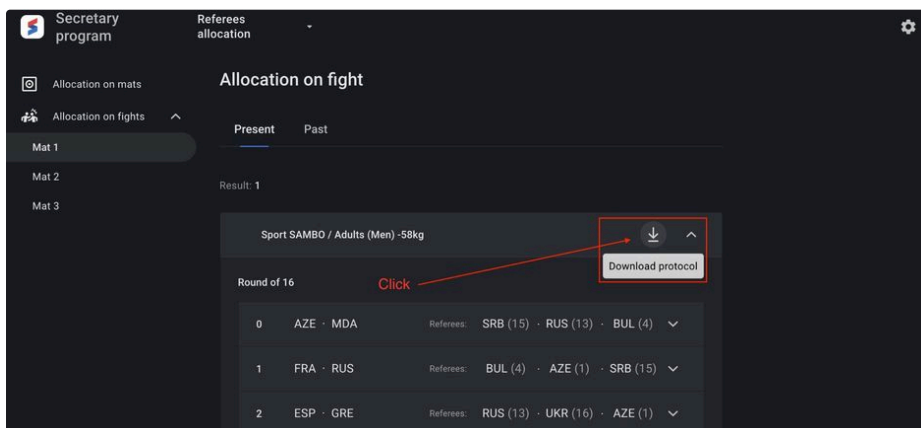
- Side Referee 1;
- Side Referee 2.



View of the display of the referees allocated to the fight:



The user also can generate the protocol of the referee's note for the round of the competition.



The referee's allocation to the fight results in the admission to the control of that fight in the **Fights control** section.

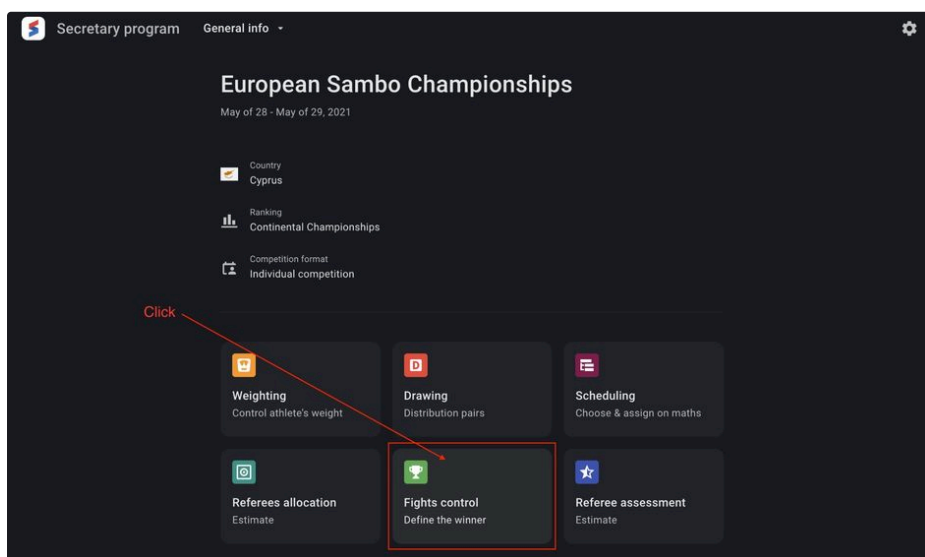
## Fights control [↗](#)

The "Fights Control" section is created for the conduct of fights between athletes, both in individual and team competitions.

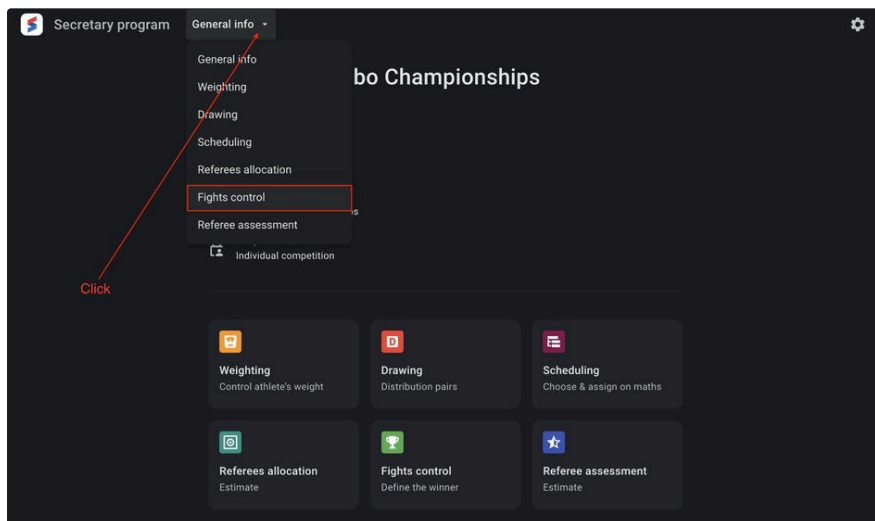
The section allows you to do such functions as:

- To manage the fight of athletes at competitions;
- To manage the technical points of the athletes during the fight;
- To manage the main and minor fight timers;
- To determine the winner and the loser of the athlete in the fight;
- To disqualify the athlete from the competition;
- To broadcast the current score and the fight timer to the screens.

To open the **Fight Control** module, select the **Fight Control** section on the main information page:

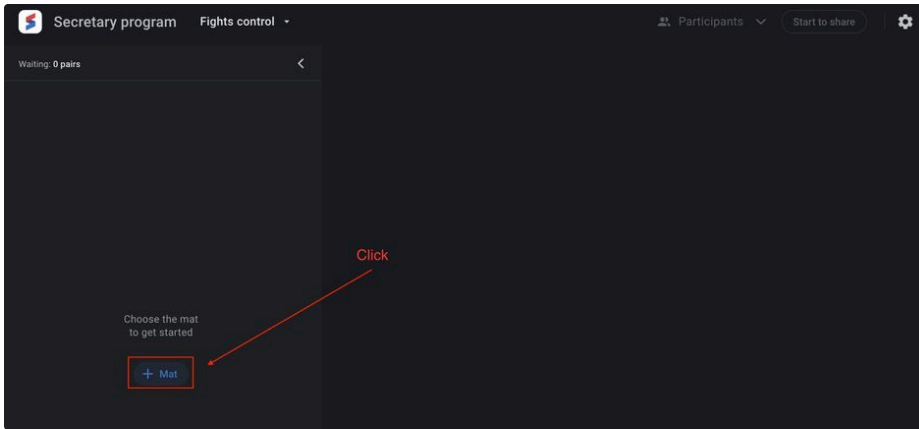


Or select a section from the drop-down list of sections of the Secretary program:



The main page of the section contains information about the formed fights of the athletes, adjusted in accordance with the schedule on the mat. To start working in the section select the mat on which the fights are planned to be controlled.





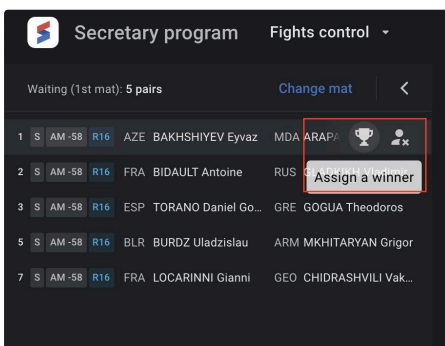
After mat selection ( if there are fights on the selected mat) the list of scheduled pairs of athletes waiting for their turn includes the following data set:

- Fight number - The number of the fight on the tournament grid in the weight category;
- Discipline / Age + Weight category code - Abbreviation for the discipline, age and weight categories;
- Competition round code - Abbreviation for the competition round;
- Last name - Athlete's Last name;
- First name - Athlete's First name;
- Nationality code - Athlete's country of citizenship code.



The user can select only the top entry from the list to start controlling the fight.

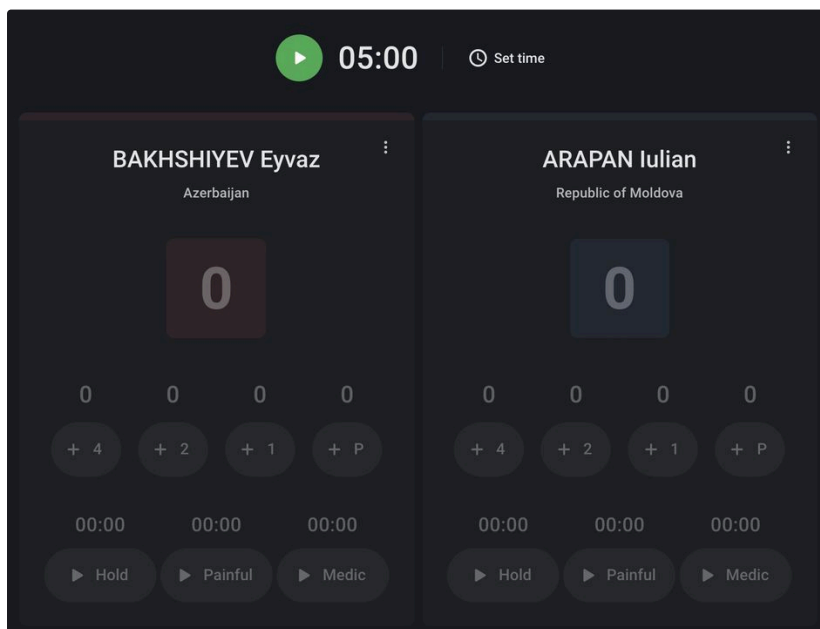
When you place the cursor over the formed pair of athletes, you can indicate the winner ahead of schedule or disqualify the athlete in the fight.



After clicking on a pair of athletes, the fight control panel will be displayed in the main part of the page. Each athlete has the same set of control buttons, such as:

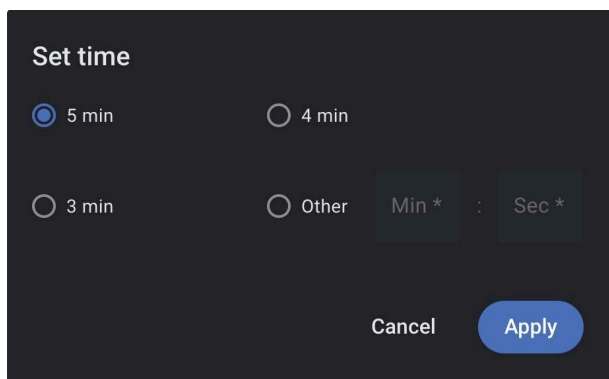
- The main timer of the fight;
- Set time - Setting down a random time of the fight in the range of 1-15 minutes. An option of minutes and seconds is available;
- Exposing technical points to each of the athletes;
  - +4 points;

- +2 points;
- +1 point;
- +P - Issuing warnings to the athletes;
- Hold - Additional hold-down time timer;
- Painful - Additional timer for painful hold time;
- Medic - Additional timer for doctor's stay time;
- Winner - Indication of the winner of the fight;
- Disqualification - Indication of the athlete's disqualification.



### Fights control. The Main timer. [↗](#)

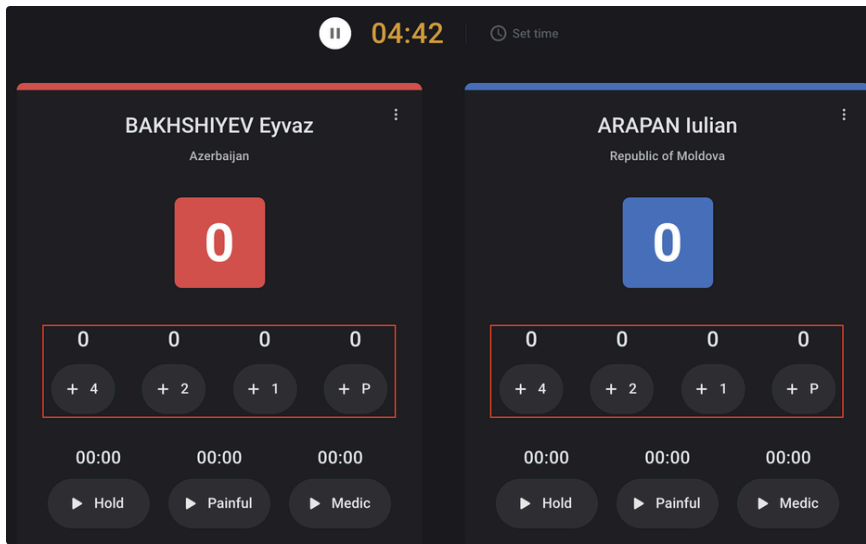
To control the fight, start the main timer of the fight **▶ 05:00**. The default time for the fights is 5 minutes. If necessary, the user can manually set the duration of the fight by using the **Set time** controller.



For easy work, users have quick options for choosing the time of the fight, such as 5, 4, 3 minutes, or the ability to set any combination of minutes and seconds of the fight in the interval of 1-15 minutes.

### Fights control. Technical points. [↗](#)

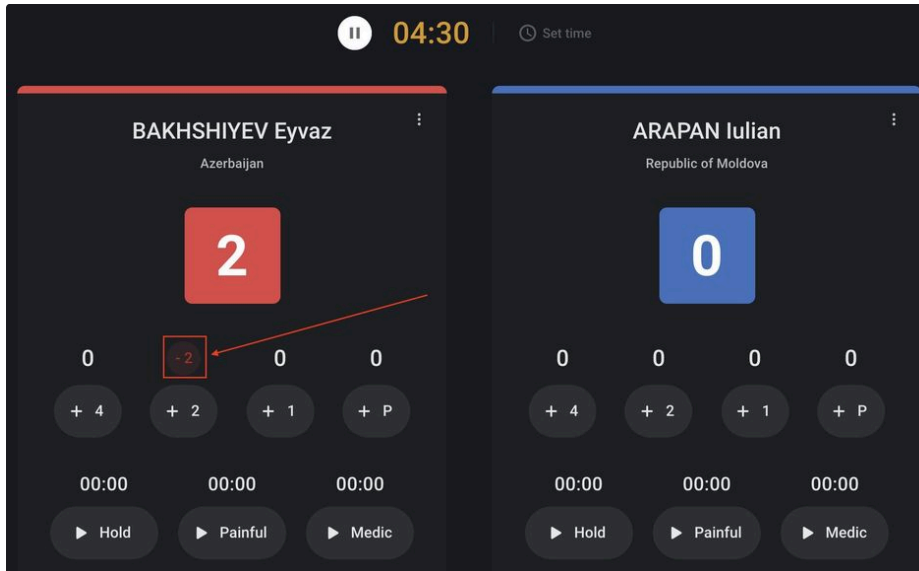
The use of technical points during the fight is available when the main timer of the fight is working.



Technical points include:

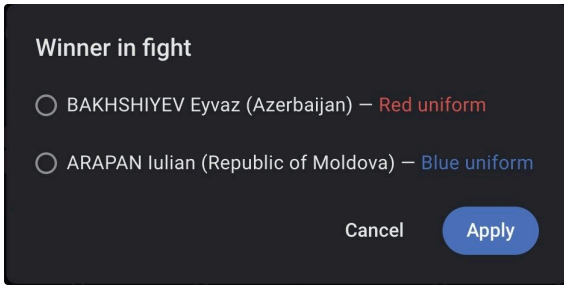
- +4 - Adding 4 points to an athlete in red and / or blue uniform;
- +2 - Adding 2 points to an athlete in red and / or blue uniform;
- +1 - Adding 1 point to an athlete in red and / or blue uniform;
- +P - Adding a warning to the athlete in red and / or blue uniform.

While choosing any of the controllers of technical points, the user can cancel (reset) the set action. To cancel the assignment of points to an athlete click on the value located above the controller of technical points.



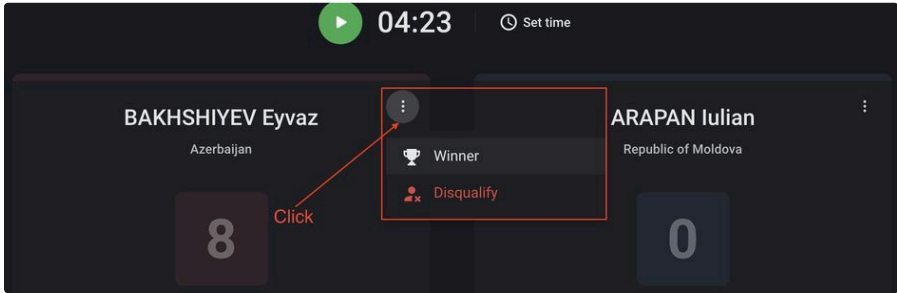
Clicking on the numerical value will change the main score of the fight, located in the red and blue areas, accordingly.

If there is a difference of 8 points between the athletes, the application will prompt the user to indicate the winner of the fight.



While the modal window for choosing the winner of the fight is displayed, the main timer will be paused. Clicking outside the modal window or clicking on the **Cancel** button will close the modal window, and the user will be able to continue the fight by putting the main timer into working state.

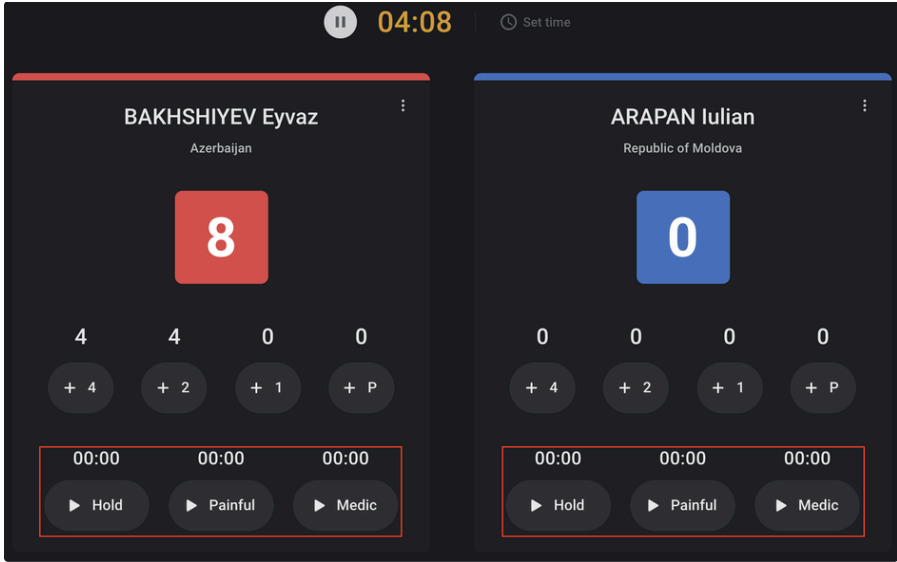
There is a menu for each of the athletes for choosing the value of the winner in the fight or disqualification of an athlete.



At the end of the fight (selection of the winner / disqualification of the athlete), the user can select the next pair of athletes in the schedule.

**Fights control. Additional timers.** [🔗](#)

The use of additional fight timers is available when the main fight timer is working or paused.



Additional timers include:

- Hold - Additional hold-down time timer;
- Painful - Additional timer for painful hold time;
- Medic - Additional timer for doctor's stay time.

The Hold and Painful timers are available for use while the main fight timer is running.

**Hold Timer:**

- Available for use while the main fight timer is running;
- There is a limit of 20 seconds of use at a time;
- Each following launch starts at 0:00;
- Automatically stops when the limit of 20 seconds of continuous use is reached.

**Painful Timer:**

- Available for use while the main fight timer is running;
- There is a limit of 60 seconds of use at a time;
- Each following launch starts at 0:00;
- Automatically stops when the limit of 60 seconds of continuous use is reached.

**Medic Timer:**

- Available for use while the main fight timer is running;
- There is a limit of 60 seconds of use at a time;
- Each following launch starts from the moment of the previous stop;
- Stops automatically after reaching the 60 second of summary usage limit. This will display a modal window with the option to select the winner of the fight.

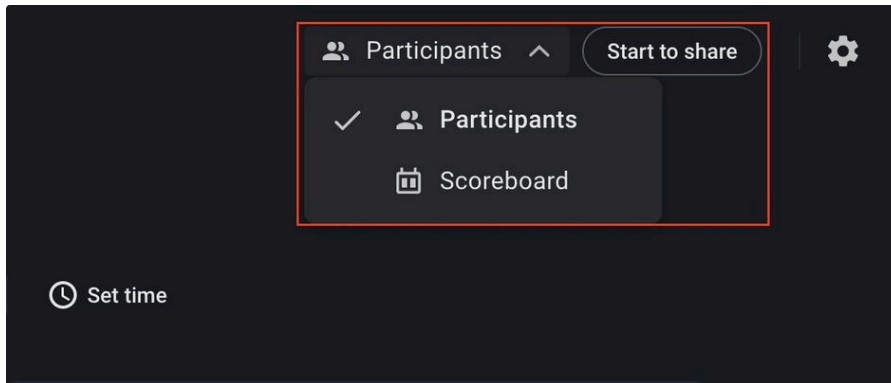
**Broadcast on the scoreboard [↗](#)**

To inform the participants of the competition about the run of the fight, there is a possibility of broadcasting this information on the scoreboard in real time. The user can choose from 2 types of information broadcasting:

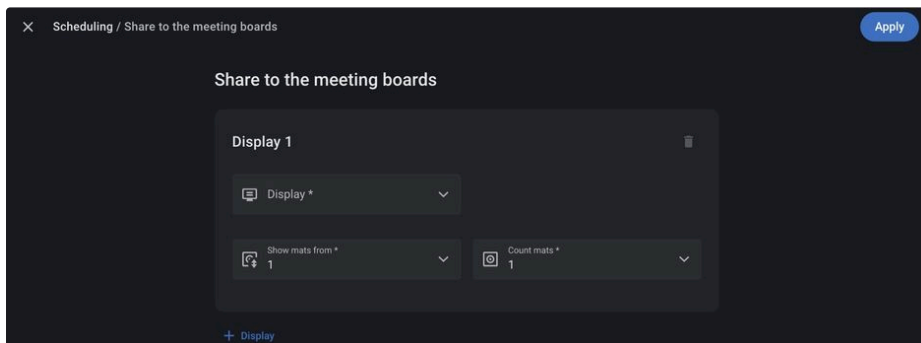
- Participants - Displaying the athletes of the selected fight for management;
- Scoreboard - Displaying the actual information about the score and time of the fight.

To broadcast the progress of the fight select the version to display the data

on the monitor and click the **Start to share** button  in the upper right corner.



In the opened window select the connected monitor, determine the number of broadcasting mats on the monitor and click the Apply button.



The broadcasting information about the participants in the fight looks like:

ROBERTINY Forres  
IRL  
IRL  
MALLEN Ferrnando

The broadcasting information about the current score and the time of the fight looks like:

- General view of the scoreboard and warnings to the athletes


ROBERTIN  
IRL 3  
Sport SAMBO  
Adults (Men) +100  
03:59  
IRL  
ROBERTINY F. 0


- General view of the scoreboard and active Hold timer


ROBERTINY F.  
IRL 3  
Sport SAMBO  
Adults (Men) +100  
03:59  
00:07  
00:07  
IRL  
ROBERTINY F. 0


- General view of the scoreboard and active Painful timer

ROBERTINY F. 3

 IRL ■

Sport SAMBO 03:59 00:07 


Adults (Men) +100 00:07 

 IRL ■

ROBERTINY F. 0


- General view of the scoreboard and active Medic timer

ROBERTINY F. 3

 IRL ■

Sport SAMBO 03:59 00:07 +


Adults (Men) +100 00:07 +

 IRL ■

ROBERTINY F. 0


- General view of the scoreboard in team competitions

ROBERTINY F. 21

 IRL 0 ■

Sport SAMBO 04:00

Master (Women) +100

 IRL 0 ■

ROBERTINY F. 0

- View of the scoreboard showing the winner of the fight

Winner

**RONALDINY  
Richards**

 IRL



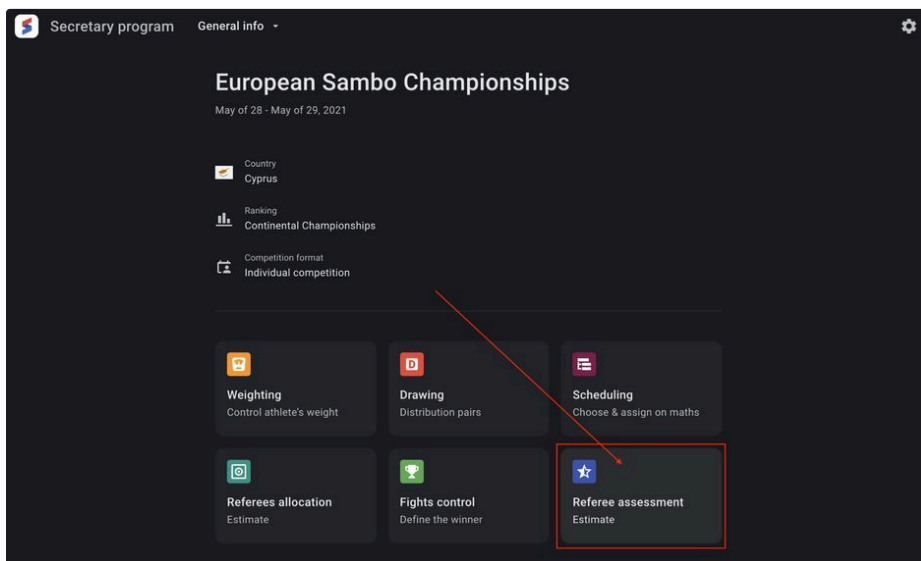
## Referees Assessment [↗](#)

The section "Referees Assessment" is created to sum up the results of the work of the referees in the competition.

The section allows to do the following functions:

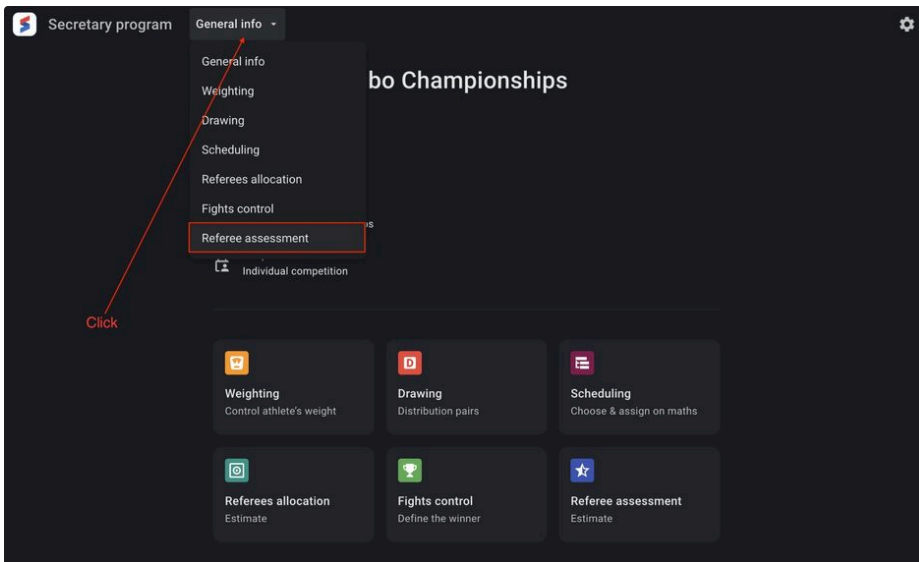
- Assign points to each of the referees of the competition;
- Make corrections to the referees' previously given points;
- Create a protocol with entries divided by position in pdf format.

To open the Referees Assessment module, select the **Referees Assessment** section on the main information page:



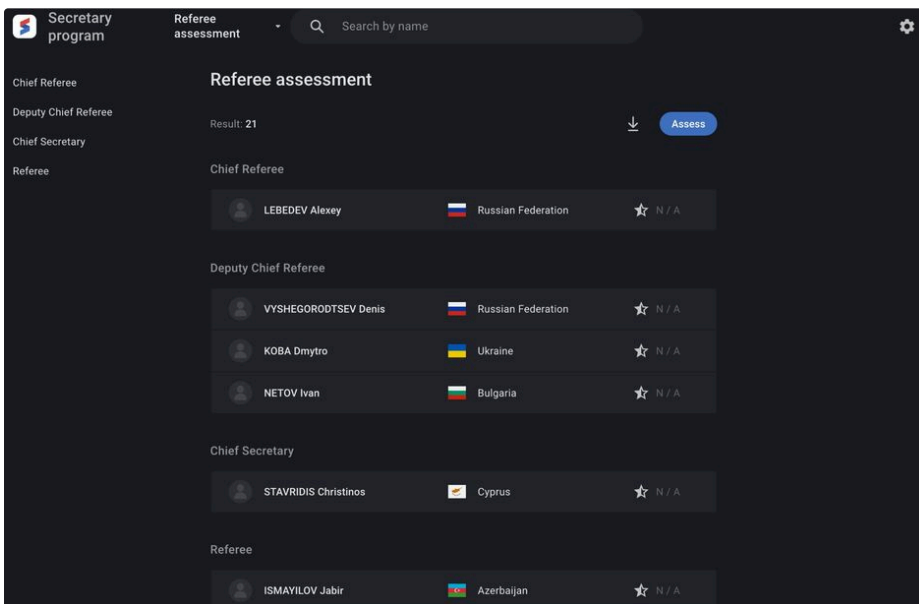
Or select a section from the drop-down list of sections of the Secretary program:



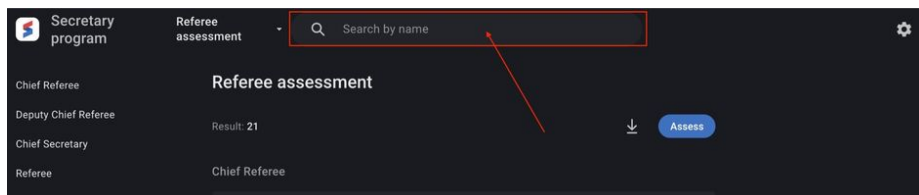


The main page of the section contains information about the referees of the competition, grouped by their roles and includes the following data set:

- Photo - Referee's photo (may be not available);
- Last name - Referee's Last name;
- First name - Referee's First name;
- Nationality code - Referee's country of citizenship code;
- Assessment - Referee's work assessment. The default value is N / A.



The user can make a search on the page by the referee's name.



For the referees' assessment click on the **Assess** button.

The page for the referees' assessment is identical to the original one, except that for each entry there is a field for entering points in the range from 0 to 10, a "dot" separator is allowed for setting fractional values. To save the results, click the Save button in the upper right part of the screen.

Referee assessment

Chief Referee

Deputy Chief Referee

Referee

The field with the mark is not required, but the presence of the mark affects the Referee's rating. Estimates can be in the range of 0 - 10.0. Valid values are number and dot.

LEBEDEV Alexey	Russian Federation	9.5
Deputy Chief Referee		
VYSHEGORODTSEV Denis	Russian Federation	10
KOBA Dmytro	Ukraine	10
NETOV Ivan	Bulgaria	Mark

The given points will be converted into the rating points for the referees for the reporting period, after exporting the results of the competition to the Database subsystem.

The user can also generate a protocol based on the points given to the referees.

Secretary program

Referee assessment

Chief Referee

Deputy Chief Referee

Referee

Result: 21

Click

Download protocol

LEBEDEV Alexey	Russian Federation	9.5
Deputy Chief Referee		
NETOV Ivan	Bulgaria	N/A
VYSHEGORODTSEV Denis	Russian Federation	10
KOBA Dmytro	Ukraine	10

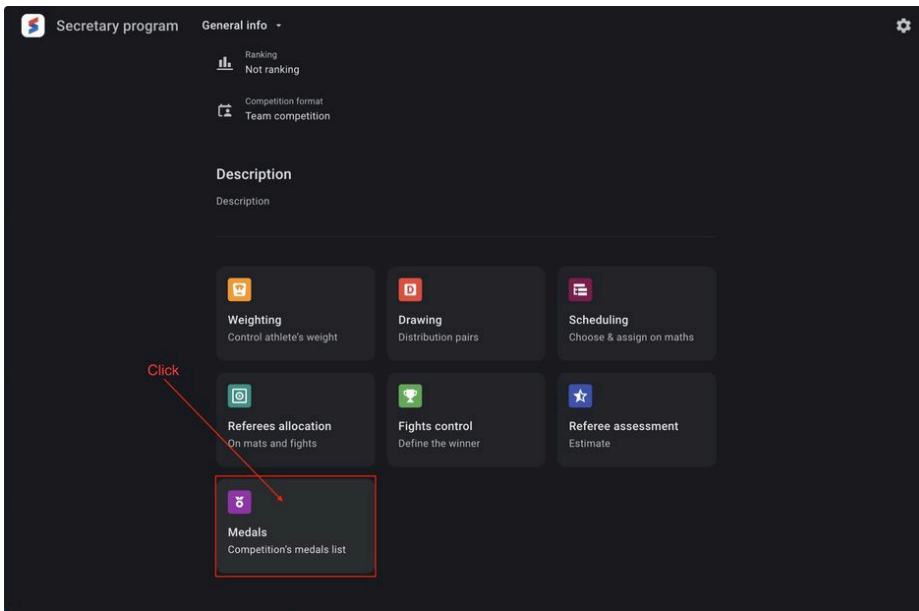
## Medal list [↗](#)

The "Medal list" section is created to display the number of medals won at the championship among the participating countries, both in individual and team competitions.

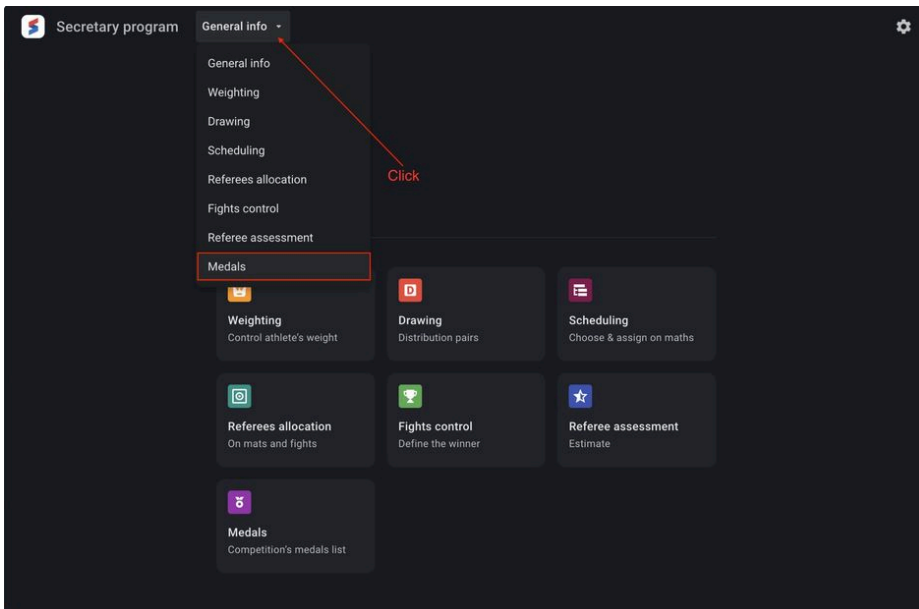
The section allows to do the following functions:

- Show information on the won medals in the overall;
- Show information on won medals by discipline;
- Create a medal list protocol by teams and by discipline in pdf format.

To open the Medal list module, select the **Medal list** section on the main information page:



Or select a section from the drop-down list of sections of the Secretary program:



The main page of the section contains information about the places taken in the team overall standings at the competitions held, it includes the following set of data:

- Country - Country participating in the competition;
- Gold medals - Number of gold medals won;
- Silver medals - Number of silver medals won;
- Bronze medals - Number of bronze medals won;
- Total - The total number of medals won in the competition.

The user can sort the list by the number of medals won both in direct and in reverse order.

Secretary program Medals

Search by country

General statistic

Sport SAMBO

Adults (Men)

Sport SAMBO / Adults (Men)

Result: 6

Sort by: Medals (High to Low)

Country	Gold	Silver	Bronze	Total
Bulgaria	12	2	0	14
Denmark	11	2	0	13
Armenia	8	2	2	12
Poland	4	0	2	6
Gabon	2	0	4	6
Ireland	2	2	0	4

Click

Also the user can make a search on the page by the name of the country participating in the competition.

Secretary program Medals

Search by country

General statistic

General statistic

Result: 10

Sort by: Medals (High to Low)

Country	Gold	Silver	Bronze	Total
Bulgaria	12	2	0	14
Denmark	11	2	0	13

The user also can generate the protocol for the medal standings.

Secretary program Medals

Search by country

General statistic

Sport SAMBO

Adults (Men)

Sport SAMBO / Adults (Men)

Result: 6

Sort by: Medals (High to Low)

Country	Gold	Silver	Bronze	Total
Bulgaria	12	2	0	14
Denmark	11	2	0	13
Armenia	8	2	2	12
Poland	4	0	2	6
Gabon	2	0	4	6
Ireland	2	2	0	4

Click