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# **SCORING SYSTEM**

**USERS GUIDE**

## **1. Installation.**

Your set of Scoring equipment consists of:

- ◆ 6 Judge keyboard (5+ 1 spare)
- ◆ Communication unit with power supply and extra power cable for getting power straight from your PC (recommended).
- ◆ 5 keyboard cables
- ◆ Parallel port card
- ◆ Centronics cable
- ◆ Software disk. The newest software you can always find at <http://attend.to/boxscoring>
- ◆ Manual
- ◆ Carrying bag.

Normally you will see LPT1 and LPT2 port in your hardware configuration.

Scoring software must be run in DOS mode.

So your PC must have either DOS or Windows 9X installed.

If you are running Windows 9x, you must load it in DOS mode using F8 key during boot !

To install BOXING SCORING SYSTEM You need first to check the configuration of Your PC and add the second Parallel Port card.

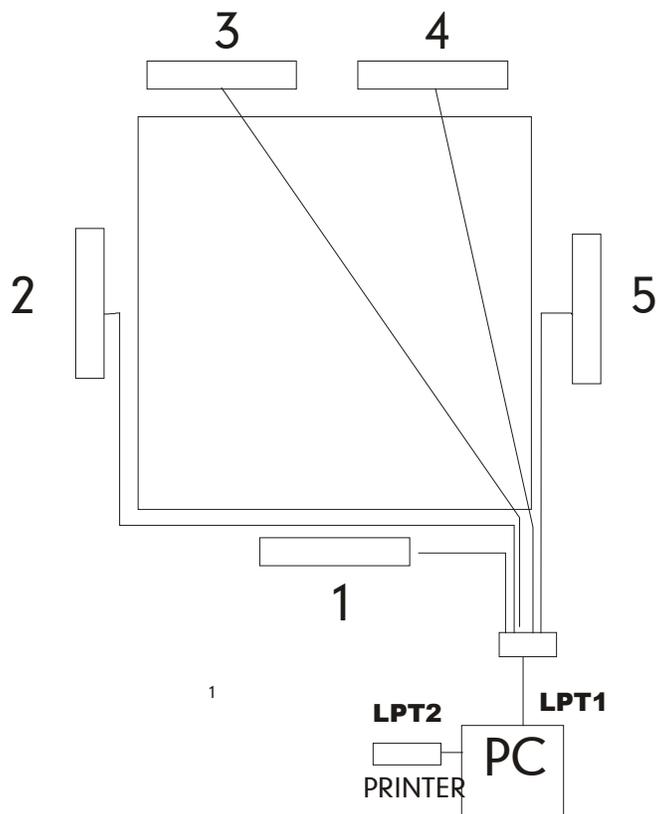
For the modern PCs we supply PCI LPT card.

You have to configure it in the way that LPT1 and LPT2 are presented in your hardware configuration.

You have to connect the communication box to LPT1 and printer to LPT2.

To be able to print through LPT2 PCI port you have to install and run DOS driver which is included into your PCI LPT card package.

Connect judging equipment as shown below:



Copy BOX software to your hard.

## 2. Operating

Current executable file is sbox.exe

It is very easy to operate the program.

First of all you have to create BOX.INI file.

This file should contain all settings.

Now this file is created in Windows style.

Main keywords:

**HEADER=<TOURNAMENT NAME>**

Default value -"AIBA TOURNAMENT"

**RSCOPOINTS=<Points difference for RSCO>**

Default value - 20

**ROUNDS=<Number of rounds>**

Default value - 4

**LAPTOP=<YES/NOW>**

Default value NOW. In case LAPTOP=YES program assumes that **communication box** is connected to LPT1 and **printer** to LPT2 .

**SPYCAMERA=<YES/NO>**

Needed for the international tournaments where spy camera is necessary by AIBA rules. In case SPYCAMERA=YES program will transmit live bout data through COM1.

To use SPYCAMERA facilities you have to purchase extra equipment and software.

If you run a cadet or women tournament you need to customize weight categories. In this case you need to create weight.ini file and place it in the same folder as sbox.ini. If weight.ini is not found sbox.exe will run with standard 11 weight categories. Here is an example of weight.ini

```
28
30
32
34
36
39
42
45
48.5
52
55.5
59
63.5
68
74
+74
```

User interface we offer has been tested during a number of important national and international competitions. Several additions to the program have been made as a result.

We'll be glad if you'd have interesting suggestions on how to improve our SOFTWARE. To run box scoring program you need the file of participants. This file should include both boxers and referee-judges in following way:

```
1 JUDGE_1 NAME COUNTRY_1
2 JUDGE_2 NAME COUNTRY_2
.....
85 JUDGE_85 NAME COUNTRY_85
100 BOXER_1 NAME COUNTRY_1
.....
```

Remember, that each participant should have his unique number and that the length of both name of participant and country name, that can be seen on Your screen, may not be more than 18 characters, because we use 40 characters mode of screen. It is possible to use any text editor to prepare this file.

warning.

-

Before you run sbox.exe , be sure that background **print.com** from MS DOS is on and is set to the proper LPT port.

For example

>**Print.com /D:LPT2** - starts the background printing TSR and direct it to LPT2

If file of the participants is not specified you will receive an error message.

The example of participants file you can find on the DISK under the name of BOXERS.DEM.

**Important**

*Sbox.exe assumes that 3 last characters of each name is country code.*

Since a participants file loading is a success Your PC display will be switched to 40 characters mode and a trade mark label will appear:



If You'd like to cease working with the program, hit <ESC> key or any other key to go on with the working. In this case You'll go to the following menu:

AIBA BOX INFOSYSTEM ver PC 3.1

AIBA

```
01 BOX
02 PRNT
03 EXTT
```

In all menus You can control the cursor by ARROWS, <ENTER> and <ESC> keys. Besides, to go into required item quickly, You may also simply enter its number. Getting into BOX menu You'll find yourself in the window for entering information about next bout.

AIBA BOX INFOSYSTEM ver PC 3.1

```
BOUT No      1
CATEGORY    51
RED       :RED USA
BLUE      :BLUE RUS
REF       :REFEREE THA
```

BOX PROGRAM does not provide preliminary entering of the information about participants and judges, because according to the rules of international competitions holding a list of judges group is to be announced just before the bout.

This restriction is not too burdensome, because entering of information about the bout participants takes not much more than 30 sec.

The first parameters to be entered is number of the first bout.

By default it is 1. You can change it using <backspace> and numeric and <enter> keys .

```
AIBA BOX INFOSYSTEM ver PC 3.1

BOUT No      1
CATEGORY     51
RED   :RED USA
BLUE  :BLUE RUS
REF   :REFEREE THA
```

As soon as you have changed it at the beginning of the session it will increase automatically.

The second parameter is weight category. By default it is "48".

You can change it using <left arrow> and <right arrow> and <enter> keys.

To change the number You should use <BACKSPACE> and numeric keys.

After entering Bout number and weight you must choose boxers, referee and judges.

Each one may be chose by it's number.

For example to choose participant number 12 as referee you must input <1><2><enter>

To accept the choice just hit <enter> again.

If you want to choose another participant press<Esc> and enter the new number.

While typing You may use <BACKSPACE> key to make changes. If there is no participant with such a number in the list or the number is mistyped, 3>, for example, pertinent field will be cleared out and computer will await of retyping. If a participant with this number is there in the list, his name will appear on screen:

You may also edit the name of participant, using <BACKSPACE> key and others and then to press <ENTER> key.:

ATTENTION! After screen edition the information in participants file won't change! After finishing of all the participants entering, You will get following picture:

AIBA SCORING SYSTEM V 3.1 V			
14/07/99	BOUT	1	WEIGHT 51
R: RED USA B: BLUE RUS		ROUND REF: REFEREE THA	
J1: JUDGE1	INA		
J2: JUDGE2	MGL		
J3: JUDGE3	BUL		
J4: JUDGE4	GER		
J5: JUDGE5	KOR		
KD KDH W	SCORE . .	KD KDH W	
F1-HELP F2-RSC F3-CORR START OF BOUT			

The message START OF BOUT will blink

You have to hold <CTRL> key by left hand and press <HOME> key by right hand. It has been designed in such a way in order You can not begin a bout by chance. Control for other actions that could influence the result of the bout has been done similarly.

After pressing <CTRL><HOME>, that has to be done at gong signal, a number of the round will appear in line ROUND, in our case it is, naturally:

AIBA SCORING SYSTEM V 3.1 v									
14/07/99		BOUT 1		WEIGHT 51		00 09			
R: RED USA			ROUND 2						
B: BLUE RUS			REF: REFEREE THA						
J1: JUDGE1 INA				1		0: 0			
J2: JUDGE2 MGL				2		0: 0			
J3: JUDGE3 BUL									
J4: JUDGE4 GER									
J5: JUDGE5 KOR									
KD		SCORE		KD					
KDH		0 0		KDH					
W				W					
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0
F1-HELP F2-RSC F3-CORR TIME RUNNING									

It means that the round just has begun and computer commenced with the keyboards of judges inquiry. In time cell time from the beginning of the round will be counted out:

To finish the round You have to press succession <Ctrl><End>. In doing so You'll get a letter F near the number of the round:

ROUND 1F  
and a script in a bottom line:

F1-HELP F2- RSC F3-CORR END OF ROUND

While round is on You have to interfere with the program only in cases of WARNINGS, KNOCK DOWN or RSC.

In case of RSC press <F2> key, and there will appear a picture on the screen:



If You have pressed <F2> key by error, press <Esc> and You will return to normal mode.

Necessary variant of RSC choice should be realized by ARROW keys

Supposing You've chosen RSCH then following picture will appear on the screen: and computer will begin to BEEP in quite a specific way attracting Your attention.



To determine a winner You should press <LEFT ARROW >

if Winner is RED or <RIGHT ARROW> if the winner is BLUE.

In case of disqualification a rare situation may occur when both boxers are to be disqualified. In this case You have to press <DOWN ARROW> key.

In case of REFEREE WARNING this fact should be pointed out by pressing <Ctrl><LEFT ARROW> if the WARNING was given to a boxer in the left corner or <Ctrl><RIGHT ARROW> for a boxer in the right corner. And the hole number of WARNINGS in accordance with the rounds is displayed on screen in W line.

BE CAREFUL! Determination of WARNINGS requires certain experience.

In case of KD (KDH) use <CTRL>Q (<CTRL>A) for the RED CORNER and <CTRL>W (<CTRL>S) for the BLUE CORNER. Number of KD and KDH by rounds is displayed in line KD before and after the point

accordingly:- in our example a boxer in the RED CORNER has KD in the first round and KDH in the second, and a boxer in the BLUE CORNER has

