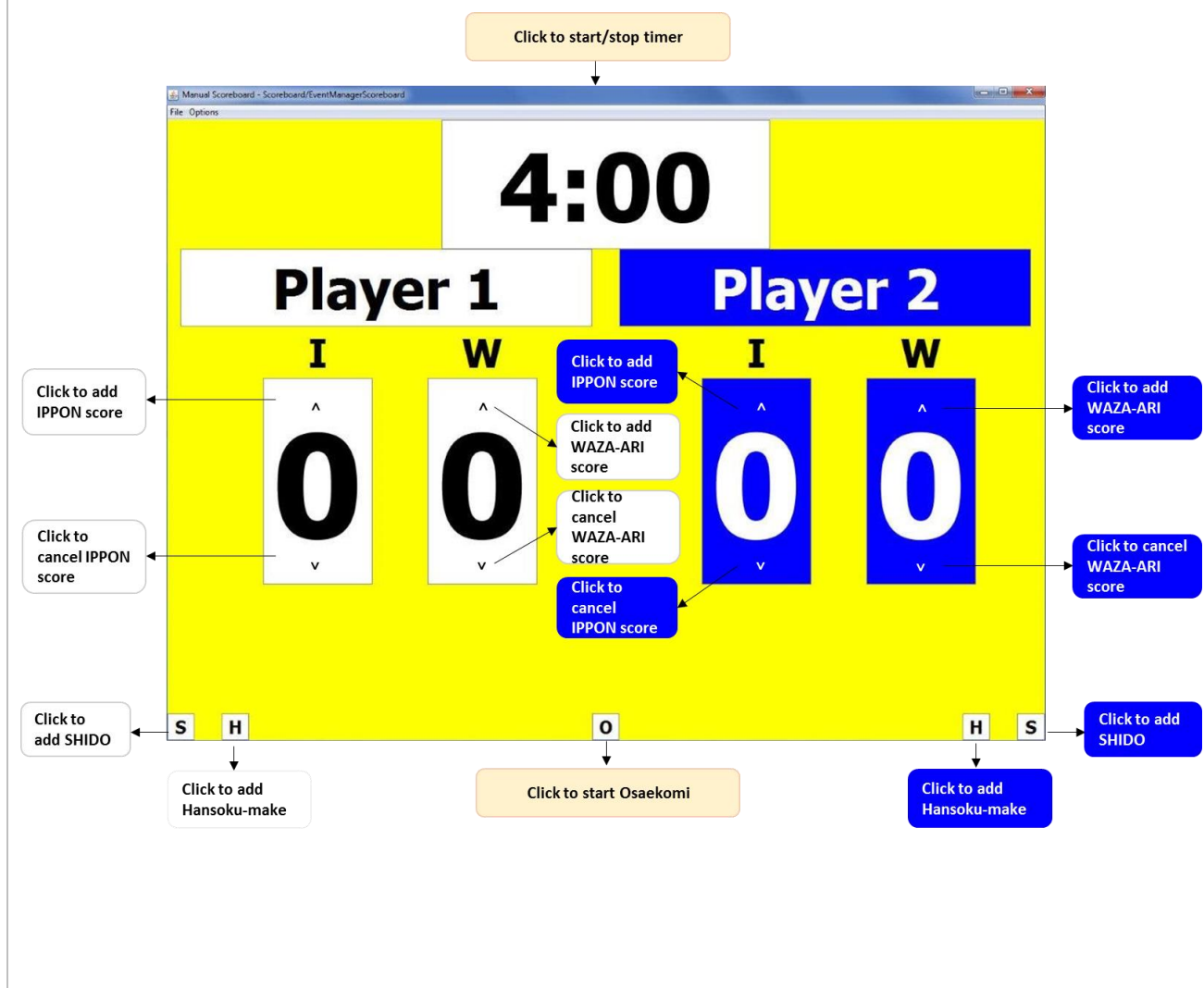


Welcome to Event Manager software!

Event Manager (EM) software is a tournament management system used to record and track Judo competition during a competition event. EM can be run manually or centralised, depending how it was set by organiser. The system should be ready to run by user in the tournament desk when the match begins. Happy Scoring!



Scoreboard

The Scoreboard is the most interacted screen during competition. Before start, observe if the designated colour applied to the right competitors otherwise flag to table coordinator.



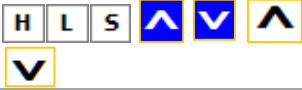




Match Progression































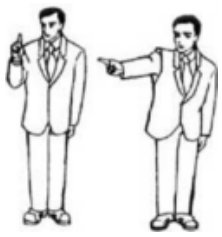












There are 3 different states of the match progression, described by the background colours.






STOP	ON GOING	OSAEKOMI
		

Buttons and Shortcuts

Followings are the menu buttons and shortcuts in Event Manager.

Button	Shortcut	Purpose
Click when Ready/Timer	Spacebar	Start/Stop duration match timer
		Award Score (Ippon, Wazaari) or Penalties (Shido, Hansoku-Make) competitor
	Enter	Osaekomi timer start
		Ending match (shows at top left screen when match/timer ends)
		Cancel previous decision
	Backspace	To bring back Osaekomi timer if accidentally cancelled.

REFREEE'S SIGNAL		HOW TO APPLY IN EVENT MANAGER												
<p>HAJIME</p> 	<p>MATTE</p> 	<p>Hajime instructs competitors to start. When Referee calls Hajime, scorer activates the timer by clicking the timer or press Spacebar key. Upon Matte (Pause), click the timer again or press Spacebar key.</p> <table border="1"> <thead> <tr> <th>COMMAND</th> <th>BUTTON</th> <th>SHORTCUT</th> <th>NOTE</th> </tr> </thead> <tbody> <tr> <td>HAJIME</td> <td></td> <td>Spacebar</td> <td></td> </tr> <tr> <td>MATTE</td> <td></td> <td>Spacebar</td> <td></td> </tr> </tbody> </table>	COMMAND	BUTTON	SHORTCUT	NOTE	HAJIME		Spacebar		MATTE		Spacebar	
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<p>IPPON</p> 		<p>Ippon score is awarded to the competitor who throws or gained full score through groundwork (Newaza). This will end the match.</p> <table border="1"> <thead> <tr> <th>SCORE</th> <th>WHITE</th> <th>BLUE</th> <th>NOTE</th> </tr> </thead> <tbody> <tr> <td>IPPON</td> <td></td> <td></td> <td> <ul style="list-style-type: none"> Afterward System will end the match and shows E on top left corner Referee will call for SORE-MADE (finished) few seconds after Ippon. </td> </tr> </tbody> </table>	SCORE	WHITE	BLUE	NOTE	IPPON			<ul style="list-style-type: none"> Afterward System will end the match and shows E on top left corner Referee will call for SORE-MADE (finished) few seconds after Ippon. 				
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<p>WAZA-ARI</p> 	<p>WAZA-ARI-AWASETE IPPON</p> 	<p>Waza-ari score is awarded to the competitor who throws or gained score through certain duration of groundwork hold-down (Newaza).</p> <p>Waza-ari-Awasete-Ippon score awarded for second Waza-ari which means winning by Ippon score. This will end the match.</p> <table border="1"> <thead> <tr> <th>SCORE</th> <th>WHITE</th> <th>BLUE</th> <th>NOTE</th> </tr> </thead> <tbody> <tr> <td>WAZA-ARI</td> <td></td> <td></td> <td>If Waza-ari is awarded during Golden Score will end the match</td> </tr> <tr> <td>IPPON</td> <td></td> <td></td> <td> <ul style="list-style-type: none"> Afterward System will end the match and shows E on top left corner Referee will call for SORE-MADE (finished) few seconds after Ippon </td> </tr> </tbody> </table>	SCORE	WHITE	BLUE	NOTE	WAZA-ARI			If Waza-ari is awarded during Golden Score will end the match	IPPON			<ul style="list-style-type: none"> Afterward System will end the match and shows E on top left corner Referee will call for SORE-MADE (finished) few seconds after Ippon
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REFREE'S SIGNAL		HOW TO APPLY IN EVENT MANAGER																				
<p>CANCEL WAZA-ARI</p> 	<p>CANCEL DECISION</p> 	<p>When wrong decision was made, Referee may ask Scorer to cancel it. One hand will be wipe-off signal, the other will be last decision signal.</p> <table border="1"> <thead> <tr> <th>TO CANCEL</th> <th>WHITE</th> <th>BLUE</th> <th>NOTE</th> </tr> </thead> <tbody> <tr> <td>WAZA-ARI</td> <td style="text-align: center;">▼</td> <td style="text-align: center;">▼</td> <td></td> </tr> <tr> <td>IPPON</td> <td style="text-align: center;">▼</td> <td style="text-align: center;">▼</td> <td></td> </tr> <tr> <td>SHIDO</td> <td style="text-align: center;">✘</td> <td style="text-align: center;">✘</td> <td></td> </tr> <tr> <td>HANSOKU-MAKE</td> <td style="text-align: center;">✘</td> <td style="text-align: center;">✘</td> <td></td> </tr> </tbody> </table>	TO CANCEL	WHITE	BLUE	NOTE	WAZA-ARI	▼	▼		IPPON	▼	▼		SHIDO	✘	✘		HANSOKU-MAKE	✘	✘	
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<p>OSAEKOMI</p> 	<p>TOKETA</p> 	<p>Osaekomi happens during ground work (Newaza), when one applies hold down to the other. When the other can escape, Toketa will be called.</p> <table border="1"> <thead> <tr> <th>COMMAND</th> <th>Button</th> <th>Shortcut</th> <th>NOTE</th> </tr> </thead> <tbody> <tr> <td>OSAEKOMI</td> <td style="text-align: center;">0 < ></td> <td style="text-align: center;">Enter < ></td> <td> <ul style="list-style-type: none"> Priority is given to turning on Osaekomi clock to ensure that time is accurate. If there was a score given before Osaekomi, that can be awarded after the clock is started Once the timer is activated, choose side colour by selecting < or > button </td> </tr> <tr> <td>TOKETA</td> <td></td> <td style="text-align: center;">Enter</td> <td> <ul style="list-style-type: none"> If Osaekomi is cancelled after 10 seconds, the system will award Waza-ari to respected competitor </td> </tr> </tbody> </table>	COMMAND	Button	Shortcut	NOTE	OSAEKOMI	0 < >	Enter < >	<ul style="list-style-type: none"> Priority is given to turning on Osaekomi clock to ensure that time is accurate. If there was a score given before Osaekomi, that can be awarded after the clock is started Once the timer is activated, choose side colour by selecting < or > button 	TOKETA		Enter	<ul style="list-style-type: none"> If Osaekomi is cancelled after 10 seconds, the system will award Waza-ari to respected competitor 								
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<p>SONO-MAMA</p>  <p>YOSHI</p>		<p>SONO-MAMA (Freeze) is called during hold down for some reasons and will be continue from same position with YOSHI (Un-freeze) command.</p> <table border="1"> <thead> <tr> <th>COMMAND</th> <th>Button</th> <th>Shortcut</th> <th>NOTE</th> </tr> </thead> <tbody> <tr> <td>SONO-MAMA</td> <td>Timer</td> <td style="text-align: center;">Enter</td> <td>Pause the timer</td> </tr> <tr> <td>YOSHI</td> <td>Timer</td> <td style="text-align: center;">Enter</td> <td>Resume the timer</td> </tr> </tbody> </table>	COMMAND	Button	Shortcut	NOTE	SONO-MAMA	Timer	Enter	Pause the timer	YOSHI	Timer	Enter	Resume the timer								
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Contest Duration

Age	Category	Duration	Golden Score	Note
19 +	Senior Men	4 mins (240sec)	No time limit	<ul style="list-style-type: none"> All competitors shall be allowed a recuperation period of up to twice their fight time unless the competitor agrees to continue If a player fails to take their place on the contest area, one call for them to take their place on the mat will be made. The wait time for this call shall be one minute. This is a local rule. According to current IJF Rules, players are not given any calls to come to the mat.
	Senior Women	4 mins (240sec)		
17+-19	Junior Men	4 mins (240sec)		
	Junior Women			
14+-16	Cadets Male			
	Cadets Female			
9+-12	Senior Boys	3 mins (180sec)		
	Senior Girls			
7+-9	Junior Boys			
	Junior Girls			
5-7	Mons	1:30 mins (90sec)		

Manual Osaekomi (Hold Down) Times and Scores

(Time in seconds)	No Score	Waza-ari	Ippon
All Divisions	<10	10 - 19	20

Questions, Questions, Questions?

Q. What happens if the screen blacks out or the computer stops working?

A. Hold your stop sign up to the referees to stop the match and call for assistance.

Q. Can I still score or time keep if my child is fighting on the same mat?

A. No, if that situation does occur a replacement will be found for the duration of that bout.

Prior to your child taking the mat, let the volunteer co-ordinator know and they will provide a scorer for the duration of the match.

Q. Will I be on a table all day?









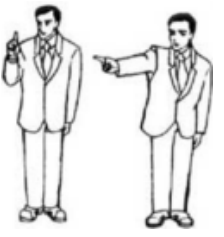







A. Most table duties and activities will be in four-hour blocks.

Other things to note

- First call is **WHITE**
- The Referee has complete control of the bout and scoring is at the discretion of the referee only
- If in doubt, don't score. Wait for the Referee to notice that you haven't scored. The Referee will indicate the correct score
- If you need to speak with the referee urgently, stand up.

Quick Reference Guide

Referee's Gestures and Signals

SCORING				
<p>WAZA-ARI</p>  <p>Score Waza-ari</p>	<p>IPPON</p>  <p>Score Ippon</p>	<p>WAZA-ARI-AWASETE IPPON</p>  <p>2nd Waza-ari</p>	<p>CANCEL WAZA-ARI</p>  <p>Cancel Score</p>	<p>CANCEL DECISION</p>  <p>Cancel Previous Decision</p>
PENALTY				
 <p>Non Combativity</p>	 <p>False Attack</p>	<p>SHIDO</p>  <p>Penalise Shido</p>	<p>HANSOKU-MAKE</p>  <p>Penalise Hansoku-Make</p>	
GROUNDWORK				
<p>OSAEKOMI</p>  <p>Hold down applies</p>	<p>TOKETA</p>  <p>Hold down broken</p>	<p>SONO-MAMA YOSHI</p>  <p>Freeze Continue</p>		
OTHERS				
<p>HAJIME</p>  <p>Start</p>	<p>MATTE</p>  <p>Stop</p>	 <p>Winner</p>	 <p>Adjust Judogi</p>	



Play By The Rules Code of Behaviour

Officials

- Modify rules and regulations to match the skill levels and needs of young people.
- Compliment and encourage all participants.
- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game rather than the errors.
- Encourage and promote rule changes that will make participation more enjoyable.
- Be a good sport yourself. Actions speak louder than words.
- Keep up to date with the latest trends in officiating and the principles of growth and development of young people.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Place the safety and welfare of the participants above all else.
- Give all young people a 'fair go' regardless of their gender, ability, cultural background or religion.