

BoutRunnersR

User's Guide

Version 8.3.0

BoutRunnerSR allows bout card runners to enter match results into TournamentSR. By using this program, match results are entered more easily and quickly than if the TournamentSR user performs all results entry.

The person at the TournamentSR computer can verify the match results are correct. By using a results entry/verification approach, mistakes are minimized.

This guide describes how to use the BoutRunnerSR program. It requires the Java Runtime Environment to be installed on your computer. Consult the document at the URL below for installing Java:

<https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf>

You can download up BoutRunnerSR at any time by saving the program at the following URL:

<https://www.smartrunsys.com/TournamentSR/Documentation/BoutRunnerSR.jar>

Save the file to your desktop. Double clicking on the icon starts the program.

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System requirements

The BoutRunnerSR program is written in the Java programming language. While older Macintosh and Linux computers come with Java, Windows and recent Macintosh computers require Java to be downloaded and installed.

Consult the document at the URL below to determine if your computer already has Java and where to download it from:

<https://www.smartrunsys.com/TournamentSR/Documentation/InstallJRE.pdf>

No matter which system you use, we recommend the following minimum hardware features:

- 1 GBytes RAM
- 10 MBytes Hard disk space
- A network connection to computers running TournamentSR and AnnouncerSR v8.3.0 or later.

1 Why use BoutRunnerSR?

Large tournaments can complete a lot of matches in a short time. Without this program, the only way to enter results is via the match entry area in TournamentSR. Since only one person can use that program, completed bout cards tend to pile up. BoutRunnerSR alleviates the problem by allowing others to enter match results.

Runners are usually volunteers and are often very young. The BoutRunnerSR window is therefore simple to use. Once a connection to the TournamentSR computer has been established, all operations are handled by mouse clicks or screen taps. It can take as few as 4 clicks/taps to select a match and enter the results. On average, it takes 9 clicks/taps.

In order to best utilize BoutRunnerSR, each bout card goes through the following process:

1. The bout card is printed by TournamentSR. The printed card is given to the announcer in a stack of such cards that are ready to take place. The match also appears on the Ready for assignment area of AnnouncerSR.
2. At the appropriate time, the announcer calls the two wrestlers to a location over the PA system. At that time, the announcer uses AnnouncerSR to drag the on-screen representation of that match to the appropriate location.
3. The table workers fill out the bout card. When the match ends, the card is taken to a computer running BoutRunnerSR. The computer could be at each table, or could be near the person running TournamentSR.
4. The runner selects the match location, the match number, enters the results, and clicks [Submit result]. The runner then takes the card to the TournamentSR operator.
5. The TournamentSR operator uses the match entry panel to confirm the results were correctly entered by the runner. He/she makes corrections if needed.

This process has the following benefits:

- Because the runner must enter the results based on the bout card's contents, the card has a much better chance of being complete and accurate by the time the TournamentSR operator sees it.
- Because the TournamentSR operator's job is less complicated (verification instead of data entry *and* verification), he/she is less stressed throughout the day. This reduces data entry errors.
- Wrestlers, coaches, and spectators always have the most up to date information using TournamentSR's web server feature over WiFi. This ensures any data entry errors are quickly reported to the TournamentSR operator. Changes are made using TournamentSR's match entry area.

While using AnnouncerSR is mandatory to the process, not all matches must be entered using BoutRunnerSR. You are free to have some cards delivered directly to the TournamentSR computer.

Note that the TournamentSR computer *could also be running BoutRunnerSR*. This configuration is best if you are more comfortable using a mouse than a keyboard for entering match results.

2 Network connection recommendations

This manual assumes you are using at least three computers: one computer for TournamentSR, another for running AnnouncerSR, and one or more computers running BoutRunnerSR.

All computers must be connected to the same network. This is usually handled by a WiFi router which is also used to provide brackets, team scores, and mat assignments to wrestlers, coaches, and spectators.

Unfortunately, most WiFi routers have built-in “firewall” features that restrict computer to computer communication. This section describes how to connect the computers so the “firewall” problems are avoided.

2.1 Most reliable: all computers wired to the router

The network cable connections on most routers are on the same side of the firewall. As a result, computers attached via network cable to these connectors are free to communicate. Whenever you are testing communications between TournamentSR, AnnouncerSR, and BoutRunnerSR, we strongly recommend you connect the computers using network cables.

2.2 Next best: TournamentSR wired, AnnouncerSR and BoutRunnerSR on WiFi

While each computer connected to the router via WiFi is protected from every other such computer, most routers don't protect the WiFi connections from the network cable connections. They appear on the same side of the firewall.

When you cannot have all computers wired to the router, we suggest you connect the TournamentSR computer to the router via a network cable, and connect the AnnouncerSR and BoutRunnerSR computers via WiFi.

2.3 Least reliable: all computers connected via WiFi

As stated earlier, many routers protect each WiFi connected computer from all others via the firewall. That feature may prevent the AnnouncerSR, BoutRunnerSR, and TournamentSR computers from communicating with each other.

Fortunately, these routers also provide a mechanism for disabling the firewall. Consult your manufacturer's manual or configuration software for instructions. There should be a mechanism to “turn off” or “disable” the firewall. Once that is done, all computers should be able to communicate.

2.4 Staying connected to the right WiFi network

Since WiFi networks are very common, there may be more than one where you are running the tournament. If other networks have strong signals, your computers using WiFi may automatically jump to one of them. This causes the connection between BoutRunnerSR and TournamentSR to be lost.

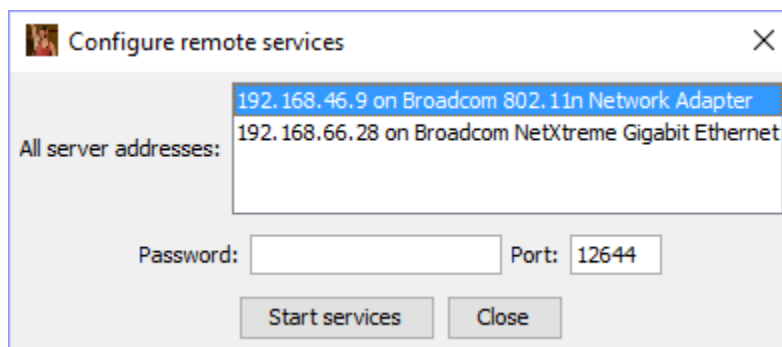
To avoid the automatic switch, you must tell your computer to stay connected to the desired network. The method for doing this is outside the scope of this manual.

3 Preparing TournamentSR for BoutRunnerSR

You must have TournamentSR to use BoutRunnerSR. TournamentSR must be configured to allow other computers to connect. This is done via TournamentSR's "File"/"Remote services" menu. You must start Remote services before you can use BoutRunnerSR.

This should be done *after* you have loaded the information file into TournamentSR ("File", "Open..." menu) and have started the tournament (TournamentSR's [Start the Tournament] button has already been clicked).

When you select "File"/"Remote services", the following window will appear.

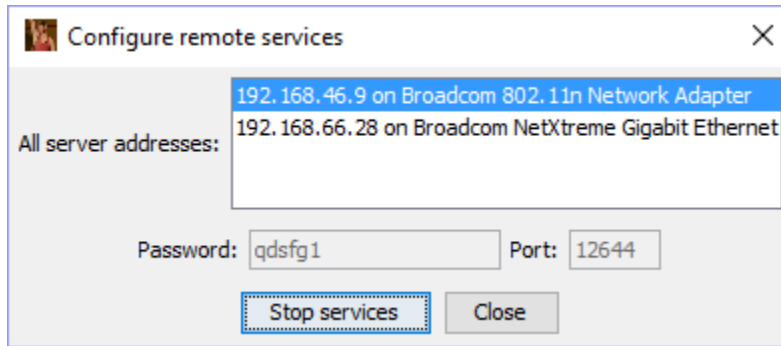


You should write down the four numbers separated by periods in the highlighted row of the "All server addresses:" list. This is called the "IP address." In the example above, the IP address is "192.168.46.9". You will have to enter that information into BoutRunnerSR.

If other rows appear, write down the IP addresses for them as well. You might need them if the first address doesn't work. In the above example, another address is "192.168.66.28".

You must enter a password in the appropriate field. The password cannot be blank, but otherwise has no requirements. You will need to enter the same password into BoutRunnerSR.

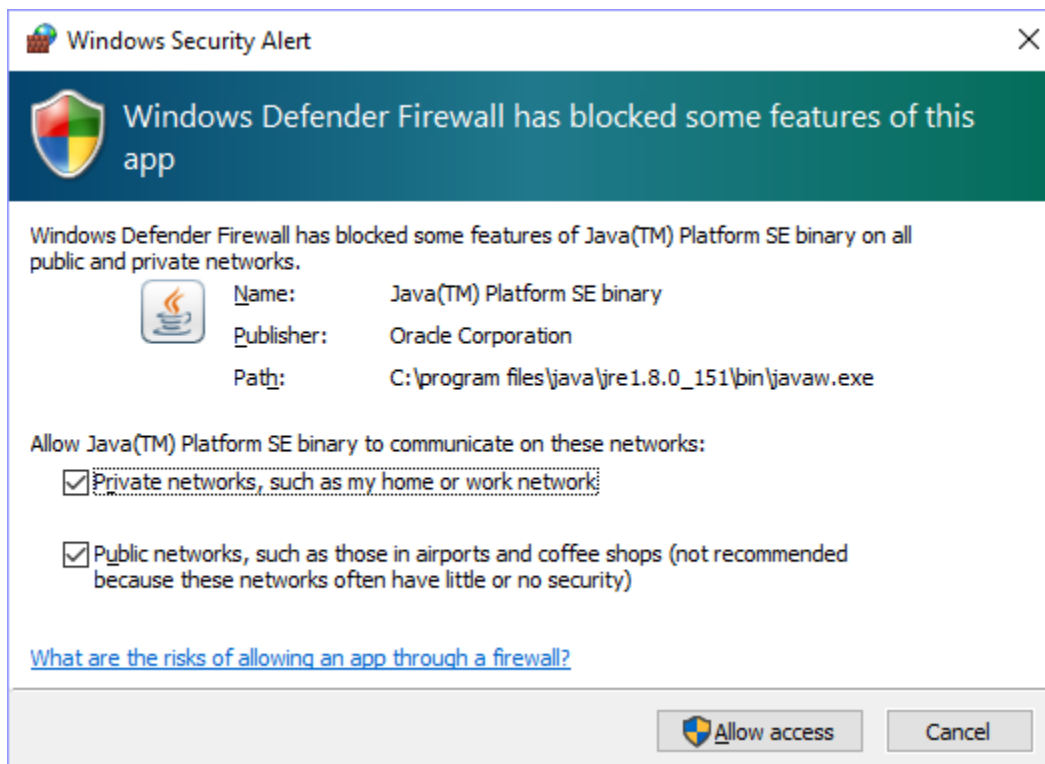
Once you have written down the Server addresses and entered a password, click the [Start services] button. The window will look similar to the picture below.



Note that when Remote services are running you cannot change the password (set to “qdsfg1” in the picture above) and the [Start services] button has changed to [Stop services]. You can now click the [Close] button. TournamentSR is ready for BoutRunnerSR.

IMPORTANT Each time you load information into TournamentSR (“File”, “Open...” menu), “Remote services” are stopped. Whenever you load a tournament file, remember to start Remote services using “File”, “Remote services...”.

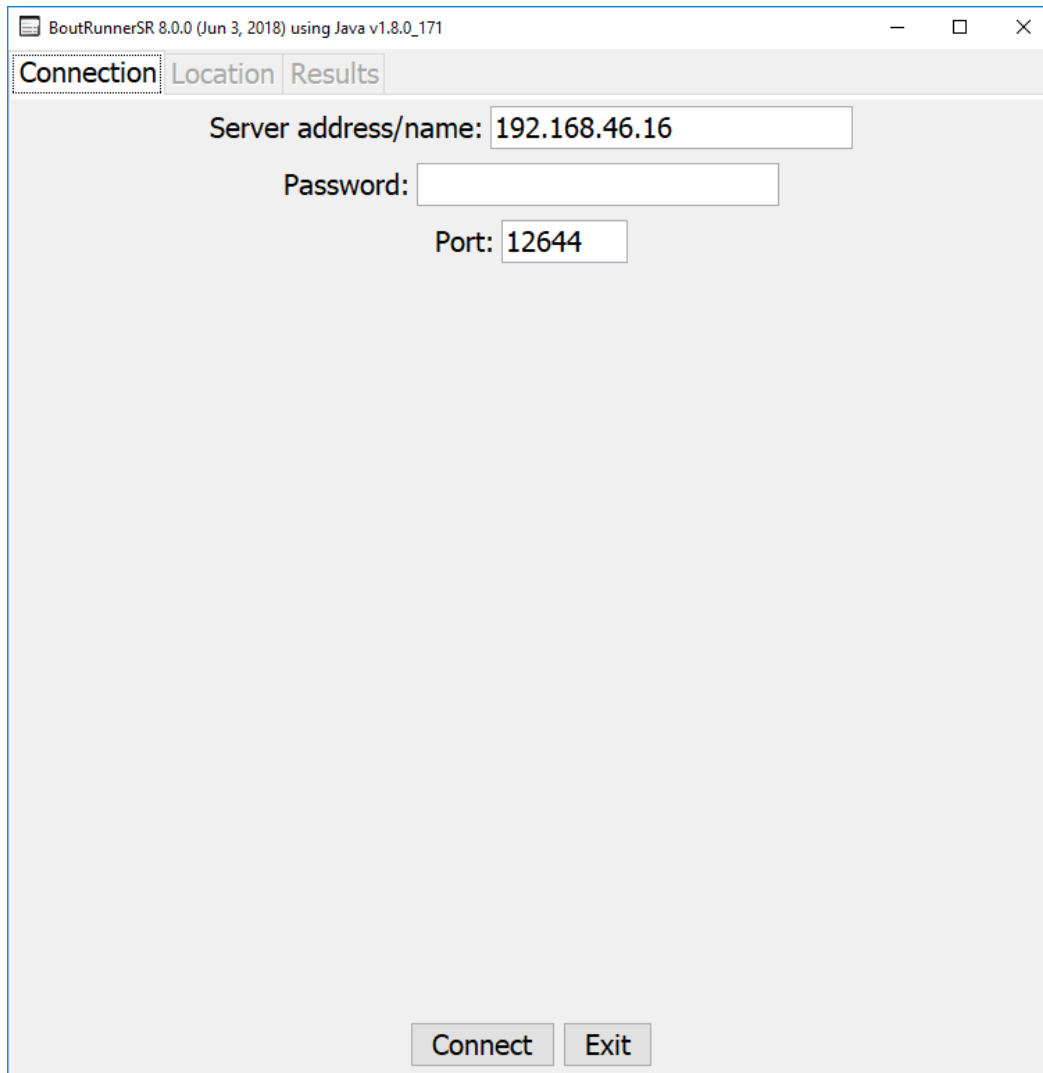
The first time you start Remote services on a Windows computer, you might see the following window:



Make sure both the “Private networks, such as my home...” and the “Public networks, such as those in airports and coffee shops...” boxes are checked and then click the [Allow access] button. Failing to do so might prevent other computers from communicating with the TournamentSR computer.

4 Connecting BoutRunnerSR to TournamentSR

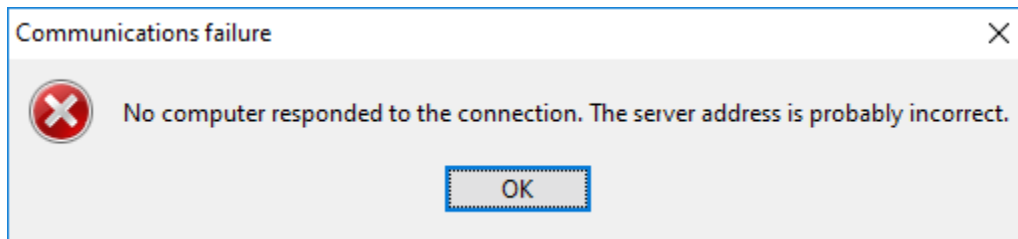
Once TournamentSR's Remote services are running, you can launch BoutRunnerSR. When you start the program, the main window will appear with the "Connection" tab selected as shown in the picture below.



Because the computer running BoutRunnerSR is different from the one running TournamentSR, the "Server address/name:" information will be wrong. It should be very similar to the correct address (displayed on TournamentSR's Remote services window). It should only differ in the last couple digits.

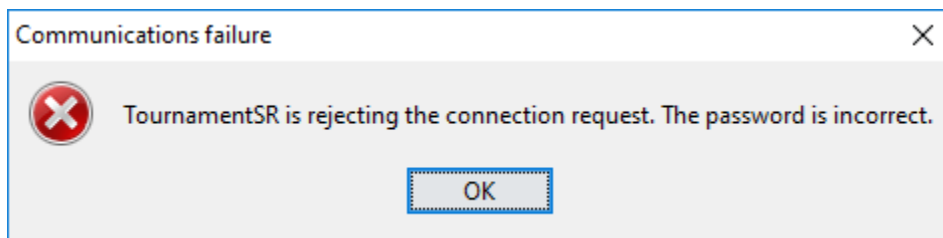
Update the "Server address/name:" field to be the same as the "Server address:" value written down in the previous section. Enter the same password as entered into TournamentSR, and then click the [Connect] button.

After 30 seconds or so, you might see the following window:

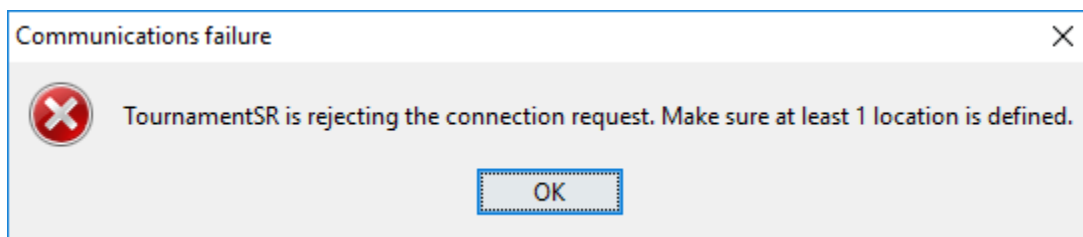


This indicates BoutRunnerSR couldn't reach the TournamentSR system. Either TournamentSR's Remote services aren't running, the "Server address/name" field was incorrect, you accidentally changed the "Port:" value (so it doesn't match the same field in TournamentSR), or your computer has a firewall program that prohibits the connection. Click the [OK] button, fix the connection settings, and try connecting again.

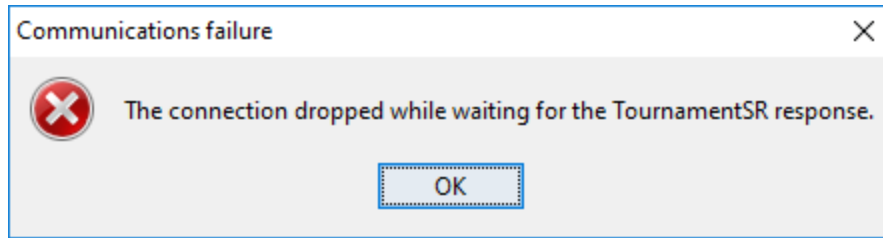
If the connection fails, you might also see one of the following windows instead of the one above:



This indicates the password you entered into BoutRunnerSR is not the same as the password entered into TournamentSR. Click the [OK] button, fix the password, and try connecting again.



This indicates no locations were configured for the tournament. See the TournamentSR Reference Manual for defining locations as part of Session configuration. AnnouncerSR can also be used to create locations, but at least one match must be assigned to a location before BoutRunnerSR will connect.

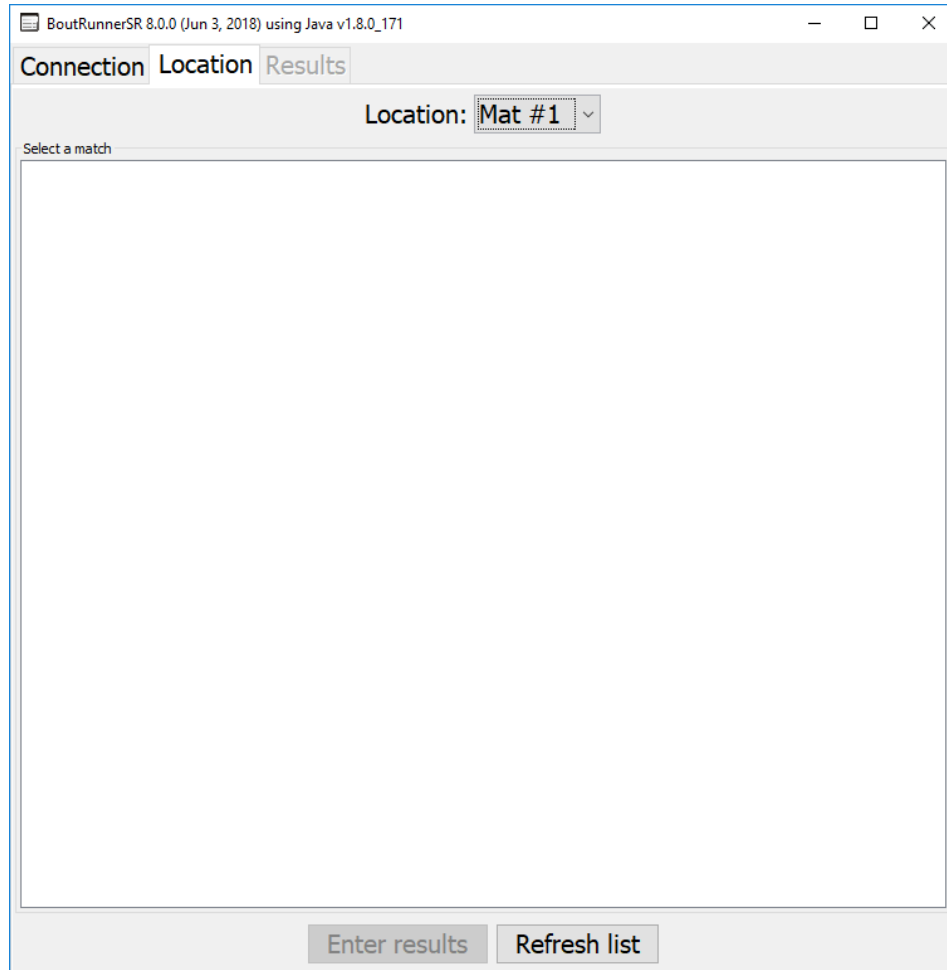


This occurs when the TournamentSR version is incompatible with the BoutRunnerSR version. Go to the TournamentSR website and download the latest version of both programs.

Eventually you will establish the connection between the two systems. The "Location" tab will become enabled and selected. From this point on, the program is controlled most often by mouse clicks/screen taps.

5 Selecting a match and entering results

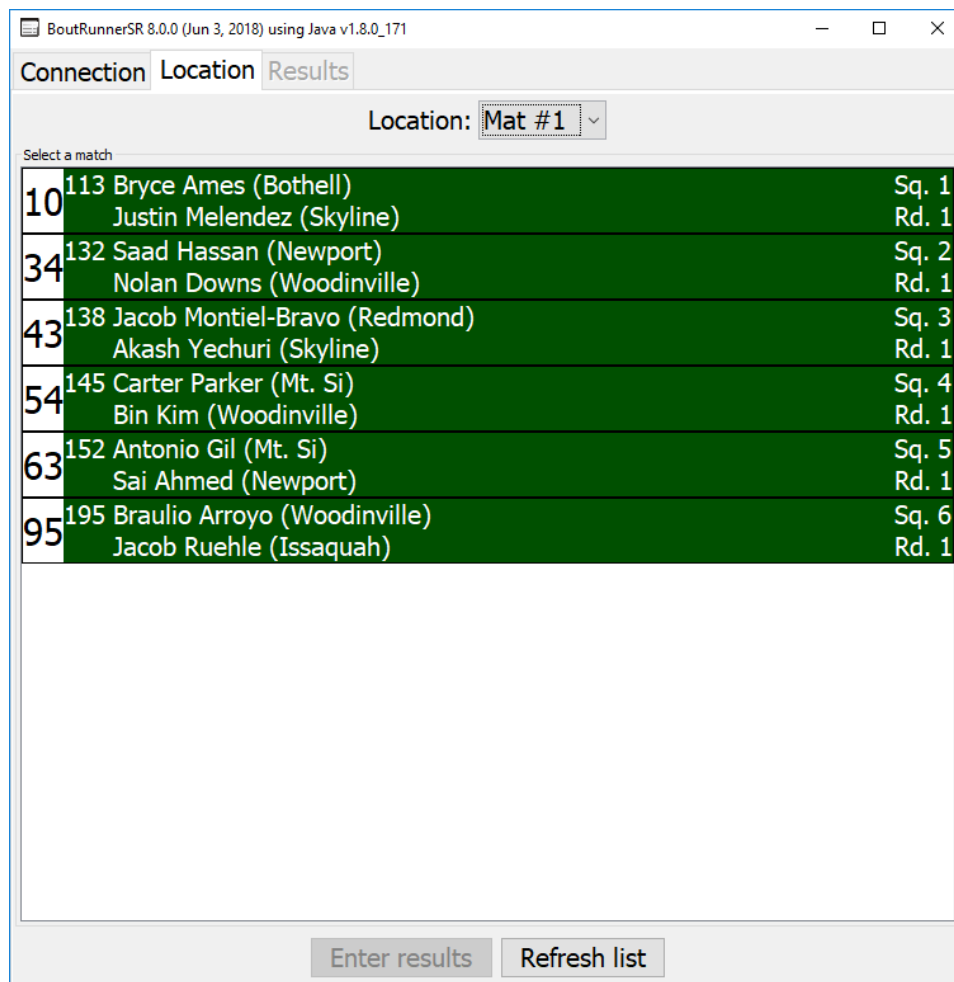
When the tournament has just started no matches have been assigned to any mats. In that case the BoutRunnerSR display will look similar to the picture below.



In the above picture, one of the tournament locations is called “Mat #1”. This appears in the drop down list titled “Location:”. Clicking/tapping on the list causes the other locations (e.g. “Mat #2”, “Mat #3”) to appear. Select the location for the bout card being entered from this drop down list.

The large (white) area below “Location:” is where the matches assigned to the selected location are displayed. Only matches that have been assigned via AnnouncerSR will appear in this list. See the AnnouncerSR User’s Guide for how matches are assigned to locations.

The picture below shows the BoutRunnerSR window after six matches have been assigned to “Mat #1”. The matches didn’t appear until the [Refresh list] button was clicked after the matches were assigned.



IMPORTANT The match list on the Location tab must be *manually* updated via the [Refresh list] button. This is different from AnnouncerSR lists which update automatically. To keep from clicking the button too often, the list is automatically refreshed whenever a match result is submitted.

In the picture, there are 6 matches whose numbers are “10”, “34”, “43”, “54”, “63” and “95”. Notice that each entry provides all of the information needed to compare against a completed bout card (weight class, the two wrestler names and their teams). The white background under the match number indicates it’s a championship round match. An orange background indicates a consolation round match.

To enter in a match result, click/tap on the desired match in the list. This will change the background color to blue. It will also enable the [Enter results] button. Clicking/tapping on [Enter results] causes the “Results” tab to be selected. You can also double click on the desired match to bring up the “Results” tab.

The picture below shows the window after match "10" was selected and [Enter results] was clicked.

BoutRunnerSR 8.0.0 (Jun 3, 2018) using Java v1.8.0_171

Connection Location Results

Winner: Bryce Ames (Bothell)

Score: Decision

Overtime round (leave blank if no overtime):

7	8	9
4	5	6
1	2	3
0	-	<-

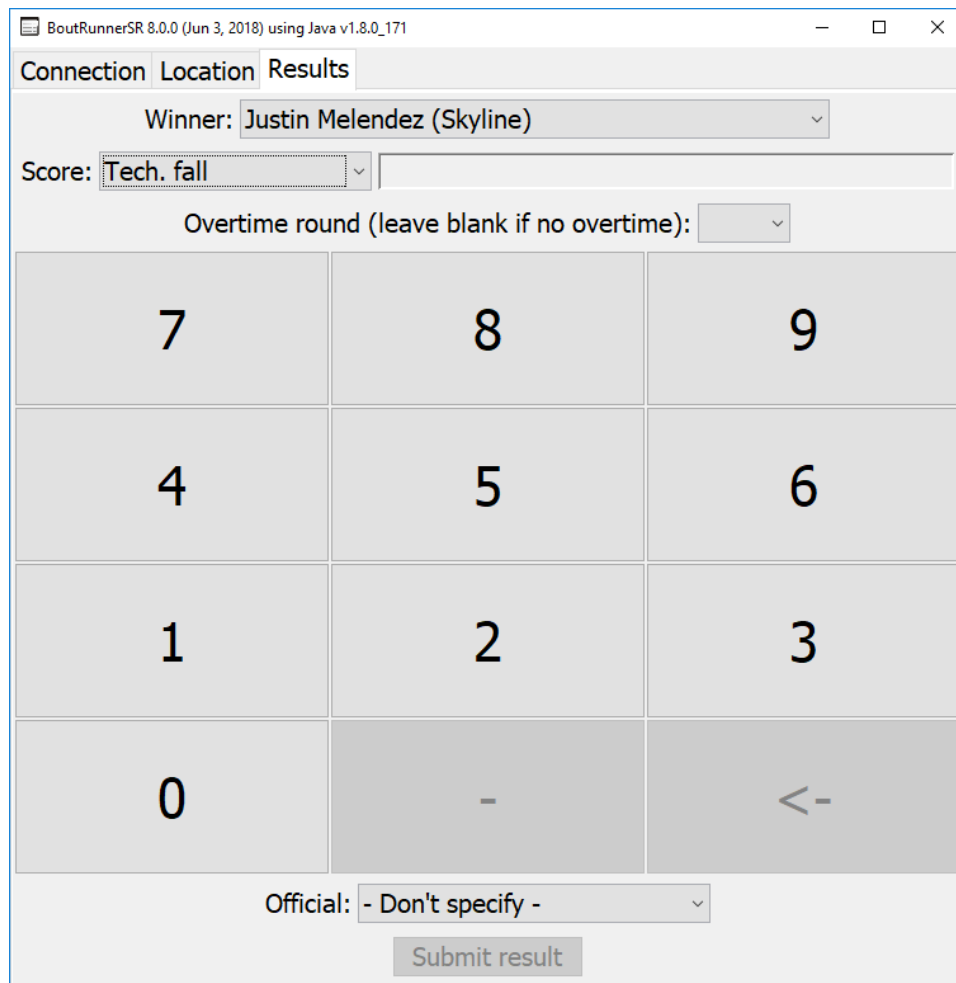
Official: - Don't specify -

Submit result

The "Winner:" drop down list selects the winner of the match. Choose the winning wrestler's name. The "Score:" drop down list selects how the match was won. The choices in this list are identical to the choices on the printed bout card. One of the bout card choices will be circled. Set "Score:" to the same text as circled on the card.

For example, assume "Justin Melendez" won the match by technical fall with the score of 19-4. The match end time was 4:31.

The bout card should have both "Justin Melendez" and "Tech. fall" circled in the final results area. The user selects Justin's name from the "Winner:" drop down list and "Tech. fall" from the "Score:" drop down list. The picture below shows these changes.



Notice the [Submit result] button is still disabled. BoutRunnerSR only allows the [Submit result] button to be clicked when the *required* information has been entered. A Tech fall requires at least the final score.

Entering scores can be done via the on-screen buttons or via the computer keyboard. Only keyboard keys that match the on-screen buttons can be used. The space bar key can be used when the on-screen button to the right of “0” reads “[space]”. The backspace key can be used for the on-screen button marked “<-”.

The [<-] button removes the rightmost character from the text field to the right of the “Score:” selection. It is disabled until at least one character appears in that field.

For this example, the final score was 19-4. Clicking [1], [9], [-], and [4] causes the area to the right of “Tech. fall” to read “19-4”. A picture of this is shown below.

BoutRunnerSR 8.0.0 (Jun 3, 2018) using Java v1.8.0_171

Connection Location Results

Winner: Justin Melendez (Skyline) ▾

Score: Tech. fall ▾ **19-4**

Overtime round (leave blank if no overtime): ▾

7	8	9
4	5	6
1	2	3
0	[space]	<-

Official: - Don't specify - ▾

Submit result

Notice that once the "4" was clicked, the dash button ("-") changed to "[space]". The space must be clicked to separate the score from the match duration time. Also notice the [Submit result] button is enabled. Entering the match duration is *optional*.

For this example, the bout card listed "4:31" as the "Match duration:". To separate the duration from the score, click the [space] button. The title on the button immediate changes to a colon to indicate time is the next information to be entered.

BoutRunnerSR 8.0.0 (Jun 3, 2018) using Java v1.8.0_171

Connection Location Results

Winner: Justin Melendez (Skyline)

Score: Tech. fall **19-4**

Overtime round (leave blank if no overtime):

7	8	9
4	5	6
1	2	3
0	:	<-

Official: - Don't specify -

Submit result

Click [4], [:], [3], and [1] to enter the match duration. The screen now looks like the picture below.

BoutRunnerSR 8.0.0 (Jun 3, 2018) using Java v1.8.0_171

Connection Location **Results**

Winner: Justin Melendez (Skyline) ▾

Score: Tech. fall ▾ **19-4 4:31**

Overtime round (leave blank if no overtime): ▾

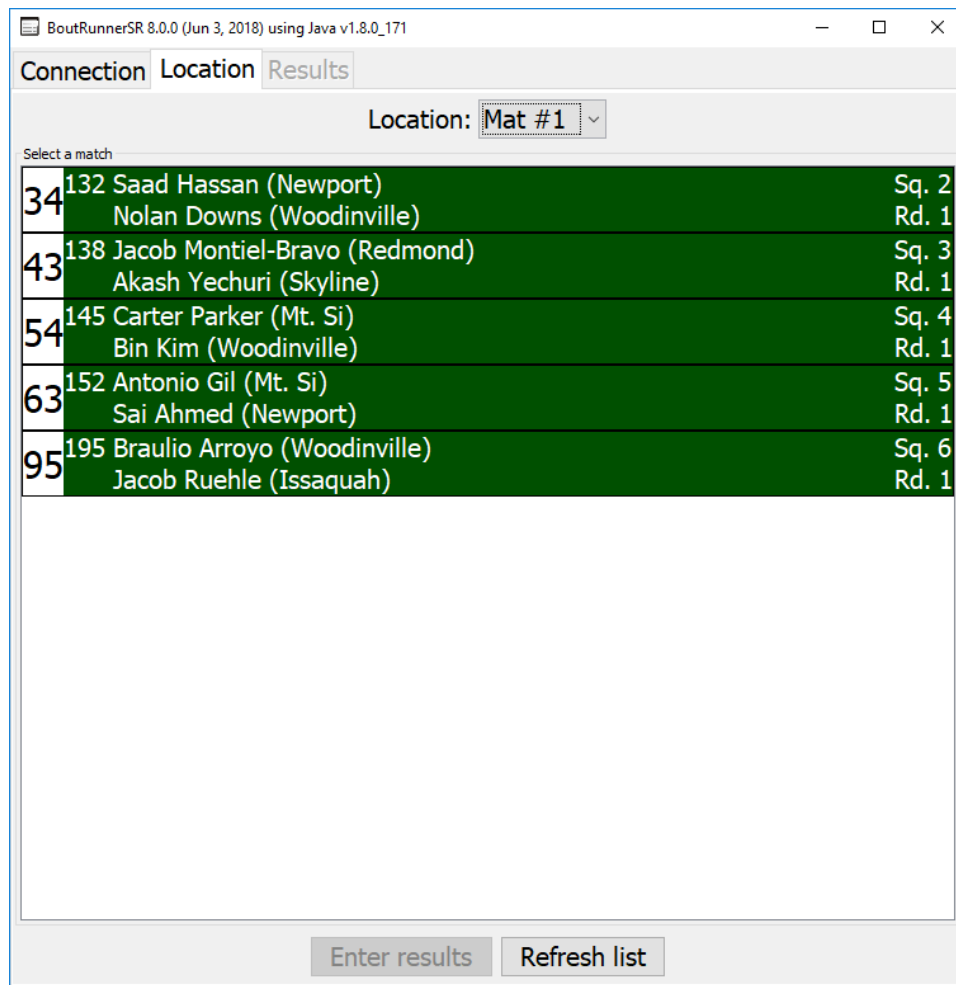
7	8	9
4	5	6
1	2	3
0	[space]	<-

Official: - Don't specify - ▾

Submit result

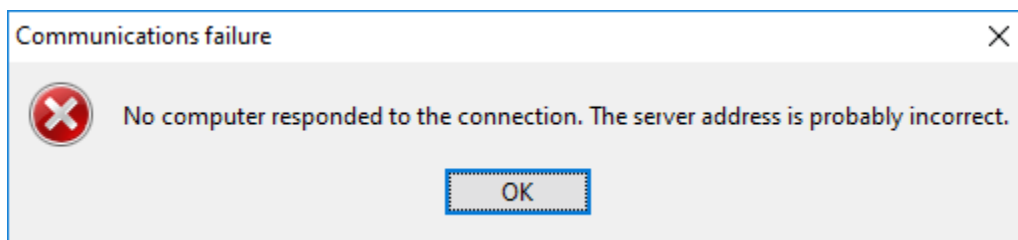
In this example, several referee names were entered into TournamentSR. As a result, the “Official:” control is enabled (reads “- Don’t specify –”). The runner can optionally change this box to read the name of the referee that signed the bout card. This is always optional. If referee names aren’t entered into TournamentSR, the “Official:” control is disabled.

Click [Submit result] to send the information to the TournamentSR computer. Once that has been clicked, the “Location” tab is automatically selected. The picture below shows the window after [Submit results] was clicked. Notice that match “10” is no longer listed because the results have been entered.



The process of selecting a match, entering the results, and clicking on the [Submit result] button repeats throughout the tournament.

If submitting the result fails, the following window will appear:



This can be due to many factors including: TournamentSR's remote services have been accidentally turned off, the TournamentSR's IP address has changed, the BoutRunnerSR computer's WiFi connection has dropped.

Have the bout runner take the card to the TournamentSR computer operator. After verifying proper TournamentSR settings, click on BoutRunnerSR's [OK]

button. The “Connection” tab will automatically be selected. Update the settings if needed until the connection is restored.