

WinBPM Boxing Scoring System

by Swiss Timing (prev Wige-Data)

Using the Boxing Scoring System in "Run Directly" mode

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The author is not responsible for adverse outcomes arising from using these procedures.
You use these instructions at your own risk.
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Setting up the scoring system in "run directly" mode

These instructions are for setting up the Windows version of the Swiss Timing (WigeData) boxing computer scoring system in "run directly" mode.

In this mode, the boxers' names and weight division, and the R&J names, can be entered directly before each bout starts. The results and judge evaluation can be printed at the end of the bout but cannot be saved to the hard disk. However if the computer has a PDF printer driver installed, you can print reports to PDF and save those files; there are several free PDF printer programs available on the internet. This is the simplest way to run the system, and is especially suitable if only a few bouts are scheduled.

1. Connect up scoring system cables

With all power OFF, connect up all the scoring system cables and pads.

2. Connect peripherals to laptop

The number of USB ports on computers will vary, but laptops often only have 3 such ports. If necessary, you will need to have a small USB Hub to extend the number of ports.

With all power OFF, connect the peripherals to the USB ports as follows:

- plug the USB cable from the Scoring Interface cables directly into a USB port
- plug the USB Hub directly into a second USB port
- plug the USB cable for the printer directly into the third USB port
- Plug the mouse into one of the ports on the USB Hub
- Plug the Hard-Lock device into one of the ports on the USB Hub

A USB printer should not be plugged into the Hub as it may cause a current overload. Always connect the printer directly to the computer.

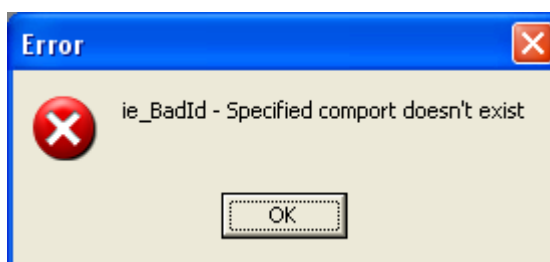
3. Turn on power to scoring system, printer and laptop

Turn on the power to the scoring interface unit, the printer and the laptop. If necessary, press the power button on the printer to start it. Turn on the power button on the laptop and allow it to boot into Windows.

4. Run the WinBPM program

Then click the "WinBPM" icon on the Start menu (NOT the desktop icon which is different).

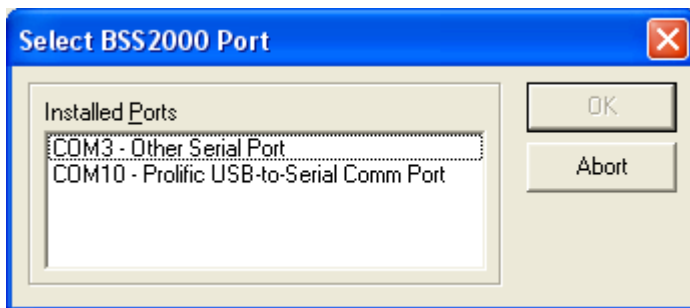
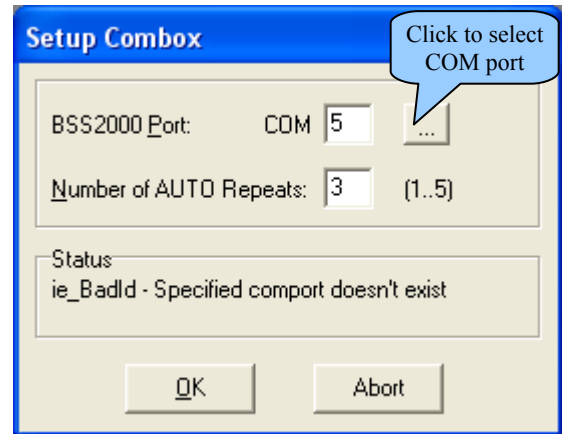
When the WinBPM program runs, you may get an error message about the COM port; this is not a problem. Just press the Enter key or click OK, and refer to the next section.



5. Set the COM port

The “COM” port is the communications port by which the scoring system will communicate with the laptop computer. When the cables and scoring pads have all been connected, you may have to assign the correct “COM” port.

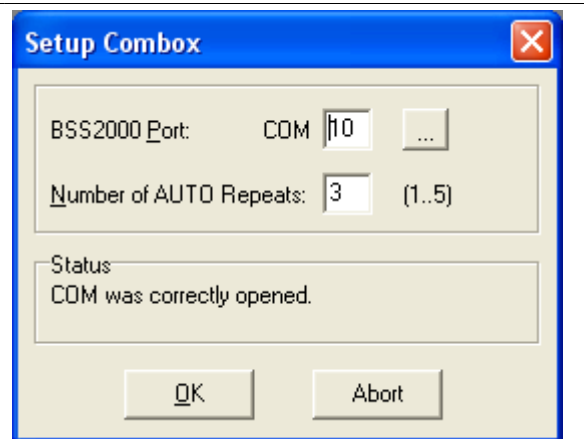
Go to the “ComBox” menu and choose Setup. Click on the button to the right of the BSS2000 Port COM setting and choose the correct port from the dropdown list of installed ports. The actual port numbers vary from machine to machine depending on what hardware is connected.



In the screen shot at left, the correct port for the hardware is the “Prolific USB-to-Serial Comm Port” which is an adaptor that allows the old serial port connector on the scoring system to plug into a USB port on the laptop. Select it then click OK.

Be aware that the actual name and number of the port will vary depending on what hardware you are using.

When the COM port is correctly set the status in the Setup menu will change to say “COM was correctly opened (as per screen shot at right).

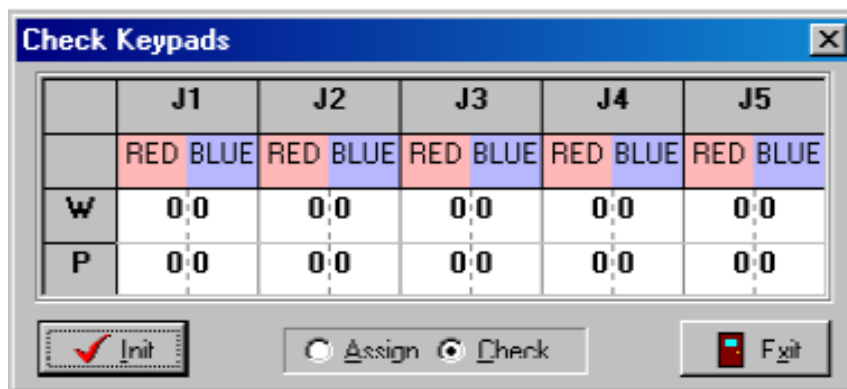


6. Set number of judges and number of rounds

Go to the Event menu, Tournament Properties, and on the Scoring tab set the correct number of judges. By default it should be 5 judges (3 required to score). If you are only running with 3 judges, set judges to 3 (2 required to score). When assigning pads, ignore the two pads (#4 & #5) that you aren't using and make sure they are tucked away where no-one will interfere with them. You should also set the number of rounds per bout. *If you have a mixture of 3 and 4 round bouts, set this to 4; any three-round bouts can be handled by skipping through the 4th round (Start R4 then immediately Finish R4).*

7. (a) Assign the keypads

Once the port is assigned, the keypads must be assigned and tested. Each keypad has a unique identifier so that the system can tell which judge has pressed which keypad. From the ComBox menu, choose “BPM Check”. If all pads are connected correctly, the system will display a window like this:



If instead of the above window you get a window with "INIT Failed" in it, there is a hardware problem. If it says it "can't find J1,J2,J3,J4,J5" then it isn't seeing the judges' keypads. In either case, Make sure the scoring system cables are all connected and screwed up firmly.

Assuming all is well with hardware, you now must click the radio button labelled “Assign”.

Then walk around and press the red, blue and green buttons once each, on every keypad, starting at Judge position 1 and proceeding clockwise to position 5. This tells the system which keypads are at which judge position. **NOTE: if you are only using 3 judges, only press the buttons on the 3 pads you intend to use. Leave the other 2 pads alone.**

On return to the laptop screen you should see that the “0” entries have changed to a “1” for each position, which confirms that all the keypads are working. Now press the “Init” button on the screen to complete the process and close the dialog box.

7. (b) Test the keypads

You should test the operation of the keypads after assignment, by going to the Run Directly screen and starting a dummy bout. Then have several people press buttons repeatedly on each of the pads you are using, for several seconds, to check that the pads are registering correctly. You should see individual scores accumulating, and a number of accepted scores appearing if your button-pressers are busy enough.

8. Set Event Properties

Go to the Event menu, Tournament Properties, then untick the “Auto” Tournament box. Also eliminate the RSC-OUTSCORED option; go to the Scoring tab, remove the check mark for Stop Bout immediately, change the Difference between total score to 0, and change Last Round to 0.

9. Set up the printer

Now make sure the printer is connected and ready. The USB printer should install itself when you plug it in to a USB port and turn it on.

Instructions for using WinBPM scoring system in 'run directly' mode

To make sure you don't have duplicate entries in the list of printers, which can cause problems, go to the Start menu, select Printers and Faxes, and check the list of printers.

There should only be one entry for your particular printer; if there is more than one, unplug the printer from the USB port, delete all the entries for that printer from the list, then re-insert the printer plug into the USB port and let it reinstall itself. Then make sure that printer is set as the default printer. If it isn't the default, select the printer (ie highlight it), then from the File menu choose "Set as Default Printer". Test the printer by printing an empty schedule (List, Session, Daily Schedule) to make sure it works correctly.

NB The printer should be plugged directly into a USB port on the laptop, rather than via a USB hub, as it may overload the hub otherwise.

10. Running a bout

To commence running bouts, got to the Run Bout menu and choose Run Directly.

This will bring up the normal scoring display but without names for the boxers, referee or judges.

You can manually enter those details now, by clicking the "Edit Data" button at bottom left of the screen. In the window that then pops up (see below), enter the weight division, type the boxers' names into the "name" fields, then type the R&J names directly into the large centre field on each line. Also type their initials in the next box (which is actually the country code box) so they show up on the screen when the bout is being run.

Click OK when done.

Session:	Bout:	Weight:	Final:	FNr:
		81		
Draw:	Name:	Team:		
	Steve Lovett			
Draw:	Name:	Team:		
	Daniel Delaney			
Officials Start List				
Referee:	Tony Whelan	Change		
Judge 1:	Steve Reid			
Judge 2:	Carl Ruhen			
Judge 3:	Rob Barron			
Judge 4:	Bodo Andreass			
Judge 5:	Mart Bye			
Abort		OK		

When ready to commence the bout, click the "Start R1" button and thereafter use the "End R1", "Start R2", etc, buttons to proceed through the four rounds.

Don't press "Stop Bout" unless you are terminating it early (eg RSC) in which case you then need to select the winner and type of result from the dropdown lists, then click OK.

Counts

If there are 8-counts you need to record those via the keyboard. There are KD/KH buttons on the bottom left of the screen (2 for red and 2 for blue).

A knockdown or 8-count involving a blow to the body is "KD" and one involving the head is "KH". The function keys at top of keyboard can be used in lieu of mouse clicks. F6 and F7 are KD and KH for Red, whilst F8 and F9 are KD and KH for Blue. Click or press the button for the correct corner. Don't rush it.

Warnings

There is also a button to be used when the referee administers a warning. When clicked (or press Alt W) it displays "Warning active" on your screen and the judges have to press their green buttons to agree with the warning. You don't have to do anything further about it.

11. Printing Results

You can print the results at the end of the bout by clicking the "Complete" button at bottom right of the screen. You should print the results as they are not saved when using 'run directly' mode.

You should also print the Judge Evaluation - use the "Evaluation" button at bottom of the screen. The senior R&J should be given this printout which is confidential.

As well as (or instead of) printing to the printer, you can also print to a PDF file, and later print or email the PDF file if required. This can be handy if the printer becomes faulty or runs out of paper or ink. The PDF option will only be available in the list of printers if a PDF driver has been installed.

12. Countback procedures

Where a bout results in drawn scores, the WinBPM program does a countback to determine a winner. The software standard setting calculates a winner by examining the accepted (not individual) scores, ignoring the highest and lowest score for each boxer, and summing the remaining scores.

If after this countback the result is still drawn, each judge must be asked to signify which boxer they believe has won. The majority vote decides the result. The computer will display a dialog box asking if the operator wishes to start the procedure (say Yes), and then a series of Ps will appear on each judges' LCD display. The judges must press red or blue as their choice of winner. When all 5 have pressed a key, you can close the procedure and the result will then be displayed.