



iaaCAL Lite Team Tournament Score Management System

Ichihara City Archery Association Oda

[Introduction]

In archery games, tallying up individual scores written on paper is a tedious task. The i@nseo system has become widely used in official games, making it convenient to tally up scores in real time. However, in order to use i@nseo, you need to prepare software and hardware, such as building a local Wi-Fi system, and have the support of someone with knowledge, so the hurdle for implementation is somewhat high for relatively small-scale local games.

iaaCAL Lite Team Tournament is a system that allows you to manage team tournament games in cooperation with iaaCAL Lite. Administrators can plan events using Excel, can easily use it as long as they have a mobile-phone.



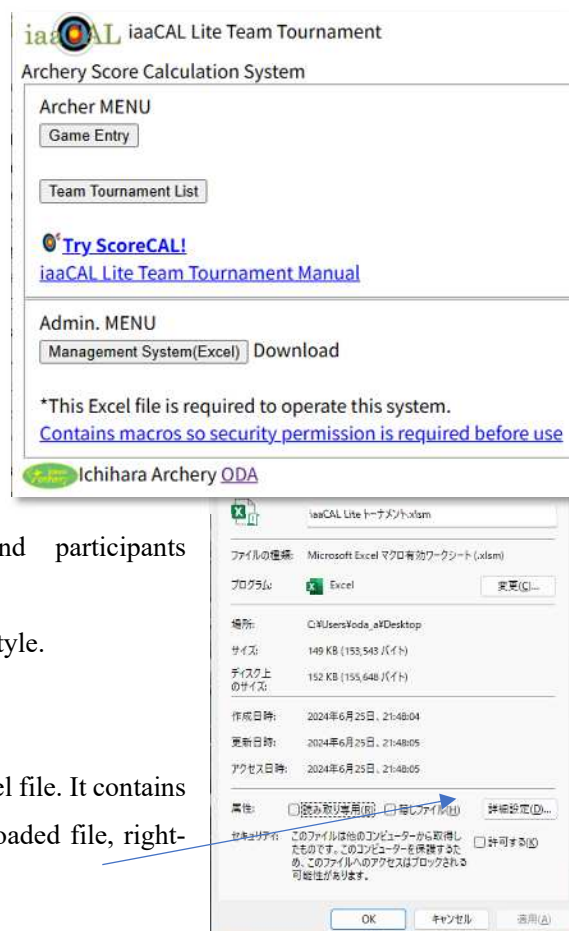
and participants

The match format is expected to be a qualification round-final tournament style.

[how to use]

1. Excel Management System:

Access the system via the QR code. Start here. First, download the Excel file. It contains macros, so security check is required. Place the cursor on the downloaded file, right-click to open properties, and select Allow.



[Excel Administrator Tools]

2. Game registration:

(Qualification round) Operate with the conventional iaaCAL Lite. It is convenient to manage the game numbers and game dates from this Excel file.

(ア) Importing qualification round results: Import the ranking list of participating archers from the qualification round results.

(イ) Enter the date of the final tournament.

Up to two days can be set.

(ウ) User name: Enter your name
(nickname is OK)

(エ) Team name: Enter freely the club you belong to

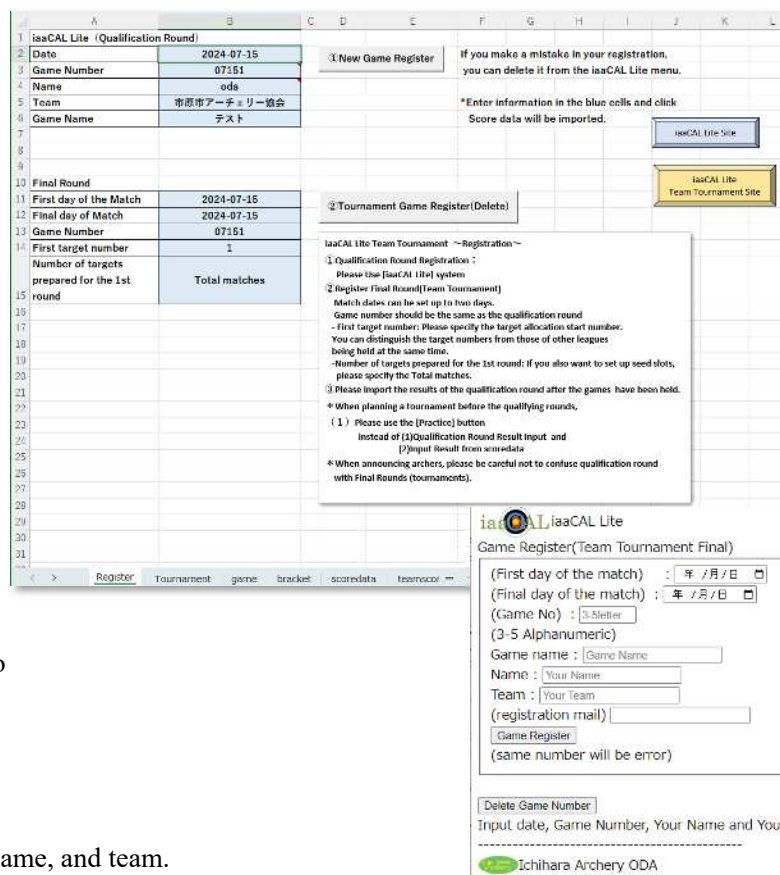
(オ) Game name: Set the name of the game

(カ) Target Plan

(キ) Delete registered game

① Delete by date, game number, registered name, and team.

If you have registered your email address, you will receive a confirmation email.



[Team Tournament Planning] Game Number 07151		Date		2024-07-15 ~ 2024-07-15		Number of participants		20 team [teams 26]		Tournament Type		Knock-Out [ex] pre-seeded		Number of Pre-Seeded archer		12 team 12		adjusted Number of preseed archer		12 team		Round Number of Tournament		5 [Reset]	
1st Round	Box	Seed	Number of Match	Date	Reset																				
2nd Round	8	0	8	2024-07-15																					
3rd Round	4	0	4	2024-07-15																					
4th Round	2	0	2	2024-07-15																					
5th Round	1	0	1	2024-07-15																					
Third Place Match	1		1	2024-07-15																					

How to Use

- Set the number of qualifiers who will participate in the final tournament (5 - 500 teams)
- Import the results of the qualification round after the games have been held.
- Input Result from scoredata
- Pre-seeding, set the number of seeds for each Rounds (See seed frame explanation)
- Set the match date (No need to set if you are using it for only one day. Reset to return to the default settings.)
- Match arrangement: Rearrange the order so that the rankings are not biased. (Refer to the round arrangement explanation.) (NOTE) Checking the prohibition on changes will prevent changes due to operational mistakes.
- Game Registration
- Download Match Results
- Tournament Bracket

Pre-Seeded

The first round will be manually set + one team will be automatically adjusted to make the number of matches an even number. From the second round onwards, if there is an odd number of players, the initial setting is one team, but you can also enter the number manually. (Reset button to return to default settings) However, to avoid an odd number, add two team from the initial number. It is preferable to set the seed frame to zero as much as possible. If you enter a reference pre-seeding number, the seed slots will only be available for the first round.

Round arrangement

The tournament bracket will be arranged so that the boxes of the top teams are not biased in the second round. The sorting will be performed each time you press [Match arrange]. If the number of boxes is 8 or less, it is preferable to arrange it once or twice. If the number of boxes is more than 8, it is preferable to arrange it twice or more. It is also possible to manually replace the teams from the automatic arrangement results. In that case, please be careful not to forget or duplicate teams.

Practice

sheet change prohibit

(1) Qualification Round Result Input

(2) Input Result from scoredata

(3) Match arrange

(4) Register

Download Match Results

Tournament Bracket

iaaCAL Lite

Rank	team	Box	team1 (A)	team2 (B)
1	team1			
2	team2	1	team1	
3	team3	2	team2	
4	team4	3	team3	team10
5	team5	4	team4	team9
6	team6	5	team5	team8
7	team7	6	team6	team7
8	team8			
9	team9			
10	team10			

(ク) tournament planning

Excel. Instructions on how to use it are written in the Excel file, so please refer to it. Once you have created your plan following the steps, click the Registration button to complete the process.

3. Check the progress of the match

Clicking the Check Results button on the Excel tournament sheet will capture the current tournament progress.

You can also check the tournament matches by clicking on the tournament match list on the main screen accessed by the QR code. Click [Tournament Bracket] to display it in tree format. Click "Re Draw " to update.

4. Archer Entry & Score Recording

Click on Game Entry on the main screen accessed via the QR code

Next, enter the Match number. Match information such as team names will be displayed, so check the details and click to enter.

*Scores will be entered by both teams on one mobile-phone, so please adjust it before the match.

*You can also distribute and post QR codes that do not require you to enter the game number.

iaaCAL Lite Team tournament - Game Entry

Input Game Number

(3-5 Alphanumeric)

Game Entry

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iaaCAL GAME ENTRY

Date

GameNo

MatchNo

A-stand

B-stand

After confirming the names and match of both teams

Click & Entry

iaaCAL Lite Team tournament - Game Entry

(DATE) : 2024-07-10

(G_NAME) : test

Input Match Number

Tournament Entry

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5. Score Entry

When you enter each six shots at a time, the set points will be calculated automatically. If there is a tie at four sets, the game will automatically switch to shoot-off input mode. If there is a tie in the shoot-off, enter 1 for the score of the team closest to the center and M for the score of the team furthest from the center to determine the winner. Finally, click the [SUBMIT] button to finish.

ScoreCAL score entry app -

- Enter the score by touching the numeric keypad.
- To edit, use B S to delete the previous one or edit the one you want.
- You can edit the score by touching it directly.

- After you finish entering your score, click [Register score]

Register in the database.

- If your score disappears due to screen transition, etc.
- The [Restore] button will restore your previous score.

Note: For built-in simple browsers such as QR Code Reader,

It may not be possible to recover it, so please Safari etc.

We recommend using a major browser.

- Checking 🎵 will read out the score to prevent input errors

Input slowly to match the voice (^ ^ 🎵

ScoreCALTeamMatch 1002						Restore	SUBMIT	🎵		
team3				team14						
	(1)	(2)	(3)	sum	sp	(1)	(2)	(3)	sum	sp
1	X	X	X	60	2	9	9	9	51	0
2	10	10	10	51	0	X	10	8	52	2
3	8	8	7	50	0	8	8	8	57	2
4	X	10	9	46	0	X	X	10	51	2
5	8	7	6			9	9	9		
6	10	8	7			10	9	8		
7	7	7	7			8	8	8		
SO										
									Win	6

S-off tie: closer to center 1, other M Input

10

X

7

8

9

4

5

6

1

2

3

M

BS

6. How to use

(ア) Pre-match preparation (for qualification round, refer to the iaaCAL Lite manual)

- ① Access the main menu from the QR code on the first page and download the Excel file to register qualification round and tournament matches.
- ② Tournament planning: The tournament plan will change depending on the number of teams participating in the final tournament, so it is a good idea to prepare the number of teams in advance using an Excel management system.
- ③ Print and prepare scorecard templates according to the number of Teams.

(イ) On the day of the match (after the qualification round)

- ① Administrator: Create tournament plans and register them in Excel and announce them to participants
- ② Participants: Enter the match and enter your score (if you have difficulty entering your score, please provide mutual support)
- ③ Administrator: Score tally and announce the scores (results are shared in real time)
 - *It is convenient to display the tournament bracket on a tablet or other device at all times
 - *It may also be a good idea to display a QR code for supporters to check the scores
- ④ Awards ceremony!

Enjoy Archery!

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(NOTE)

- This system is intended for practice matches with a relatively small number of people.
- This is a personal operation, so please use at your own risk.
- We welcome any questions or requests. However, we cannot guarantee that there will be no problems.
- I do not intend to delete the match data, but since this is a personal operation, please forgive me if it is deleted.
- Copying or repurposing of this system is prohibited.

Archery Activity Tools

