



## [Introduction]

In archery competitions, it is a difficult task to tally up individual scores written on paper. The i@nseo system has become widely used in official games, and has become convenient for calculating scores in real time. However, in order to use i@nseo, it is necessary to prepare software and hardware such as building a local Wi-Fi system, as well as support from knowledgeable people, so it is difficult to introduce it at relatively small games. The hurdle is a little high.

iaaCAL Lite is a simplified version of the system used by the Ichihara City Archery Association, and can be easily used by Archers as long as they have a mobile-phone.

## [How to use]

### 1 iaaCAL System Access:

Access the system via QR code. Start from this menu.



The screenshot shows the main menu of the iaaCAL Lite system. It includes an 'Archer MENU' with buttons for 'Game Entry', 'Score Ranking', and 'Pre-registration & Target Plan'. Below this is a section titled 'Try ScoreCAL!' with links to the 'iaaCAL Lite Manual', 'Operation video', and 'iaaCAL Lite FAQ'. An 'Administrator MENU' section contains buttons for 'Game Registration', 'Pre-Registration & Target Planning', and 'Duplicate scores Check & Delete Score'. The footer identifies the system as 'Ichihara Archery ODA'.

## [Administrator MENU]

### 2 Game Registration:

The person managing the game will register the game in the system.

2.1 Registration of game number: Set with 3 to 5 half-width alphanumeric characters (capital letters in English)

2.2 Game Name: Set any name

2.3 Your Name: Enter your name  
(nickname is also OK)

2.4 Your Team: Enter your Team name etc.

2.5 GAME TYPE: Please select from below.

2.5.1 36 shoots 1 round

2.5.2 36 shoots 2 rounds

2.5.3 30 shoots 1 round

2.5.4 30 shoots 2 rounds

2.5.5 30 shoots 3 rounds

2.5.6 Darts 36 shoots 1 round

2.6 Target point setting: Select when the difference between the target point and the actual score is a competition (Ichihara City rules)

2.7 Registration of Archer's Team (for team match preliminary round)

2.8 Whether or not to accept player pre-registration: Select whether to allow players to pre-register their attendance.

If enabled, game registrants can check the participation status of players in the attendance list.

2.9 Whether new entries are allowed on the day: If not, advance registration will be required. Please select 'NG' if you want to decide on participants, targets, etc. in advance.

\*Click on the game registration button to register. If the same game number is already registered, an error will

The screenshot shows the 'Game register' form in the iaaCAL Lite system. It includes fields for (Date), (Game No) with a 3-5 letter alphanumeric constraint, (Game Name), (Your Name), (Your Team), and a dropdown for (GAME TYPE). There are radio button options for (target score competition), (Registration of archer's team), and (Archer Pre Registration). A section for (Possibility of new entry on the day) offers (OK) or (NG: Advance entry required) choices. A (registration mail) field is also present. At the bottom, there are buttons for (Game Register) and (Delete Game Number), both with instructions to input Game Number, Date, Your Name, and Team. A 'Game Re-Schedule' button is also visible. The footer identifies the system as 'Ichihara Archery ODA'.

occur, so please register again.

\*Archers will be notified of the game date and time, as well as the game number and the QR code that will be displayed. Archers can only enter on the day of the event.

\*If you enter your email address, you will receive an email confirmation of your registration details.

\*QR code for entry without the game number input and QR code for score confirmation for supporters will be automatically generated, so please use them to distribute them at the field if necessary.

## 2.10 Delete registered game

2.10.1 Delete by date, game number, registrant name, and Team Name. If you have an email registration, a deletion email will be sent to you.

## 2.11 Change game schedule

2.11.1 You can change the schedule of registered games, including the list of registered archers.

# 3 Pre-registration Menu

## 3.1 Pre-registration Archer list

You can list Archers, and can delete the specified ID archer.

## 3.2 pre-registration state switching

standard automatically closes at 4:00 p.m. the day before the event, but this is used when closing earlier than that or when restarting.

## 3.3 Target plan (WEB version)

A list of participants will be displayed. If you specify a standing number (1-5) and the first target number (usually 1), a target plan will be created in the order of entries. Archers can also check the target plan.

## 3.4 Drop-in participation:

Please use this when re-implementing the target plan, including those who suddenly participated on the day. Only administrators can register. It is also possible to change the attendance status of those who have registered as absent.

## 3.5 Entry List Check & Target Planning Tool for EXCEL

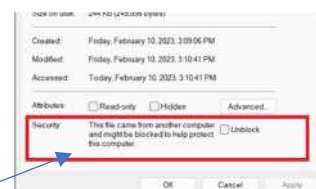
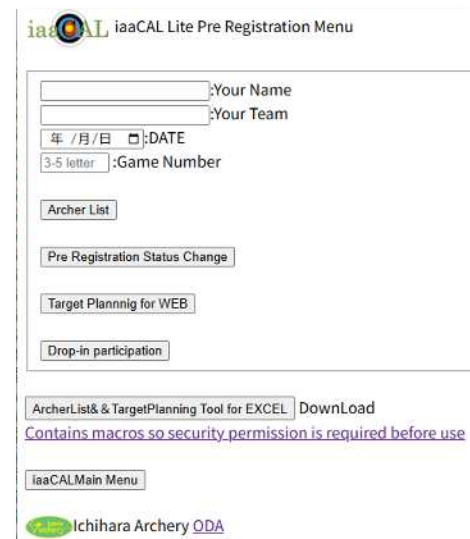
You can check the list of Archer list and create a target plan with EXCEL file.

Since it contains macros, you may need to enable security permissions from the file properties after downloading. Please refer to the file for explanation. It is also possible to output the target number as a PDF file. You can also enter multiple archers at once by filling out a Group-Entry sheet. You can also print out the scorecard template.

# 4 Duplicate score extraction & score deletion

Extract data that was incorrectly registered with multiple scores.

You can delete the score with the specified id. However, you will need to enter the name of the administrator who registered the game and the name of your affiliation.



## [Archer menu]

### 5 Game Entry

- 5.1 Access the QR code sent to you by the administrator and enter the game number to enter.
- 5.2 Complete the entry by entering the target number (1-20) standing order (A-E) name announced on the day. If there is no particular presentation or if the numbering method is different, please enter the appropriate number and standing order.
- 5.3 Recorded with score input app ScoreCAL

\*Input the score by touching the numeric keypad.

\*For corrections, use BS to delete or correct the previous item.

You can modify the score by directly touching it.

\*When you have finished entering your score, click [Submit] or [ SUBMIT] Register in the database.

\*You can register your score even while inputting.

If all Archers are to enter data mid-way,

You can also tally your scores in real time.

\*If the score disappears due to screen transition etc.

- Press the [Restore] button to restore the previous score.
- [Restore] Long press for 1 second to restore registered score.

Note) With a built-in simple browser such as a Q R code reader,

You may not be able to return to Chrome, safari etc.

We recommend using a major browser.

If you check \*🔊, the score will be read aloud to prevent incorrect input. Input a little slowly according to the voice (^^🔊)

- 5.4 [Score registration] Click the [ SUBMIT] button to register data.

### 6 Score ranking

You can extract by score order or target point difference order, Team high score.

Enter the game date and game number and click the display button.

Please use the displayed list by copying and pasting.

It can be downloaded as CSV. (Excel Ver. is available)

スコア順にデータ抽出しました (途中経過では平均値が高い順)  
end=0 : 入力途中 1: 終了

Rank	end	target	stand	name	sumTOTAL	sumR1	sumR2	sumR3	sumTEN	sumX	R1	R2	R3
1	1	1	B	小田	339	339	0	0	21	12	XXXXXXXXXXTTT999999TTTXXXTT999888888	'	'
2	1	1	D	小田	336	336	0	0	18	6	XXXTT99998TTT889999888TTX99TTX99TTTX	'	'

Example of output in score order. The screen is automatically updated, so if you display it on a tablet or other device at the venue, it can also be used as a real-time score ranking board.

Round score details ( R1,R2,R3): T: 10 points B : Blank (no points entered)

- end 0: In the middle of input (save progress)

1 : Completed score entry ← Those who are in the middle of entering their scores will be ranked based on the average score, so please make sure that everyone has finished entering their scores when final tally is made.

Check that there are no input errors in the displayed list and paper score.

Announcement of results to all Archers!!

## 7 Player pre-registration

7.1 If you receive advance registration information from the administrator, you can register your attendance from the pre-registration option in the Archer menu.

Enter the game date and game number and click the game check button

\*You can check the registered Archers in the pre-registrant confirmation list.

7.2 Confirm registration by entering your name and full serial number or any identification number.

7.3 Select Attendance. Please fill in any information to contact the administrator and register.

## 8 Over View of Usage

### 8.1 Game Preparation

8.1.1 Administrator: Game registration & e-mail notification to Archers (notification of pre-registration deadline if necessary)

8.1.2 Archers: Pre-register if “pre-registration required”

8.1.3 Administrator: Confirm Archers and determine target number from pre-registration information

8.1.4 Administrator: Create a target plan using the web version or Excel version

### 8.2 Game Day

8.2.1 Administrator: Target number announcement

8.2.2 Archers: Score entry (mutual support for those who have difficulty entering scores)

8.2.3 Administrator: Score aggregation & score announcement (results are shared in real time)

\*Check and delete duplicate scores as necessary

\*It's good to always display the score on a tablet etc.

8.2.4 Awards ceremony!

Enjoy Archery!

Ichihara Archery Oda

(NOTE)

- This system is designed for practice games with a relatively small number of players.
- Please use at your own risk as it is for personal use.
- Questions and requests are welcome. However, we do not guarantee any problems.
- I do not intend to delete the game data, but please forgive me if it disappears due to personal use.
- Copying or diversion of this system is prohibited.

iaaCAL Lite  
- Pre Registration & Data check -  
# /月/日 : Date  
3-5 letter : Game Number  
(3-5 Alphanumeric)  
Archer Pre-Registration  
Archer List  
Target Plan  
-Pre Registration Data check  
Archer number (Any number from 1 to 7 digits)  
Archer's Team  
In the case of team match, you must use the same team name.  
Note)If you want to fix it, you need this number  
Even if you have already registered with the same name, if the number is different, it will be a new registration.  
Registration  
Ichihara Archery ODA

iaaCAL Lite  
iaaCAL Lite Pre Registration  
DATE : 2024-03-21  
G\_NAME : テスト  
Name  
Archer number (Any number from 1 to 7 digits)  
Note)If you want to fix it, you need this number  
Even if you have already registered with the same name, if the number is different, it will be a new registration.  
Registration  
Ichihara Archery ODA

Archery Activity Tools

