



## Scoring & Timing Solution for Judo



## 1. Introduction

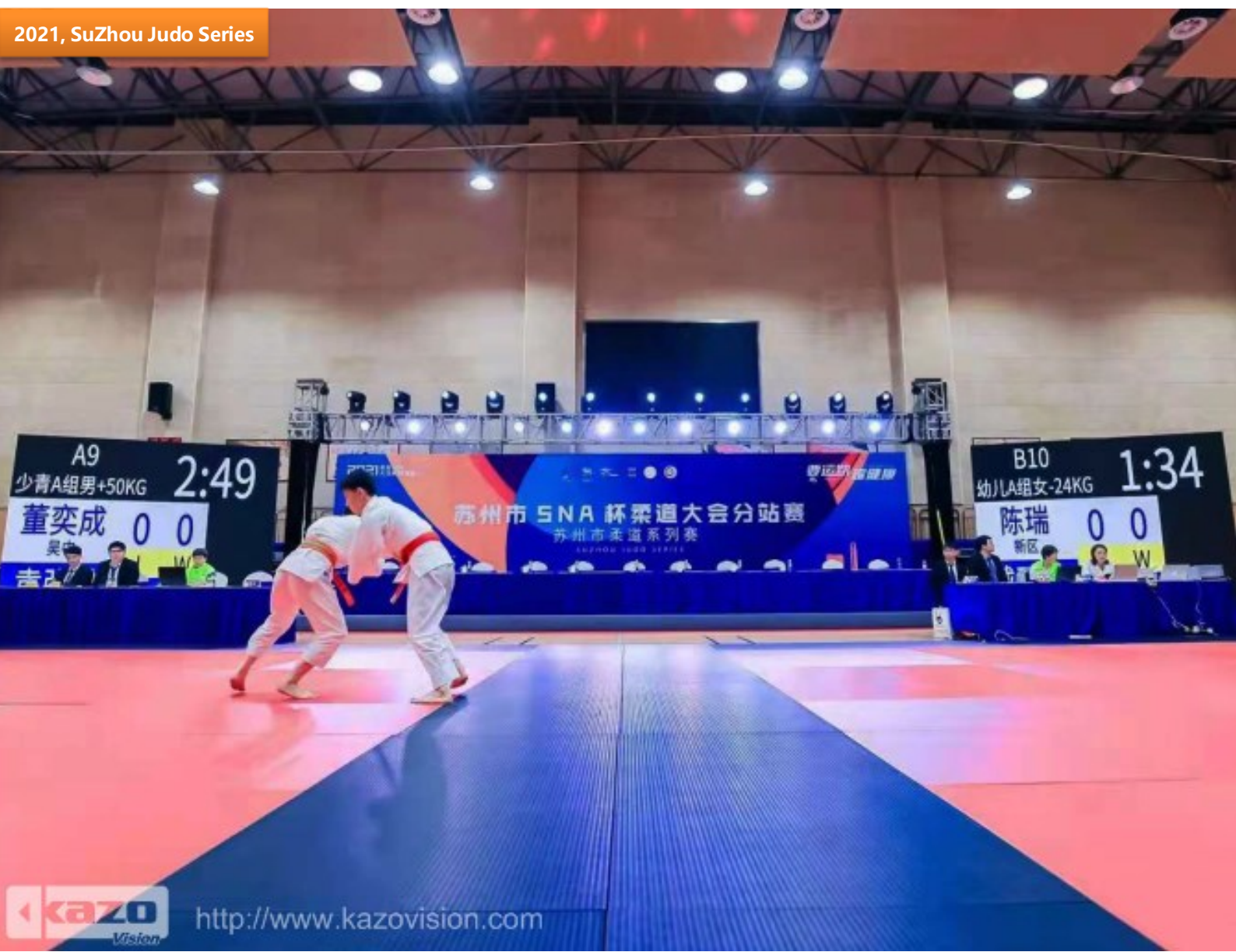
This is a professional solution for LED scoreboard display in Judo stadiums.

Mainly for large-scale Judo matches which held in professional sports venues.

The system functions conform to CJA rules.

Match arrangement, real-time scoring & timing display, players' & referees' info display, rank statistics export & print, slow motion video record & playback, and advertising display can be realized through the coordination of Match Scoring System, Meet Management System, Video Arbitration System, etc.

It is an ideal choice for most of smart and professional stadiums.



## 1.1 System Architecture

The whole system is composed of several subsystems, including: Match Scoring System, Meet Management System and Video Arbitration System.

Each subsystem can not only work independently, but also work together to share the data.

It is flexible for customers to configure according to the actual application.

- **Match Scoring System**

Match Scoring System named ULTRA SCORE is composed of Ultra Score Software, Wireless Host, etc.

It is mainly operated by the referees to realize the scoring and timing work and real-time scoreboard display.

The system functions conform to CJA rules.

- **Meet Management System**

It is composed of Meet Management Server, On-Venue Results Workstation, Printer, etc.

Linking with Online Registration System and Match Scoring System, it can realize: participants management, match schedule, result management, technical statistics, court arrangement, rank statistics, etc.

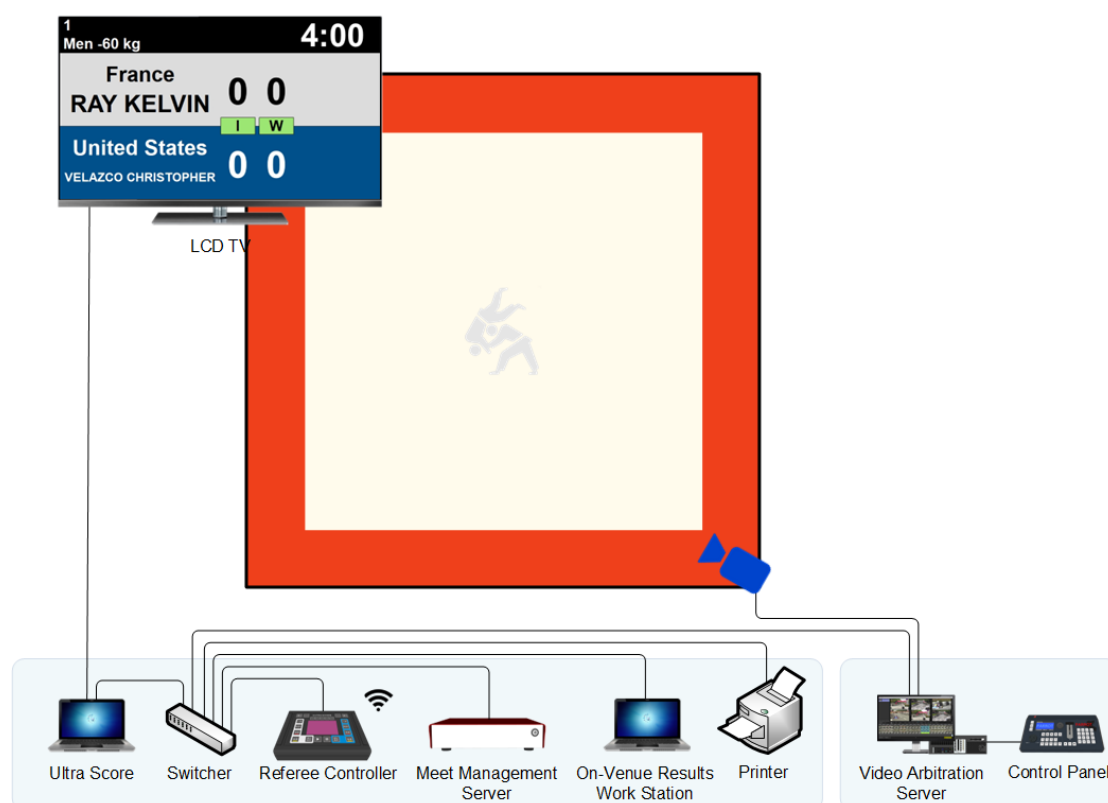
- **Video Arbitration System**

Video Arbitration System named PARROT is composed of video arbitration server, control panel and cameras.

It is operated by the referees during the match. When working with Match Scoring System, referee's score operation will be marked on the frame of video automatically, whilst playback them in slow motion with changes in speed.

It can be used to provide the technical support when dispute happens during the match so as to reduce the misjudging, to ensure fairness and justice of the match.

## 1.2 System chart



### System Structure Description

- 1) **LAN:** A LAN/WLAN is set up in the stadium. Connect the LED control PC, Ultra Score Terminal PC, Referee Terminal, Wireless Host, Match Timer, Meet Management Server, On-Venue Results Workstation and Printer to the LAN.
- 2) **LED Screen:** One or two LED screens are controlled by separate computers which connect with LED sending cards. Both of the LED screens can show the same contents or different contents as required.
- 3) **LCD TV:** 1-2 LCD TVs sets in each court are connected to the referee's computer in each court through video cable for real-time display of single-court scoreboard.
- 4) **Referee's Computer:** A referee's computer installed with Ultra Score software is placed at the referee's table in each court for the timing and scoring of single-court match.
- 5) **Wireless Host:** The Wireless Host is connected to the referee's computer through the USB cable, Used for scoring during the match.
- 6) **Meet Management Server:** It is the core data processing equipment which is installed in the technical table and connected to the LAN by network cable.
- 7) **Video Arbitration Server and Control Panel:** The Video Arbitration Server is placed in the arbitration or judges' table at the side of the court, connected to the LAN through network cables or WIFI, and the control panel is connected to the server through USB cables. It is used to provide real-time video playback for matches and provide basis for arbitration.

### 1.3 Product Configuration (for one court)

Product	Model	Number
<b>Match Scoring System</b>		
Ultra Score Software	Standalone Edition	1
Score Display Software	SCB VIEWER	1
Referee Controller	KS-TKEP-M	1
Meet Management Server	KS-MMS-MINI	1
PC	/	2
LCD Display	/	1
<b>Video Arbitration System</b>		
Video Arbitration Server	KS-PARROT-2C	1
Control Panel	KS-PARROT-CP	1
HD Camera	/	2
Tripod for HD Camera	/	2
SDI Cable	15m	2
LCD Monitor	21.5 inch	1
<b>Queue Number Display system</b>		
Queue Number Display Software	Standard Edition	1
PC	/	1
LCD Display	/	1

## 2. Specification for products

### 2.1 Ultra Score Software

Products	Details
Standalone edition	<ul style="list-style-type: none"><li>◆ Installed on one PC.</li><li>◆ Supports: Judo</li><li>◆ English version</li><li>◆ Including 1 dongle</li></ul>
Standard network edition	<ul style="list-style-type: none"><li>◆ Terminal + 1 Display</li><li>◆ Supports: Judo</li><li>◆ English version</li><li>◆ Including 1 dongle</li></ul>
Professional network edition	<ul style="list-style-type: none"><li>◆ Terminal + Referee + 2 Display</li><li>◆ Supports: Judo</li><li>◆ English version</li><li>◆ Including 1 dongle</li></ul>

#### **Difference:**

##### **Standalone Edition:**

Match management, Scoring, and Media display functions, all in one installed on a PC. Referee must do operation on the PC for display directly.

It is suitable for the stadium where has just one screen, which doesn't have strict needs of the scoring and timing accuracy.

##### **Standard Network Edition:**

Score terminal and media player functions can be installed on 2 PCs respectively. So that one independent PC can be setup on the courtside special for referee's operation, the other PC running as media player to manage the LED display.

It is suitable for the stadium where has one screen, needs to do the scoring and timing on the courtside.

##### **Professional Network Edition:**

Except the function of score terminal, 1-3 media players can be equipped on PCs separately, in order to display different contents on several LED screens.

It is suitable for the stadium where has more than 2 screens where referee need to do scoring on the courtside and LED screens need to display different contents separately. (For example, one LED screen is for scoreboard and another is for advertising or player info).

Scoring interface for Judo:

<b>1</b>			<b>4:00</b>
<b>Men -60 kg</b>			
<b>France</b>	<b>0</b>	<b>0</b>	
<b>RAY KELVIN</b>			
	<b>I</b>	<b>W</b>	
<b>United States</b>	<b>0</b>	<b>0</b>	
<b>VELAZCO CHRISTOPHER</b>			

## 2.2 Score Display Software

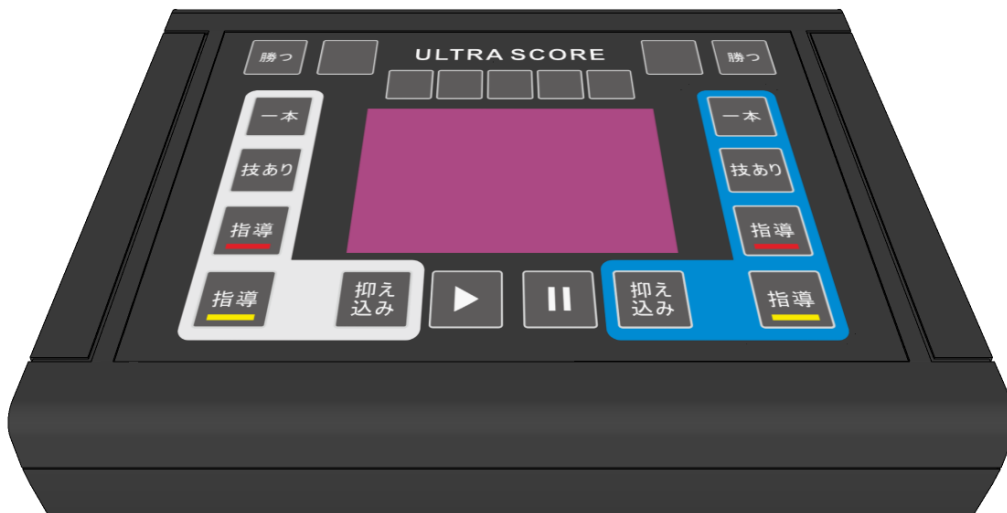
Products	Details
Score Display Software	<p>Model: SCB VIEWER</p> <p>Supported Item: Boxing</p> <p>Languages: English</p> <p>It's suitable for LED / LCD to display score, team member information, national flag and logo;</p> <ul style="list-style-type: none"> <li>◆ To display the instructions of foul, suspension and replacement operation;</li> <li>◆ To display the game time, pause time, system time and game countdown.</li> <li>◆ Scoring &amp; timing operations, layout of scoreboard meet international game rules.</li> <li>◆ All elements on the scoreboard including fonts, color and layout can be edited according to client's requirements.</li> <li>◆ Cooperating with the timing and scoring software to display the scoreboard of single court and multi-courts in real time.</li> <li>◆ The summary display screen can automatically adjust the display layout according to the competition process.</li> <li>◆ Cooperating with the Meet Management Server to display the match roll calling, results announcement, ranking announcement in real time.</li> <li>◆ Auto backup function can recover the match immediately from the computer fault.</li> </ul>





### 2.3 Referee Controller

Products	Details
Referee Controller	<p>Size: 200x145x60 (mm)</p> <p>Weight: 0.5KG</p> <p>Must be used with Scoring Software.</p> <p>Features:</p> <ul style="list-style-type: none"><li>◆ Add score for the players.</li><li>◆ Player warning operation.</li><li>◆ Player passive operation.</li><li>◆ Match timer control.</li><li>◆ Attack timer control.</li></ul>

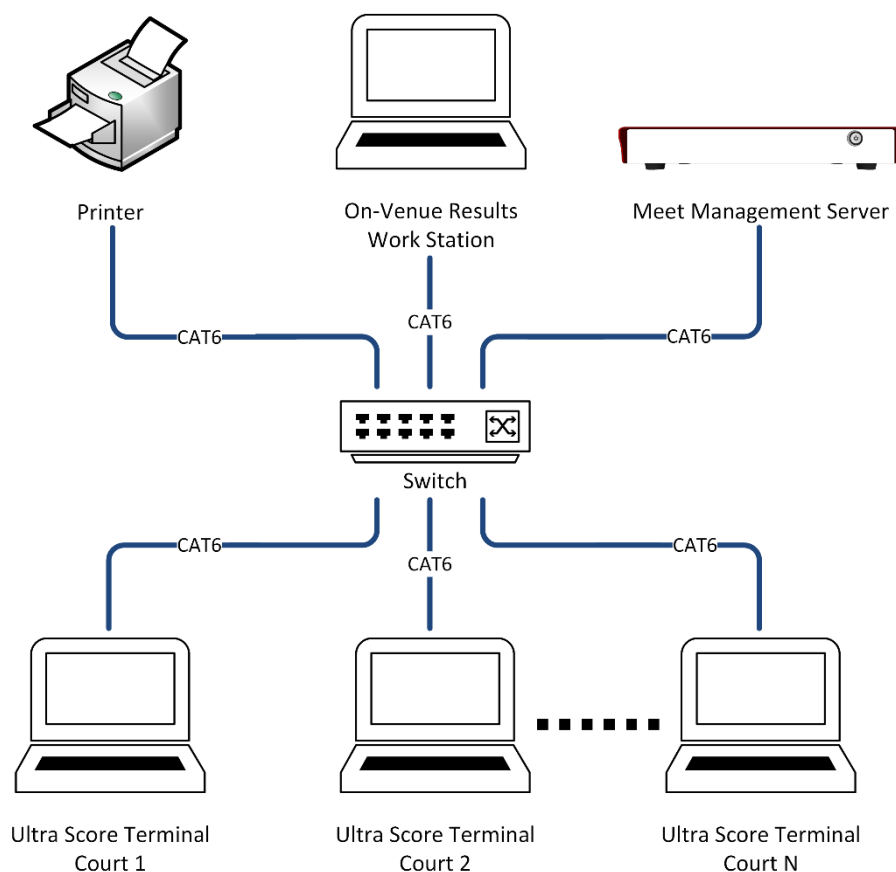


## 2.4 Meet Management System

It is composed of Meet Management Server, On-Venue Results Workstation, Printer, etc. Linking with Online Registration System, Match Scoring System and Basketball Stats System, it can realize:

- 1) **Participants Management:** Information management of players, teams and referees. Both import and input registration form are available. And auto generate the order form.
- 2) **Match Schedule:** Auto draw the players' lots. Multi-project arrangement make the schedule more smoothly. Auto generate the bracket, order form and round form.
- 3) **Result Management:** Receive or record the results. Determine the players' rank, admission or elimination at each stage. Print the results announcement and send to the LED display system, TV broadcasting system and comprehensive meet manage system.
- 4) **Technical Statistics Arrangement:** Combine with the basketball stats software, it can summarize the info of teams' score, teams' timeout, teams' foul, players' substitution, players' foul, players' comprehensive results, and generate the integrated report.

### 2.4.1 System Diagram



## 2.4.2 Meet Management Server

Products	Details
Meet Management Server	<p>Model: KS-MMS-MINI</p> <p>Size: 260x135x35 (mm)</p> <p>Weight: 1.0 KG</p> <p>Input Voltage: 12V DC</p> <p>RAM: 4GB</p> <p>CPU: Intel J3160</p> <p>Hard Disk: 64G</p> <p>Communication: LAN*1</p> <p>Port: VGA*1, DP*1, USB*2</p> <p>Features:</p> <ul style="list-style-type: none"><li>● Multi-court arrangement, auto generate the order form.</li><li>● Multi-project arrangement, make the schedule more smoothly.</li><li>● Monitor the status of each court in real time, including the current field, rotation and player info.</li><li>● Court adjustment, can manually modify the match court and session info.</li><li>● Summary and print integrated report.</li></ul>



## 2.5 Video Arbitration System

Video Arbitration System named PARROT is composed of video arbitration server, control panel and cameras.

It is operated by the referee during the match. When working with Match Scoring System, referee's score operation will be marked on the frame of video automatically, whilst playback them in slow motion with changes in speed.

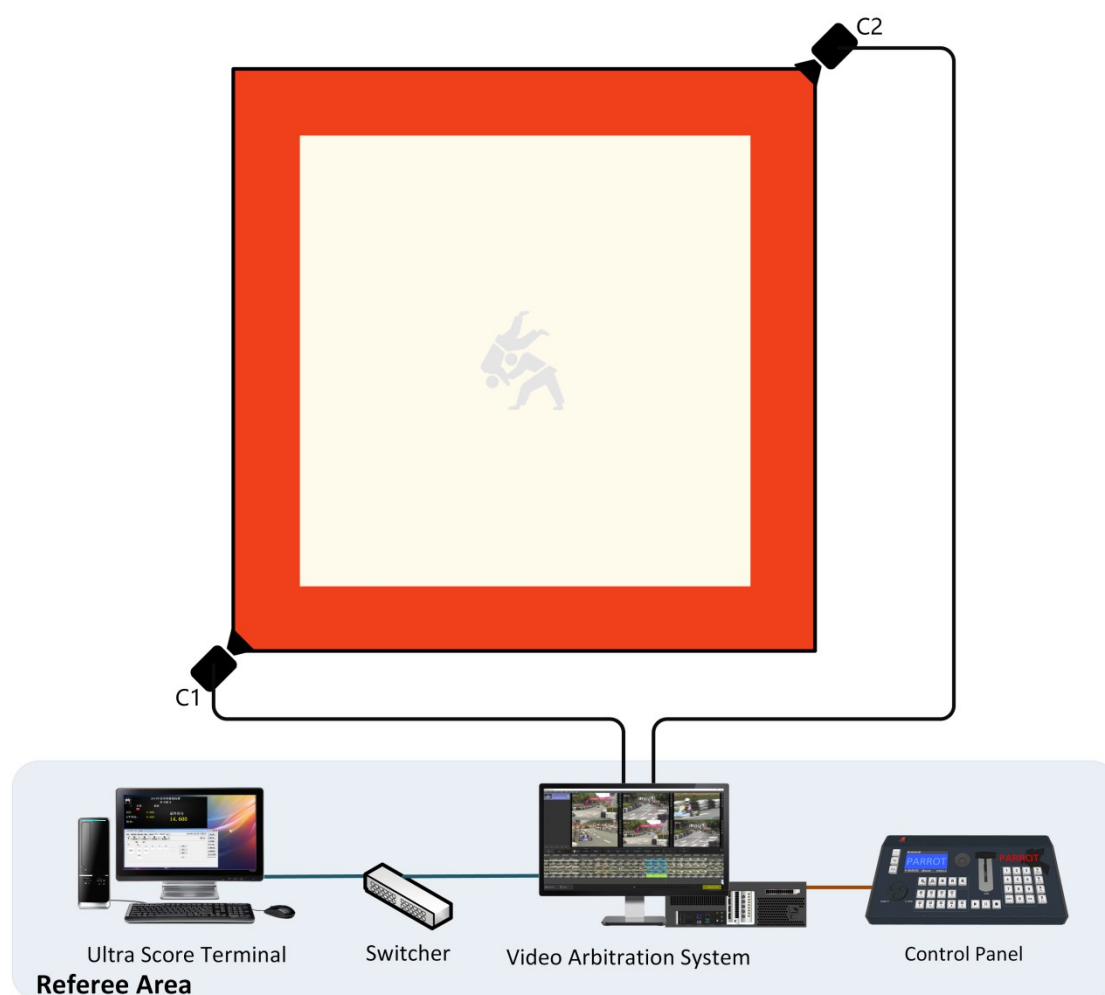
It can be used to provide the technical support when dispute happens during the match so as to reduce the misjudging, to ensure fairness and justice of the match.

### Application:

Aerobics, Basketball, Volleyball, Soccer, Handball, Boxing, Wrestling, Wushu, Judo, Jujitsu, Karate, Taekwondo, Gymnastics, Swimming, Diving, Ice-hockey, Weightlifting, etc.



### 2.5.1 System Diagram



### 2.5.2 System Description

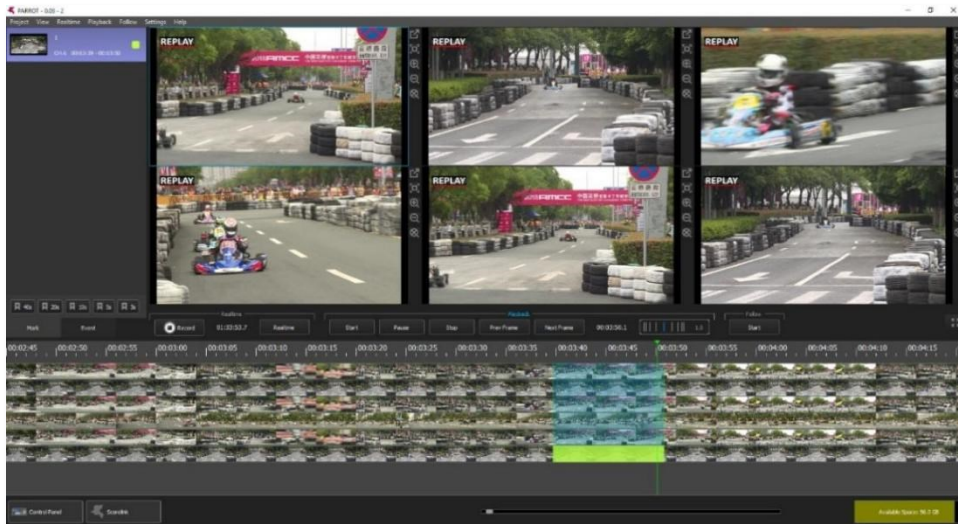
- 1) Ultra Score software is installed on the control computer. Connect the control computer and the video arbitration server to the local network.
- 2) 1-8 sets of HD cameras are installed around the court which connects to video arbitration server via SDI cable.
- 3) Control panel is connected to video arbitration server via a USB cable which makes referee easy to check the playback process and control the speed of slow motion.
- 4) Video arbitration server provides an output video signal which can be connected to LED/LCD display for live slow motion replay.

### 2.5.3 Functions

- 1) **Nonstop video recording in the background:** 1-8 channels of HD video are recorded simultaneously in the background, nonstop for 10 hours. Video retrieval and playback is unaffected.
- 2) **Synch-playback of multi-channel video:** Supports playback mode of single channel video in full screen and multi-angle video in 6 windows.
- 3) **Speed change in slow motion:** supports 20 frame/s video playback and capturing motion in a grid of 0.05s. The function of frame freeze, fast playback, 1/2 slow playback, 1/4 slow playback and dragging progress bar is available.
- 4) **Video event query:** video stream can be divided into several video events, storing in the event list, which can be renamed for retrieve easily.
- 5) **Video segment marker:** Important or controversial moments can be marked in video stream which will be replayed quickly when clicking the marked records.
- 6) **Professional playback control panel:** configuring T-bar, slow moving wheel, speed preset function keys to make the process more convenient.
- 7) **Video signal output:** provides 2 video output signals, one of which is for preview, the other of which can be connected to LED/LCD display for live slow motion replay.

#### Working with Ultra Score System to realize:

- **Auto generate video event:** Video events will be generated automatically for quick query according to the match data that has been preset in Ultra Score.
- Real-time match timer will be superimposed on the video.
- **Referee's operation record:** Referee's every scoring and timing operation can be recorded into the video, showed below the frame when that moment happened.
- **Player's point record:** Player's point can be recorded into the video, showed below the frame when that moment happened.
- **Open developer API:** Just connect your own scoring system onto this Video Arbitration System, so you may record all kinds of events together with the videos.



## 2.5.4 Video Arbitration Server

Products	Details
Video Arbitration Server	<p>Model: KS-PARROT-2C/4C/6C/8C</p> <p>Video Input: 2/4/6/8 channels input synchronously;</p> <p>Input port: SDI;</p> <p>Output port: DP*2;</p> <p>Video Format: 1080P;</p> <p>Recording capacity: ≥ 10 hours;</p> <p>Multi-screen monitoring: supported;</p> <p>Weight: 8kg.</p>



### Software interface





## Device Specification

<b>Model</b>	<b>KS-PARROT-2C/4C/6C/8C</b>
Size	485x480x90(mm)
Net Weight	8 KG
Color	Black
Cabinet	Iron
<b>Interface</b>	
Input	SDI*2/4/6/8
Output	DP*2
<b>Environmental</b>	
Operating Temp	-5°C~45°C
Storage Temp	-40°C~80°C
Relative Humidity	5%~95%, non-condensing
Input Voltage	AC 100V~240V
<b>Functions</b>	
<ul style="list-style-type: none"><li>● <b>Nonstop video recording in the background:</b> 2/4/6/8 channels of HD video are recorded simultaneously in the background, nonstop for 10 hours. Video retrieval and playback is unaffected.</li><li>● <b>Synch-playback of multi-channel video:</b> Supports playback mode of single channel video in full screen and multi-angle video in 2/4/6/8 windows.</li><li>● <b>Speed change in slow motion:</b> support 50 frame/s video playback and capture motion in a grid of 0.02s.</li><li>● <b>Video event query:</b> video stream can be divided into several video events, storing in the event list, which can be renamed for retrieve easily.</li><li>● <b>Video segment marker:</b> Important or controversial moments can be marked in video stream which will be replayed quickly when clicking the marked records.</li><li>● <b>Video signal output:</b> provides 2 video output signals, one of which is for preview, the other of which can be connected to LED/LCD display for live slow motion replay.</li></ul>	

## 2.5.5 Control Panel

Products	Details
Control Panel	<p>Model: KS-PARROT-CP</p> <p>Function:</p> <ul style="list-style-type: none"> <li>◆ Support one touch replay, deferred replay, in/out replay.</li> <li>◆ Preset speed button.</li> <li>◆ T-Bar for dynamic slow motion.</li> <li>◆ Professional dynamic jog wheel.</li> <li>◆ Key to mark the last 10s/20s of the video content.</li> <li>◆ Flexible select the marked video and playback.</li> </ul>



### Device Specification

<b>Model</b>	<b>KS-PARROT-CP</b>
Size	365 x 200 x 98 (mm)
Net Weight	1 KG
Cabinet	Iron
Display	Color LCD(4.3Inch)
Sound	None
<b>Communication</b>	
USB	≤5m
RS232	≤10m
<b>Environmental</b>	
Operating Temp	-5~45°C
Relative Humidity	5~95 %, non-condensing
Storage Temp	-40~80°C
Input Voltage	AC 100V-240V
Total Power	15W

## 2.5.6 HD Camera

Products	Details
HD Camera	Model: KS-PARROT-CAMERA



### Device Specification

Product Model	KS-PARROT-CAMERA
Video output	3G-SDI
Effective pixels	3.0 million
Max Resolution	1920*1080
Max Frame rate	60FPS
Sensor	CMOS
Focal length	4.2MM
Size	62.5*50*50MM