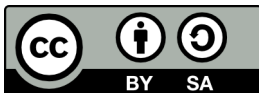


# SPORTDATA SET SOFTWARE

v9.8.5



## TATAMI MODE



Revision: 2019-11-06



T.Sang Tran

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## 2 ACTION OVERVIEW

This section describe briefly about the common action for the user in this mode.

1. Find the **Category**.
2. Open the **Pool**.
3. Select match from record.
  - If necessary, set **Match Winner**.
  - Reset scores.
4. If necessary, create **Repechage** before final match.
  - **Always Save** repechage the first time.
5. Select **Final Match**.
6. Get the final record **Signed by Referee**.

### 3 DRAW RECORD

The draw record used for both the Kata (Draw System) and Kumite.

#### 3.1 OPEN / EDIT DRAW RECORD

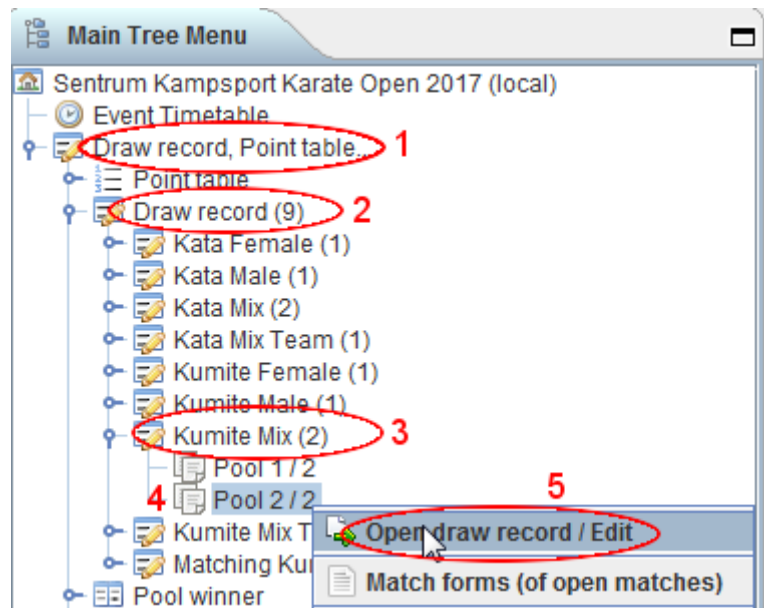


Figure 1: Open Draw Record

1. Expand **Draw, Draw Record Point table...**
2. Expand **Draw Record.**
3. Expand wanted **Category.**
4. Select wanted **Pool** and right click.
5. Choose **Open draw record / Edit.**

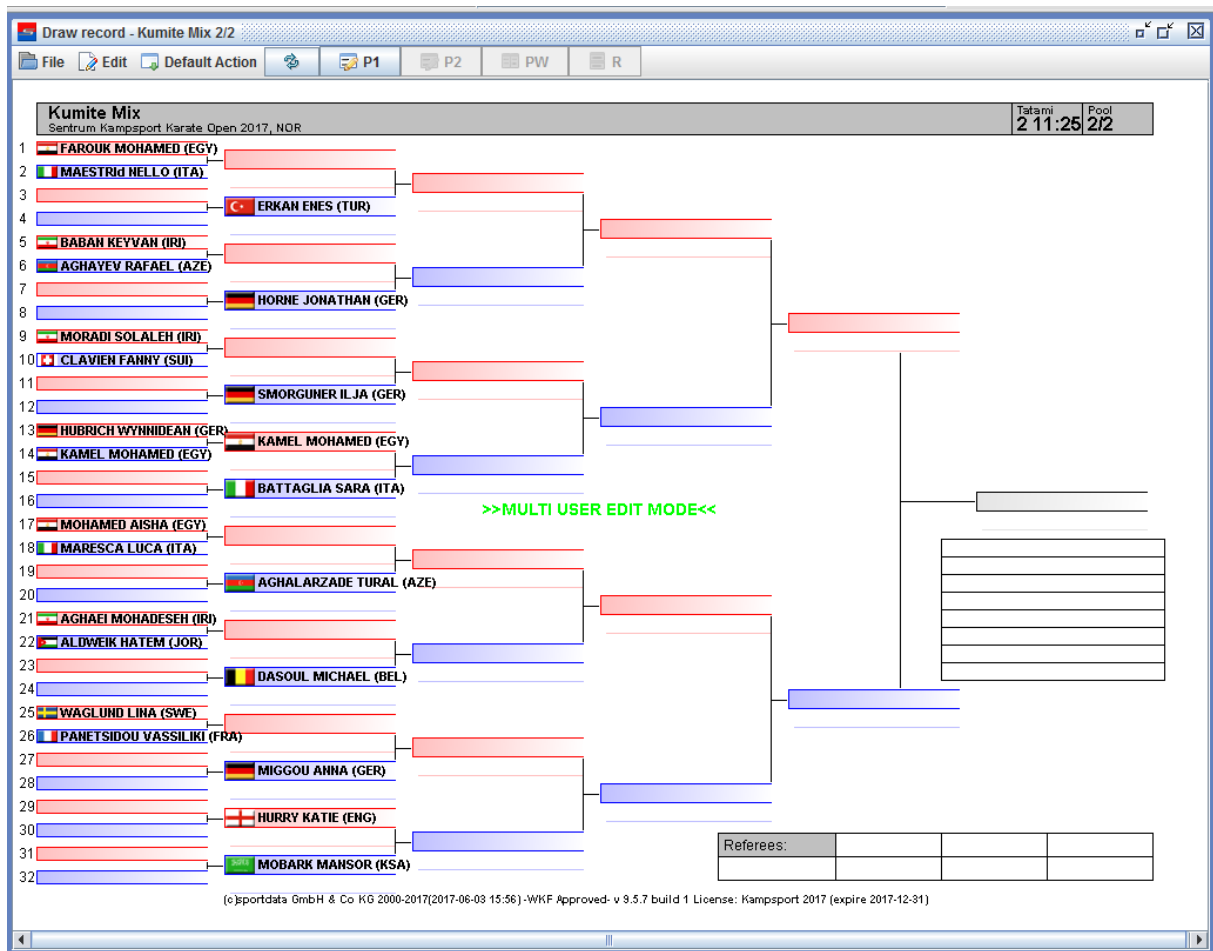


Figure 2: Draw Record Overview

## 3.2 CROSS OUT COMPETITOR

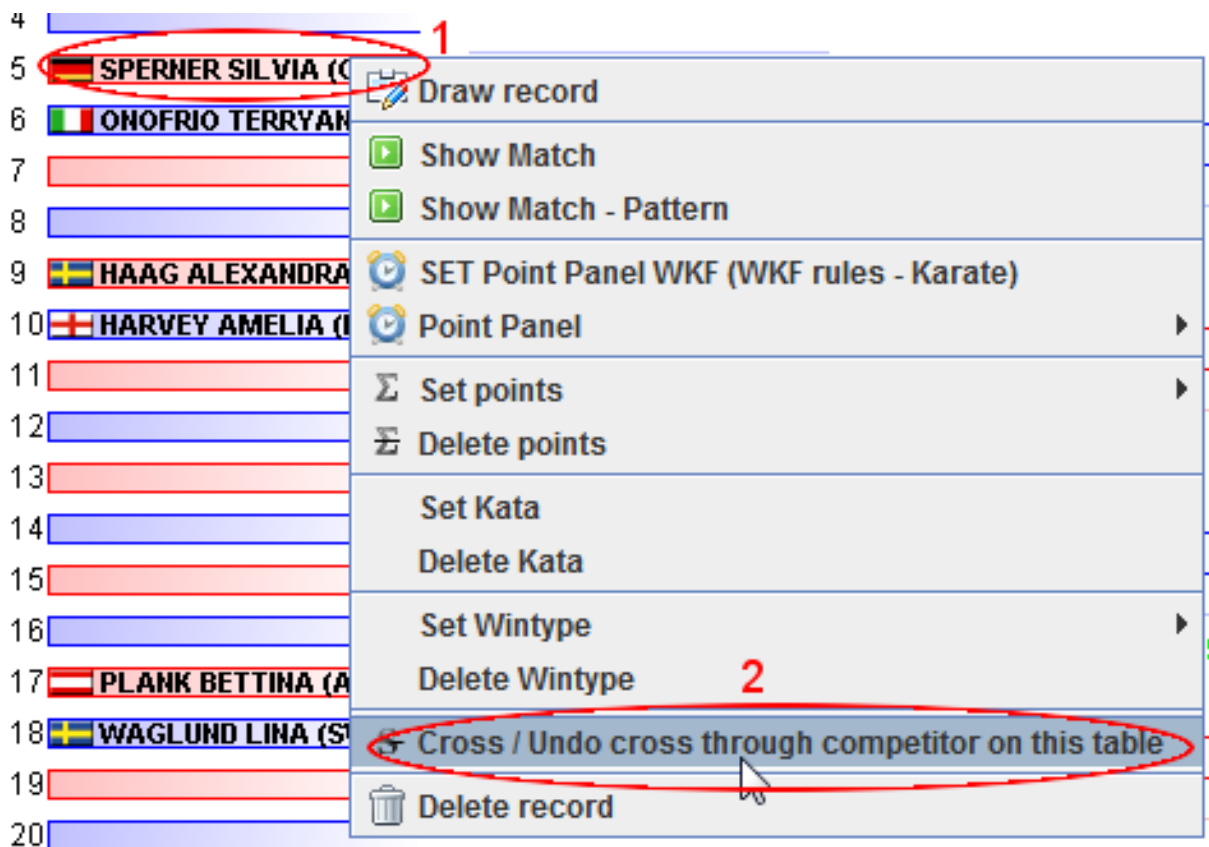


Figure 3: Crossout Competitor

1. Right click on selected competitor.
2. Choose **Cross / Undo**.

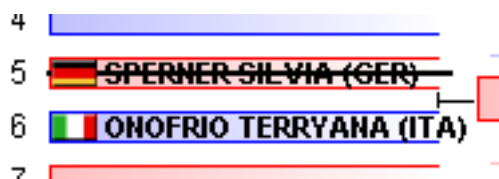


Figure 4: Result of Crossout

### 3.2.1 UNDO CROSS OUT COMPETITOR

To undo the cross out, do the same procedure for as above again.

### 3.3 MOVE COMPETITOR

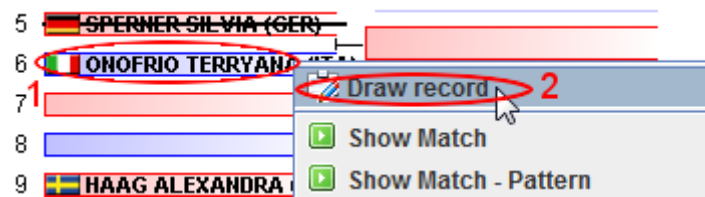


Figure 5: Move Competitor

1. Right click on selected competitor.
2. Choose **Draw record**.

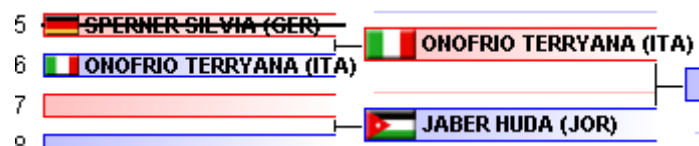


Figure 6: Result of Move Competitor

### 3.4 FREELY MOVE COMPETITOR

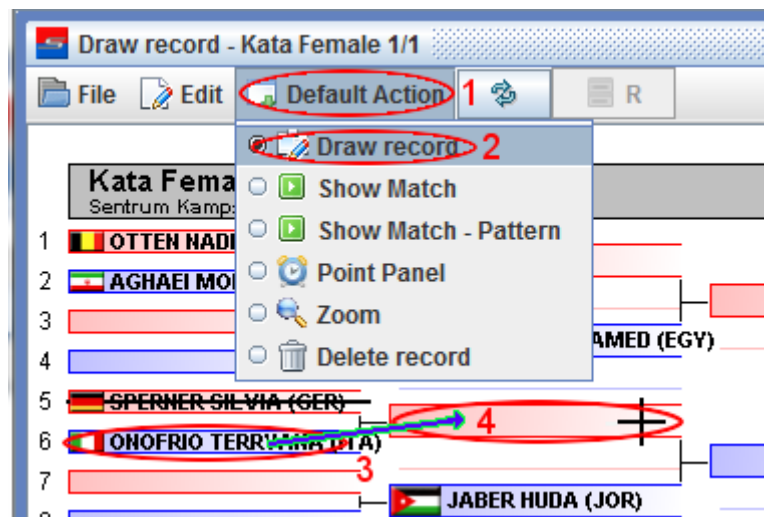


Figure 7: Freely Move Competitor

1. Click on **Default Action** on the menu.
2. Choose **Draw record**.
3. Click on wanted competitor and hold down mouse button.
4. Move to wanted place and release mouse button.



### 3.5 DELETE RECORD

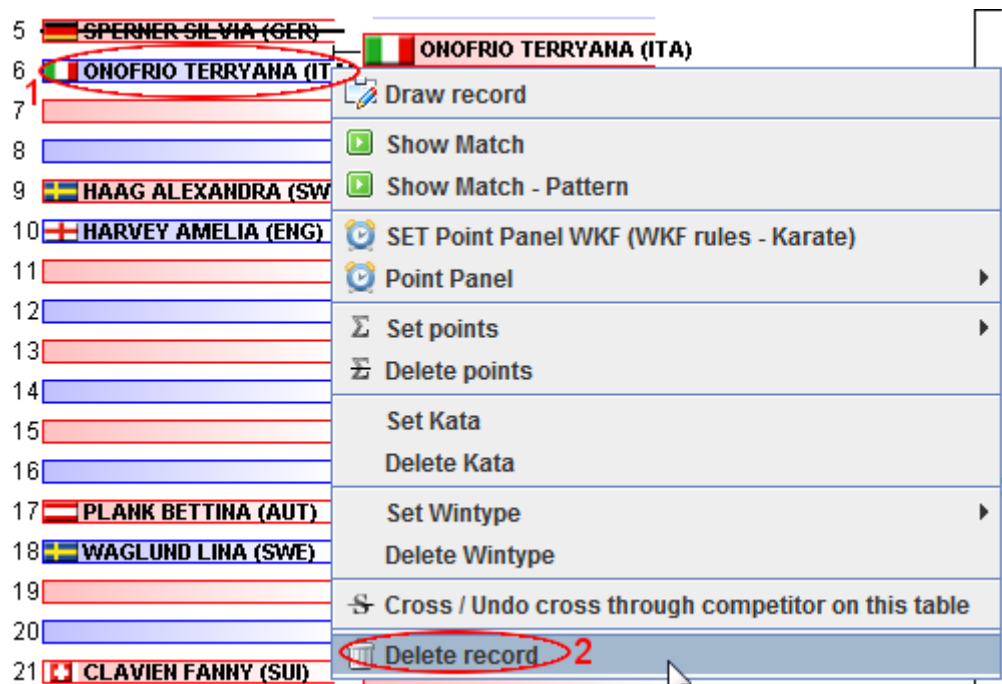


Figure 8: Delete Record

1. Right click on wanted competitor.
2. Choose **Delete record**.

## 4 WKF KATA (DRAW SYSTEM)

### 4.1 OPEN KATA PANEL

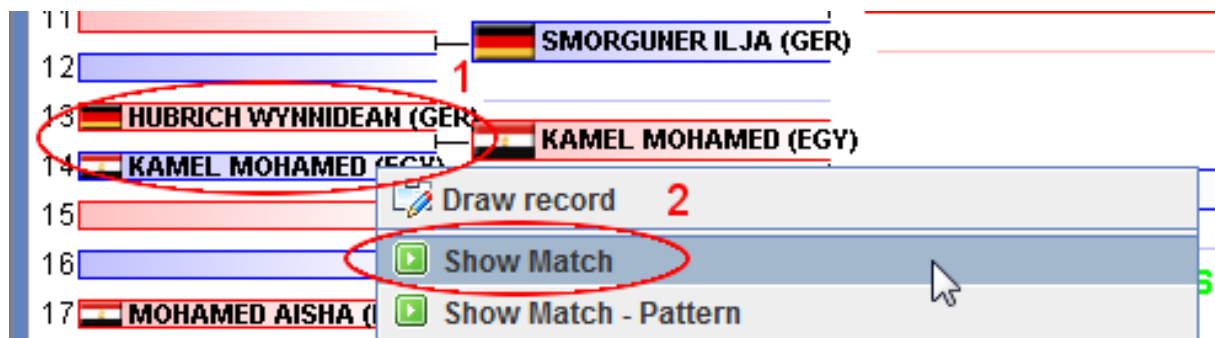


Figure 9: Open Kata Draw Match

1. Right click on wanted match in **Draw Record**.
2. Choose **Show Match**.

### 4.2 KATA DRAW MATCH

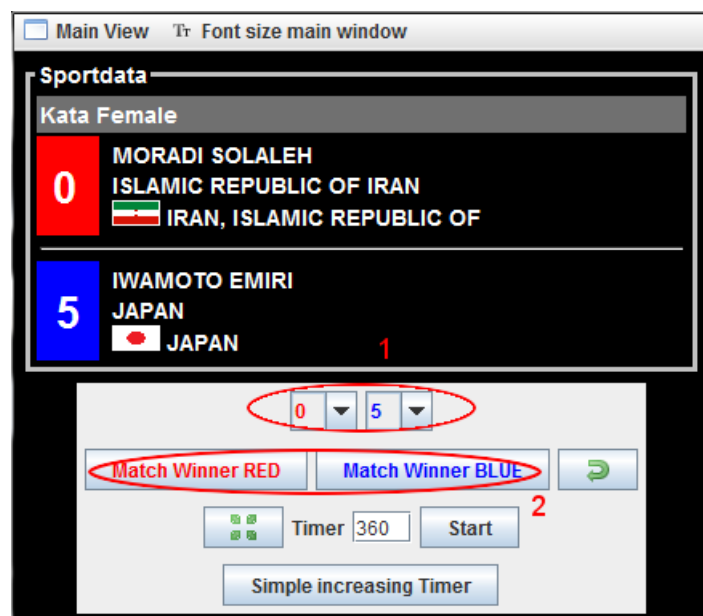


Figure 10: Kata Draw Match

1. Select **Score** for **AKA** (red) and **AO** (blue).
2. Select **Winner**.

# 5 WKF KUMITE

## 5.1 OPEN KUMITE PANEL



Figure 11: Open Kumite Draw Panel

1. Right click on wanted match in **Draw Record**.
2. Choose **SET Point Panel WKF**.

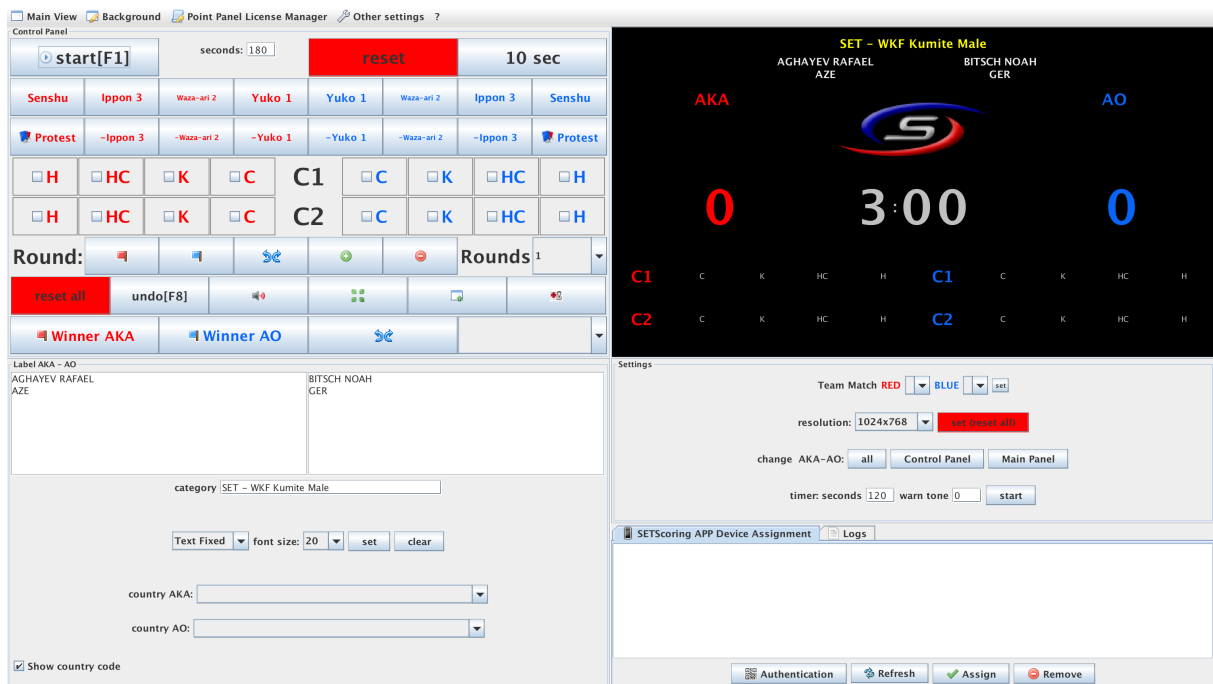


Figure 12: Kumite Panel Overview

## 5.2 KUMITE MATCH

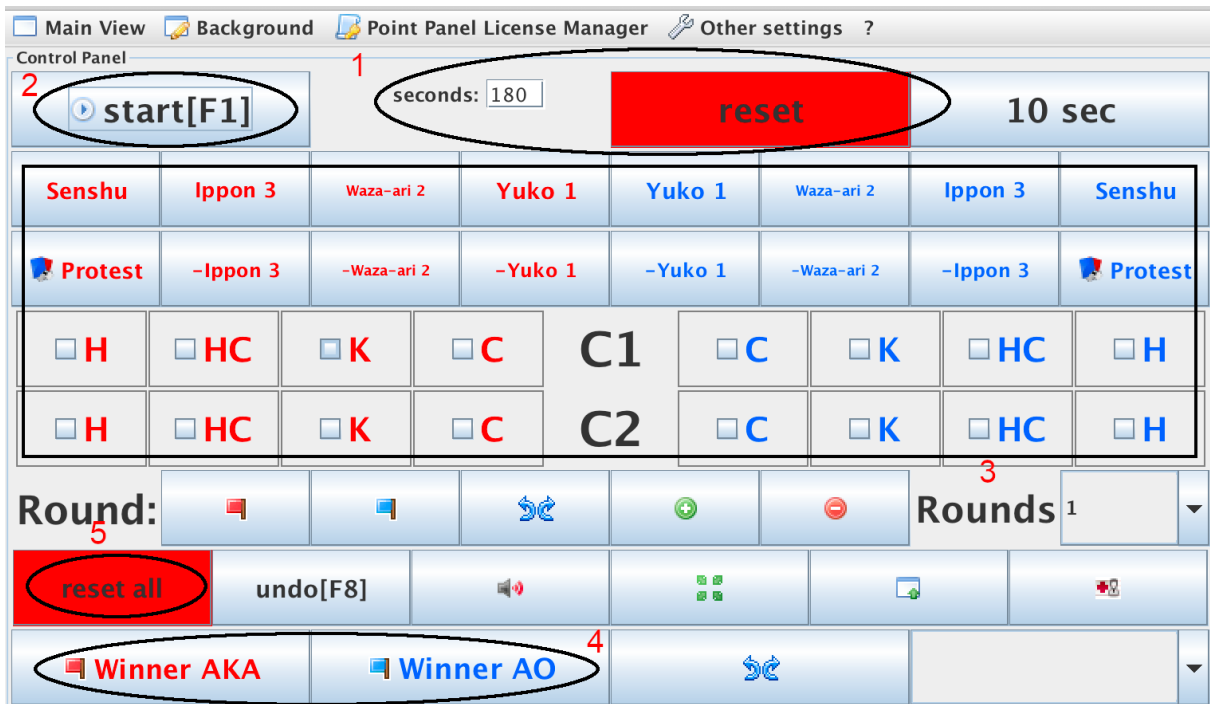


Figure 13: Kumite Match

1. Enter correct **Time** for respective category, then click on **Reset** button to apply the new value. This should only be done once.
2. **Start** or **Stop** the timer.
3. Manage **Senshu**, **Scores** and **Penalties**.
4. Select **Winner**.
5. **Reset All** before starting new match.

## 6 REPECHAGE

Repechage should **ALWAYS** be created before the final match. This will also generate the bronze medal(s) result.

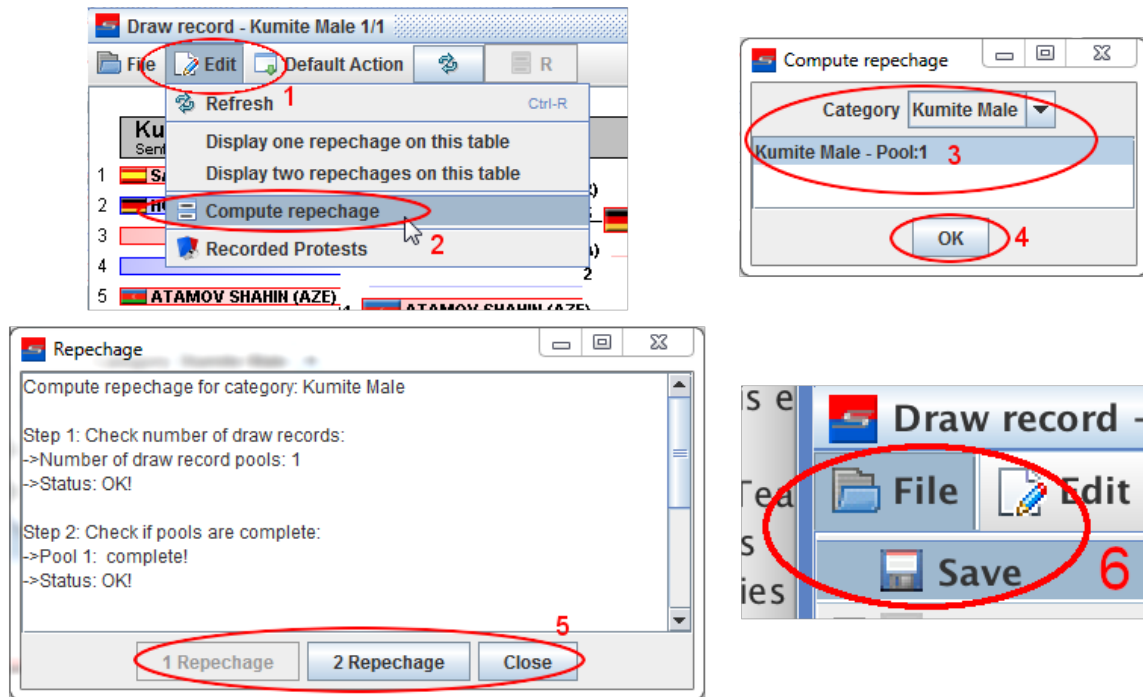


Figure 14: Create Repechage

1. Go to **Edit** menu in draw record.
2. Choose **Compute Repechage**.
3. Select respective **Pool**.
4. Click on **OK** button.
5. Click on **2 Repechage** button.
6. **Save** the repechage.

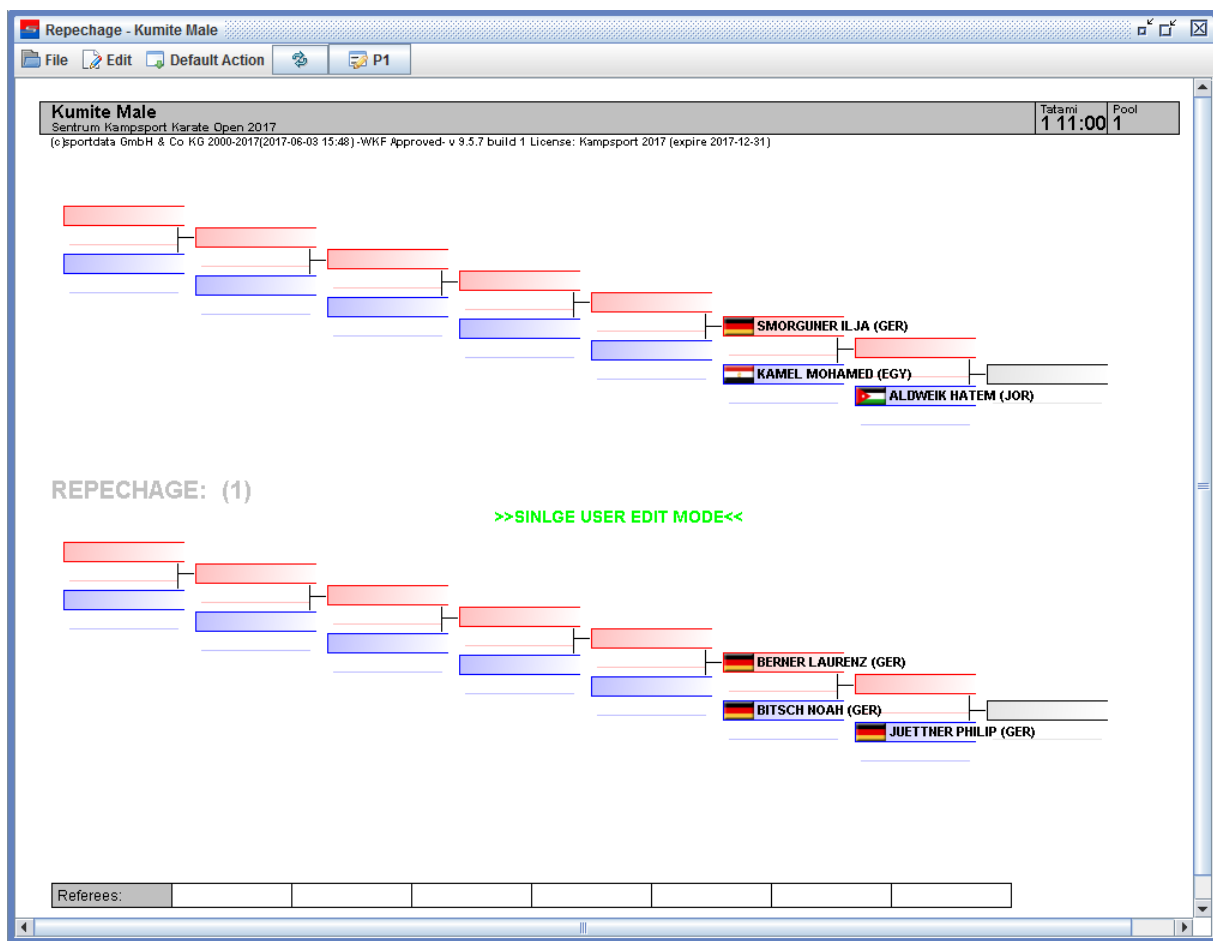


Figure 15: Repechage Overview

## 7 WKF KATA (POINT SYSTEM)

### 7.1 OPEN KATA POINT PANEL

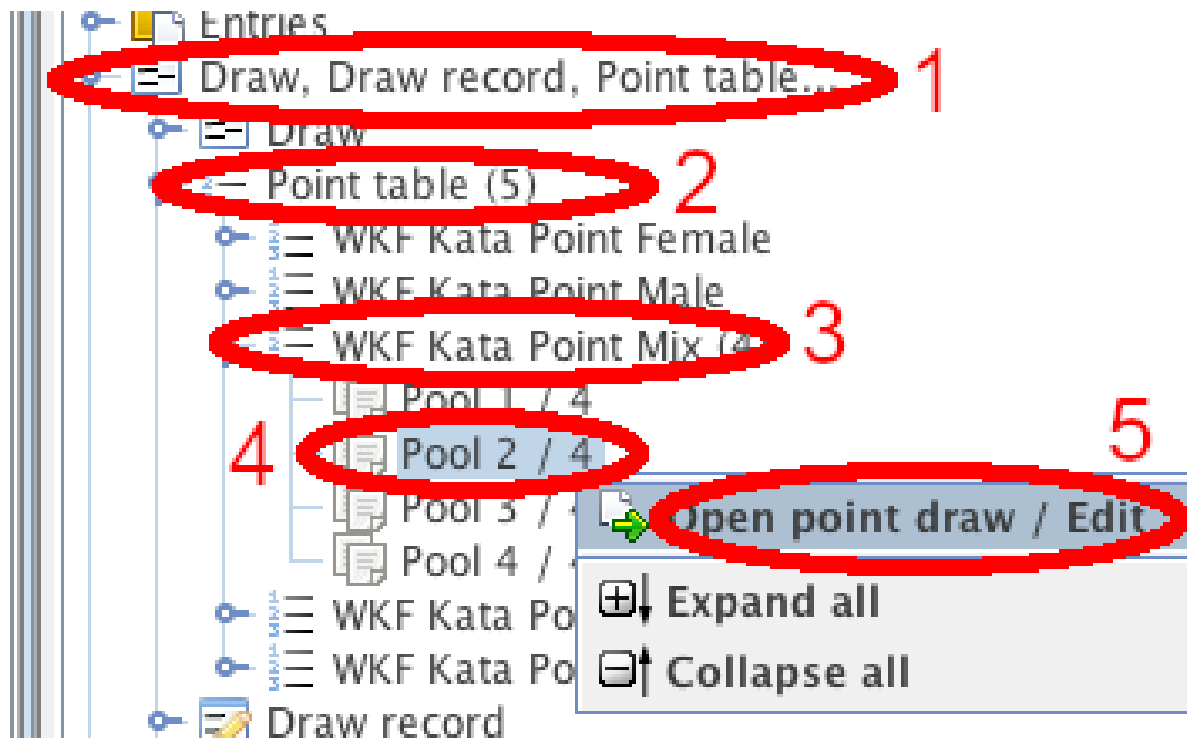


Figure 16: Open Kata Point Table

1. Expand **Draw, Draw Record Point table...**
2. Expand **Point Table**.
3. Expand wanted **Category**.
4. Select wanted **Pool** and right click.
5. Choose **Open point draw / Edit**.

## 7.2 KATA POINT TABLE

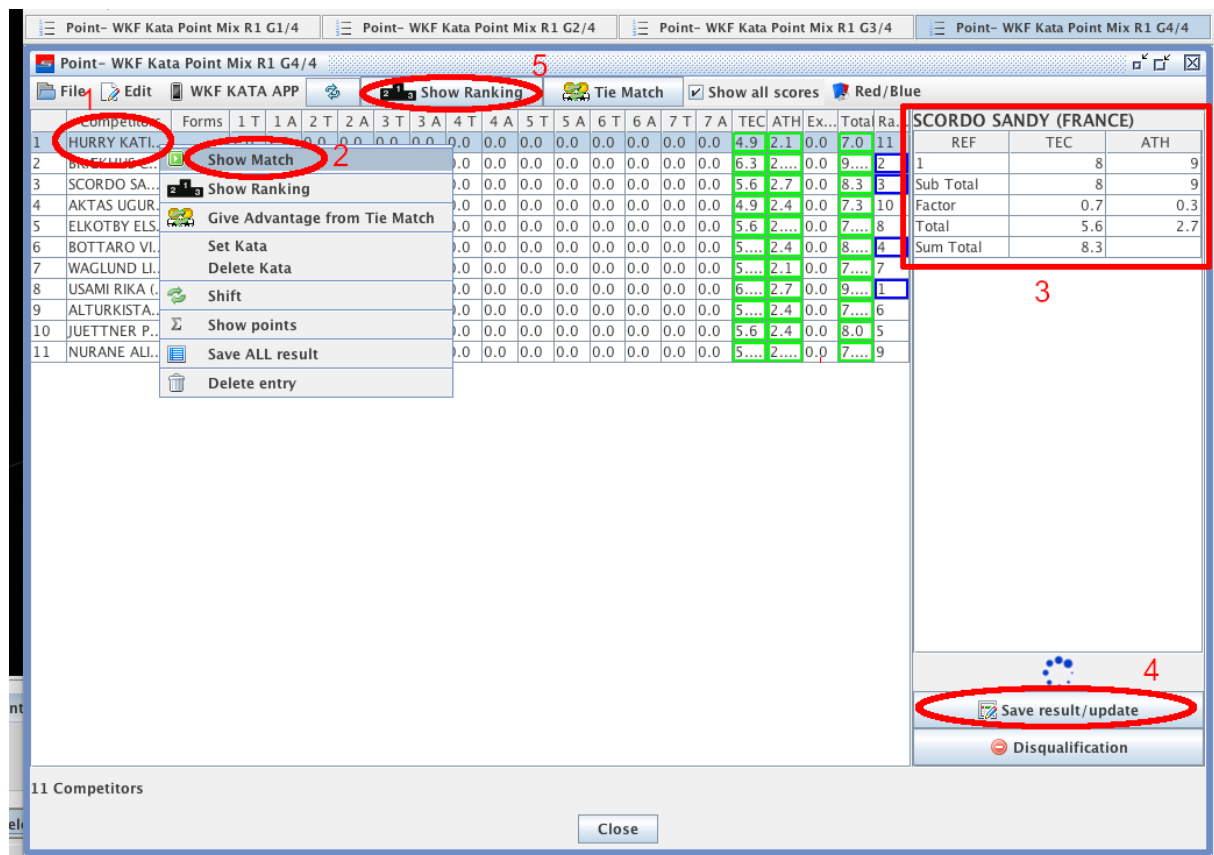


Figure 17: Kata Point Table

1. Select **competitor**.
2. Right click and choose **Show Match**.
3. Waiting for the referees to give points.
4. Click on **Save result / update** to set the scores.
5. When the pool is finished, click on **Show Ranking** to show the ranking for the current pool.
6. When all pools are finished, please notify the **Event Manager** to create the next round.



## 8 WKF KUMITE TEAM

Open the kumite team match is the same procedure as for **WKF Kumite**, this time set number of rounds to use.

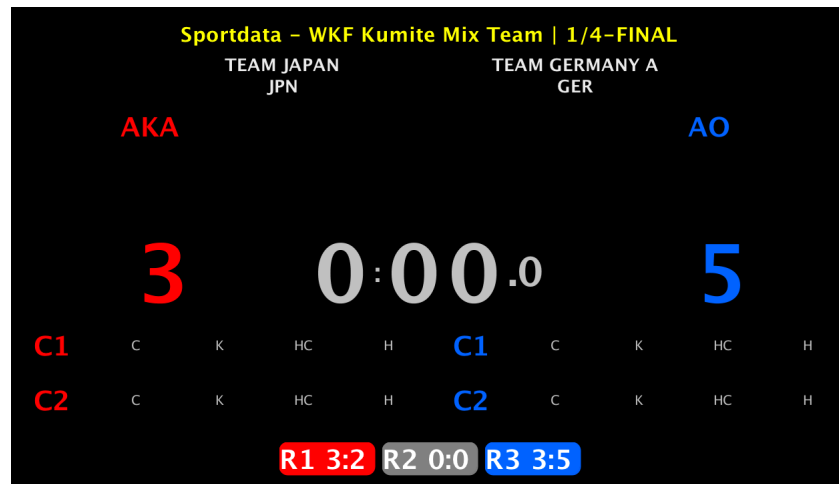


Figure 18: Kumite Team Score

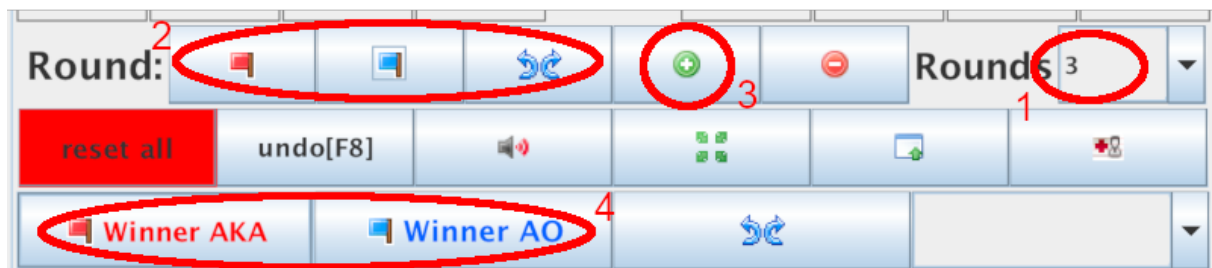


Figure 19: Kumite Team Panel Overview

1. Select **Number of Rounds** and start as a regular kumite match.
2. Select **Round Winner** for the respective round, either **AKA (red)** or **AO (blue)** or a **tie**.
3. Click **Next Round** to continue and accept to reset all components.
4. When all rounds are finished, select the **Team Winner**.
5. **Reset All** before starting a new match.

## 9 MANUAL MATCH

In cases there we want a match that are not in the record, the easiest way is to create a match manually.

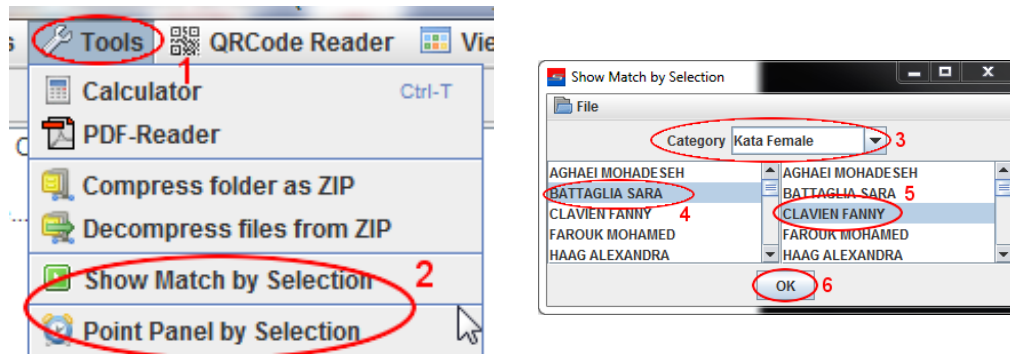


Figure 20: Crete a Manual Match

1. Click on **Tools** from the menu.
2. For Kata: Choose **Show Match by Selection**.  
For Kumite: Choose **Point Panel by Selection**.
3. Select **Category**.
4. On the left side, select **AKA (red)** competitor.
5. On the right side, Select **AO (blue)** competitor.
6. Click on **OK**.

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