



USER MANUAL

WWW.SVILEN.INFO/FIGHTSCORE

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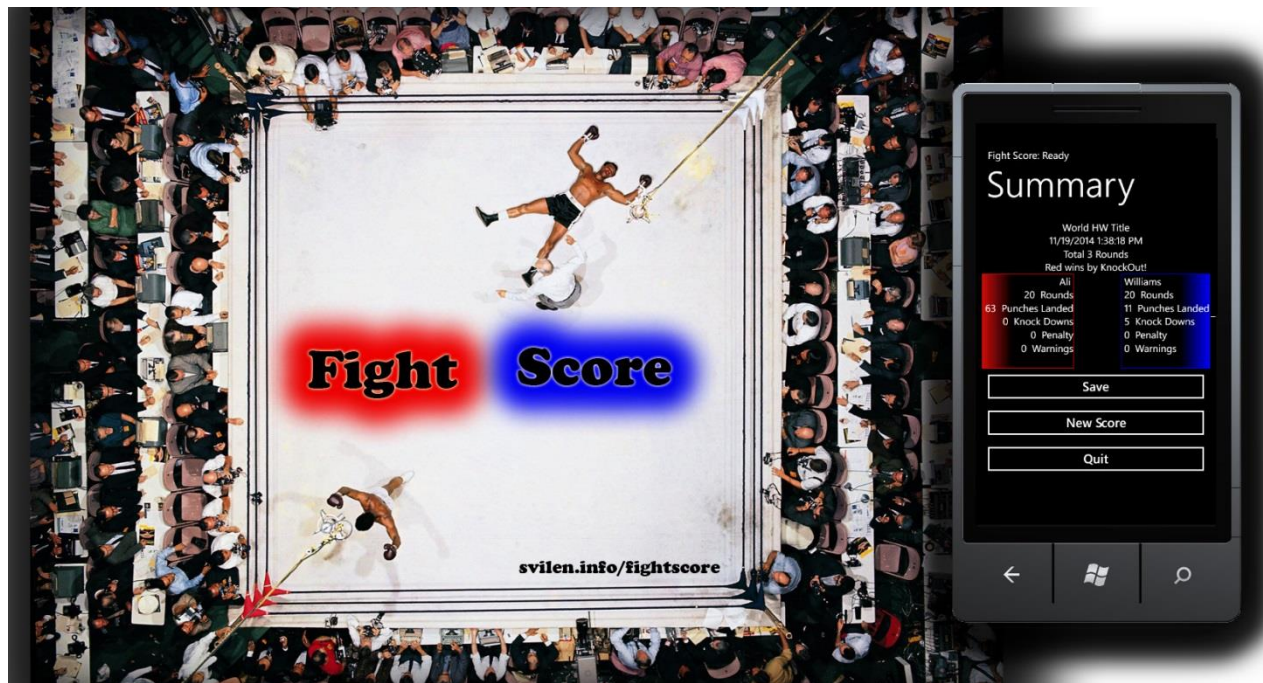
1. INTRODUCTION

Scoring fights becomes often the central point of the fights themselves. The latter happens when the refs make crucial mistakes, which eventually results in a wrong decision – often a terrible one. Furthermore, often the rules aren't defined well like in amateur boxing, where there is no precise definition of a scoring blow, which led to years of corruption to settle in deep. Nothing changed after the "reforms". This all together provoked me to write an app called FightScore, so that anyone can score fights as he feels them to be rightfully scored. My dream since then is to build a community scoring system for a fair scoring!



Referee Russell Mora issuing a terribly wrong KO to Joseph Agbeko, who was hit in between for nth time by Abner Mares. This eventually cost Agbeko him the fight and the IBF world title, while ref Mora was back again scoring world title fights half year later!

In its current state Fight Score is a must have free app for any fighting fan or trainer to score any kind of fights including templates for Boxing, MMA, Grappling, Wrestling!



2. PHONE APPLICATION

Fights Score is designed to let user score fights in an intuitive way. In this chapter we go all the way starting with setting up a fight then scoring it and finally viewing its summary (2.1.). We'll get familiar with some further possibilities of the program like browsing the scored fights and reviewing their summary (2.2.) as well as with couple settings (2.3.).

2.1. SCORE

To start scoring one should simply press score from the start up page and choose the type of fight one would like to score. One can access the provided 6 templates via sliding or clicking their labels on the Setup Pivot.

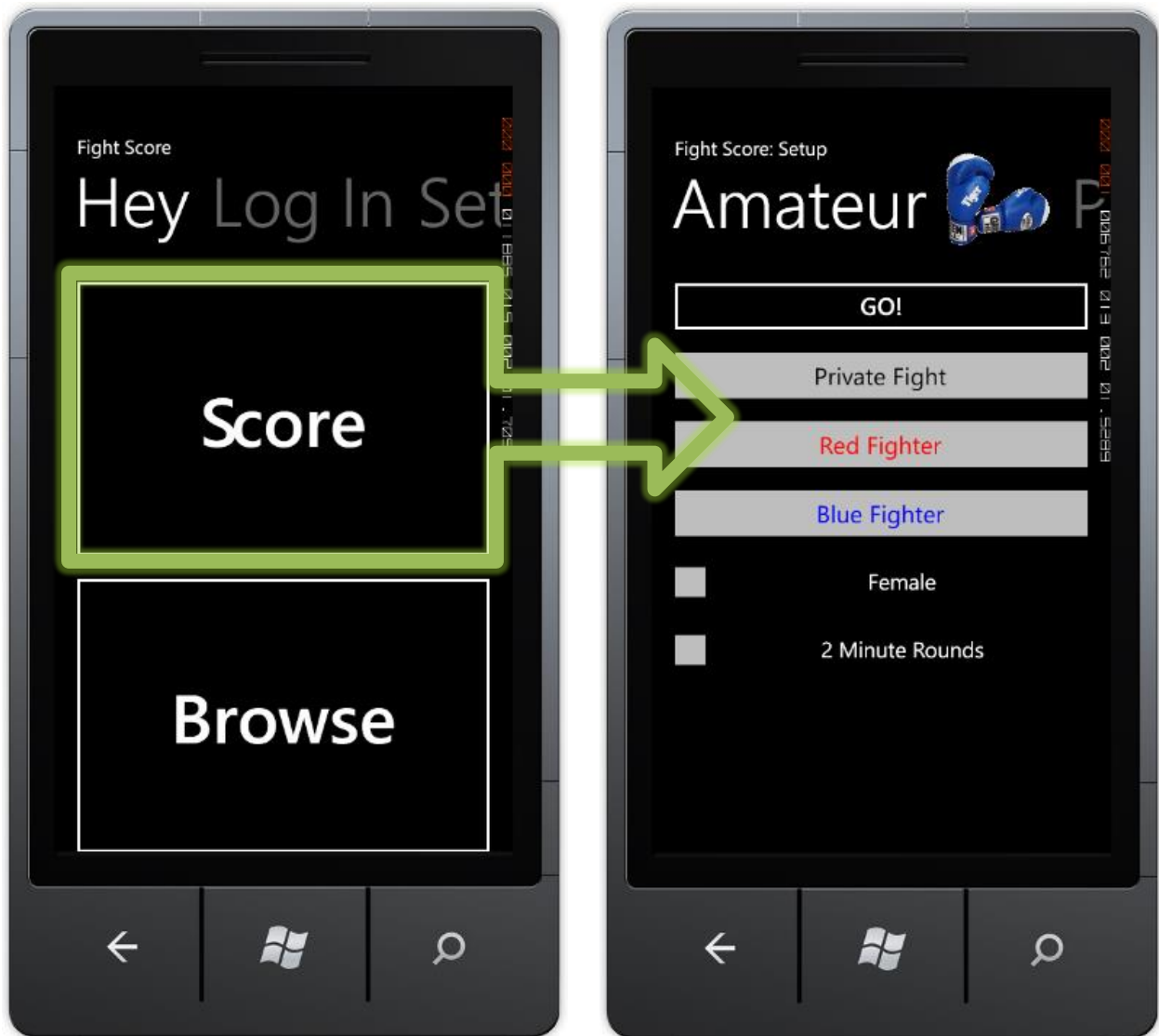


Figure 2.1: Illustration of Scoring tree root

2.1.1. SCORE SETUP DETAILS

In this Section you'll get familiar with the scoring templates – Amateur, Professional, MMA, Grappling, Wrestling and Custom.

Amateur

Amateur scoring template considers the old fashion amateur matches where one scored points during the rounds. By clicking “2 Minute Rounds” you should know that it’s about the period where there were 4x2 minute rounds. Otherwise know there to be 3x3 minute rounds. By clicking “Female” you should prepare for 4x2 minute rounds too. Since the new style of scoring amateur fights complies with scoring professional fights, to score those just slide to the “Professional” pivot tab.



Figure 2.2: *Setting up an Amateur Fight*

Professional

To setup a professional fight you should indicate the round count, which is between 3 and 15, as well as to indicate, whether the fight is a “Female”, which leads to 2 minute rounds instead of 3 minute rounds. All scores after the end of the round comply to the 10 point scoring system despite early fights being from a 5 point round system.



Figure 2.3: *Setting up a Professional Fight*

MMA

Setting up a mma fight is as setting up a professional fight, with the difference that one has to choose between 3 and 5 rounds, each one taking 5 minutes.

Grappling

In grappling there is only one round with different length. If there is an extension having an equal score, just don't click round end. If the fight is still a draw, considering the submission attempts, which count as advantages, you have the choice to select a winner at the end or declare it a draw. You can select for additional information whether the fight is held with gi, however there is still no logic behind this selection. If you select the fight to be submission only, then the score doesn't matter to decide the winner – only a submission does.

Wrestling

To score a wrestling fight just select the round duration of 2 or 3 minutes.

Custom

In the custom pivot item you can score whatever you like by setting it up. You can use this to have interval training like you do your routines. This will automatically change the intervals with bell sound in between. You can have also a great training sessions with three fighters switching in between with setting round time to be equal to pause time. Of course being with gloves you might not be able to switch the rounds, so you can select auto switch rounds well. If you like you can choose a bell sound to indicate intervals. The difference between setting up intervals and both auto switch and bell together is that there after interval training there is no fight summary.

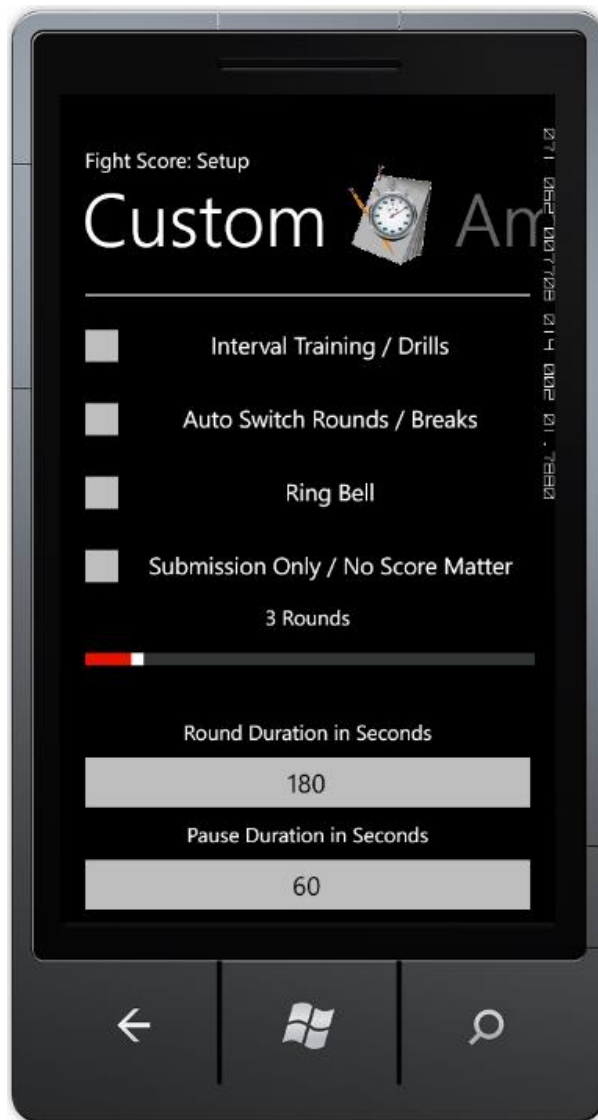


Figure 2.4: *Setting up a Custom bout or training*

2.1.2. HOW TO SCORE?

To start scoring after setting up the fight type click the "GO!" button.



Figure 2.5: *Transition between Score Setup and Score Active*

The scoring then turns into its active state and awaits the user to slide the pivot to start the first round.

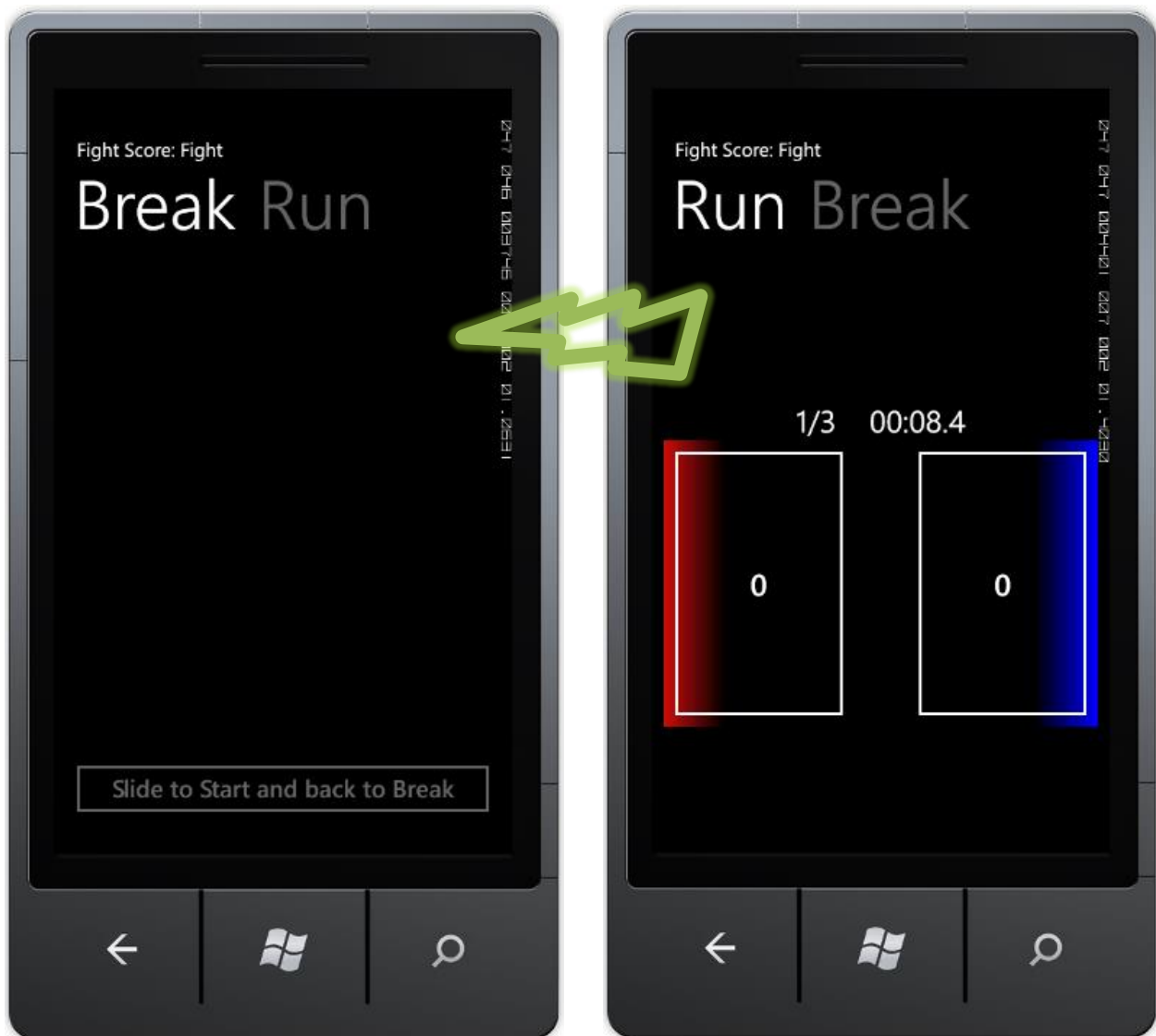


Figure 2.6: *Transition between Break and Active state via sliding*

Score typical blow or a point

To score a typical Blow or a Point you should click the buttons to the corresponding corner. For example, by clicking the red button has the meaning that the red fighter scores a point, which will eventually put him in the lead if depending on the fight type the score matters. Score matters for early amateur fights, wrestling and grappling.

Score a knockdown, submission attempt or a pin

To score those special types you should slide with finger on the button. This starts counting, according to the fight type rules. For example 10 count for boxing knock down or 3 count for wrestling pit attempt. For grappling submission attempt or mma knockdown there is no count. However during this mode one has the possibility to indicate whether attacked

fighter manages to beat the count or to survive the submission attempt. If this doesn't happen then the fight is declared a knockdown or a submission win.

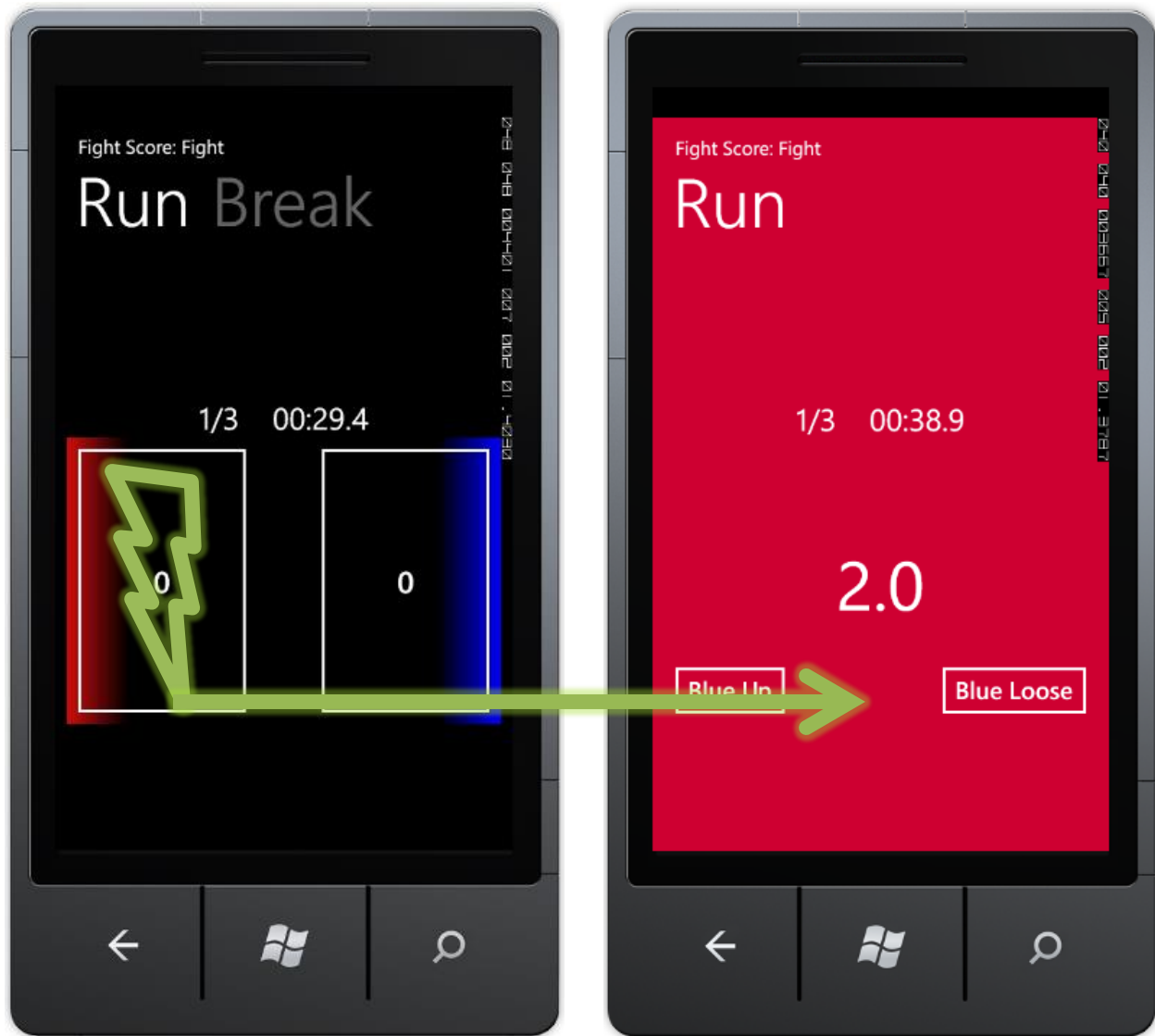


Figure 2.7: *The effect of sliding the score button is to start a count with colors changing with the time being towards the winner*

Score warnings, penalties and TKO

Since warnings and penalties happen when the referee break the fight for a while, often included with holding the timer, those two events happen also in the break pivot item. If for some reason the ref decides to call a technical knockout, or be it the corner throwing the towel, or doctors' decision or fighters wish to quit, you have the choice to mark that with the TKO Button. You should know however, that for example if the blue player resigns you should click the red TKO Button, since the red player is the one who will eventually win by a TKO.

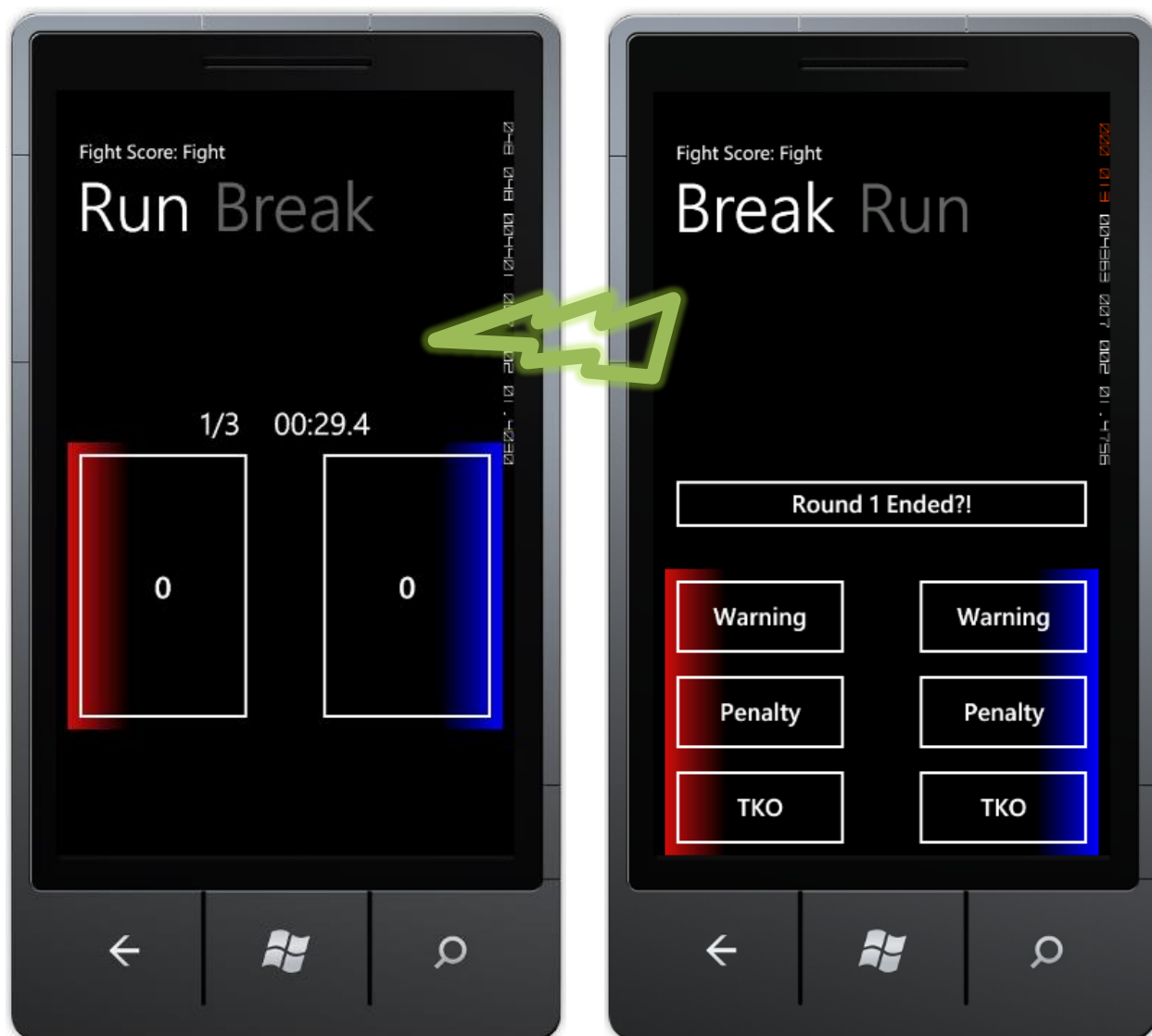


Figure 2.8: *The transition between rounds and time holding events opens the possibility to score corresponding possible events too*

Score a round after finished and transition between rounds

To mark a round as finished click the “Round x Ended?!” button. This will put you in a pause time, where you can score the round for the corresponding fighter by clicking the buttons, which causes a countdown. In a grappling match, where points matter and finishes with draw you can decide the winner in that situation (recall Cobrinha vs Rafael Mendes in ADCC 2013).

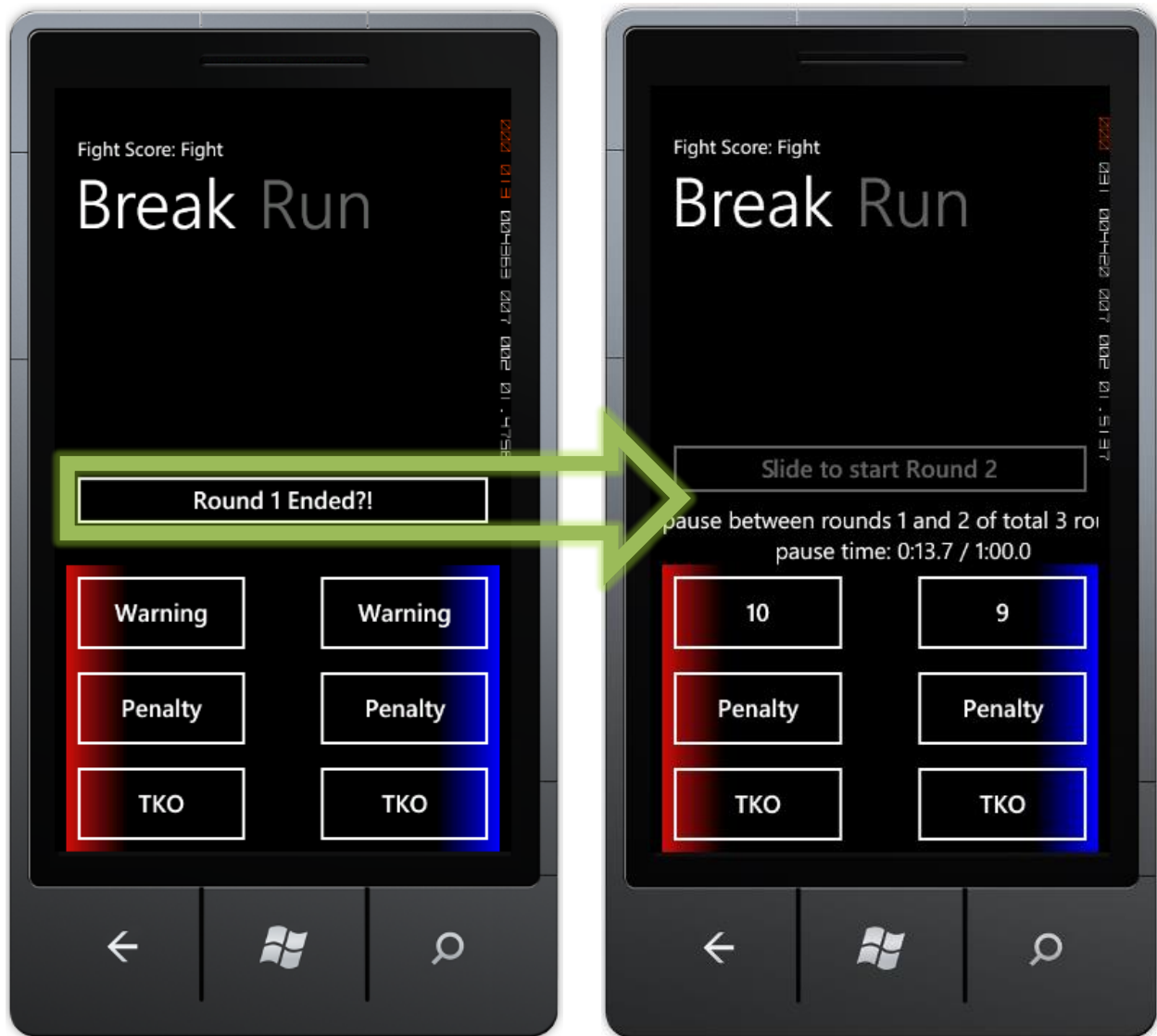


Figure 2.9: *After a round end one can score the round, as well as penalize some of the fighters or choose a TKO if happens (recall Ali vs Frazier in “The Thrilla in Manila”)*

2.1.3. SCORE READY

After finishing with scoring you can enjoy its summary. Then you can quit scoring, or start a new score with same score settings you had. Furthermore if you are logged in you can save your score, which will be attached to your username locally. If you save the score then a button for delete will appear as well, to enable you to delete the score in case you want. You’ll be able to delete a score if you navigate from the browse menu as well.



Figure 2.10: *Fight Summary*

2.2. BROWSE

Since the program is right now operating over a local database the browsing happens only there. So if you are logged in (2.3.2) you can review your scores.

2.2.1. LOCAL

What is being stored right now on the local database are the scores of the different types which belong to the user logged in. Right now the last 10 scores of the user are displayed. Here you should note that in a landscape view, there is more text displayed and in a portrait orientation you can see more fights at once. You should know that by clicking some score, you'll view it summary once again. Of course attempting to save it again won't work, since it is already saved.



Figure 2.11: *Landscape view of browsing local scores*

2.3. SETUP

In this Subchapter you'll be introduced to several global settings (2.3.1.), which makes scoring convenient, as well as a creating a local user to store your scores (2.3.2.).

2.3.1. GLOBAL SETTINGS

In the global settings you can choose default fight and fighters names, as well as decide whether the phone should vibrate to indicate rounds or even ring a bell. By choosing not to use global settings, those return to their default value.



Figure 2.12: *If you want to use Global Settings you can choose those, otherwise return to default*

2.3.2. LOGIN

Right now logging in has no further role than attaching your scores to a user created by you. This makes sense if there are more users using a phone for a scoring machine. Otherwise you can ignore it or just login once and in your next entering you'll be automatically logged in.

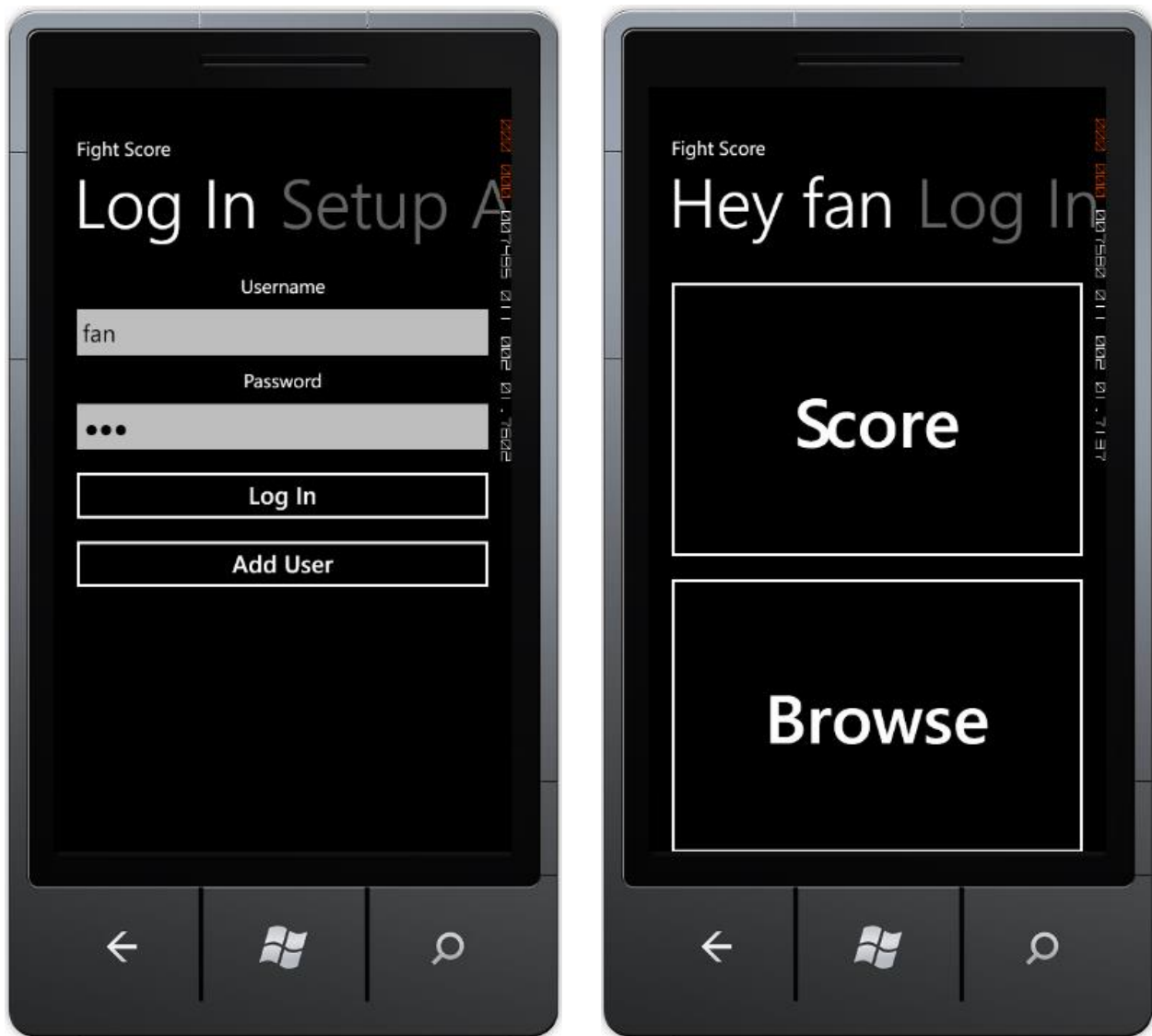


Figure 2.13: *The effect of adding an user or logging in as such*

3. WINDOWS APPLICATION

The FightScore for Windows is a little bit more powerful scoring tool than the phone application in terms of features. In this Chapter we'll get familiar with its installation and usage.

3.1. INSTALLATION

The Windows Application should be installable on any both x64 and x86 Windows XP / Vista / 7 and 8. Here some explanation about the installation, which differs by the prerequisites:

FightScoreWindows-v1.0-Installer-AnyCPU-Plain.zip

This is the installer which should be most commonly used. It should work both on 32 bit and 64 bit machines. The installer has prerequisites for all of its requirements like .NET 4.0 Client Profile and SQL Server Compact 3.5 SP2. Those requirements are set by the installer to be downloaded from the Microsoft's website.

FightScoreWindows-v1.0-Installer-AnyCPU.zip

This should be the installer for those, who have troubles downloading the prerequisites online. The installer includes the SQL Server Compact 3.5 SP2 in its installation folder, but omits the .NET 4.0 Client Profile. The latter is because the .NET runtime is too big to ship with the installation folder and should be installed already on the computer by Microsoft itself.

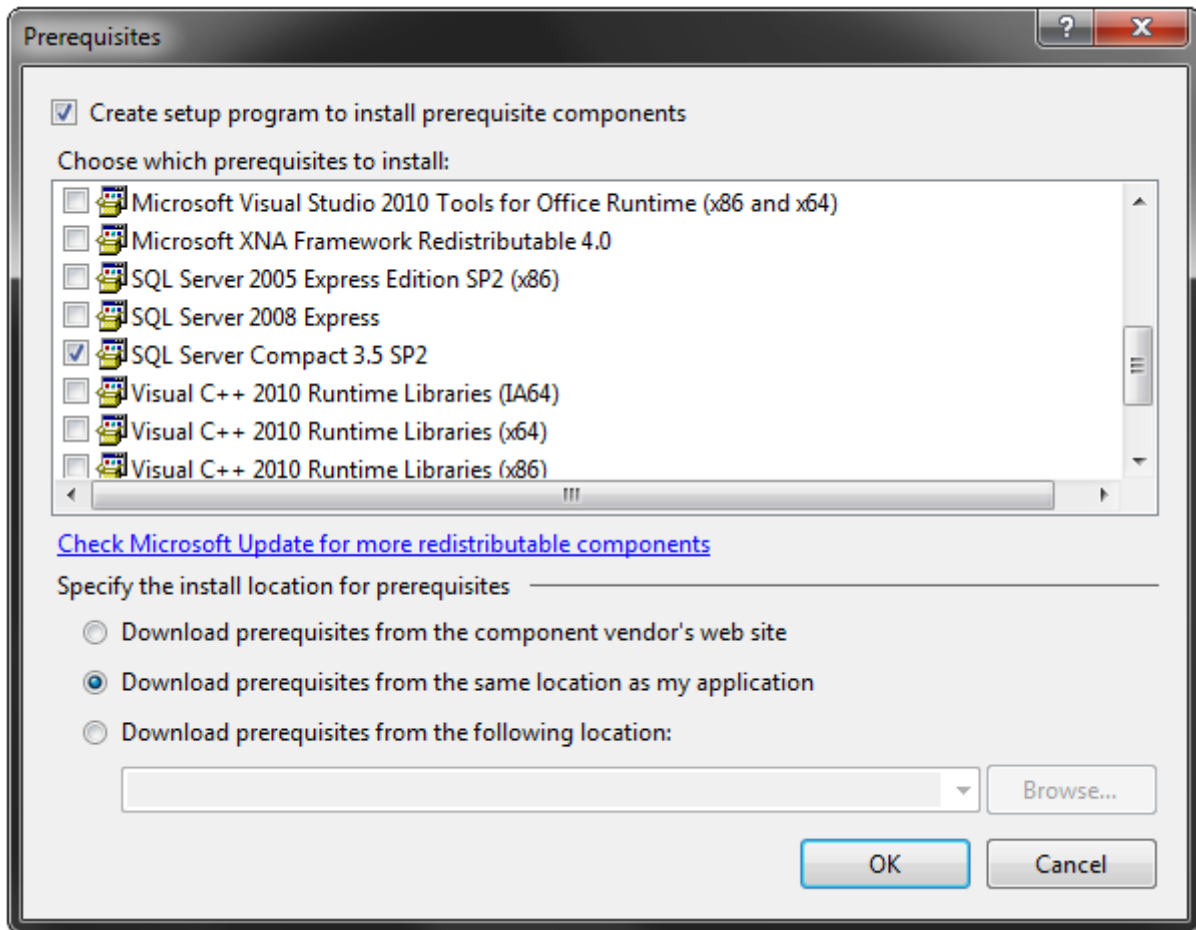


Figure 3.1: *The prerequisites setup for XX-Installer-AnyCPU.zip. For the XX-Installer-AnyCPU-Plain.zip the installation location for the prerequisites is specified to the vendor’s website.*

FightScoreWindows-v1.0-Portable-xXX.exe

This is a handy portable version in both 32 bit and 64 bit variant, which relies on .NET 4.5 and the SQL Server Compact 3.5 SP2 as well. The difference between the .NET 4.0 Client Profile used in the previous installation and the .NET 4.5 requirements used now comes with the used library to unpack .zip files. Those .zip files are the ones to import fight settings and in future fighter settings as well (see 3.2.1.). It just happens that in the first case I have to call Ionic.Zip library, while in the second case .NET 4.5 includes classes to work with compressed files by default.

Privacy Statement

The app doesn’t connect with internet or whatever, while running. Of course during the setup you might be prompted to install the prerequisites by downloading automatically from Microsoft website. The program makes no changes to the computer besides creating its database file called “FightScore.sdf”, currently located in “c:/Temp”.

3.2. SCORE

To score a fight you should first setup what fight you'll score and then start scoring it. In order to save scores you should create a user.

3.2.1. SETUP AND IMPORT

To setup a fight, first select the type of the fight from the drop box. Then write a name of the fight like "Thrilla in Manila". Note that if the name stays "Private Fight" you won't be able to save it later, since private fights are not to be saved. According to the fight type you'll be able to select its settings like Round Durations etc. Note that according to the different types of fight, some settings won't be enabled for a change. In a custom fight type all settings will be available. In addition, you are able to select a fighter picture by clicking its supposable place under the fighters' name.

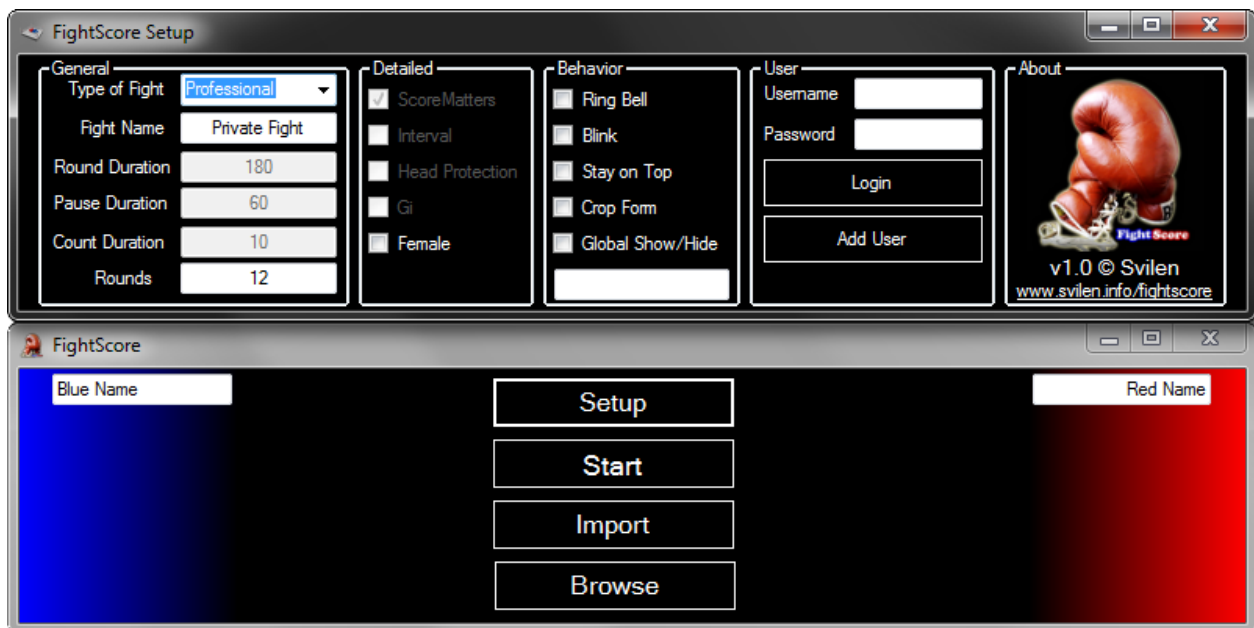


Figure 3.2: Setup a fight by the conventional way

Another and maybe more suitable way to setup a fight is to import it. To do so you should select a .zip file to import the fight settings.

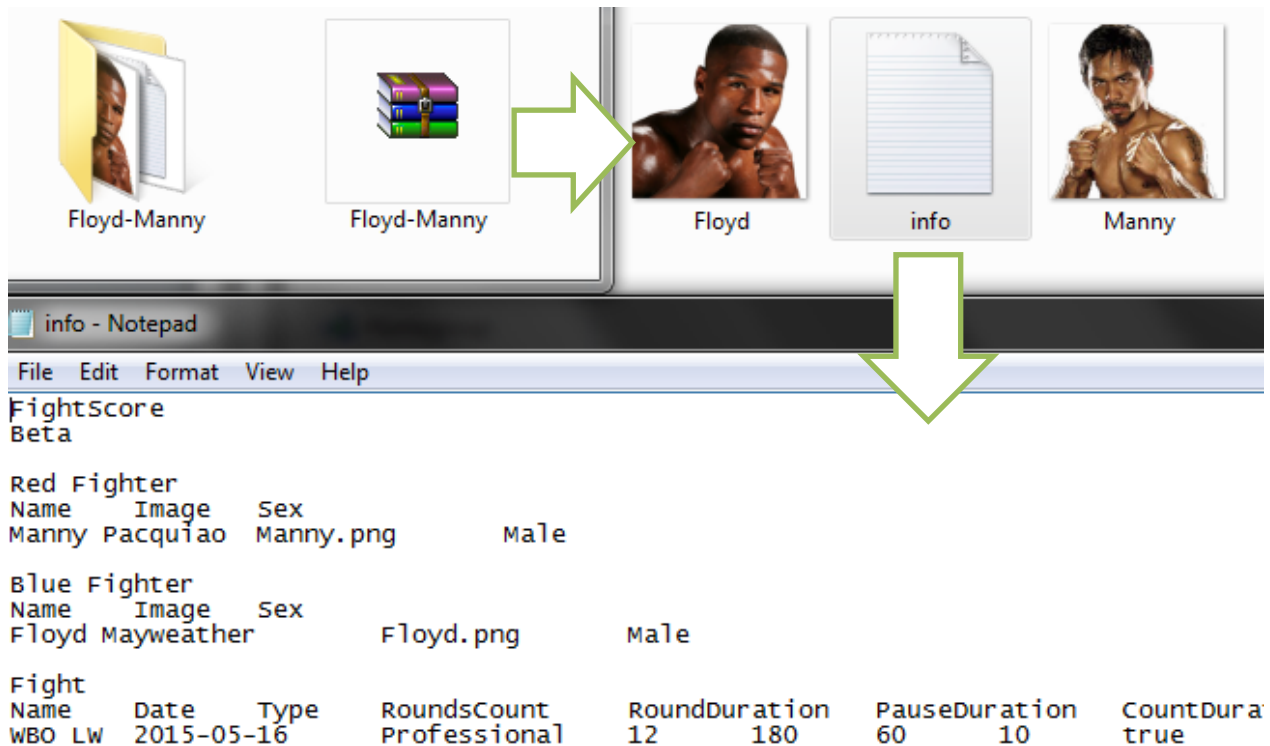


Figure 3.3: *Setup a fight by importing it*

The format for importing is pretty obvious:

1. You should have a "<Fight>.zip".
2. This "<Fight>.zip" should have a folder named "<Fight>" inside.
3. Inside this folder there should be an "info.txt" file and pictures of the both fighters, with same names, as described.
4. "info.txt" starts with a header to describe the package and the version of the FightScore. Note that now "Beta" stands for a beta of the import, since the new import style will come with versions above 1.0.
5. Then the first thing to select is the Red Fighter and his Name / Image / Sex, separated by a tabulator. Again, not just a whitespace, a "\t"!
6. After setting up the Blue Fighter as well, you should setup the Fight, and its settings. Note, that this is the only chance to select a date for a fight other than the current! Maybe this invariant will be changed with later versions.
7. Note, that you should be pedantic with the headers and the whitespace as well. Otherwise, you'll get "Parse Error". To get a deeper knowledge about the parsing logic, navigate to "FileHelper.cs" in the source code.
8. Samples could be found on the website.

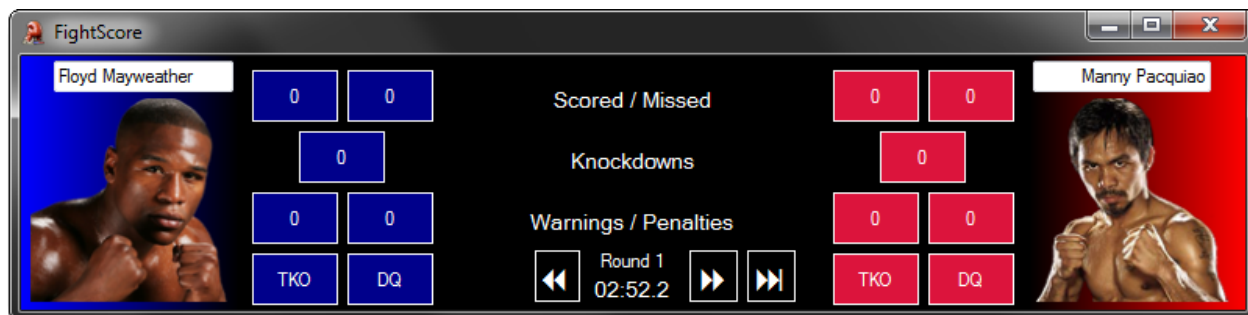


Figure 3.4: *Imported Fight Settings*

After importing a fight you can start scoring it!

3.2.2. SCORING

Scoring a fight is pretty straightforward. There are however couple things you should know about.

General

By clicking the buttons you score the points and other events for the corresponding corner. By selecting a KnockDown you start a KO count. In wrestling this is a Pin Count, so instead of 10 seconds it is 3 seconds. In MMA or Grappling there is no count. However you still can mark the fighter as pinned or knocked out or submitted. Note that by clicking TKO or DQ the fight is marked immediately as finished.

In contrast to the phone app, there is no button to stop the timer, since all buttons are available all the time with their corresponding events. In case of long time cuts you can adjust the time by clicking the corresponding buttons.

Switching between rounds and pauses happens only in forward direction. You issue a round score only in the pauses. There you can still score TKO or DQ.

To stop scoring press the escape key.

Shortcuts

To make live scoring easier, there are couple of shortcuts you should know about, as shown in the picture below. For now they are fixed, but this fact might change with later versions.

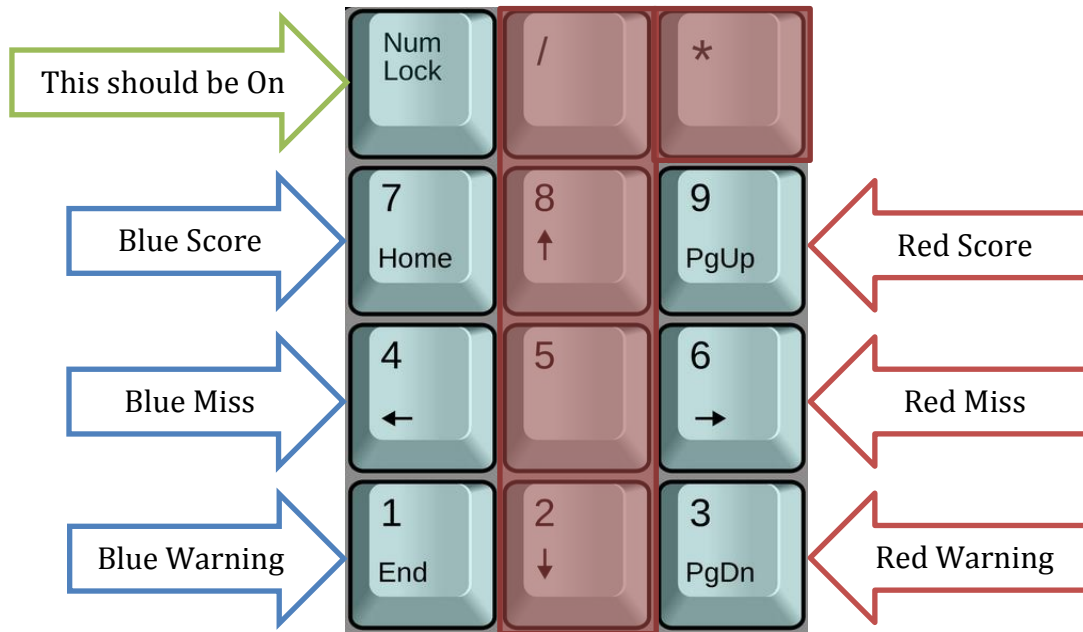


Figure 3.5: *Scoring shortcuts*

3.2.3. DETAILS

After scoring a fight you can see its details. Note that after saving the fight you won't be able to choose its particular details, instead you'll see all of them together. Same will happen if you come from the database. This is due to the current architecture to make score permanently stored in the database in a static manner.

The screenshot shows the FightScore application interface. The top window displays a fight summary for Terence Crawford (Blue) vs Raymundo Beltran (Red). The scores are 0-0 for Scored/Missed, 0-0 for Knockdowns, and 0-0 for TKO/DQ. The result is "Blue wins by Decision!". Below the summary are buttons for "Details", "Save", and "Reset".

The bottom window, titled "FightScore Details", shows a list of categories on the left and a table of round scores on the right. The categories are: Rounds (checked), KDs / Sub Att., Points / Landed, Misses, Warnings, and Penalties. The table shows the following data:

Round Score:	Round	1	2	3	4	5	6	7	8	9	10	11	12	Total
Raymundo Beltran		9	9	9	9	10	9	9	9	9	9	9	9	109
Terence Crawford		10	10	10	10	9	10	10	10	10	10	10	10	119

Figure 3.6: *Score details*

3.3. BROWSE

In its current version the FightScore Browsing is not so full with options, but still allows you to see your data from the database with partial information. The geeks can still browse through the database with external software as described in Section 3.3.5.

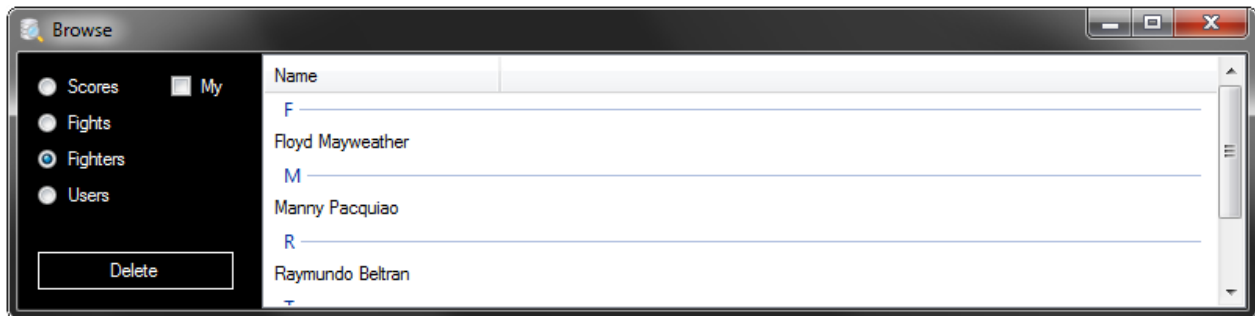


Figure 3.7: *Browsing*

3.3.1. SCORE

Here you can browse through your scores. Here you are able via double click on a certain score to view its details once again.

3.3.2. FIGHT

You'll be able to delete a fight only if there are no scores attached to it.

3.3.3. FIGHTER

Here you can see the added fighters.

3.3.4. USER

You'll be able to browse to see the users, but will be able to delete only the user, you are currently logged in with.

3.3.5. ADVANCED

There is a further advanced browsing option using external software like LINQPad. You'll be able to make queries by yourself and browse through every option in the database. Altering the database is possible as well, but might result in strange behavior of the program like erroneous data display or crashes.

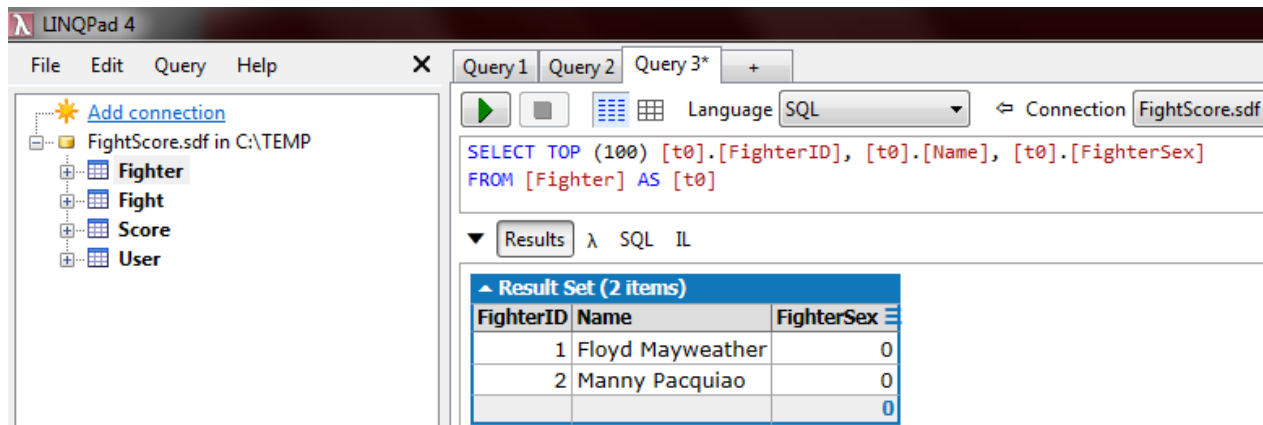


Figure 3.8: *Sample of running an SQL queries using LINQPad. In the current detailed browsing example I've opened the "FightScore.sdf" database and selected both inserted fighters – Floyd and Manny, with their ID, Name and Sex.*

3.4. SETUP

Besides setting up a fight, there are some other settings you might like to know about, like setting up the behavior of the main form or the user setup. In addition, the setup is accessible from the main form with the "Ctrl+S" key combination.

3.4.1. BEHAVIOR

There is some stuff, which will make your scoring process very cool in the Behavior group box:

- Ring Bell – plays a bell sound after each elapsed time duration.
- Blink – makes the main form to blink after each elapsed time duration.
- Stay on Top – makes the scoring window to stay on top. This is very convenient if you score blows or whatever, while you are watching the fight in a full screen with some media player like VLC.
- Crop Form – removes the borders of the main form, which makes it beautiful during live-scoring
- Global Show/Hide – enables you to determine a global hotkeys to show/hide main form. It is convenient in case you watch a fight and bother only to score the rounds or special events like KO. So by pressing your hotkey during the fight the main form will appear and you can do whatever you want. Enter the hotkeys by inserting them in the text form below. Note that, a global hotkey must have 2 control keys at least and one normal key. Control keys are control, alt and shift. Example of global hotkey is "Ctrl+Shift+Z".

3.4.2. USER

In order to save scores you must enter some user. When entering an user you should note that the database is not encrypted so if someone is about to sit on your computer, he'll be able to see your user password if he is a geek. So don't use your username and password you use on other places. You can just add a user with an empty password.

I've made up the stuff with the must have user for a score, because if there are more than one scores per fight, one should somehow assign usernames to those. Also there might be more people sitting on a computer to score. Or users might exchange their databases as well.

4. FURTHER

I am willingly developing this software and there are some directions, which I am not sure which one to take first. Most important two in my eyes are porting the app to other platforms and building up the cloud based scoring. Other extensions include bigger functionality and more scoring templates. I'll be happy to receive any support for those tasks. For information how to support the app you can visit the website:

WWW.SVILEN.INFO/FIGHTSCORE