KATAS

K.A.T.A.S.

Karate Timekeeping and Scoreboard

For WKF SHOBU Kumité

K.A.T.A.S

Karate Timekeeping and Scoreboard

- Hardware and software requirements
- Screen views of the software (WKF rules)
- Choosing of contester's parameters
- Start & Stop Time
- Points & Penalty
- Last 10 Sec (Atoshi Baraku)
- 10 Sec rule
- Correct mistakes or recall decisions
- Victory screen
- Save data
- Options
- Use K.a.t.a.s. for kata competition
- Updates

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Karate Timekeeping and Scoreboard

Hardware demands:

Laptop PC of desktop PC windows based

(no extra memory or heavy processor)

Extra Screen for tatami and public view.

How big extra screen ? Budget !! and How big is the competition room

If screen has no speakers …extra speakers

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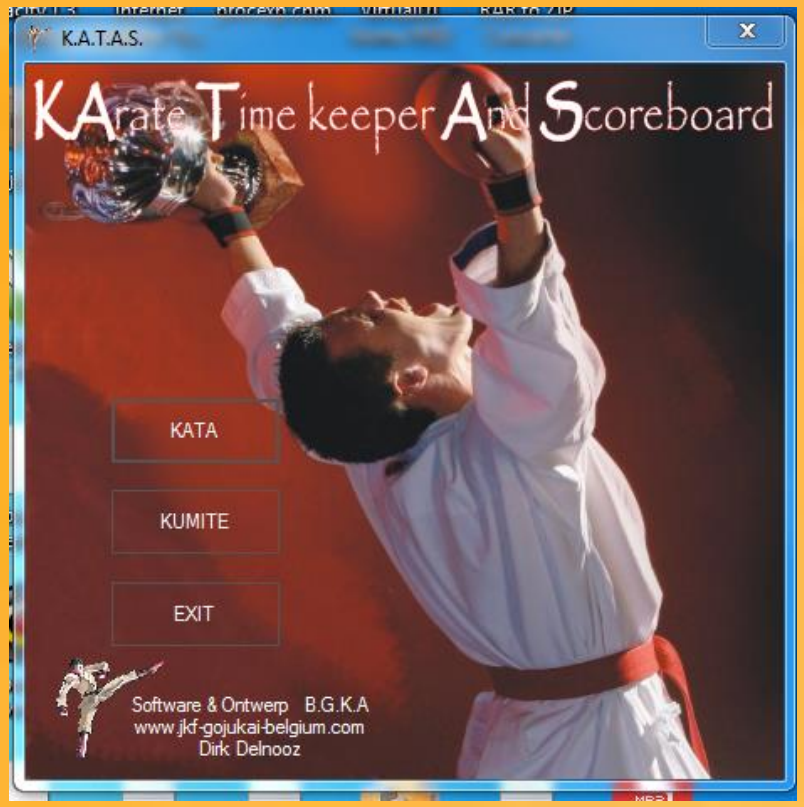
Start up screen K.A.T.A.S.



Choice to start with Kumite or kata

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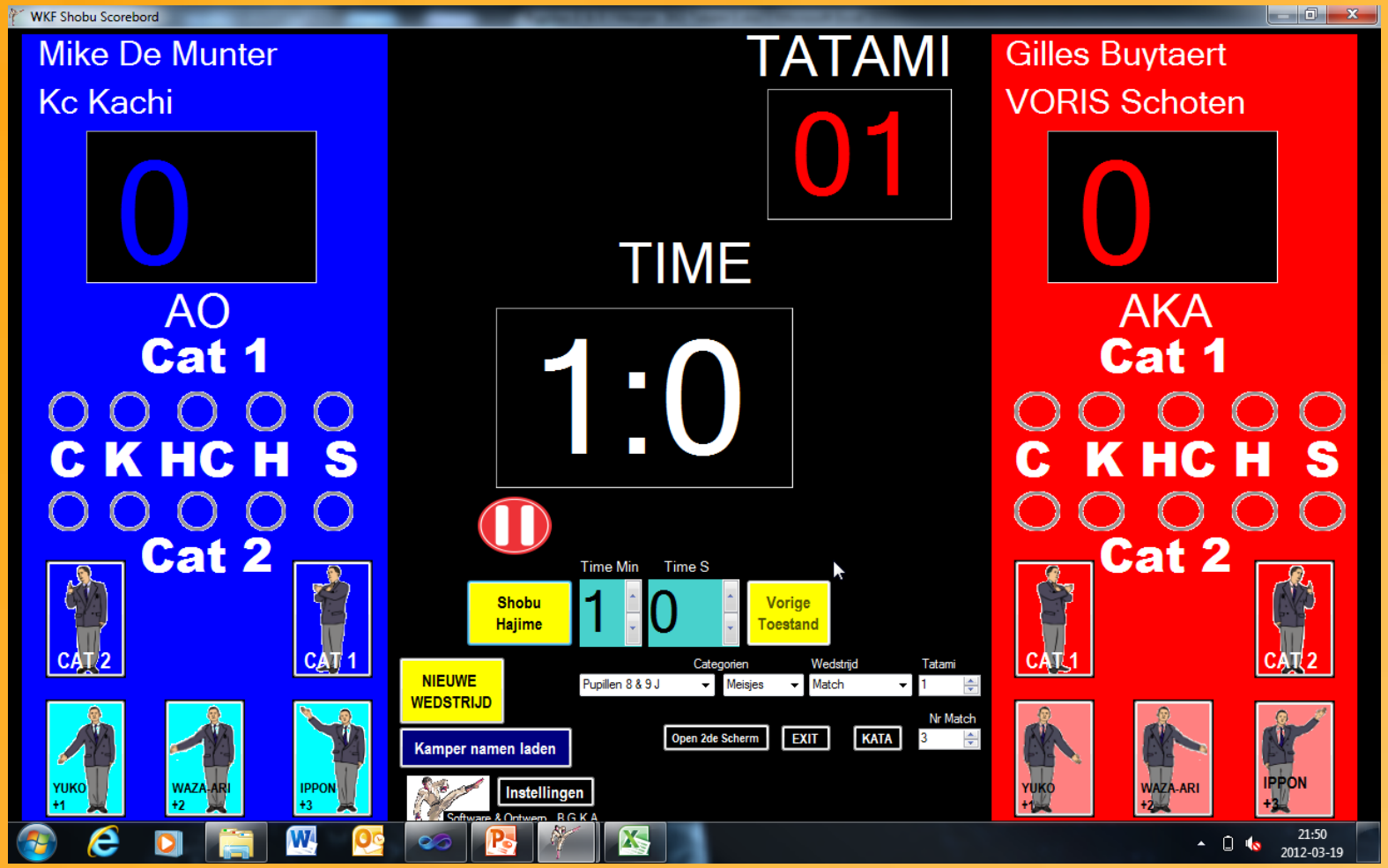
Screen timekeeper



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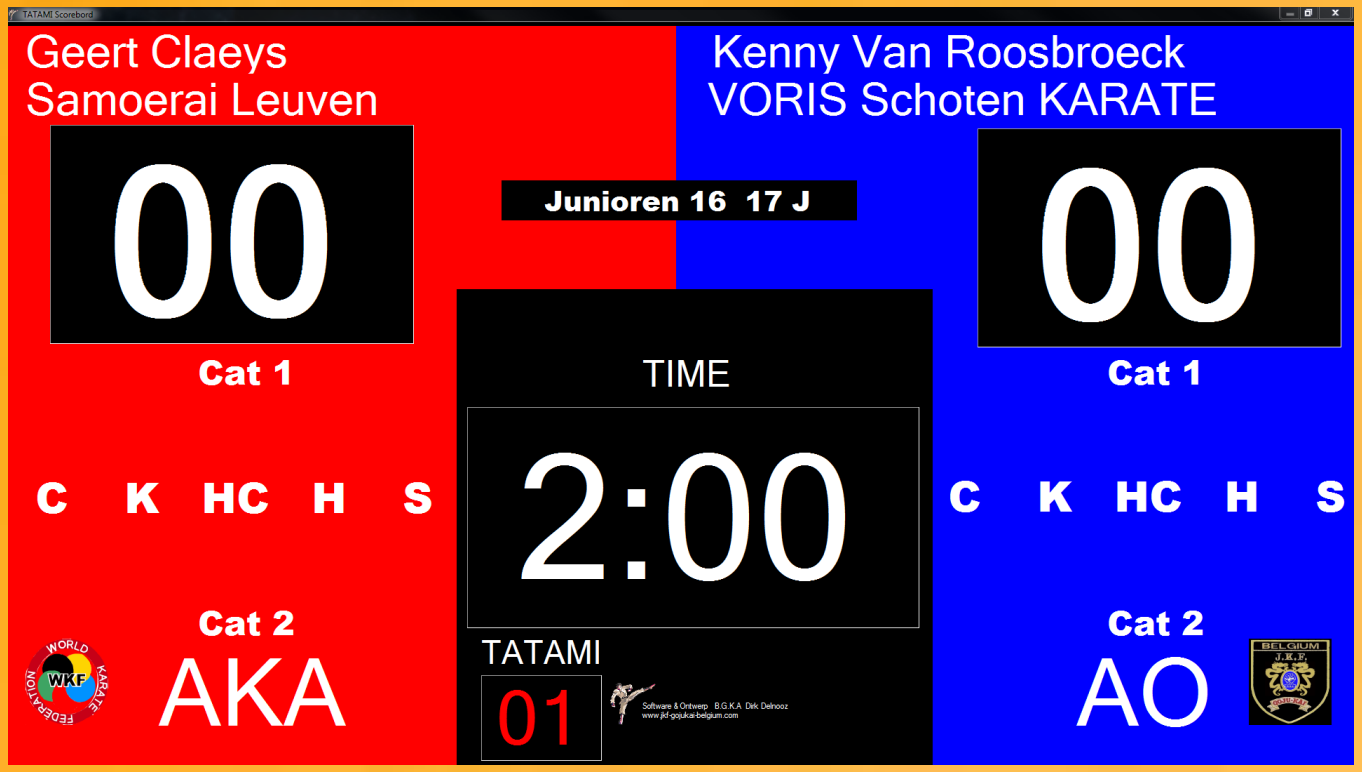
Screen tatami



This is a screen view of the tatami screen (side public)
This just an information screen no command buttons

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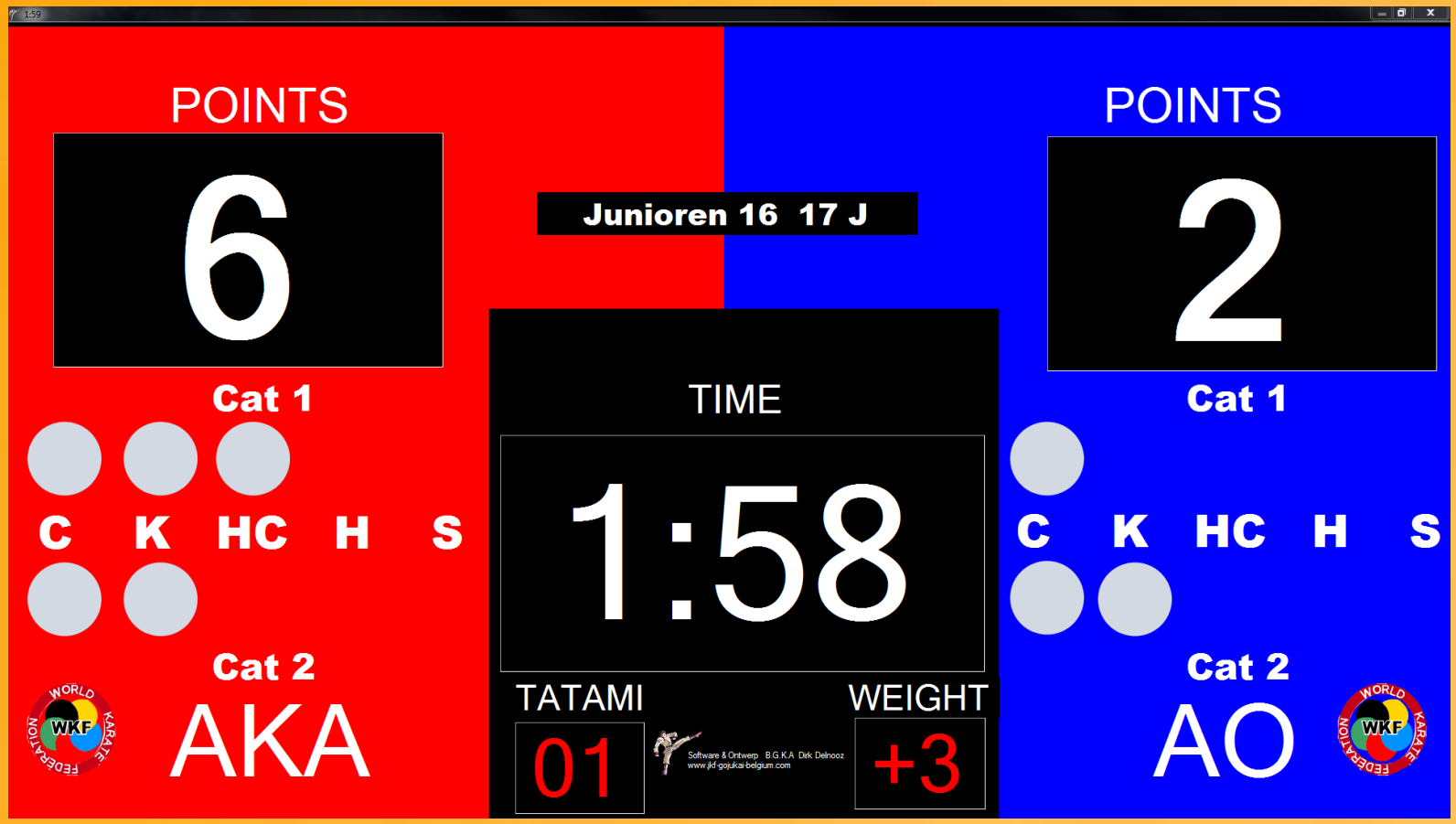

This is a screen example in the middle of a match.

This is a match without contesters name

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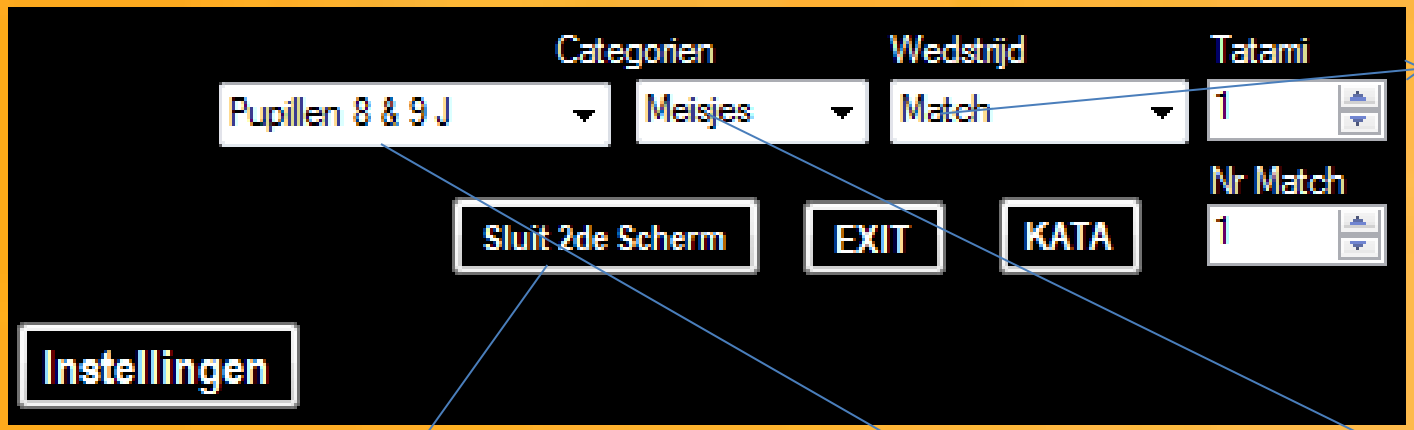
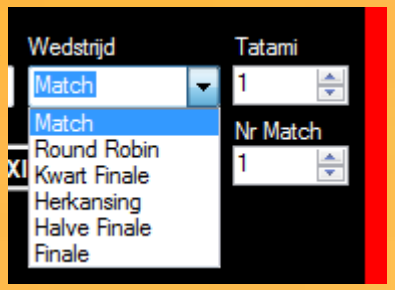
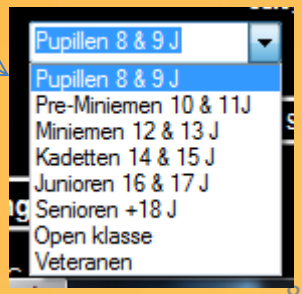
Adjust contesters data





The time of the match depends on the contesters categorie or series

With this button the tatami screen is closed or opened .
By default this screen is active (opened). This button is only used to change options



The time of the match can also be manually adapted.

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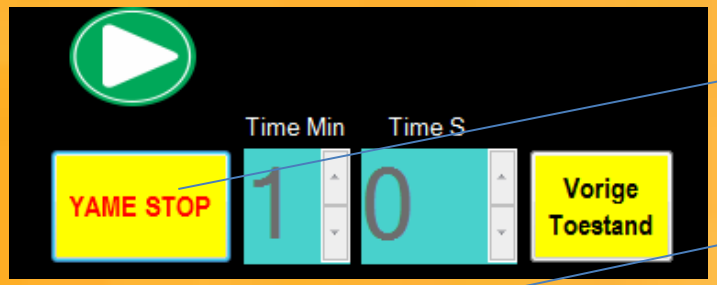
Click to start a match

Text in the button changes to YAME STOP

Start & stop time

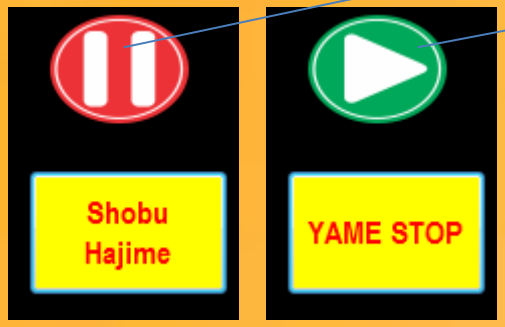


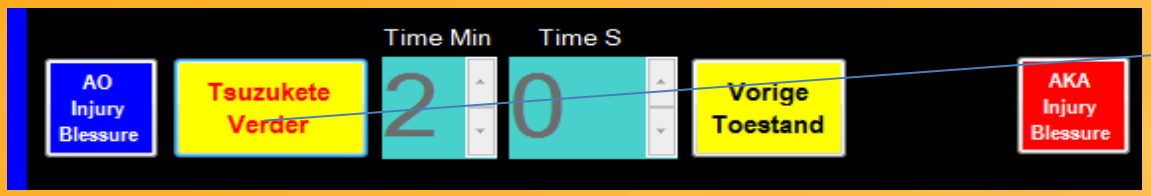
Click to stop the match. Text in button changes to Tsuzukete (go on)

When time is running We see a green start icon.

When time is stopped we see a red pause icon. This is for supporting the timekeeper.

This pausing is supported by a sound.





During the match the text in the button changes to Yame or Tsuzukete

TIP : For starting and stopping the match the timekeeper can use a key stroke and for giving points or penalty's the mouse (less stress).

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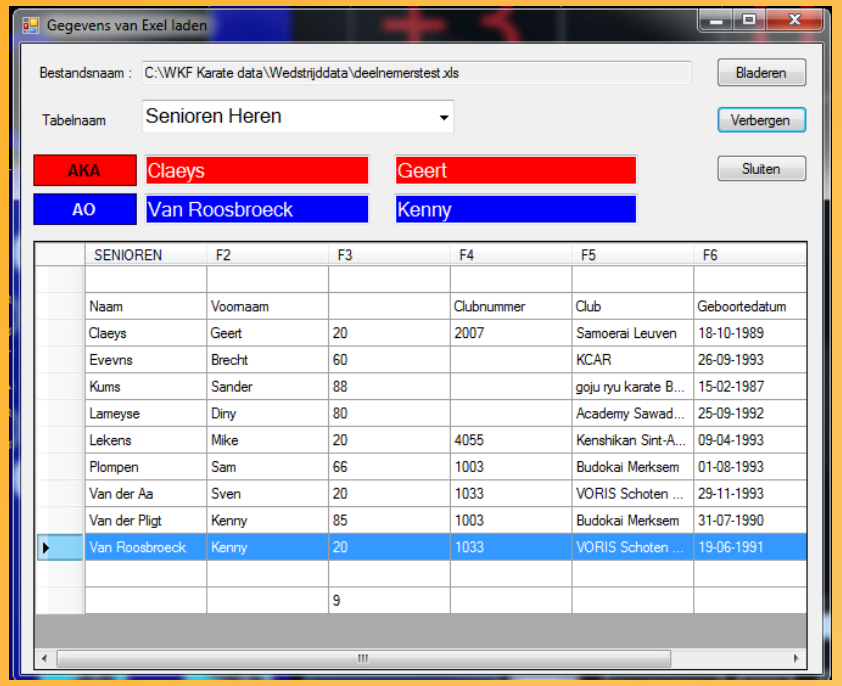
Names of the contesters can be loaded from an excel file. Excel sheet is imported.



SENIOREN	F2	F3	F4	F5	F6
Naam	Voornaam		Clubnummer	Club	Geboortedatum
Claeys	Geert	20	2007	Samoerai Leuven	18-10-1989
Evevns	Brecht	60		KCAR	26-09-1993
Kums	Sander	88		goju ryu karate B...	15-02-1987
Lameyse	Diny	80		Academy Sawad...	25-09-1992
Lekens	Mike	20	4055	Kenshikan Sint-A...	09-04-1993
Plompen	Sam	66	1003	Budokai Merksem	01-08-1993
Van der Aa	Sven	20	1033	VORIS Schoten ...	29-11-1993
Van der Pligt	Kenny	85	1003	Budokai Merksem	31-07-1990
Van Roosbroeck	Kenny	20	1033	VORIS Schoten ...	19-06-1991
		9			

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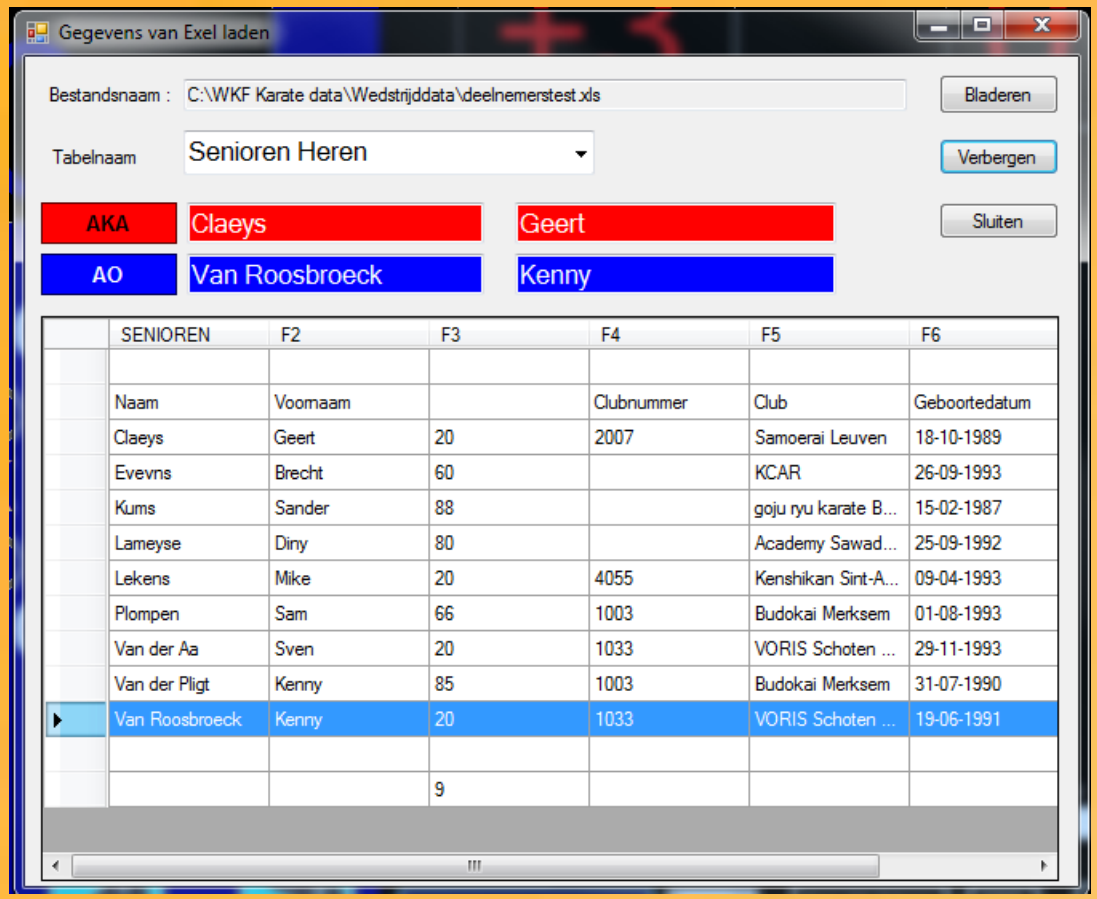
Karate Timekeeping and Scoreboard

Uploading contester's data

If the **AKA** or **AO** button is clicked the highlighted contester data is uploaded .

The excel datasheet remains in memory , unless we manually unload it.



	SENIOREN	F2	F3	F4	F5	F6
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▶	Van Roosbroeck	Kenny	20	1033	VORIS Schoten ...	19-06-1991
			9			

The properties of the upload data from from excel. :

Min. Conditions and properties:

(see example)

- Per series or category 1 sheet
-1 st Colum name family name
-2 nd Colum Christian name
-5 ft Colum name club

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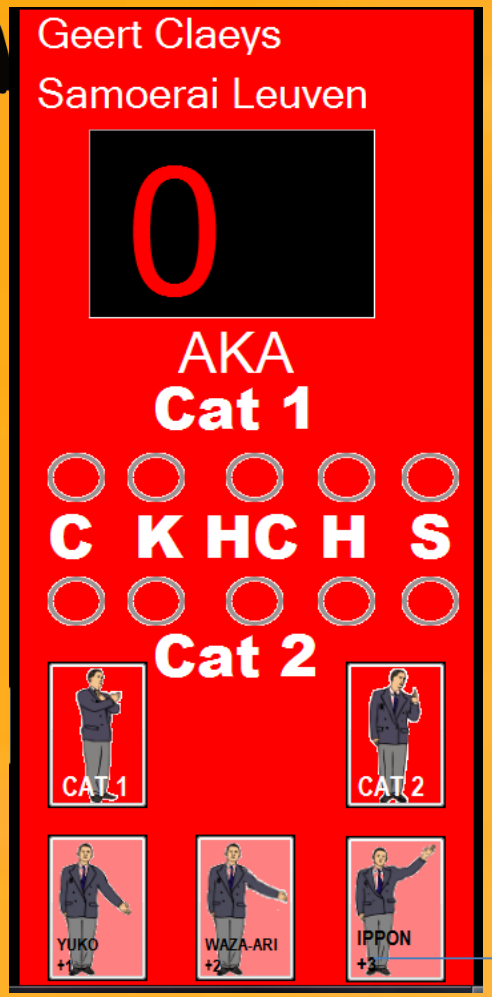
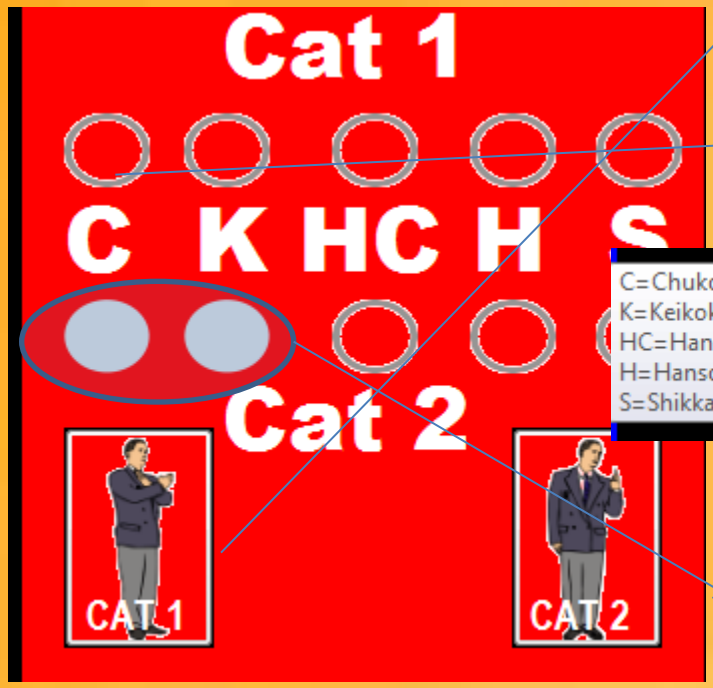
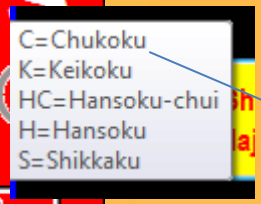
Karate Timekeeping and Scoreboard

Points & Penalty's







When the match is stopped by referee. Points and penalty's can be given

By clicking on the referee on the timekeeper screen penalty's can be given. Cat 1 and Cat 2

One can give penalty's by clicking on the circle's of the different penalty's

Explanation of the penalty's is given by hovering with the mouse over the penalty's.

In this match **AKA** has 2 penalty's cat 2

Points can be given Yuko, waza-ari, ippon by clicking on the referee with the correct pose.

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last 10 s of a match (Atoshi Baraku)

When the match reaches the last 10 s (Atoshi Baraku) The time keeping label changes color

And a ring sound is generated.

This is very important because of changing policies of giving penalty's in the last 10 s

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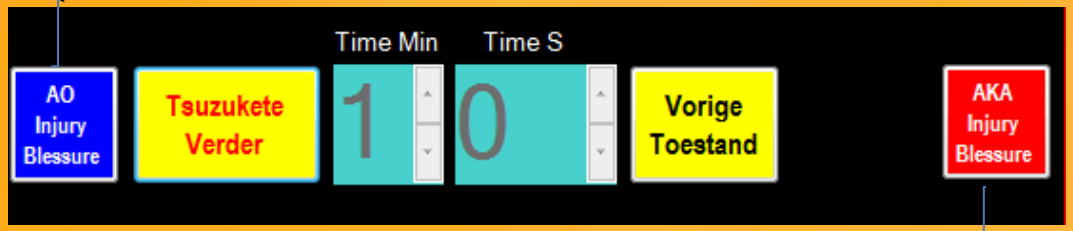
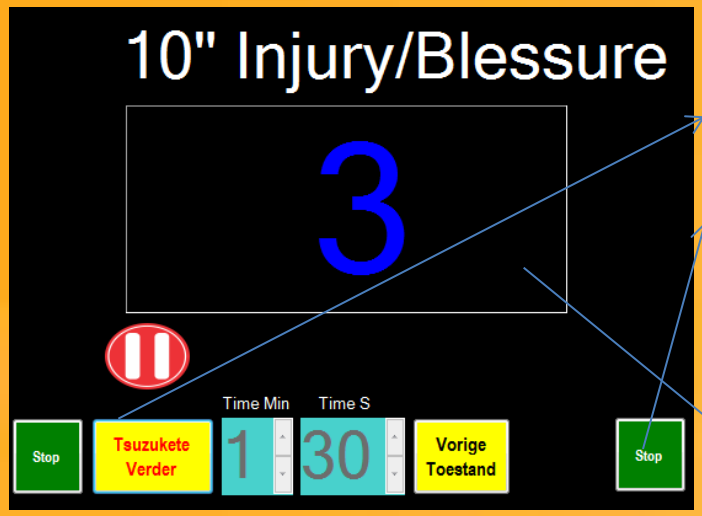
Karate Timekeeping and Scoreboard

10 s rule



When one of the contester's **AO** or **AKA** falls down and stays down. The referee **orders** the timekeeper to start the 10 s injury timer.



When the contester is back on his feet before the end of the 10 s. The timekeeper clicks on the green stop button. Match can go on after decision of doctor or/and referee

3 s before the end of the injury time an automated whistle is blown. This to indicate that the injury time is almost over. When the contester stays down the whole 10 s. He loses the match by Kiken

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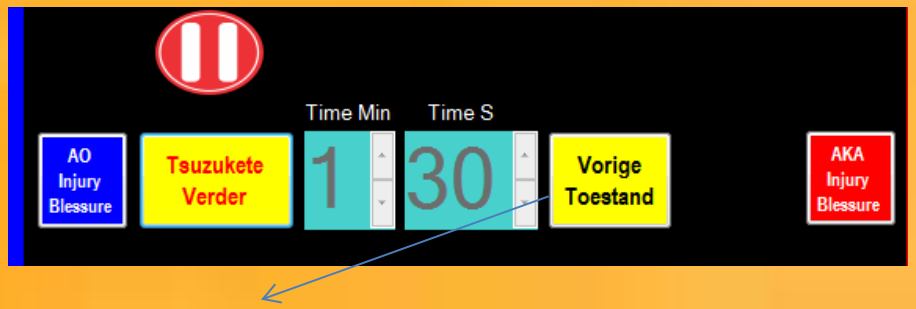
Correct mistakes (errors) or recall decisions



When can we recall or correct a given point or penalty

-First when a referee recalls his decision.

-Correct a mistake of a timekeeper.

-Wrongly interpretation of a cat 1 or cat 2 penalty

-Correcting a wrong victory because timekeeper made a mistake in giving a penalty that causes a victory Hansoko & Shikako

TIP : With this correcting button whole the match is in memory and the timekeeper can go back to the beginning of the match

When something went completely wrong (panic) Write down the remaining time, points and penalty's. Start new match change the remaining time of the match as well as the points and penalty's, and restart the game … No Problemo.

.

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Victory screen AKA Won with points

When the match is over the button **AO** or **AKA** no kachi appears . In this case **AKA**

To indicate **AKA** has won with points .

Button also appears when the difference in points between **AKA** and **AO** is 8 or more Points.

* With the youngest series this button appears when **AKA** or **AO** reaches 6 Points (WKF Rules)

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Victory screen activation after HIKIWAKe

Hikiwake = Draw the timekeeper has to click on the Hantei button.

Hantei appears on tatami and timerkeepers screen

The main referee than calls hantei every referee has to vote now. **AKA** or **AO** wins.

Screen (timekeeper) after match time is zero and no winners (Hikiwake)

After Hantei the timekeeper has to follow the referees decision and **AO** or **AKA** is winner of the match. The victory screen turns red **AKA** or **AO**

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Screen (timekeeper) after victory of **AKA**

AKA is winner trough Kiken (**AO** injury).

The tatami/floor screen is almost identical only the button to close the screen is unavailable

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Karate Timekeeping and Scoreboard

Possibility to save match data

The timekeeper can save every match data after the match by clicking on the save button. This saving option is used by decision of the tournament responsible. (it is not obligated). The number of the match is important for post processing. Which parameters or saved see the excel sheet below.

The screen grab below is an example of the data saved in Excel.

	E	F	G	H	I	J	K	L	M	N	O	P
1	Matchn°	AKA Naam	AKA Clubnaam	Cat1 AKA	Cat2 AKA	Punten AKA	AO Naam	AO Clubnaam	Cat1 AO	Cat2 AO	Punten AO	Winnaar
2	1	Mohamed Abdelrahim	Samoerai Leuven	C,C,K,C,K,H(	C,C,C,K,C,K,	4	Rowen Boons	KCUF	C,C,C,	C,K,C,K,C,K,	1	AKA
3	2	Gilles Buytaert	VORIS Schoten KARATE	C,C,K,C,K,H(	C,C,C,K,C,K,	2	Mike De Munter	Kc Kachi	C,C,C,	C,K,C,K,C,K,	2	AO

O	P	Q	R	S	T
Punten AO	Winnaar	Tijd voorzien	Tijd Aanvang	Match duur	Gewichtklasse
1	AKA	1:00	9:23:12 PM	1:34	3
2	AO	1:00	9:25:08 PM	1:14	3

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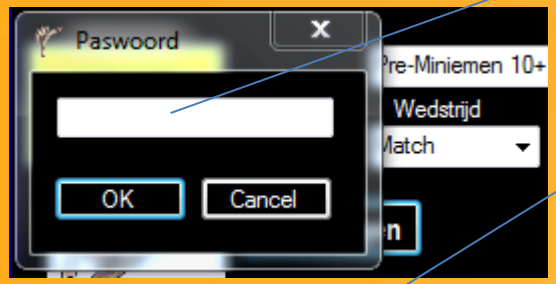
Settings of the software

This button is used to change settings or options of the software. This is password protected. This is needed to protect the settings from improper use.

In a tournament every laptop has to have the same settings. These settings are discussed with the tournament organization.



When the Karate Icon is clicked the background color of the icon changes.

When background color(icon) is white penalty's on the screen are also white.

When background color(icon) is black

Penalty's on the screen are also black

Some referees prefer black some prefer white depends on their visibility.

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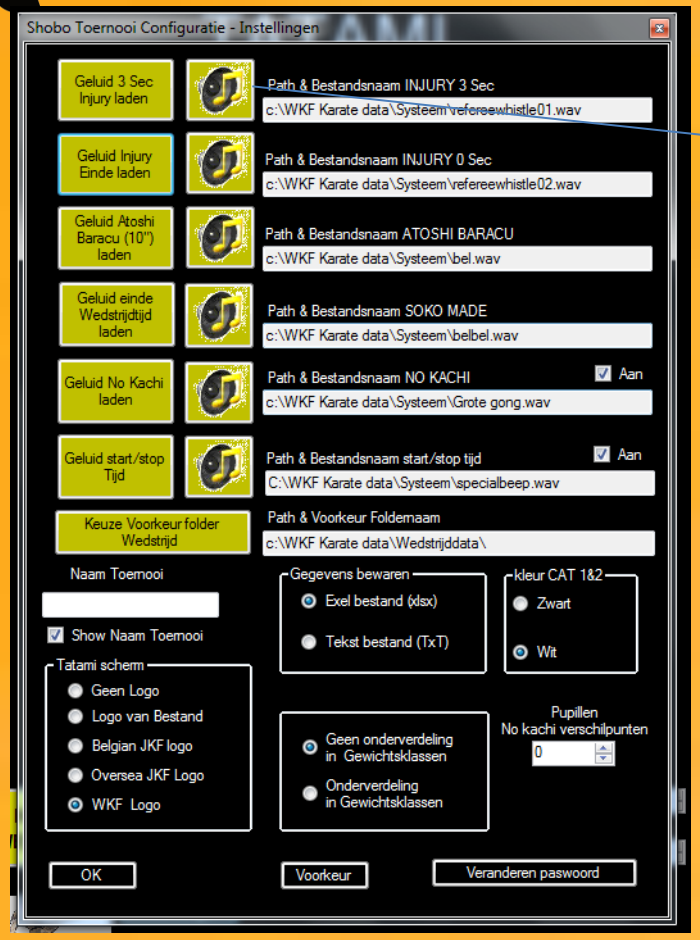
Configuration/options software



- The sounds used during the contest or tournament can be changed by loading them from file.
- When the speaker is clicked you can hear the sound from the chosen file.
- The tournament can be given a name this name can be visible on the screens
- The saved data can be in excel format or just in plain text format.
- The color of the penalty's can be changed
- Subdivision weights is possible.
- Several logo's or sponsor can be visible on the screens
- This is the screen with the password protection

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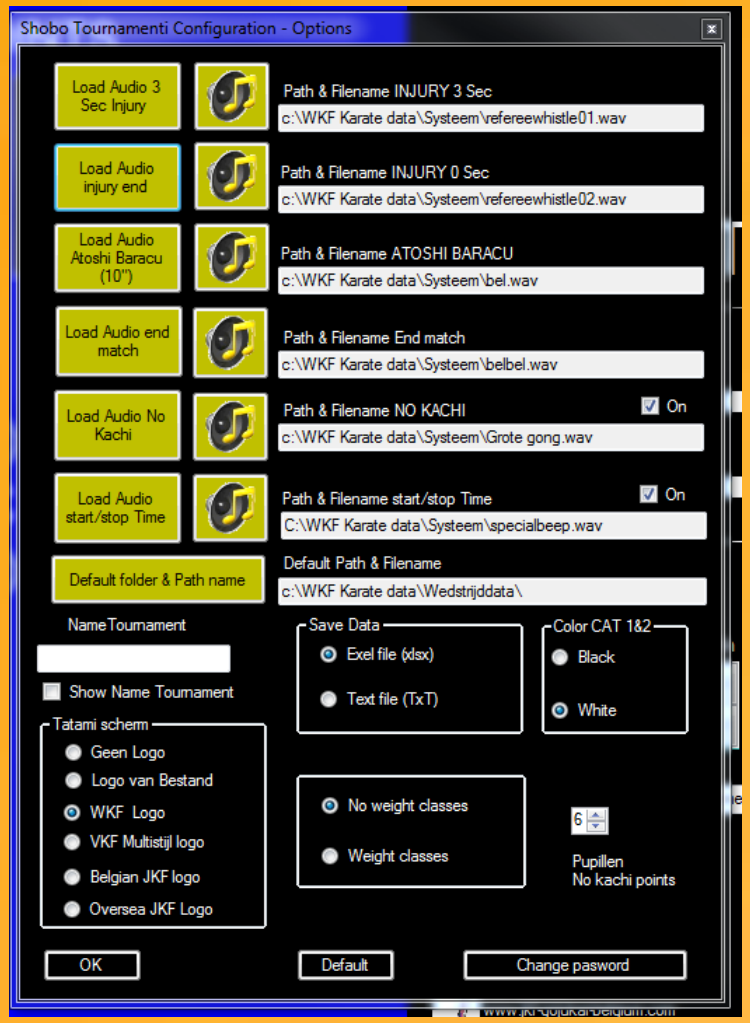
Karate Timekeeping and Scoreboard



This is an example of the language adaption of configuration/option screen

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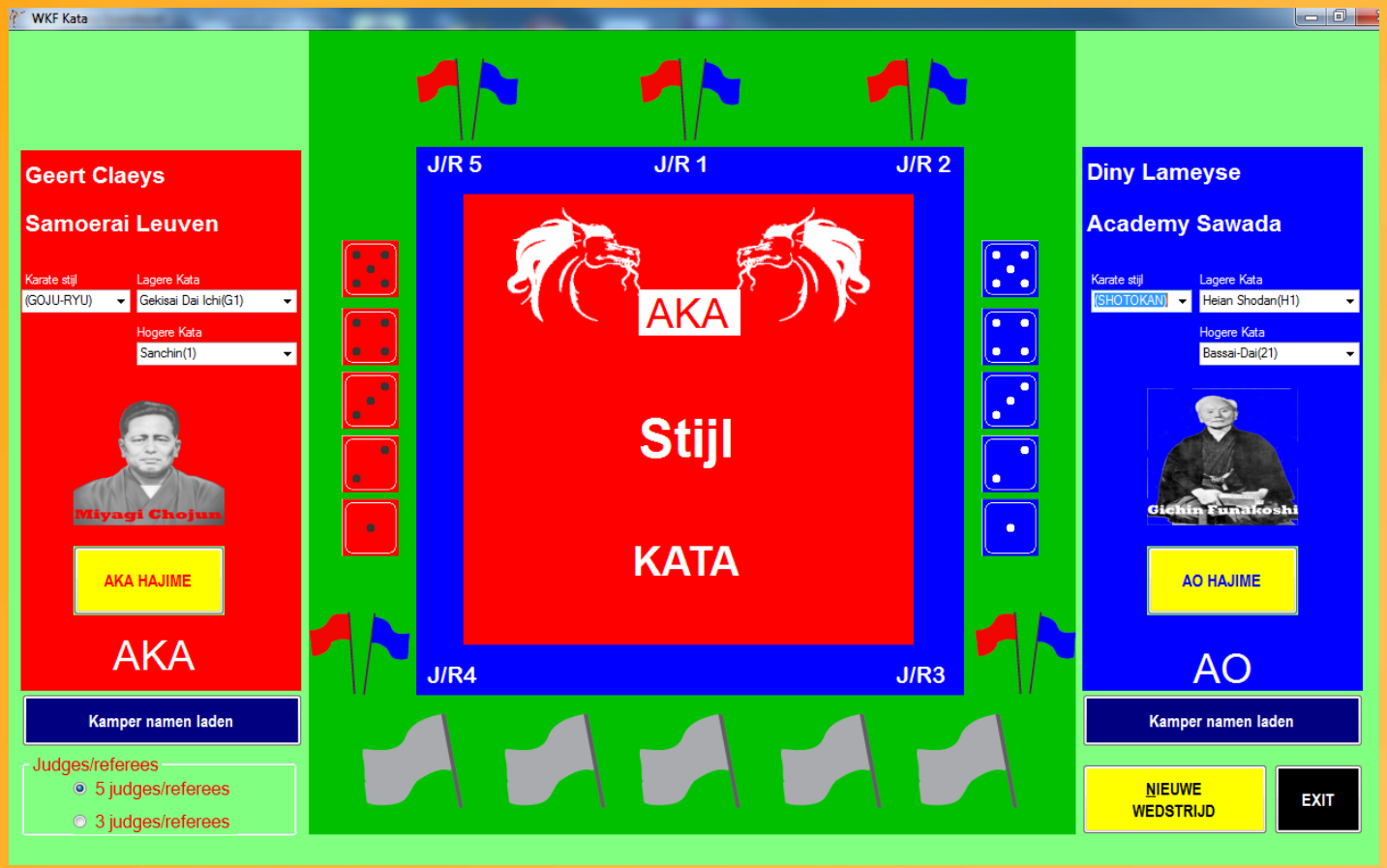
Karate Timekeeping and Scoreboard

To use K.A.T.AS for Kata tournament

Kata match screen timekeeper



KATAS (Software) Delnooz Dirk

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Karate Timekeeping and Scoreboard

Choice of the contesters kata

The timekeeper can make a choice of different katas and different karate styles. Higher and lower kata's.

Goju-ryu,wado-ryu,shotokan,

shito-ryu according to the karate style the founder of the style is displayed on the screens.

The timekeeper has to do this for **AKA** and **AO**.

When **AO** of **AKA** starts the kata

The timekeeper has to click on the Hajime button . The contesters kata style and name are displayed on the tatami screen and the timekeepers screen. Every judges can see which kata is run.

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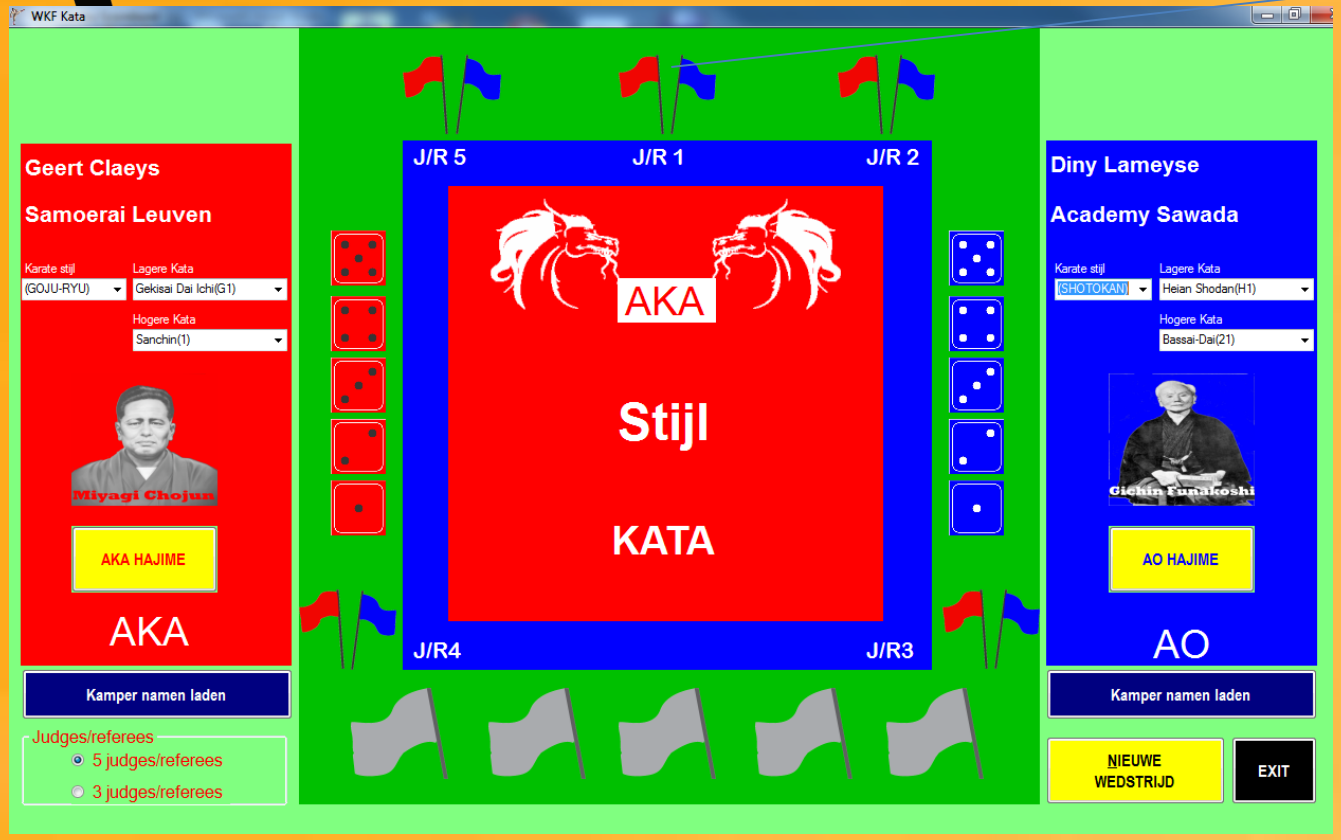
Karate Timekeeping and Scoreboard

Kata match timekeepers screen



When both contesters have run their kata. The judges have to vote. By clicking on a judges flag the timekeeper confirms the vote. (red or Blue). The grey flag on the bottom of the screen take the color of the vote. When all 5 flag are confirmed the **winner is known**

When clicking on a flag the cursor moves to the next set of flags. Be careful. The cursor is on the flag with the same color of the previous judge.

(just for speed reasons)

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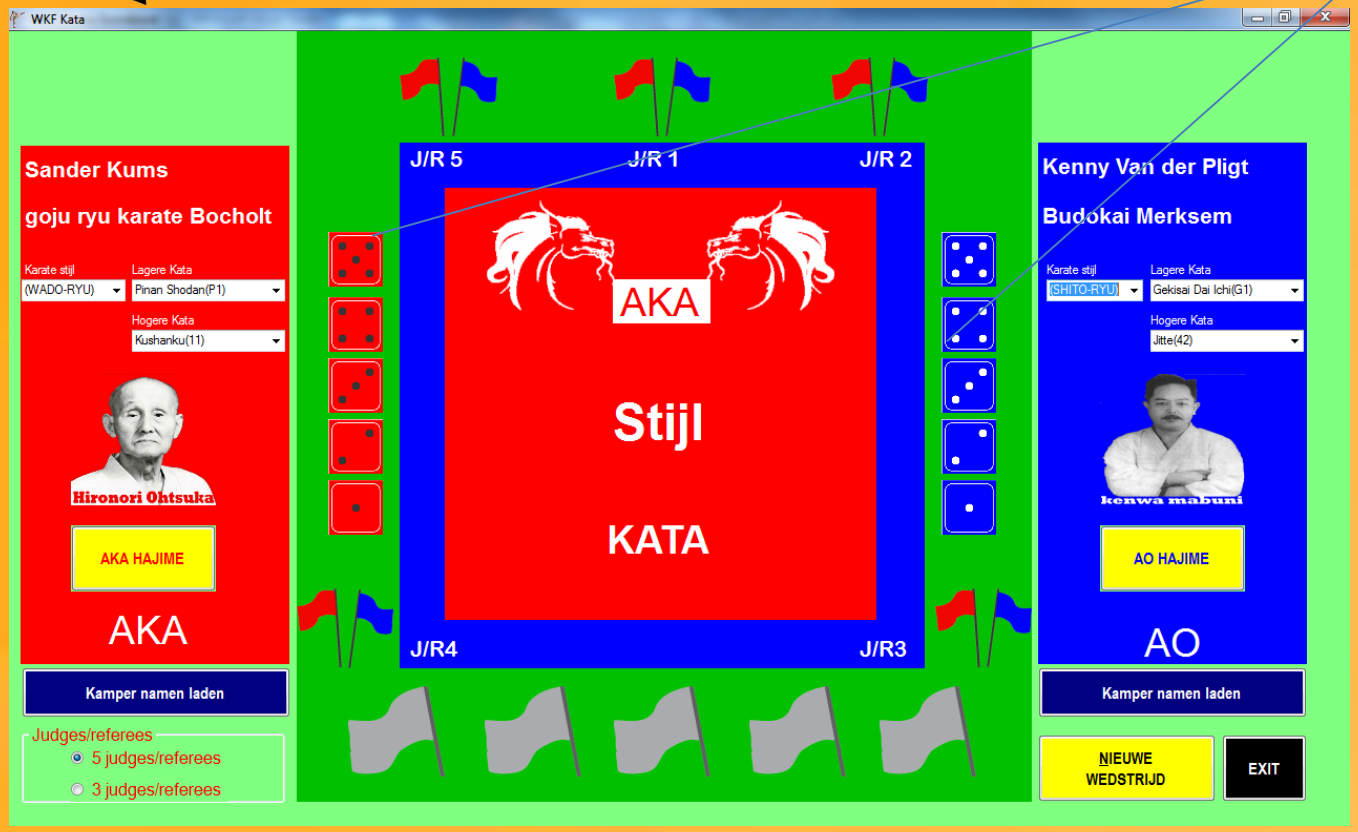
Kata match timekeepers screen



a 2nd Way of voting is using the dice's .The dot's on the colored dices represents the amount of flags drawn for **AO** and **AKA** .

All the 5 grey flags on the bottom of the screen change colors Immediately after voting with dices .

The winner is directly shown

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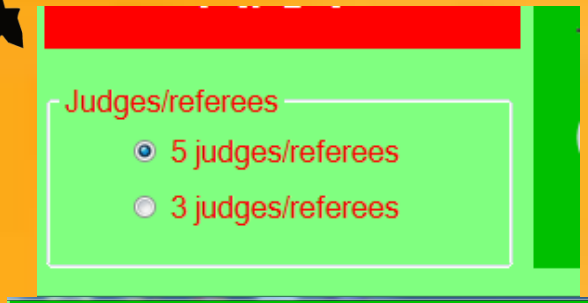
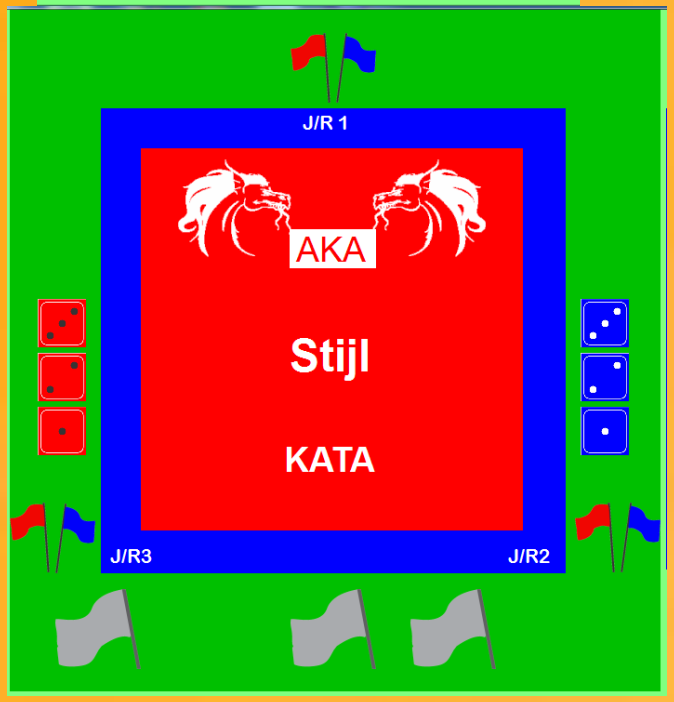
Karate Timekeeping and Scoreboard

The possibility of choosing 3 or 5 judges



When not enough judges are available the match can be judged by 3 judges. By choosing the correct radio button 3 judges



When 3 judges are chosen everything on the tatami screen and timekeeper screen is adapted.

The decision of the winner is made by 3 judges.

Only 3 dices /color and 3 pair of flags are available now.

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Karate Timekeeping and Scoreboard

Loading contesters datav(name ect…)

This button is the upload button (same as kumité)
Excel file can be loaded

With the exit button we leave the Kata part of the software.

Button to start a new kata run for **AKA** and **AO** Al data of contesters is gone. New upload of names is necessary if we use the software with the using of names. Some tournaments provide their own pool sheets and time keepers keep the score up manually .

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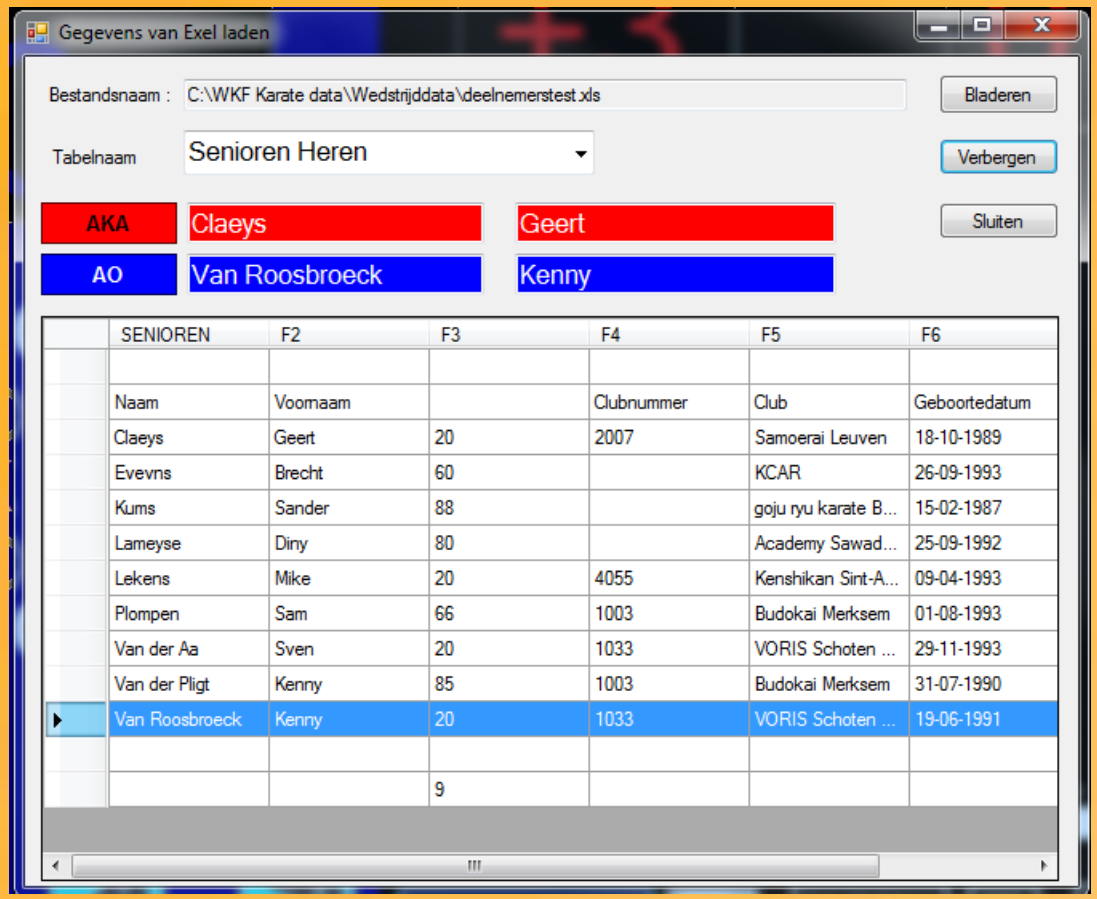
Karate Timekeeping and Scoreboard

Up loading contesters data

The use of excel sheets is the same as with kumité

(see kumité explanation)



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Karate Timekeeping and Scoreboard

Up Loadin contesters data(name ect…)

Example of the excelfile with the different sheets.

22	8	Voris Schoten 4	1033	Voris Schoten 4 ~ (1033)
23	9	Voris Schoten 5	1033	Voris Schoten 5 ~ (1033)
24	10	Goju-Ryu Koersel	3008	Goju-Ryu Koersel ~ (3008)
25	11	Kachi Ninove	4067	Kachi Ninove ~ (4067)

The sheet data will be loaded in the datagrid
Of the timekeepers screen.

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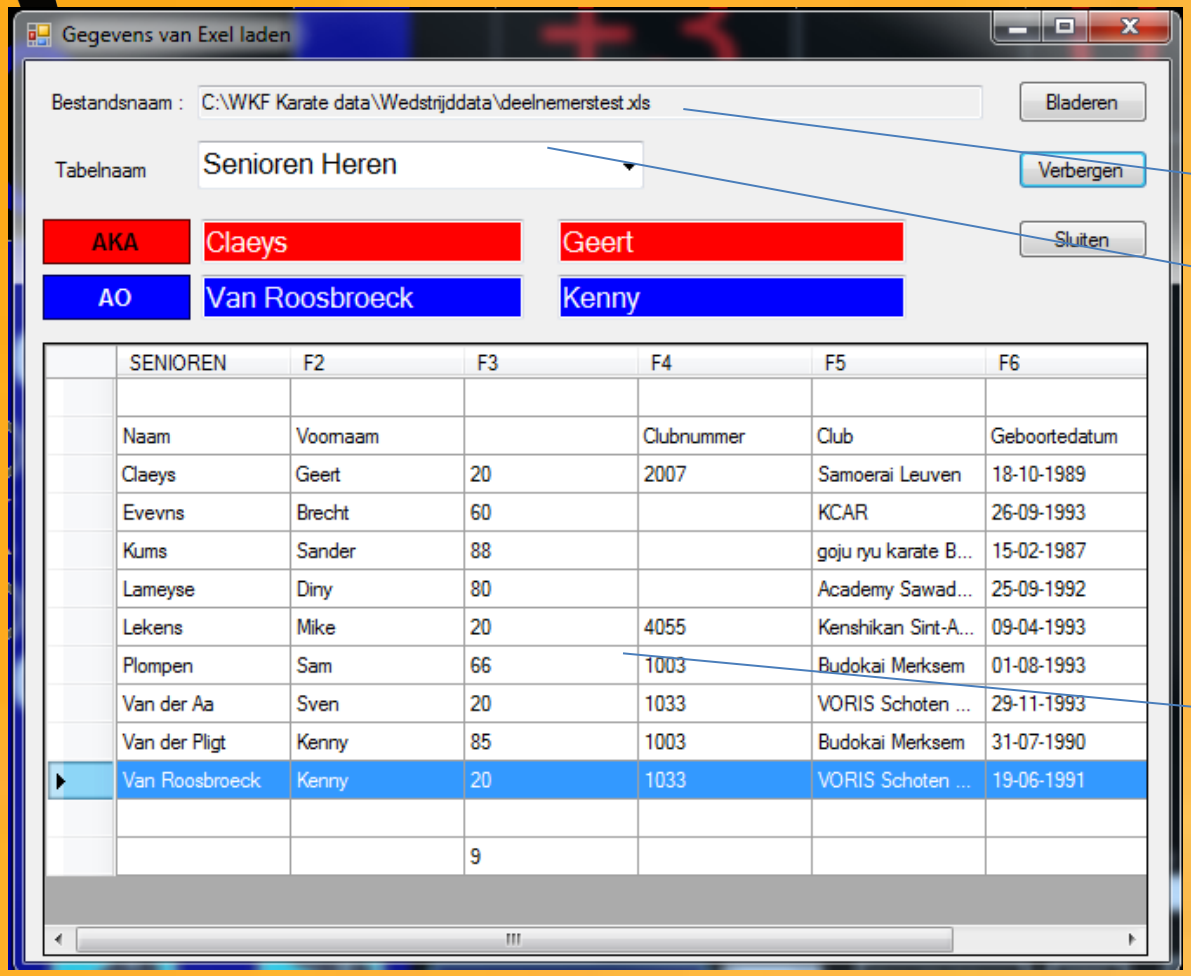
Karate Timekeeping and Scoreboard

Laden van de kampers gegevens



Name of the Excelfile

Name of the used sheet of which we want to use the data from.

The Datagrid data is adaptable.

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Karate Timekeeping and Scoreboard

Het Kata tatamischerm

This is the beginning of the tatami start screen

The flags are still grey. They take they color after the voting of the judges

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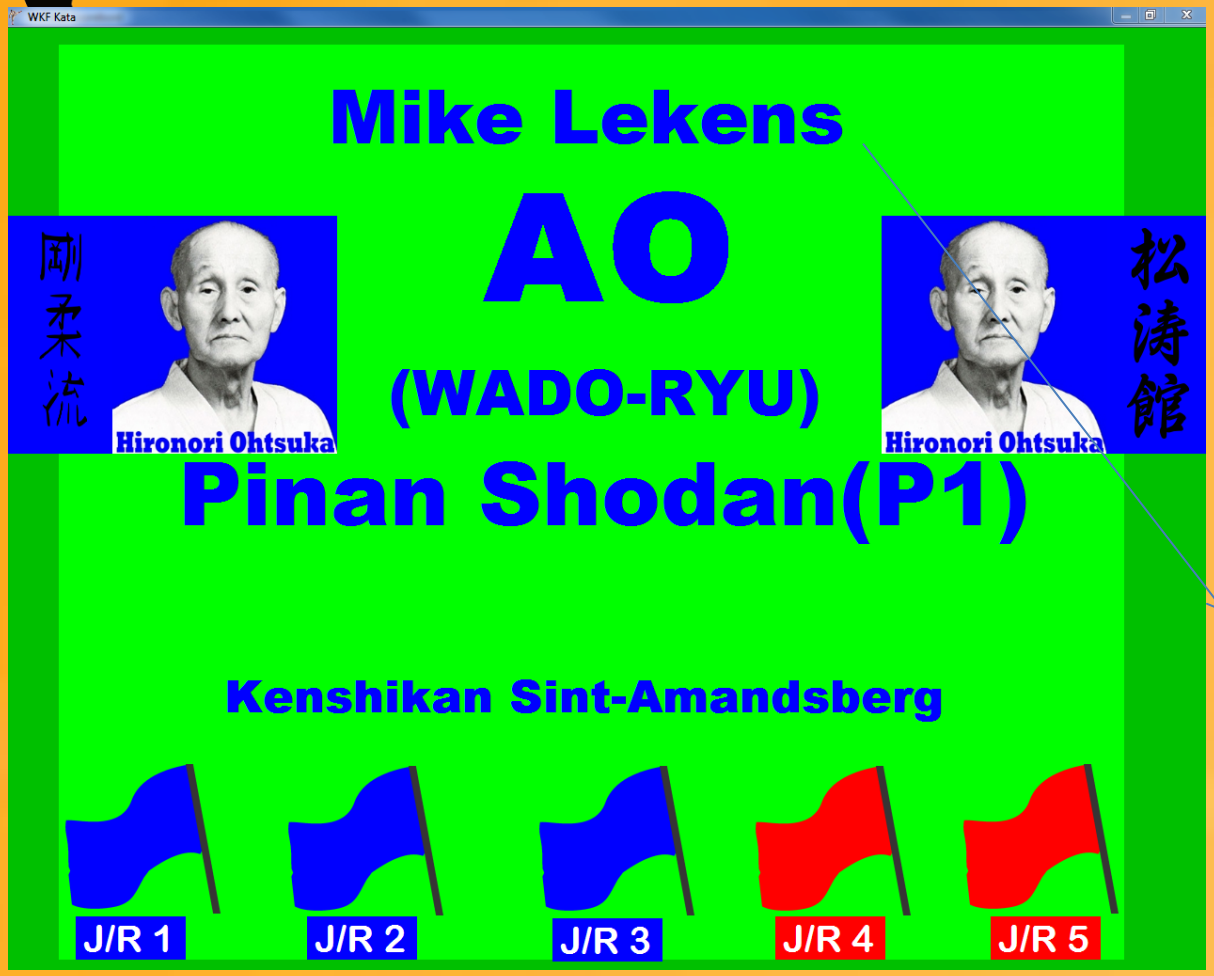
Karate Timekeeping and Scoreboard

Het Kata tatamischerm



The 5 judges made their vote automatically **AO** or **AKA** is presented as winner

In this case the winner is **AO** with the (Wado-Ryu) kata Pinan Shodan (2 **AKA** flags against 3 **AO** flags)

To attract some attention the name of the winner flashes on the tatami screen.

KATAS (Software) Delnooz Dirk

K.A.T.A.S

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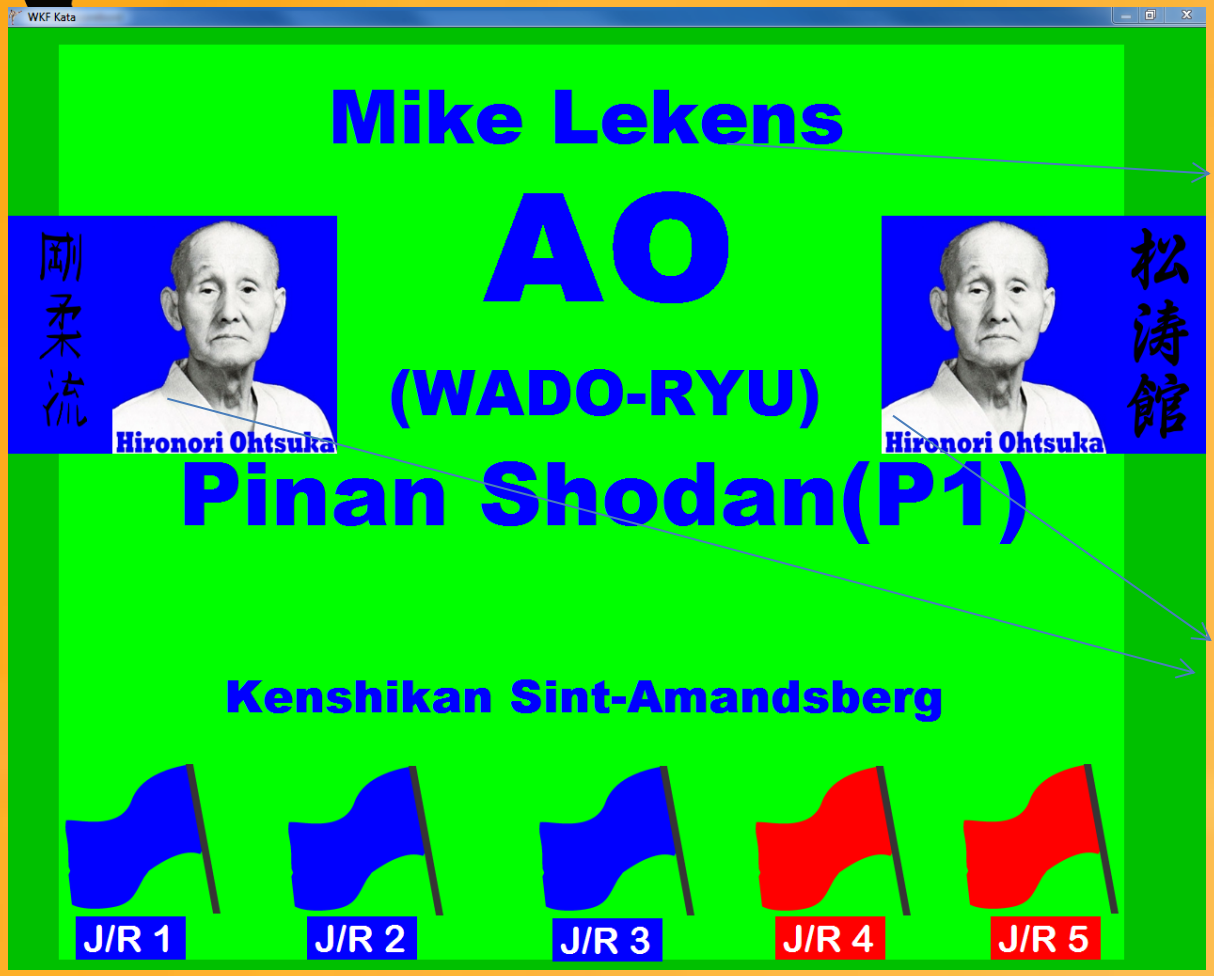
The Kata tatami screen



The name of the contester and name of the contesters club name ,the karate style and kata name is visible on the tatami screen. All katas of different karate styles are in the kata database.

The kanji banners at the side take the color of the contester who's performing the kata. And the founder of that style is shown

When the winner is known the banners take the color of the winner. In this case the winner is **AO**

K.A.T.A.S

Karate Timekeeping and Scoreboard

Up-Dates

-Jan 2012

- Adaptation new WKF rules

-Jan/Feb 2012

katas prpared to be used for kata

- Feb 2012
- Judges positions adjusted WKF rules(kata)
- Load name contester's (kata & kumité)
- Visual and audio signal start stop time
- De button back is now always active

-March 2012 Contester's data can be uploaded from excel.

-March 2012 Tatami and timekeepers screen received a facelift .

-2013 full year testing on different Belgium championships (different karate styles)

-Jan 2014 The kata software was upgraded to speed up timekeepers reaction

-March April 2014 different language's will be imported true options (example in presentation)