Arena Training Series

UNITED WORLD
WRESTLING

Arena Training Series

Chapter 3
Running events

UNITED WORLD
WRESTLING

Agenda

- Arena interfaces
- Organizing an event
  - Preparation
  - Running the event
  - After event tasks

UNITED WORLD WRESTLING

Arena interfaces

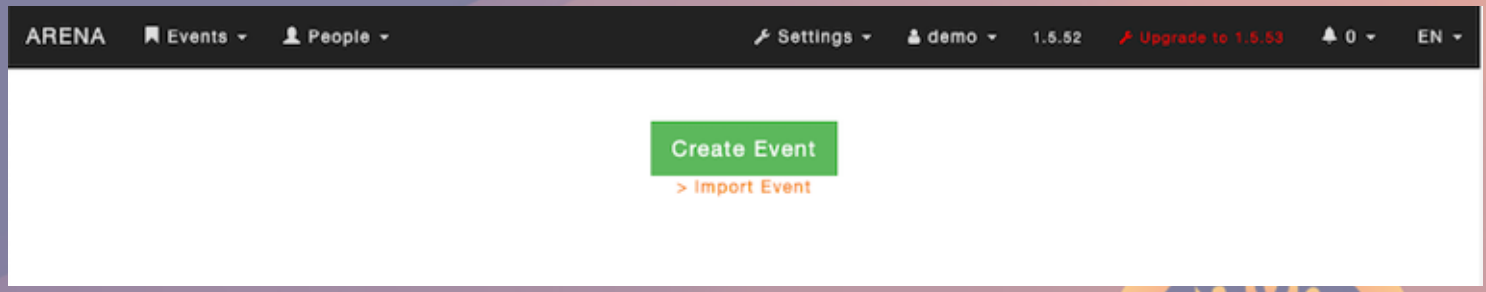
Starting at http://*<Arena host IP address>*:8080/*<Path>*

- Determine IP address of the host (Windows: “ipconfig”)

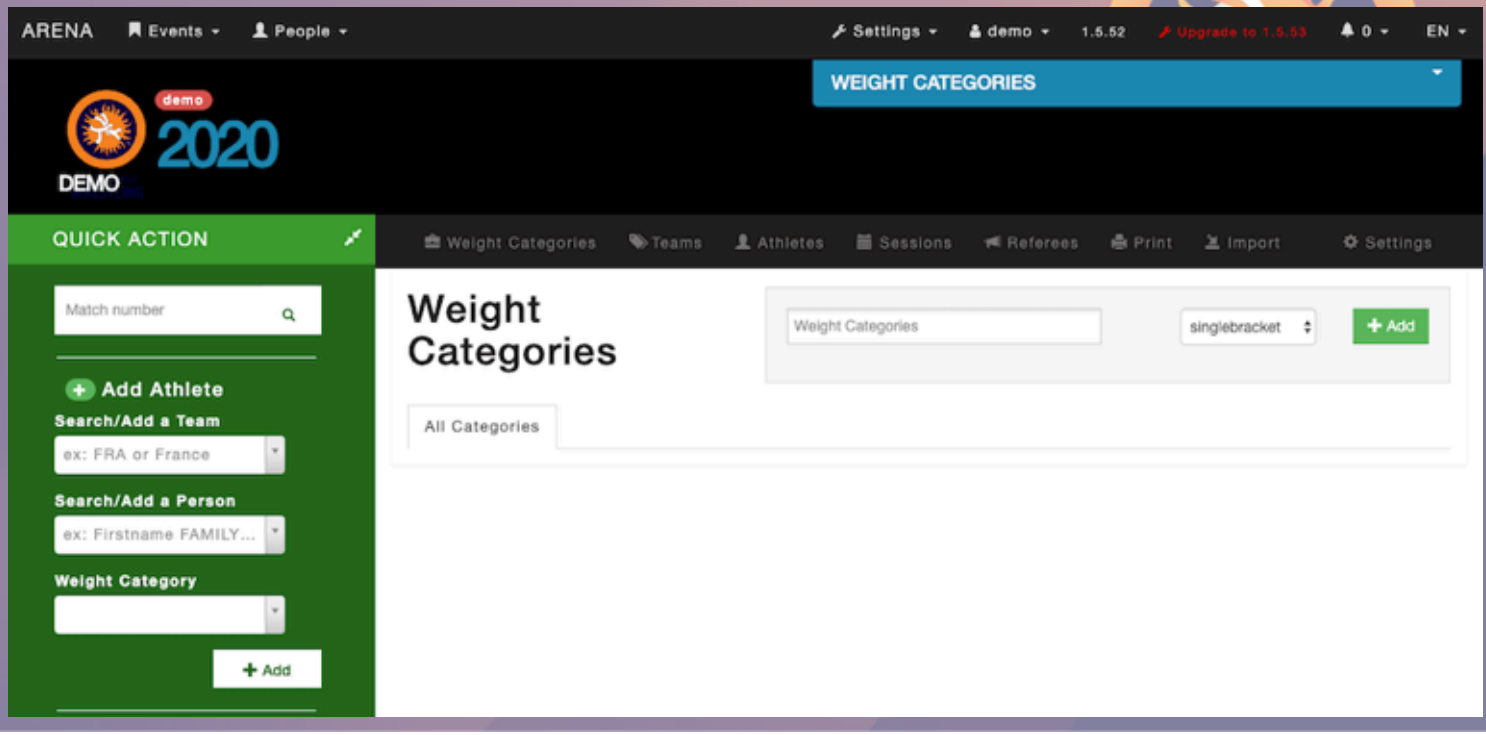
Path	Functionality	Authentication
/bracket	administrator/secretariat tasks	Required
/onvenue	Advanced event details (eg. start list) used at the venue	Not required
/referee	referee management	Required
/	Public website	Not required

Arena interfaces - /bracket

- Main menu



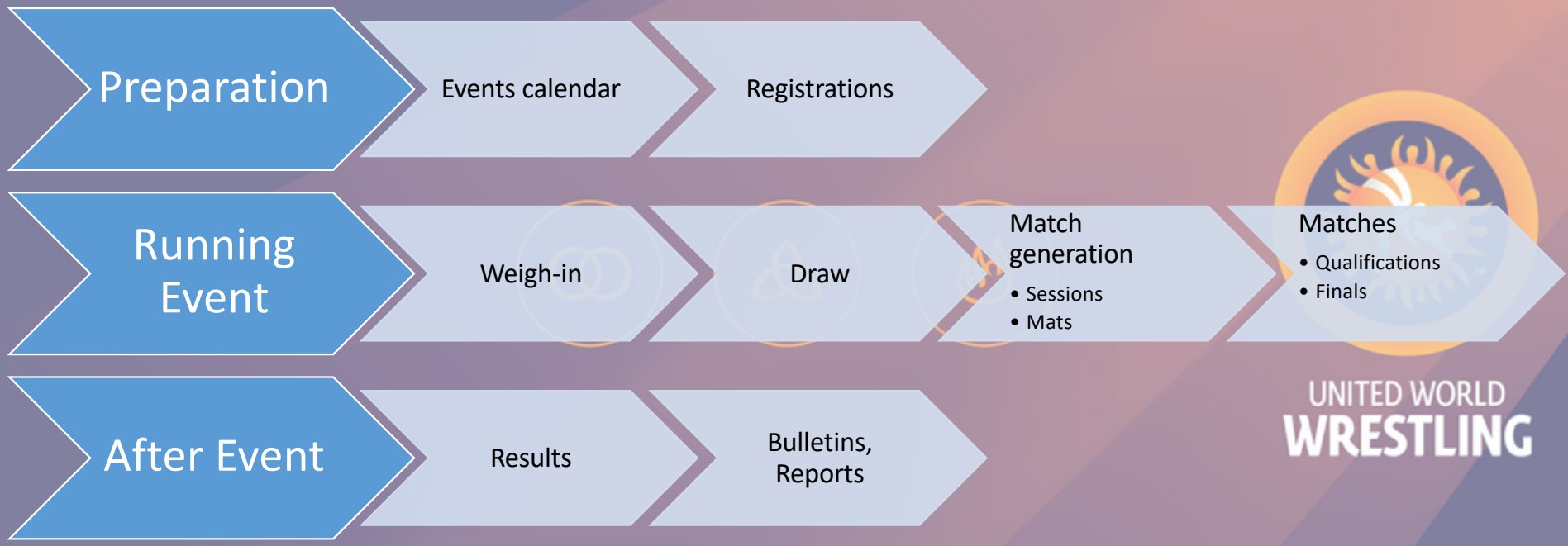
- Event menu



See it in action

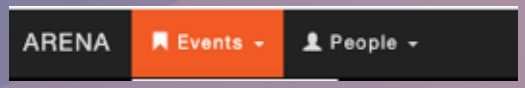
UNITED WORLD
WRESTLING

Event lifecycle

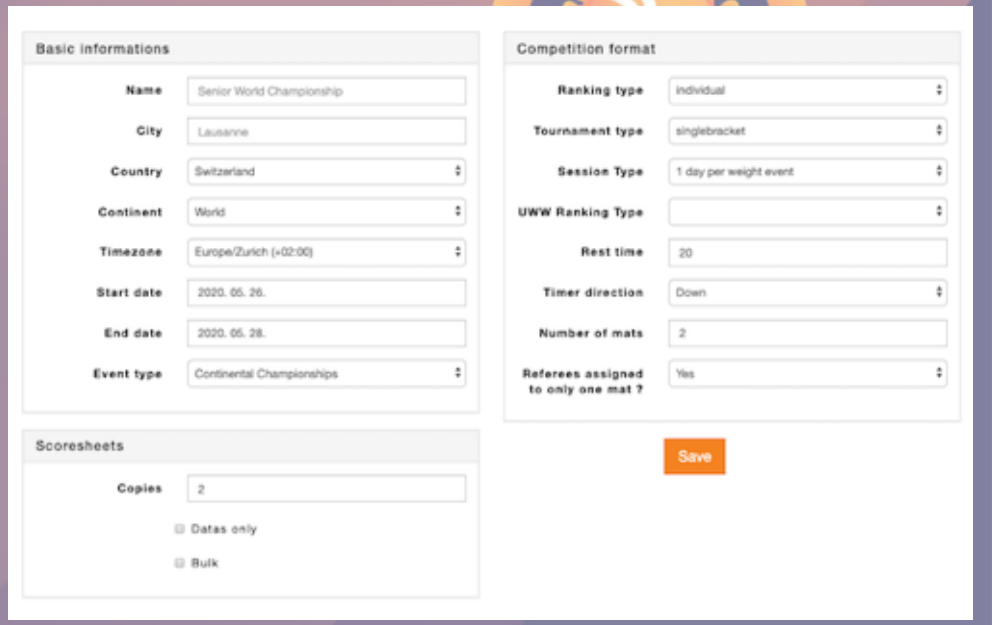


Event lifecycle in Arena

Preparation → Events calendar → Registrations

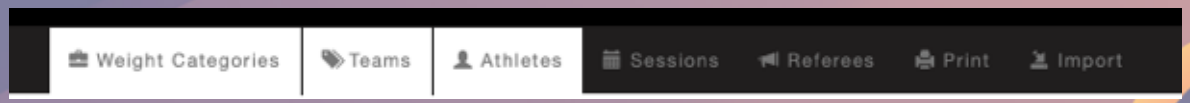


- Create new Event
  - Basic informations (Name, location, date, type)
  - Competition format (individual/team, single/double bracket, 1 or 2 days format, number of mats)
  - Scoresheets
- Preferences can’t be changed later
  - Session type

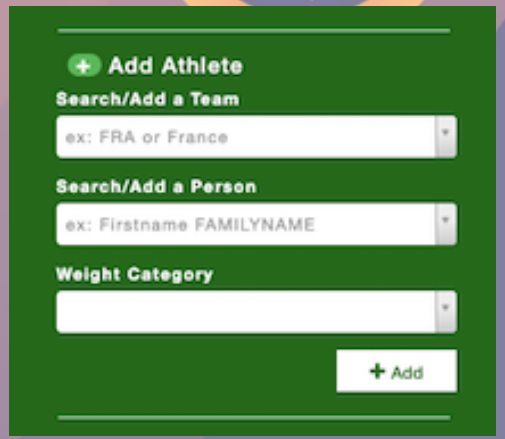


Event lifecycle in Arena

Preparation → Events calendar → Registrations



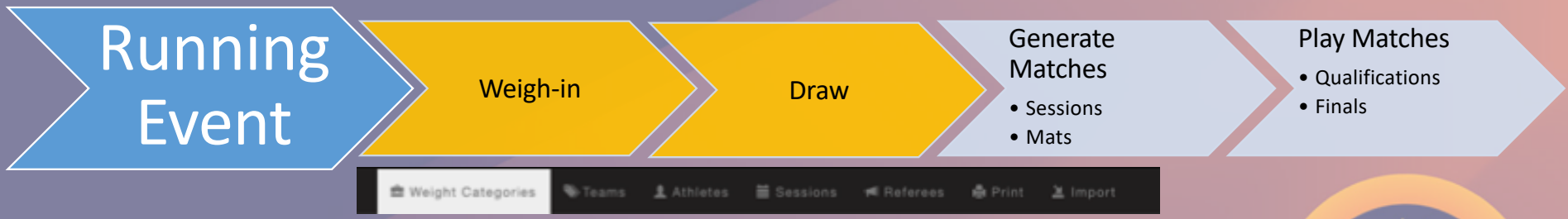
- Associate weight categories to the event
- Add athletes – Prior to the Event (pre-register)
  - Manual
    - Pre-register teams (optional)
    - Team name lookup
    - Person lookup
    - Add missing people
  - Import from Excel table
- Print Entry List for weigh-in



See it in action

UNITED WORLD
WRESTLING

Event lifecycle in Arena



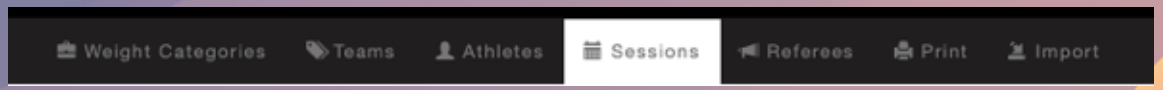
- Weigh-in and Draw are separate or organized together
- Do it on paper or store draw numbers immediately
  - Draw using numbered disks, draw machine, “Autodraw” - random draw by Arena (Arena generated random numbers, Blockchain)
- Do not set draw numbers for athletes not passed weigh-in or medical check
- Use Import Athletes with Draw Numbers

UNITED WORLD WRESTLING

Event lifecycle in Arena

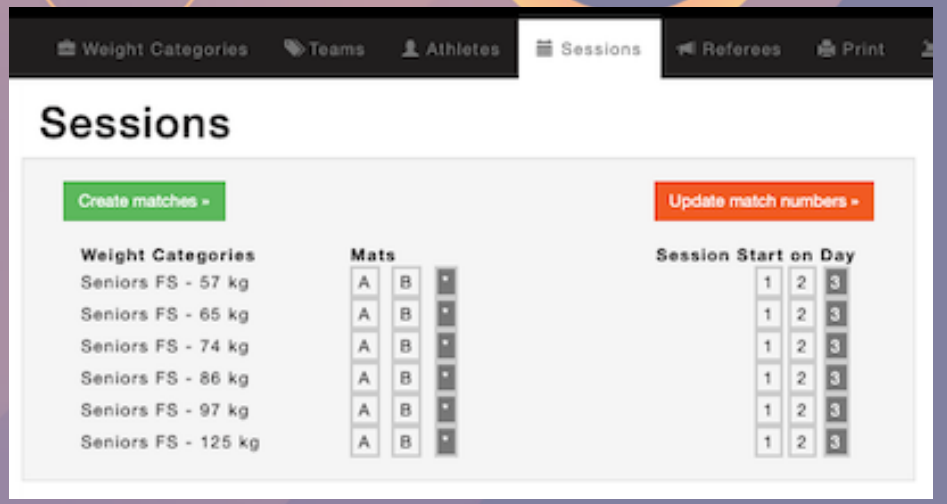
Running Event → Weigh-in → Draw → **Generate Matches**
- Sessions
- Mats

→ **Play Matches**
- Qualifications
- Finals

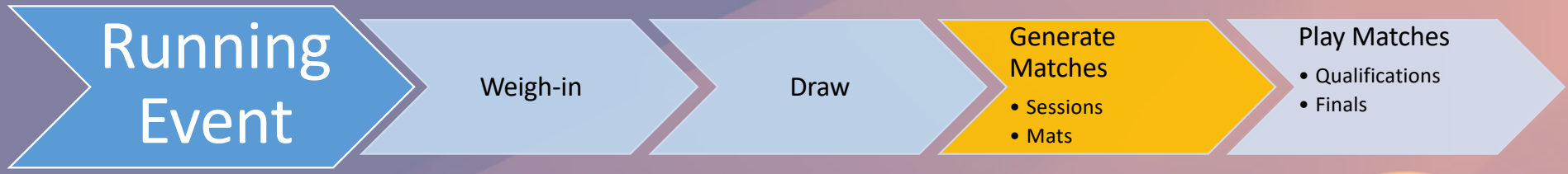


- **Only Athletes with Draw number are added to brackets**
- Chose mat assignment
- Coose Session day
- Generate matches
- Reorder matches if necessary (+update match numbers)

- Review/print brackets
- Print scoresheets (Full/Bulk format)



Event lifecycle in Arena



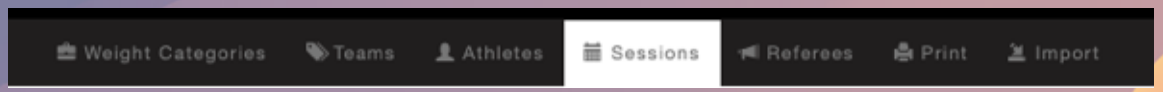
- Displaying onVenue pages during the event
- Public pages
  - Local Arena server is not designed to serve high demand access
  - Solutions: have dedicated servers, add proxy/load balancer

UNITED WORLD WRESTLING

Event lifecycle in Arena

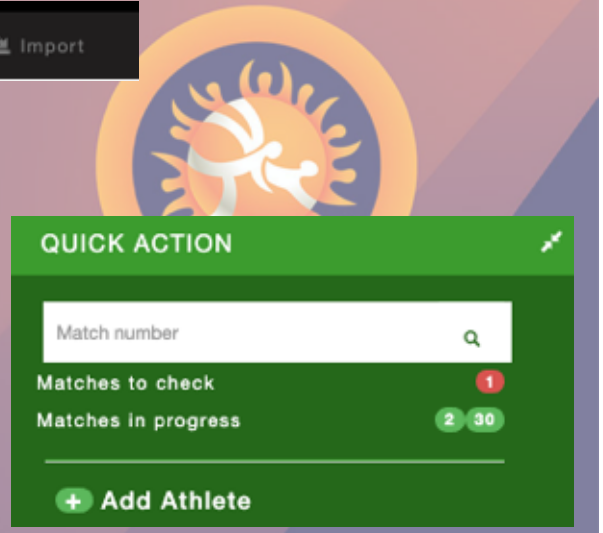
Running Event → Weigh-in → Draw → Generate Matches
- Sessions
- Mats

→ Play Matches
- Qualifications
- Finals



- Match statuses:
  - Not ready – waiting for the opponents
  - Ready to start
    - Scoresheet printed
  - Running/Completed
  - Results confirmed

  } Manage in Scoreboard application
- Secretariat compares scoresheet data with recorded results
  - Correct technical and/or classification points and confirm the result
  - Only confirmed (checked) matches populate winner to next match
- Follow brackets

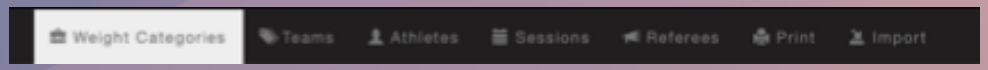


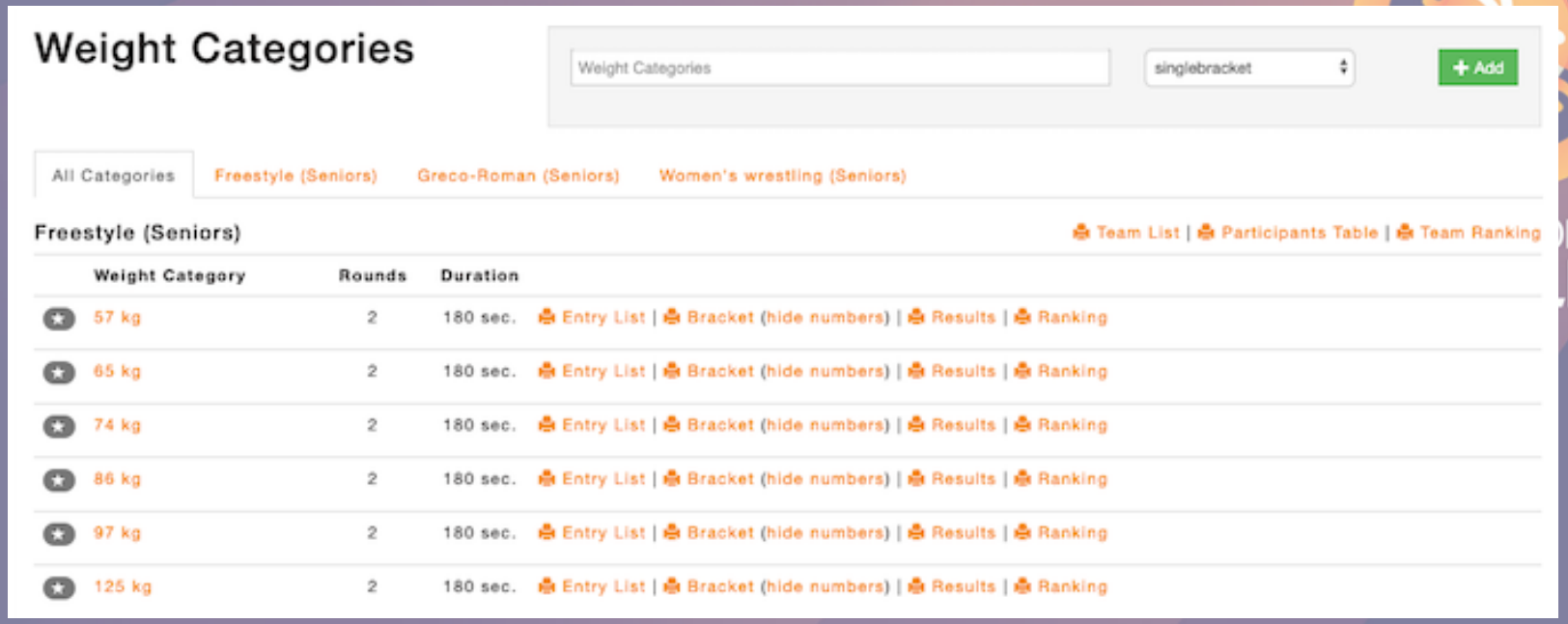
See it in action

UNITED WORLD
WRESTLING

Event lifecycle in Arena

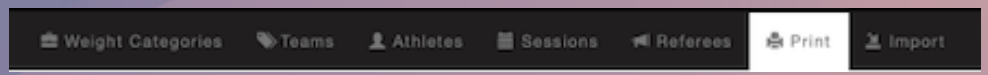
After Event → Results → Bulletins, Reports

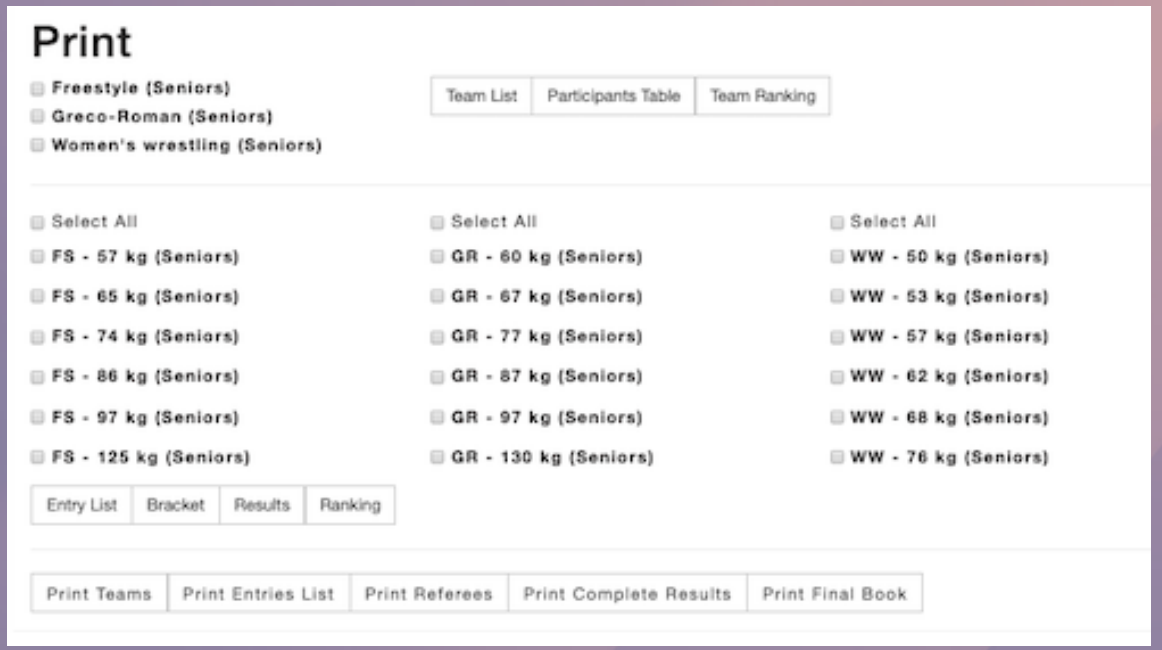




Event lifecycle in Arena

After Event → Results → Bulletins, Reports





UNITED WORLD WRESTLING

Q&A

Also get help at
https://github.com/unitedworldwrestling/arena-public