# Arena Training Series

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# Arena Training Series

## Chapter 4
## Arena advanced features – Part I

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# Agenda

- Managing persons, teams
  - Updating person record
  - Import Athletes
  - Changing weight category
- Blockchain draw
- Referee management

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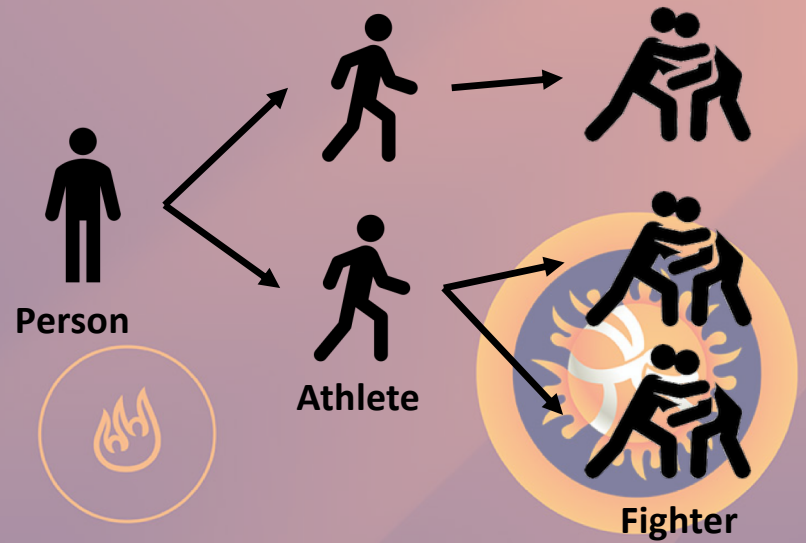
- Synchronization
- Operations (upgrades, beta, custom config, flags)
- Non-Olympic styles

# Managing Persons, Teams

- Person->Athlete->Fighter
- Required when
  - Typo in name
  - Wrong Preferred/Short Name value
  - Missing values
- Import Athletes
  - Import file format
  - Importance of Athena/Custom ID – No Person duplications through imports
- Modifying weight category
  - Do only before draw, or generating matches

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# Blockchain drawing

- Random numbers are taken from a decentralized, public “database”
  - Transparent, audited, unalterable, tracked
- Documentation: https://unitedworldwrestling.org/bcdrawing
- Brackets contain details, QR code to demo page
  - Draw can be verified anytime after. As per in the documentation, or via the Blockchain Info page
  - Example: **Senior Pan-American Championships** for **Freestyle - Seniors - 61 kg** (Ottawa - 06-Mar-2020) https://unitedworldwrestling.org/bcdrawing?id=9633437
- Only need Internet access at the time of Draw (taken block are valid for 10 minutes only)

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# Referee management

- Add/import referees
- Assign them to mat
  - Rotate them easily if required
- Let Arena assign referees to matches automatically
  - Referee's country/team is used to determine conflict of interests
- Onvenue – Referee Call Room
- Print scoresheets with Referees

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# Q&A

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