Falcon Live Ticker Guidelines

IMPORTANT INFORMATION: Google Chrome is required to use the Falcon scoring system as a scout. Please make sure you have it installed and updated before using the scoring system.

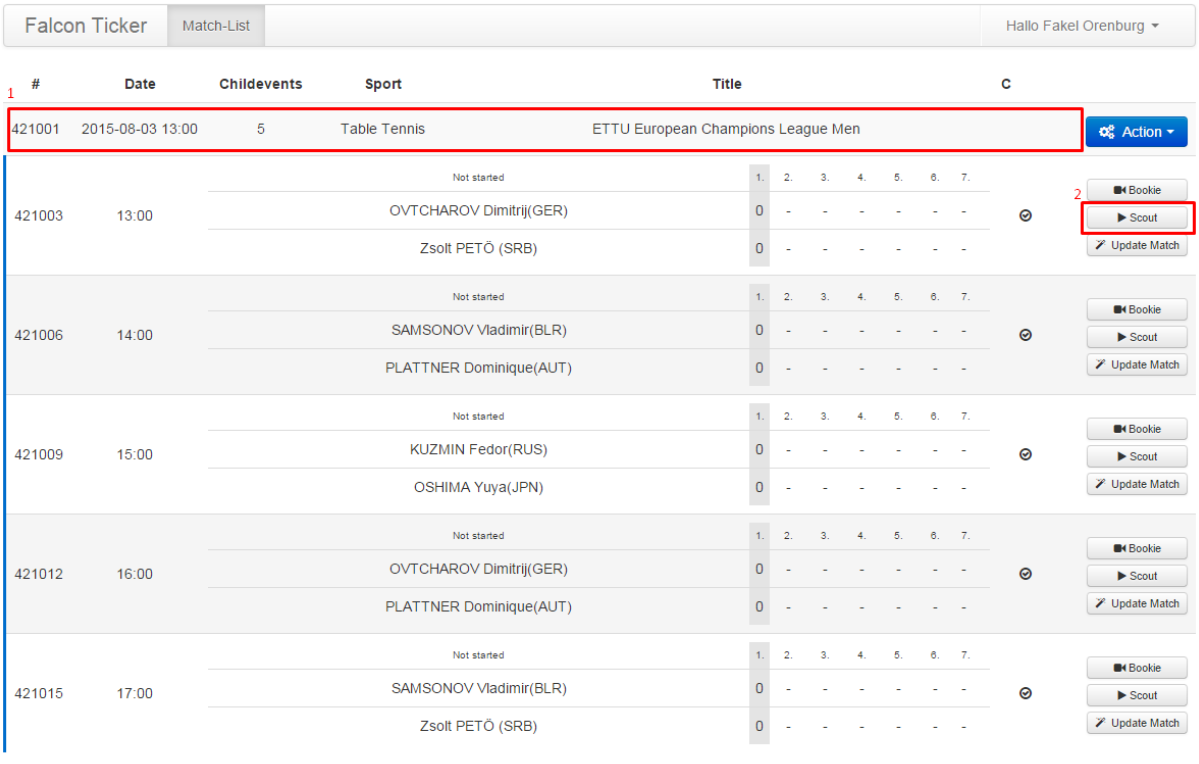
Server Access:

http://falcon.unas.tv
Username: falcon
Password: recWYr5284Rosij2

You will receive your personal club account information (username and password) separated.

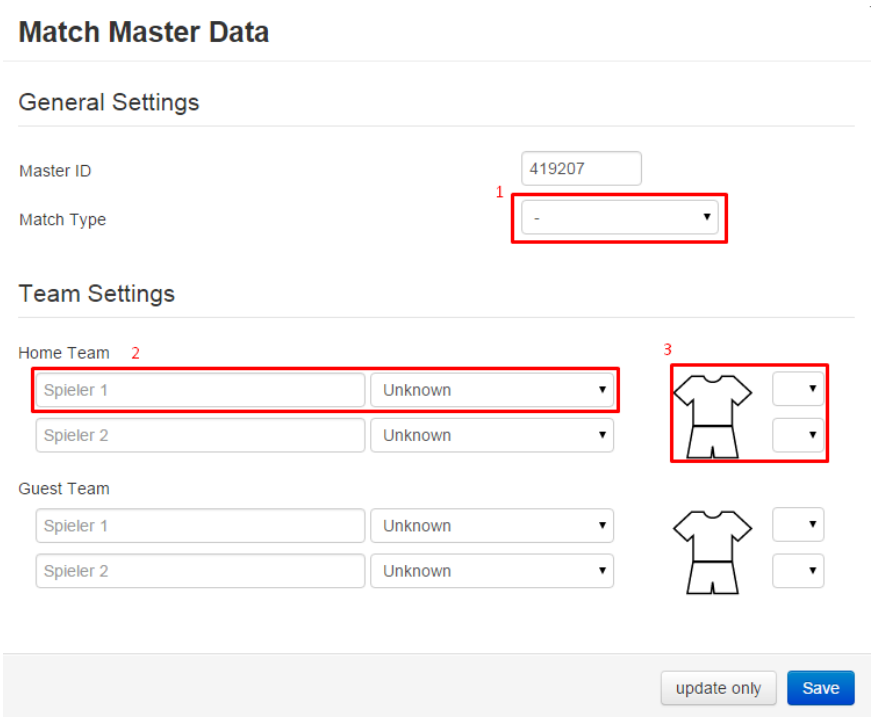
Step by step manual

1. Select your match



You are starting in the Match List. Click on your event (1) to expand it and see an overview of all available matches. Now you can see the five matches of your game. Click on the 'Scout' button (2) of a match to input the player names of respective match and start the live ticker.

After clicking the 'Scout' button of an event, a pop up for player input will open:

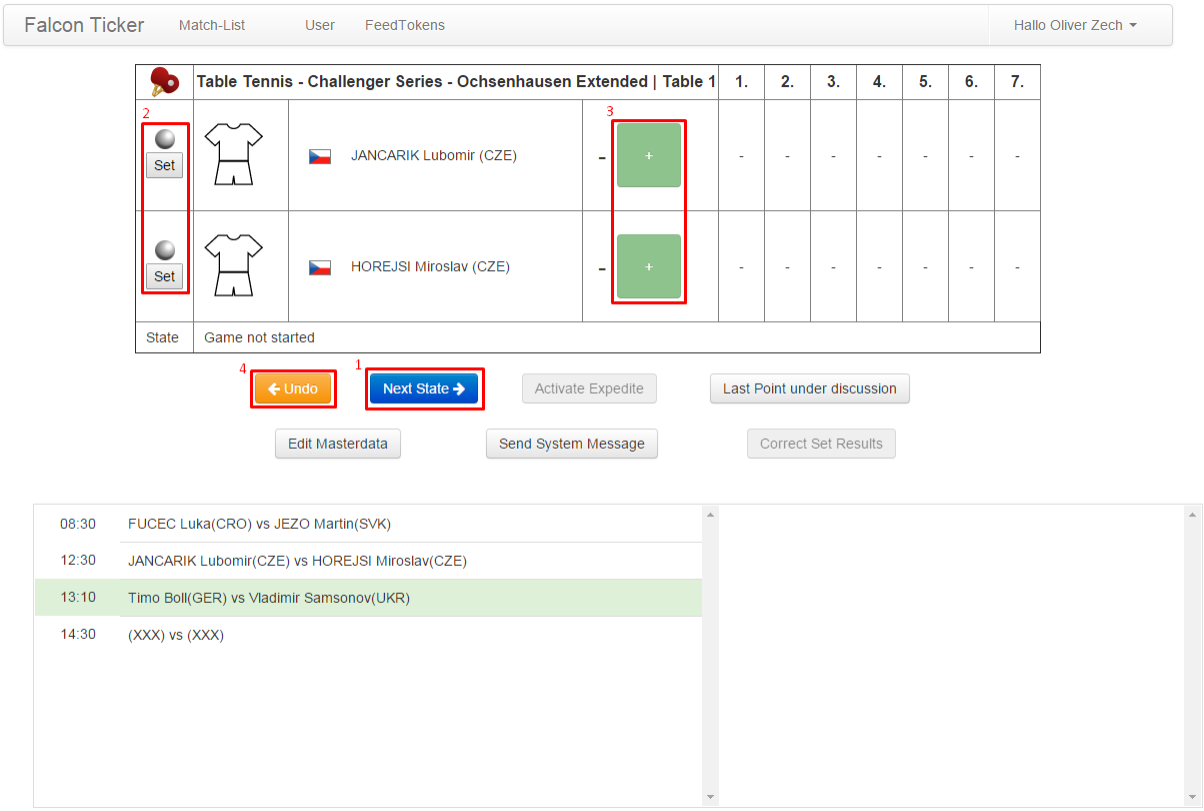


Please select the right Match Type (1), replace the team names with respective player names (2) and select the jersey colours (3). Player names have to be in following format: LASTNAME Firstname. Please fill in home and away team like it is given in the official draw of ETTU and NOT like the decision of the referee.

Click on the 'Save' button and confirm the match type. If the player names are already typed in, please check and correct them if necessary.

2. Scoring

Now you are in the ticker mask:



If the match is going to start press the 'Next State' button (1). Every time when you have to click the 'Next State' button (start of the match, after breaks …) it is turning blue. Live ticker state turns now to 'Game about to start'. Select the first server by clicking the right 'Set' button (2). To start the match press again the 'Next State' button to switch the ticker to '1st game' state.

Now you can add points just by clicking the '+' buttons (3), server will change automatically. You can correct you last point by clicking the 'Undo' Icon (4).
After finishing a set the ticker changes to '1st game intermission' state. To go on with the second set, click the 'Next State' button. Again the server switches automatically, but you can change it by clicking the 'Set' buttons.

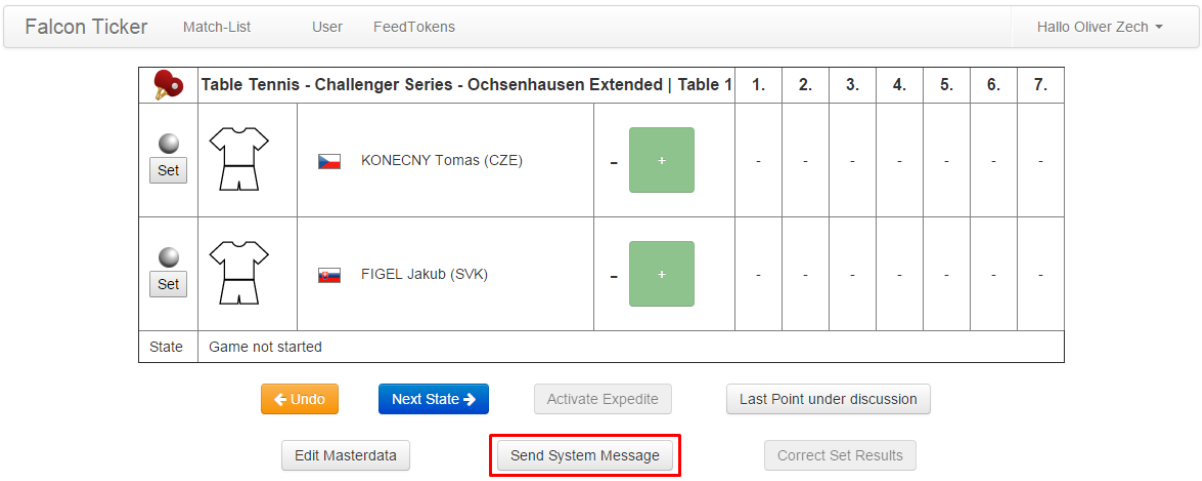
You also can cancel/postpone/suspend/stop a match by clicking the 'Send System Message' button and click the respective button (if a match was suspended you also can resume it here).

After finishing a match (last point added in the ticker mask) nothing more is to do. You can correct set results by clicking the 'Correct Set Results' button. Then return to the match list clicking on 'Match List' in the header navigation bar.

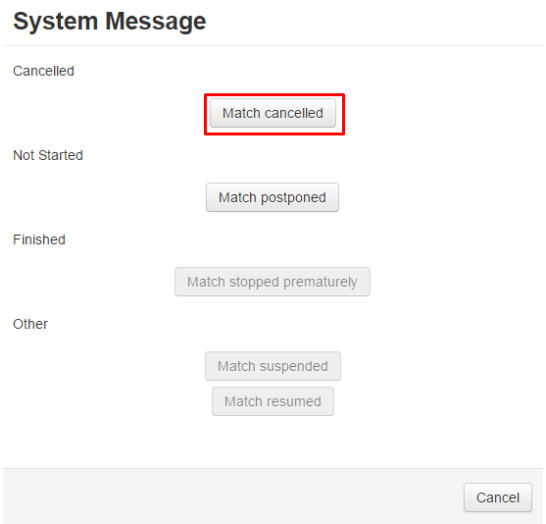
Go on with the next match, just like with the last one.

3. Game finished

If a game is finished, there may are one or two games which will not be played anymore (e.g. score is 3-0 or 3-1). It's very important to cancel these matches! Therefore click again the 'Scout' Icon of respective matches in the Match List. Select again the right playing format and input the names of the players, that would have played this match, then click 'Save'. In the ticker mask click the 'Send System Message' button:



In the pop up click the 'Match Cancelled' button and confirm the warning box:



Return to Match List and repeat this for second match if necessary.

Button descriptions:

1. General descriptions

Set (on the left side of each player jersey): With these buttons the player who is serving can be chosen. If this is set correctly before the match starts (a server has to be set before the match can be started) the scouter mask will calculate the correct server for the rest of the match. So if no mistake is made these buttons don't need to be used after the match has started.

Undo: This button cancels the last sent signal except for Signals that are not cancellable (see section 2)

Next State: Switch the match to an active state in the beginning and to switch the state to the next game/set after intermission. Entering scores is only possible when the state of the match is in an active game/set. It is not possible to enter scores before the 1st game/set has started or during intermissions.

Activate Expedite: Indicate that the match will be continued in Expedite mode. This triggers a different behaviour of the scouter mask to reflect the ITTF regulations when Expedite is active (find more information on the expedite rule in section 2).

Last Point under discussion: The point last entered to the system is being reviewed by the officials. The point under discussion button will automatically go back to its default state as soon as the next point is scored or a point correction is made (no separate action required by the scouter). Please be aware that every point should be entered to the scout mask as soon as possible no matter if there is an objection to the referee decision or not. In case of an objection enter the point as it was initially indicated by the referee and then press "Point under discussion".

Edit Masterdata: Re-open the master data window to correct or add information to this section (Player names, jersey colours, match type).

Send System Message: In case a match is cancelled, ended by a walk over or other exceptional event or suspended for a certain time press this button to indicate what has happened (see section 3 for the correct use of the different system messages).

Correct Set Results: If a set has been scored incorrectly and the set is already over this button must be used for correction. Press this button, choose the set for which you need to correct the result, enter the correct result and press save to confirm.

2. Special behaviours

Undo – non-cancellable events

In general the Undo-button removes the last entered signal that was sent. There are however some signals that can't (always) be cancelled:

- When the Next State button is clicked to enter a new game this action can only be cancelled until the first point in this game has been scored. After that it is not possible to go back to the state before that game had started (intermission or game about to start).
- System messages can't be cancelled. Be especially aware that a match that has been cancelled or stopped prematurely can't be re-activated.
- Last point under discussion can't be cancelled once it has been clicked. Clicking Undo after Last point under discussion has been activated will cancel the point that was entered before that. In case Last point under discussion has been clicked accidentally just resume with the next point as normal and this will also restore the default button state of Last point under discussion.
- Manual server correction will not be cancelled with Undo. So if the serving player is manually changed during the match because of a previous mistake and Undo is then used the signal preceding the manual server change will be cancelled. So a manual server correction will always revers the serving order and can just be corrected by another manual server change.

The Next State button is only active when pressing the button is required to continue regular scoring. It will then be highlighted in blue to indicate that the button has to be clicked in order to continue tracking match scores. This is the case when a match

- has not yet started (Status is Game not started or Game about to start)
- is currently in an intermission

When Activate Expedite is clicked this will change the behaviour of the scouter mask to meet the regulations of the ITTF expedite rule (http://www.ittf.com/ittf_handbook/hb.asp?s_number=2.15). In case expedite is introduced in a match the umpire will announce it and another umpire will from then on count the returns in each rally. The next player/team to server has to be entered in the scouter mask before scoring can continue. While expedite is in operation the server will change after every scored point. Once the expedite system is in operation it will remain so until the match is over. In case Activate Expedite has been clicked accidentally it can be corrected by clicking the Undo button.

Clicking Last Point under discussion will not trigger any special behaviour of the scouter mask. It will just pass the information to the customer that there might be a revision of the last point that was entered in the scouter mask.

The Offline Mode will be automatically activated if the connection to the Falcon-server is lost. In the bottom-left corner of the browser window a red box stating "You are offline!" will appear. From this moment onwards all entered scores will be saved locally and transmitted as soon as the connection to the server has been re-established. Scoring can be continued in offline mode.

Please be aware of the following restrictions in the offline mode:

- The browser window must not be reloaded or closed while in offline mode – all data entered since the connection failed will be lost.
- While offline only the currently running match can be finished. It is not possible to load the next match and continue scoring before the connection to the server has been re-established. If a match is over and there is still no connection to the server leave the browser window open with the current match in it until the "You're offline" message in the bottom left corner has disappeared.
- Inform ETTU and LAOLA1 as quickly as possible once it becomes clear that the coverage of an upcoming match is not possible due to connection problems or any other reason (arriving late for the match …). Please send an e-mail to oliver.zech@unas.tv and ettu@pt.lu.

The Inactivity Monitor will keep track if there is on-going interaction of the scout with the scoring system. It will track mouse movements and entered signals. In case no mouse movement or sent signal is detected for 90 seconds (shown in the progress bar below the scouter mask) the scout will automatically be disconnected from the server and the customer will receive a "scout offline" message to indicate that nobody is tracking the scores for this match at the moment. The same will happen if the browser window is inactive (another tab is in front of it or the browser window is minimized) for longer than 60 seconds.

3. System messages

Match cancelled is a system message which either can be sent before a match or when the match has already started. Before the match it is used to indicate that the match will not take place at all. During a running match it indicates that the match is cancelled without being resulted (there is no declared winner after the decision that the match will not be continued).

Match postponed can only be sent before a match has started. This signal should be sent if a match is postponed due to special reasons (weather conditions, power outage, damage of the table/court, player stuck in traffic …). Once this signal has been sent it has to be followed by a Resume Match before the scouter mask is available for this match again. The other possibility is that after a match is postponed it is cancelled completely. In this case a Cancel Match must be sent.

Match stopped prematurely can only be sent after the match has already started. This signal must be used when the match is stopped and officially resulted even though it has not reached its normal end (walk over …).

Match suspended can only be sent after the match has already started. This should be used when the match is suspended due to weather conditions, power outage, damage of the table/court … and is expected to continue after the condition that caused the suspension is over.

Match resumed must be used to indicate that a postponed or suspended match is about to start/continue. This enables the scouter mask again for this match.