

Tournaments

A guide to setting up and running competitions with RyngDyng.

What are the advantages of running archery competitions with RyngDyng?

Recording all results live by RyngDyng enables a completely new quality and type of tournaments. For example, competitions can be held at different locations at the same time. Alternatively, every participant shoots anywhere at any time. Of course also in the traditional way in a hall and with spectators, but with live evaluation and transmission of the results on the Internet.

The competition will be much more attractive for spectators and participants because all results can be followed live - arrow by arrow - on the mobile phone or at home on the PC. Enriched with evaluations, the competition becomes much more exciting. For example, by making it clear how exactly the best archers differ: Is it the better grouping? The better centering of the groups, or is it a better consistency in the result over time? Who can cope with a changed light or weather situation? And much more.

The World Archery Federation has long relied on the attractiveness of live recording and broadcasting for world-class tournaments, based on RyngDyng since the end of 2019. Exactly this form of media support is now available for all tournaments, right up to the club's everyone tournaments.



Proud Partner of **World Archery**

An additional advantage for all participants is that they can precisely analyze and evaluate all their own arrows afterwards. You can see how the tournament went in detail, where points were lost and how the groupings and ring numbers developed over the course of the year. If you recognize some weak points, targeted training will help you in improving on those.

Creation of competitions

Tournament organizers can create their planned events on the Archery Analytics server:

Your tournaments

test_tournament

April 4, 2020 in Fischbachau (DE): Turnier für Tests

EDIT

DELETE

SHOW RESULTS

Add new tournament

please enter a unique identifier

ADD TOURNAMENT

Input all essential data that are going to be displayed when the results are published:

Edit Tournament

test_tournament

DESCRIPTION

Tournament for testing

DATE

04.04.2020

COUNTRY

Germany

LOCATION

Fischbachau

PASSWORD

test123

 publish results

SAVE ALL

CANCEL

Editing a tournament on the Archery Analytics server

What is important is the unique identifier of the competition (in the example shown, 'test_tournament' and the password (in the example: test123), because this identifier and this password are required by the judges and the organizer on site for managing the tournament.

By selecting 'publish results', the ranking lists will also be displayed live on a publicly accessible page on the Internet. If not, only the organizer has access to these results.

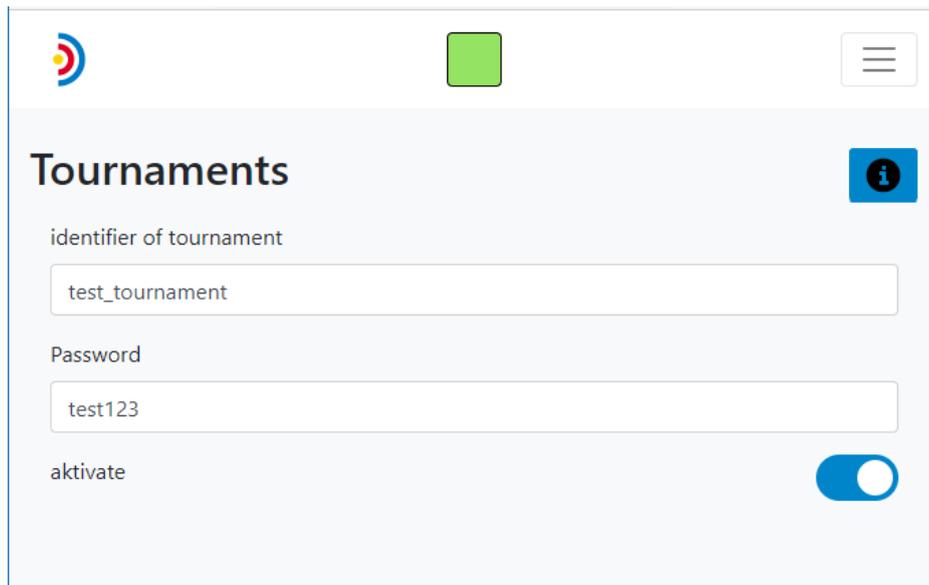
If a competition consists of sub-competitions with different competition classes (compound / recurve / women / men etc.), these are set up separately as several competitions. The exact description of the competition class can be stored in the 'description' field.

This way you will get different ranking lists for the participants in the respective sub-competitions.

Conducting competitions

Setting up RyngDyng for the competition

Every RyngDyng system can assign captured arrows to a competition. To do this, when setting up the system, simply enter the ID of the tournament and the associated password in the RyngDyng app and transfer it to the RyngDyng system:



The screenshot displays the 'Tournaments' management interface in the RyngDyng app. At the top, there is a navigation bar with the Archery Analytics logo on the left, a green square icon in the center, and a menu icon on the right. Below the navigation bar, the title 'Tournaments' is displayed in a large font, accompanied by an information icon. The main content area contains three input fields: 'identifier of tournament' with the text 'test_tournament', 'Password' with the text 'test123', and 'aktivate' with a blue toggle switch that is currently turned on.

Tournament management in the RyngDyng App

If you activate the switch, there must be a connection to the RyngDyng that is to record the tournament data. The arrow detection for this tournament can only be started after this activation.

If you use several RyngDyng systems in parallel, the competition mode must be activated for each of these systems.

Important: Only start the arrow acquisition after the competition has been activated.

Live transmission of the hits

In order to make the tournament interesting for spectators, it makes sense to immediately transfer the detected hits to the Archery Analytics server and thereby update the ranking list continuously, arrow by arrow.

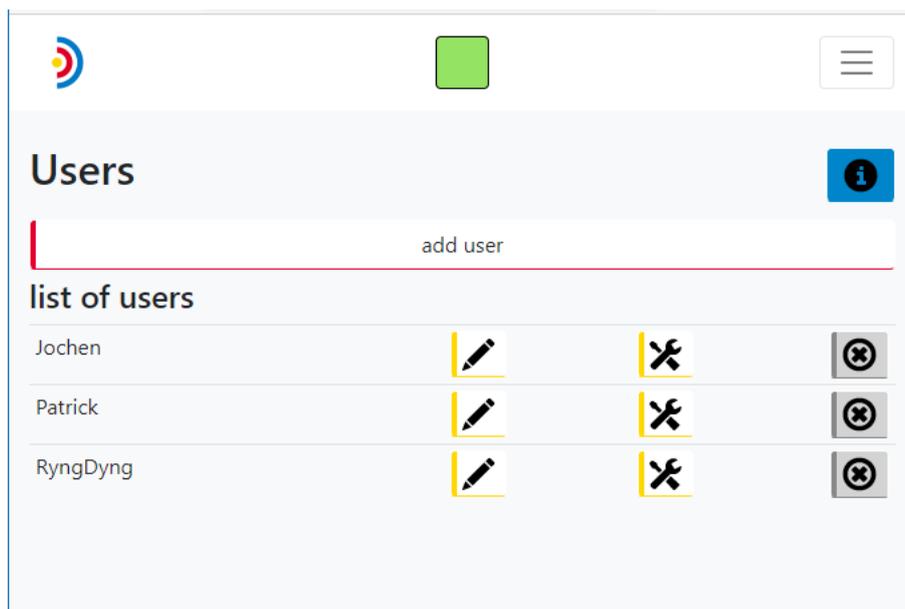
A RyngDyng that has been activated for a competition as described above immediately sends every hit it detects to the server - provided there is an internet connection.

How to connect the RyngDyng WLAN router to the Internet is described in this document: [How to establish Internet Access](#).

If there is no internet connection, no hits will be transmitted to the server, not even after the tournament. In this case, the data is only available on site. They are saved in the apps that are connected to the RyngDyng systems and can be evaluated there.

Assignment of participants to the target faces

The assignment of participants to the faces and to the competition letters A, B, C and D is exactly the same as in training. First the entries for the participants are created:



Creation of participants in the RyngDyng App

Participants do not need to have a personal account in the Archery Analytics Server. However, if you have an account, you can later access and analyze all your hits from the competition in your personal account - provided the RyngDyng systems had internet access and the hits could be transferred to the server, see above.

In the second step, assign the participants to the target faces and competition letters:

Configurations

name:

target

distance (m): target face:
 A B C D

Assignment of participants to faces A, B, C, D

When saving, this setting is transferred to RyngDyng. RyngDyng will then assign each hit it detects to the respective archer.

In the arrow detection view, you can see in the overview who was assigned and how:

Arrow Detection

arrow detection is not active

fast arrow detection mode (less accurate)

target face	name	of	distance
A	Jochen	1.12.2020, 22:00:57	18 m
B	Patrick	1.12.2020, 21:57:04	18 m

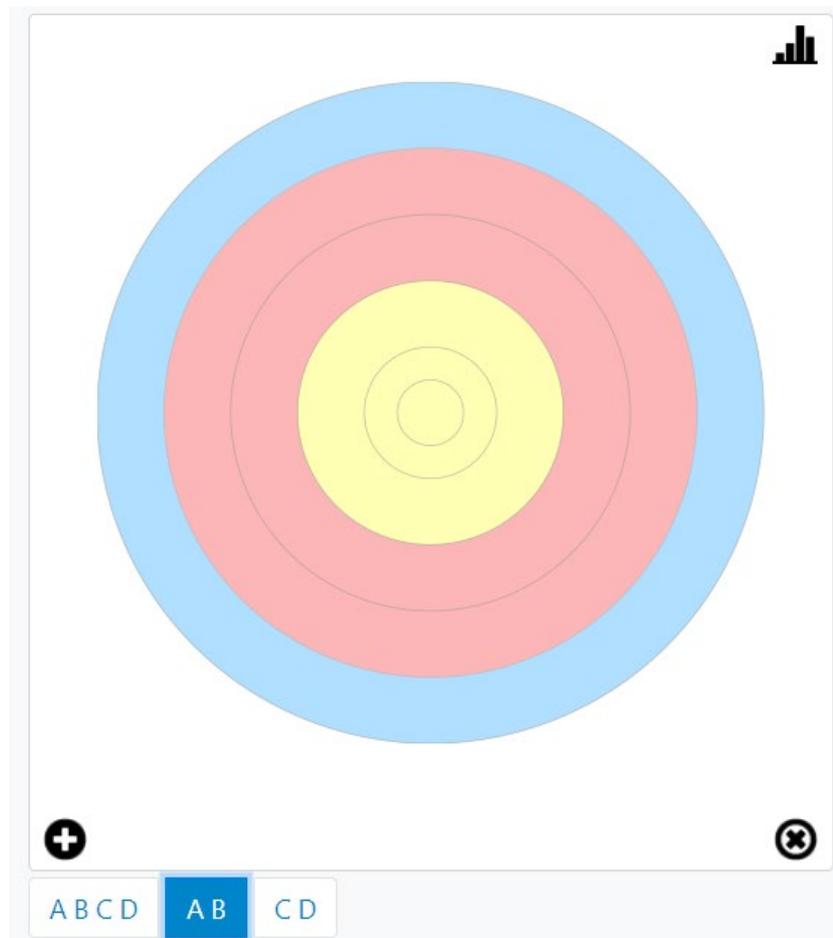
Overview: target faces and assigned archers

Control of the competition and structuring into ends

The structuring into ends is done by stopping the arrow detection after an end and restarting it before the next end. RyngDyng then counts up the end number and assigns the hits according to the ends. Stopping and restarting can be automated by automatic person recognition. In competition, however, we recommend that you do this manually by the competition supervisor and deactivate the automatic person recognition (in the system menu in the app).

In many competitions it is customary to call up the tournament letters AB and CD alternately. There are max. 2 people at the same time on the shooting line for a target.

The RyngDyng app offers the option to switch between these groups below the target faces:



switching AB / CD

The restriction of the arrow detection to e.g. AB has the following effects:

1. If an arrow hits a neighboring face (e.g. C instead of A), no hit is reported for C if AB is activated. In this case, an M must be added manually by the referee (i.e. either for the shooter on A or on B, depending on who the arrow belongs to)
2. If faces are used by several shooters (e.g. a 60 with the letters AC), each arrow on this face is assigned to shooter A when AB is selected, and to shooter C when CD is selected.

Unfortunately, there is one major restriction by now: If 2 shooters shoot at the same time on one face (e.g. A and B on a 122 with ABCD), each hit will be assigned to both shooters. This is because the system currently cannot distinguish arrows based on the color of the fletching or the lettering on the shaft.

There are two possible solutions: You let two shooters shoot at the same time on a surface and then in the App remove those hits that do not belong to the respective shooter (select letter A, B, C or D, then click on the arrow and delete). Or else, you separate the participants and thus always have exactly one shooter per face. Of course, this is only possible if there is enough space for it.

Locking RyngDyng

It is advisable to lock all RyngDyng systems so that viewers and participants can watch the tournament with the RyngDyng app but not intervene in the system. This is done by entering a password under System -> RyngDyng.

After locking, only apps with the same password can make changes to the system at this point, for example start / stop arrow detection, switch AB / CD, etc..

Correcting recorded hits

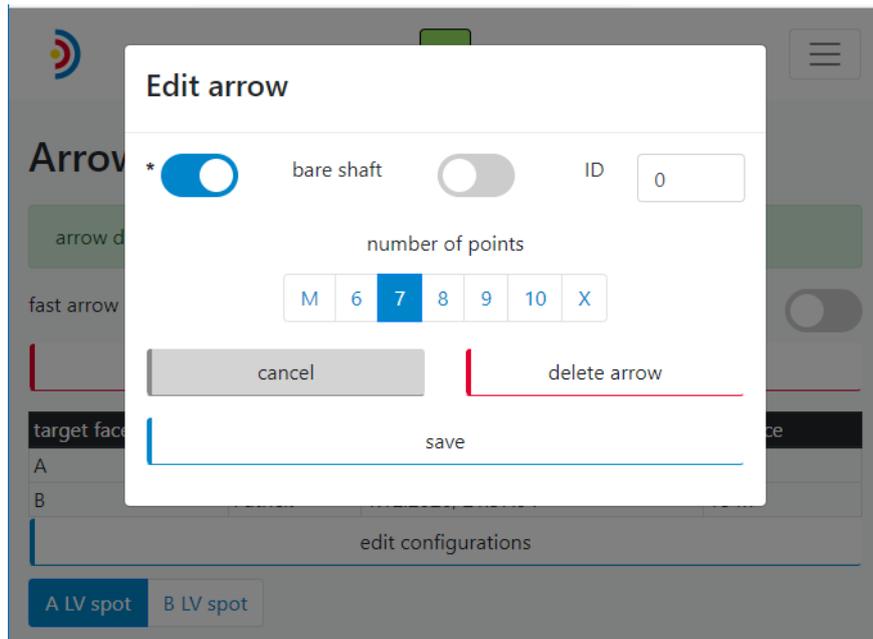
The RyngDyng app as an input device for corrections

If you enter the ID and the correct password for this tournament in the RyngDyng App, the app simultaneously becomes an input device for the competition judges or for the participants themselves:

Tournament arrows can only be edited in the app if you have entered the correct competition ID and password and at the same time there is a connection to the RyngDyng that recorded the hits!

You can correct the score of the hits in the view for displaying live hits and for evaluating hits. All other apps without an entered password can display the hits, but editing by the user is not possible without the correct password.

A hit is processed by simply tapping the arrow mark. A dialog window opens for editing the key figures for this hit:



Editing of hits

At the top left you can also remove the * that may be displayed for tight decisions. The hit that is currently being processed is marked with a red cross. If the hits are very close, a button is automatically displayed with which you can switch between the neighboring hits and thus select the correct one.

If the hit has already been transferred to the server and the number of rings has already been taken into account for the current status of the ranking list, this is also corrected when a change is saved: The new value is immediately transferred to the server and the new rating appears after a few seconds.

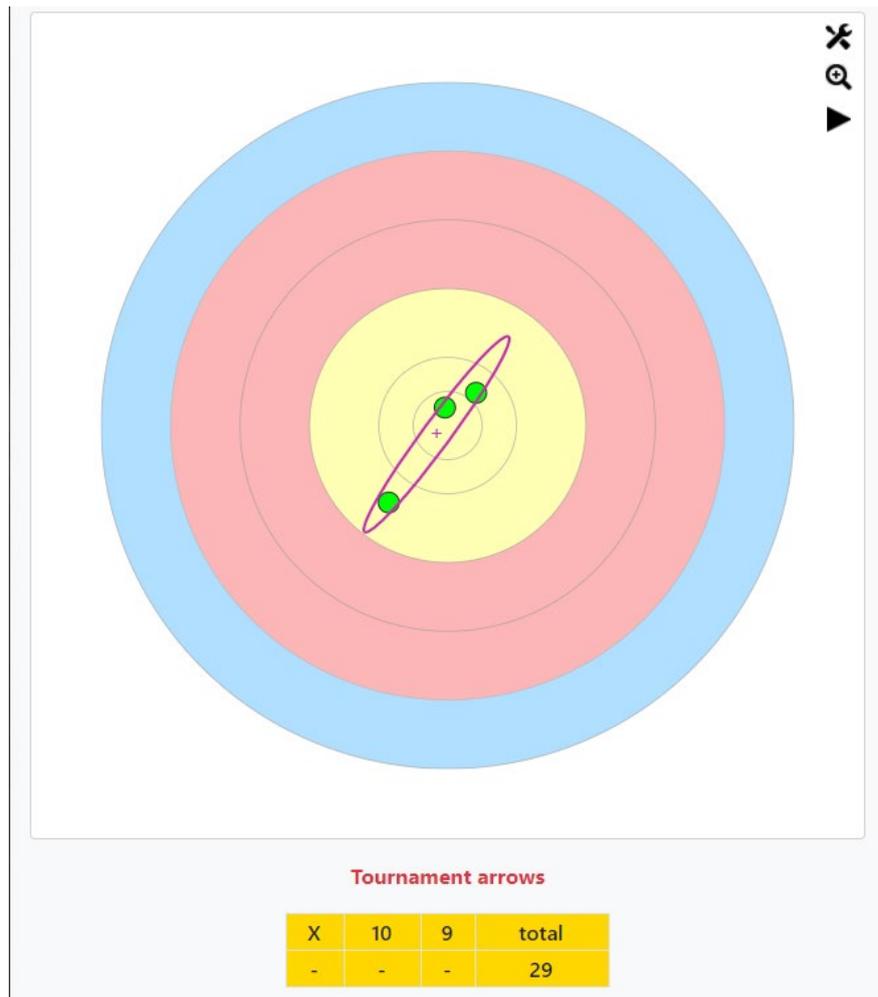
If it happens in rare cases that a hit was not recorded, or an arrow landed on a neighboring surface, this can of course also be added afterwards.

Click on the  - symbol on the bottom left, then tap the desired position on the face and set the exact number of rings in the dialog window.

Subsequent analysis of hits

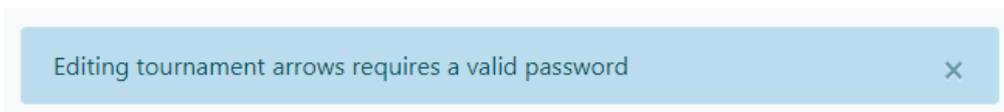
All apps that followed the tournament and that received the hits can also analyze the hits.

In the 'Evaluation' view, you can call up the hits for certain days, for certain people and for the various targets and editions as usual. If it concerns hits that belong to a competition, they will be made visible with the note 'tournament arrows':



Evaluation of tournament arrows

Recorded tournament arrows cannot be edited afterwards. If you click on an arrow, this notice appears:



This means that tournament arrows can only be edited if a. the correct ID and password have been stored in the app (see above) and b. there is a connection to the RyngDyng that recorded this hit. These conditions can only be met during the tournament and on site.

If the hits were transmitted live to the Archery Analytics server, they can also be analyzed there by the archers in their personal account. Here, too, the restriction applies that tournament arrows cannot be edited or changed.

Live view of the rankings

All hits transmitted to the server via the Internet are converted directly into a ranking list. This ranking list can be accessed at any time in the tournament organizer's account. To do this, press the button 'Show results' under competitions:

result table of test_tournament

rank	name	number of arrows	number of points	number of X
1	Jochen Hertle	69	549	30
2	Andrea Huber	37	232	3
3	Patrick Gaß	14	130	2
4	Joachim Brenner	1	8	1

[BACK](#)

Display of the current ranking in the organizer's account

If the publication of the results has been activated for this tournament, you can access this page and view the ranking list with any browser from anywhere in the world:
https://www.archery-analytics.com/en/tournaments/public_result

Live Results

April 4, 2020 in Fischbachau (DE)
 ID: test_tournament

Turnier für Tests

2020/04/04 in Fischbachau (DE) ▼

rank	name	number of arrows	number of points	number of X
1	Jochen Hertle	69	549	30
2	Andrea Huber	37	232	3
3	Patrick Gaß	14	130	2
4	Joachim Brenner	1	8	1

Display of the current ranking on a public page

This ranking is updated automatically every 10 seconds. Therefore, the audience can follow the tournament from arrow to arrow.

Would an organizer want their own ranking e.g. on your own website, this is also no problem. The server offers an interface for this. The result lists can be integrated into your own website with little effort. If you are interested in this interface, please contact the Archery Analytics team.