



Scorekeeper Quick Start Guide

FIRST
LEGO
LEAGUE JR.

FIRST
LEGO
LEAGUE

FIRST
TECH
CHALLENGE

FIRST
ROBOTICS
COMPETITION

Gracious Professionalism®

*“A way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community”
- Woodie Flowers*

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FIRST-Tech-Challenge LIVE software

Introduction

- Welcome to the FIRST-Tech-Challenge LIVE software for scorekeepers. This software is located in the [GitHub](#) repository, a site for working collaboratively on programs and sharing code.
- The FIRST Tech Challenge LIVE software allows you to sequentially set-up an event, a league, and add teams, as well as, generate users for different methods of displaying the score. You can also add sponsors and logos, and a variety of other options.
- GitHub also has a section for reporting issues as they arise during the product development lifecycle to suggest updates to the software.

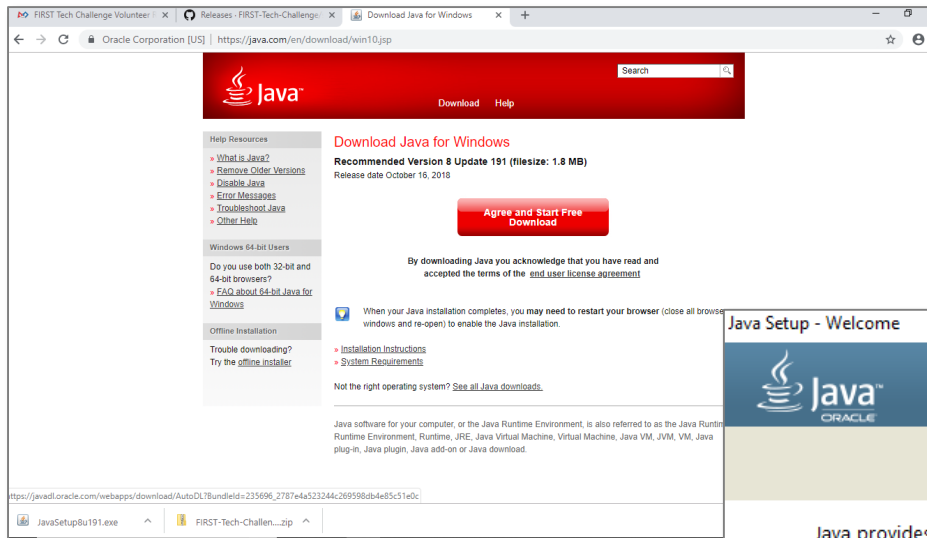
Download Java and the Software

Key Points:

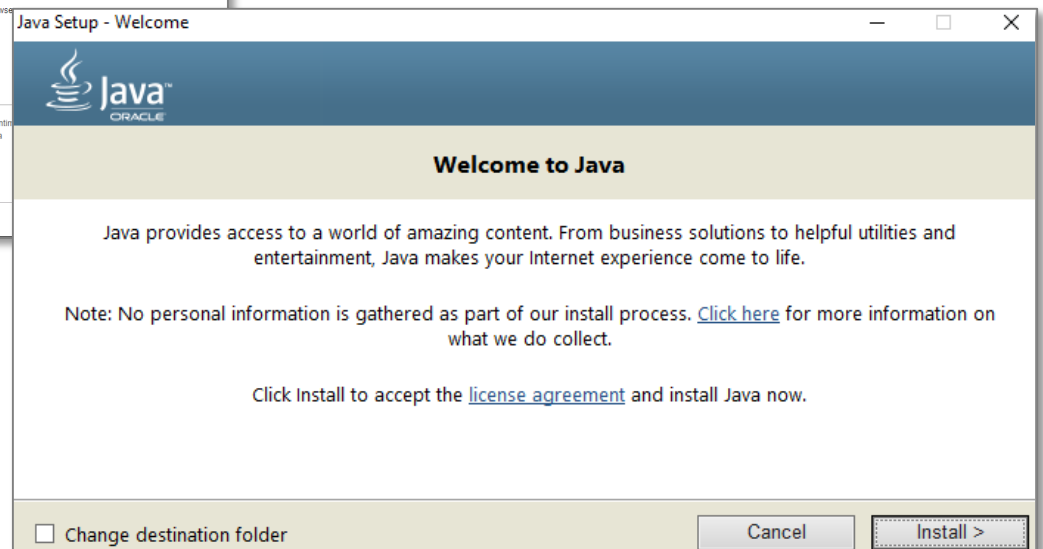
- The project folder is a .zip file that is compressed.
- Extract the compressed files from the Downloads folder, then move to the desktop.
- Use the Chrome browser for best results.
- On a Mac, it may require your Apple password.
- Release versions are archived so documentation history and release notes are available.
- An Issues tab allows access to the troubleshooting forum.

1. Download Java

Go to java.com to download the latest version of Java before downloading the scorekeeper software.



Opens the Java Runtime Environment (JRE):

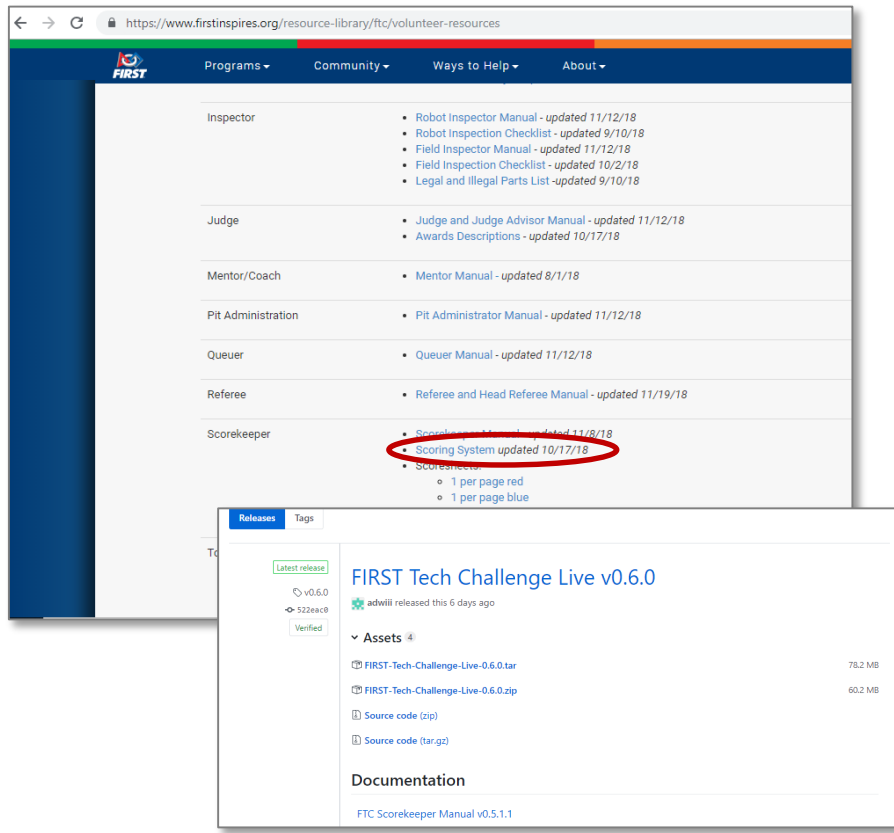


NOTE: Mac/Linux users will need to install the [Java Development Kit \(JDK\)](#)

2. Download the Software

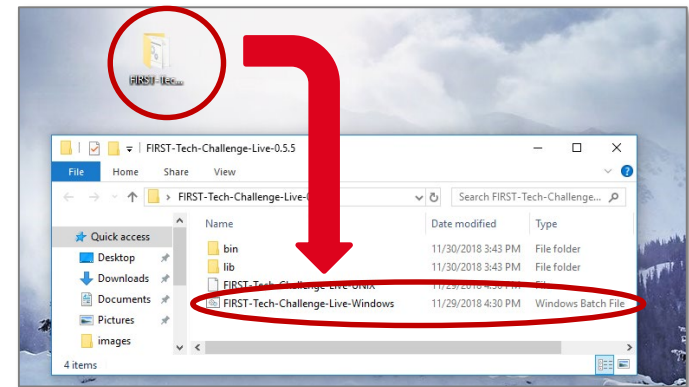
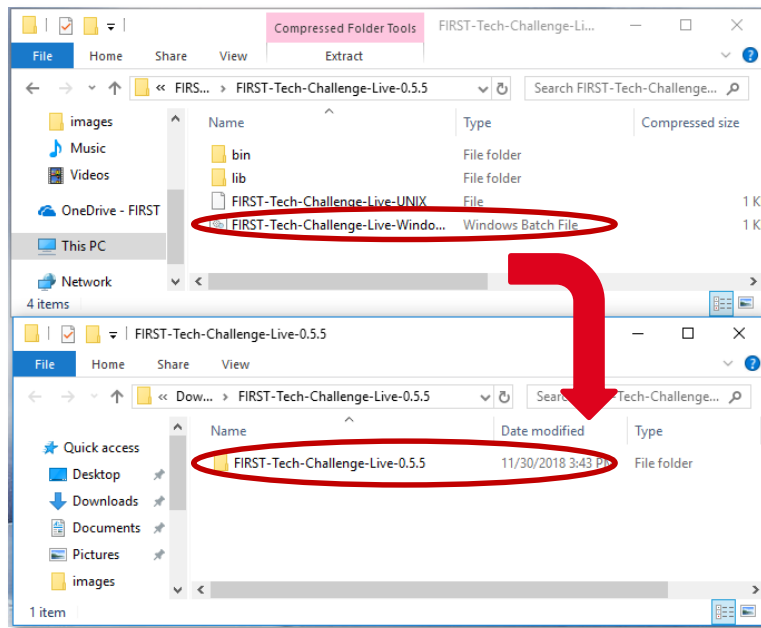
Open the FTC Volunteer Resources>Scorekeeper>Scoring System:

<https://www.firstinspires.org/resource-library/ftc/volunteer-resources>



- Takes you to the GitHub page. You can also go directly to the [FTC Live GitHub Page](#)
- Select the “Releases page” link to open the latest version of the software FIRST-Tech-Challenge-Live-0.Version.0.zip
- Selecting the .zip folder will download the folder, which needs to be extracted.

2. Download the Software

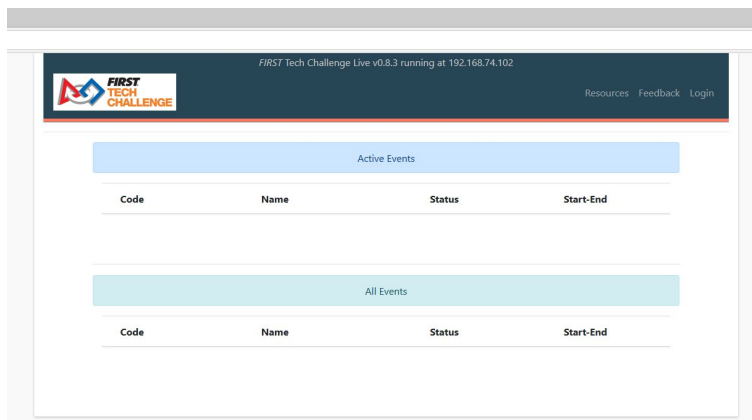


Go to Downloads to extract the compressed folder, then drag the extracted folder to the Desktop to Open.

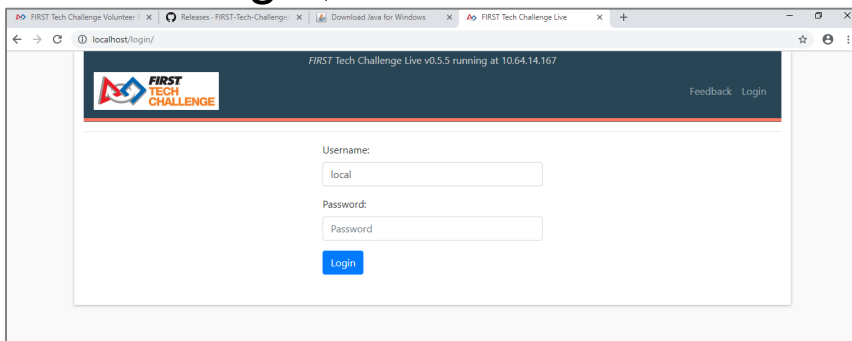
NOTE: For Mac/Linux users select the FIRST-Tech-Challenge-Live-UNIX file instead.

2. Download the Software

Opens the FIRST Tech Challenge Live user interface:

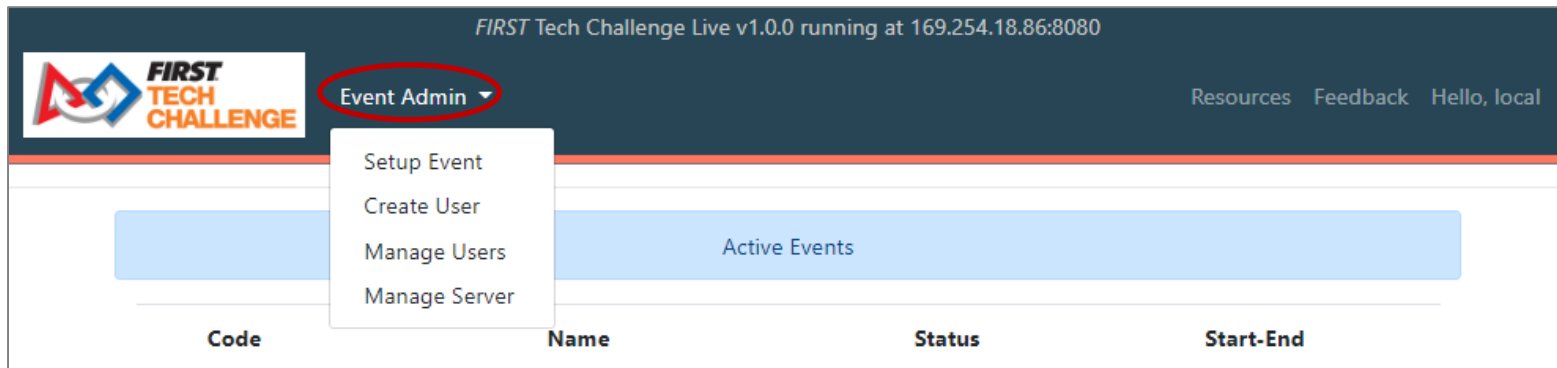


Select Login, and username enter: local. Do not enter a password.



2. Download the Software

Open the Event Home:



Event Admin opens a drop-down menu for different options.

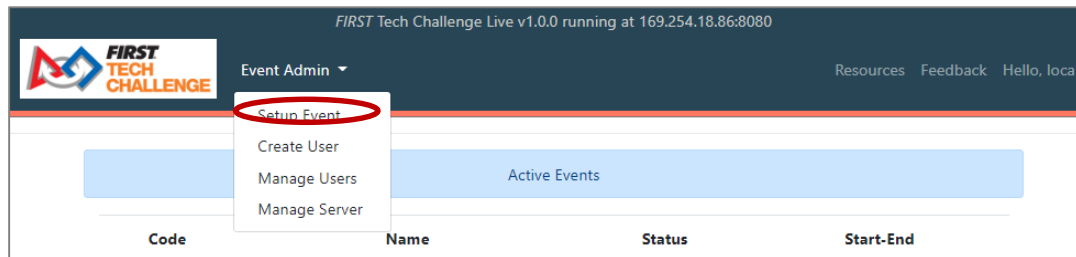
Dashboard Setup – Steps 3 and 4

Key Points:

- Local login with unrestricted administrative access is only available on the Scorekeeper laptop.
- If necessary, can create accounts with restricted access using the Generate Random Accounts option.
 - Use `yourleague_referee` account for scoretracking.
 - Use `yourleague_eventadmin` for audience displays.
- The printer icon in the upper left corner allows you to print a listing of accounts and passwords for distribution, as needed.
- Event Code naming conventions should be unique to differentiate from subsequent events.

3. Dashboard Setup – Setup Event and Region Key

Select Event Admin, then the Setup Event option:



Opens the Setup Event page with Region Key. Copy/Paste the region key.

FIRST Tech Challenge

Event Admin ▾ Resources Feedback Hello, local

Setup Event

Region Key

Submit

[Skip this Step >>](#)

Note: If you are testing the system please skip this step. If you do not have a Region key, ask your affiliate partner. If your AP is not immediately available or does not have the key, you may skip this step for now. A key will be required to upload event results to FIRST after the event. Please remember to upload results from all official events, even League Meets, if possible.

3. Dashboard Setup – Create Event and User Accounts

- After submitting the Region Key, opens the Create Event page. Enter the unique Event Code in lower-case, then the Event Name.
- Select the Event Type and dates.

3. Dashboard Setup – Create Event

Event Home page appears, select the Event Dashboard option.

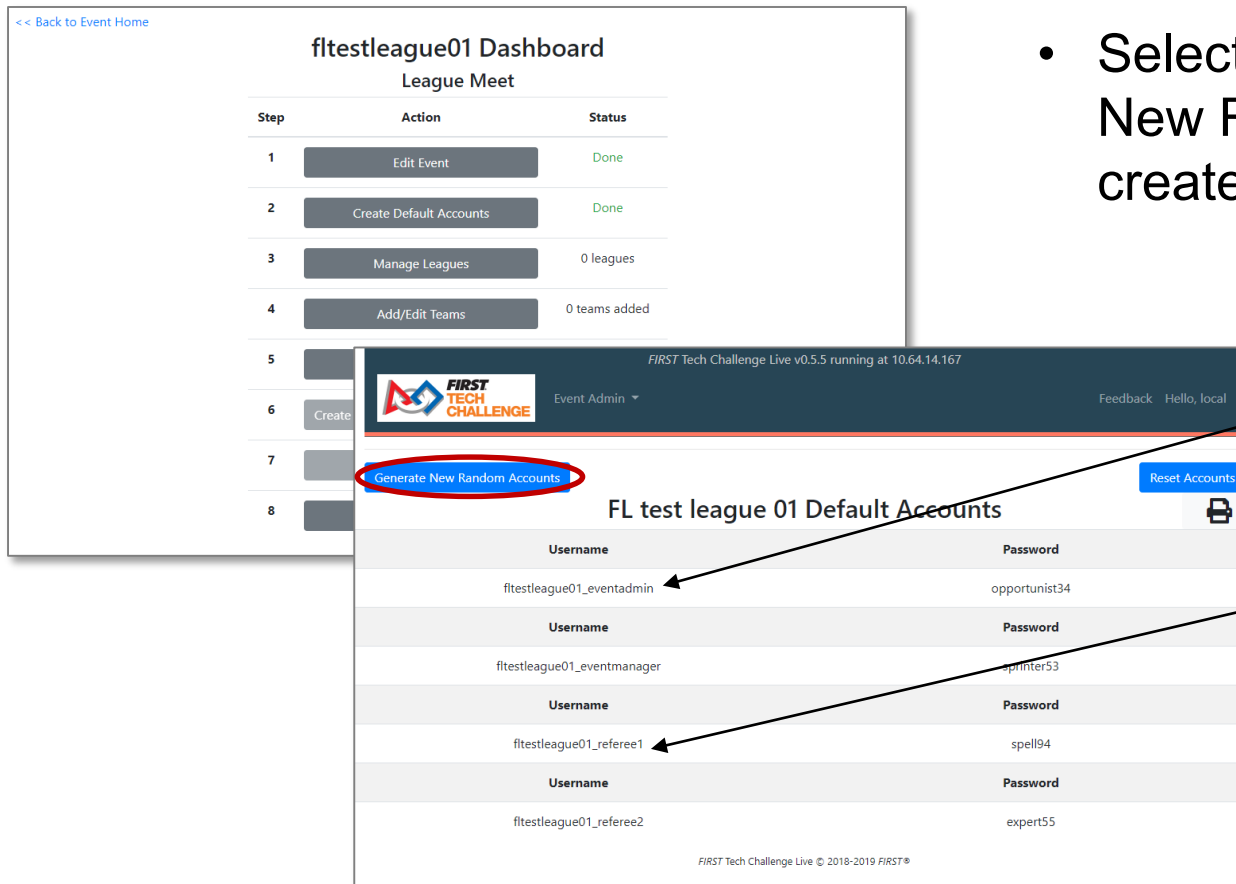
nh1 Dashboard Scrimmage		
Step	Action	Status
1	Edit Event	Done
2	Create Default Accounts	Not Started
3	Add/Edit Teams	0 teams added
4	Add/Edit Sponsors	0 sponsors added
5	Configure Judging/Inspection Tracking (Optional)	(Optional)
6	Create Judging/Inspection Schedule (Optional)	Not Started
7	Create Match Schedule	Not Started
8	Manage Awards	
9	Advancement Report	
10	Send Results to FIRST	
11	Download Archive File	

Event Dashboard allows for setup of:

- League/Events
- Teams
- Sponsor/logo
- Judging/Inspection Schedule
- Match Schedule
- Manage Awards
- Send Results to *FIRST*

4. Dashboard Setup – Create Random Accounts

Event Dashboard displays Actions that can be altered in dark grey.



The screenshot shows the 'fittestleague01 Dashboard' with a 'League Meet' section. A table lists steps and actions. The 'Generate New Random Accounts' button is highlighted in a red circle. Below this, a table titled 'FL test league 01 Default Accounts' shows the generated usernames and passwords for eventadmin, eventmanager, referee1, and referee2.

Step	Action	Status
1	Edit Event	Done
2	Create Default Accounts	Done
3	Manage Leagues	0 leagues
4	Add/Edit Teams	0 teams added
5		
6	Create	
7	Generate New Random Accounts	
8		

Username	Password
fittestleague01_eventadmin	opportunist34
Username	Password
fittestleague01_eventmanager	sprinter53
Username	Password
fittestleague01_referee1	spell94
Username	Password
fittestleague01_referee2	expert55

- Select the button “Generate New Random Accounts” to create the default accounts.

NOTE:
Use yourleague_eventadmin for audience displays, and yourleague_referee account for scoretracking.

For more information, refer to the [Scorekeeper Manual](#).

Dashboard Setup – Steps 5, 6, and 7

Key Points:

- You could create a “dummy” league event to export and save that can be imported at a future event.
- League Code must be lower case.
- Once the league is created an Add/Remove Teams button appears. Add Individual allows new teams to be added or removed from a league.
- Manage the League before selecting Create the Match Schedule.

5. Dashboard Setup – Manage Leagues

<< Back to Event Home

fittestleague01 Dashboard

League Meet

Step	Action	Status
1	Edit Event	Done
2	Create Default Accounts	Done
3	Manage Leagues	0 leagues
4		0 teams added

- Select the Manage Leagues option, then the Add button.
- Enter league information.
- NOTE: League Code must be lower case.

FIRST Tech Challenge Live v0.5.5 running at 10.64.14.167

Event Admin ▾ Feedback Hello, local

<< Back to Dashboard Export Leagues Choose File No file chosen Import League Data

Leagues:

Code	Name	City	State/Province	Country	# Teams
------	------	------	----------------	---------	---------

Add

Meets:

Code	Name	Start Date - End Date
------	------	-----------------------

Note: The current event does not appear in the list of league meets.
It will still be included in rankings calculations and will be added to the exported file at the conclusion of the event.

FIRST Tech Challenge Live v0.5.5 running at 10.64.14.167

Event Admin ▾ Feedback Hello, local

<< Back to League List

League Code:
florida sunshine league

League Name:
Florida Sunshine League

Country:
USA ▾

State:
FL ▾

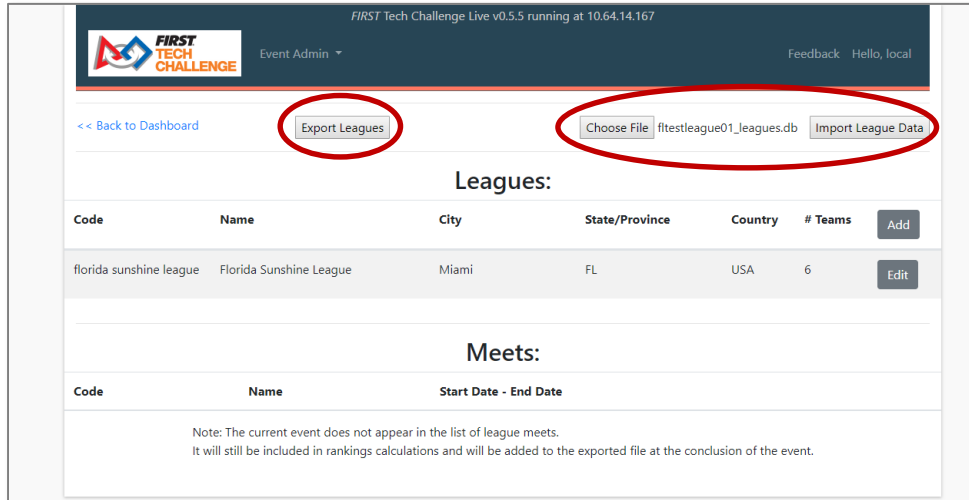
City:
Miami

Save League

Currently 0 teams in League: Add/Remove Teams

A league is a group of teams who compete in league meets within a particular region. NOTE: This section can be omitted for non-league events.

6. Dashboard Setup – Export/Import Leagues



- Select the Export Leagues button to download the file.
NOTE: Be aware of the file download location.
- Try importing the same league by selecting Choose File, then select the previously downloaded file.
- Go to the Downloads folder to find/select the exported league file.

7. Dashboard Setup – Add/Edit Teams for an Event

The image shows two overlapping screenshots from the FIRST Tech Challenge Live v0.5.5 interface. The top screenshot is the 'fctestleague01 Dashboard' for a 'League Meet'. It features a progress table with 8 steps. Step 4, 'Add/Edit Teams', is highlighted with a red oval. The bottom screenshot is the 'Adding to league' form for the 'florida sunshine league'. It shows options to 'Find by State/Province' or 'Add Individually'. The 'Add Individually' section is highlighted with a red oval, showing a 'Team Number to Add' field and an 'Add' button. Below this is a table with columns: Number, Name, City, State/Province, Country, Rookie Year, and Remove.

<< Back to Event Home

fctestleague01 Dashboard
League Meet

Step	Action	Status
1	Edit Event	Done
2	Create Default Accounts	Done
3	Manage Leagues	1 leagues
4	Add/Edit Teams	10 teams added
5	Add/Edit Sponsors	1 sponsors added
6	Create Inspection Schedule (Optional)	Not Started
7	Create Match Schedule	Not Started
8	Download Archive File	

FIRST Tech Challenge Live v0.5.5 running at 10.64.14.167

Event Admin Feedback Hello, local

<< Back

Adding to league 'florida sunshine league'

Find by State/Province Add Individually Done

Team Number to Add: Add ☒ Find by Affiliation / Full Name Choose File No file chosen Upload Team List

Number	Name	City	State/Province	Country	Rookie Year	Remove
--------	------	------	----------------	---------	-------------	--------

- Go back to Event Dashboard, then select Add/Edit teams.
- Teams can be added by State, select them by Add Individually, or manually input a new team number.
- NOTE: You can also add with Find by League once you've added a league.

Dashboard Set-up – Steps 8, 9, 10

Key Points:

- Add/Edit Sponsor section allows you to import a logo that will show up on the Match Control Page
- Remember to add the required breaks to the Match Schedule.
- The Match Schedule lives in the Event Home interface.

8. Dashboard Setup – Add Sponsors

<< Back to Event Home

ffirstleague01 Dashboard

League Meet

Step	Action	Status
1	Edit Event	Done
2	Create Default Accounts	Done
3	Manage Leagues	0 leagues
4	Add/Edit Teams	0 teams added
5	Add/Edit Sponsors	1 sponsors added
6	Create Inspection Schedule (Optional)	Not Started
7	Create Match Schedule	Not Started

FIRST Tech Challenge Live v0.5.5 running at 10:64:14.167

Event Admin * Feedback: Hello, local

<< Back to Dashboard Choose File No file chosen Import Sponsor Data

Sponsors:

Name	Level	Logo	
Autodesk	Regional		<div>Add Edit Delete</div>

<< Back to Sponsor List

Sponsor Name: Autodesk

Level: Regional

Logo: Choose File No file chosen Import Logo

Create Sponsor

- Add/Edit Sponsors button will open to the Sponsors List.
- Select the Add button to enter sponsor information.
- Logo files can be uploaded with Choose File.
- NOTE: Sponsor List page also allows for editing and adding a logo any time.

9. Dashboard Setup – Create the Match Schedule

nh1 Dashboard Scrimmage

Step	Action	Status
1	Edit Event	Done
2	Create Default Accounts	Not Started
3	Add/Edit Teams	0 teams added
4	Add/Edit Sponsors	0 sponsors added
5	Configure Judging/Inspection Tracking (Optional)	(Optional)
6	Create Judging/Inspection Schedule (Optional)	Not Started
7	Create Match Schedule	Not Started
8	Manage Awards	
9		
10		
11		

- On the Dashboard, select Create Match Schedule. Opens the adjustable schedule.
- Add Break to input an optional five-minute break, lunch break, etc.
- Run Matchmaker to view the match schedule.

FIRST TECH CHALLENGE Event Admin | Feedback | Hello, local

[Back to Dashboard](#)

Matches per Team: 5 Cycle Time (min): 7 Default

Total Matches Required: 14

Schedule:

Start Time: 2018/12/05 10:55

Matches: 14

End Time: 2018/12/05 12:33

Label: Break

Start Time: 2018/12/05 11:35

Duration (min): 5

End Time: 2018/12/05 11:40

Add Match Block Add Break

Total Matches Scheduled: 14 / 14

Save Preview Run Matchmaker

Total Matches Scheduled: 14 / 14

Save Preview Run Matchmaker

Schedule has been generated, see below

Show Start Time

FL test league 01 Schedule

Match	Field	Red 1	Red 2	Blue 1	Blue 2
Qualification 1	1	516	619	450	2425
Qualification 2	1	11342	10941	499	10944
Qualification 3	1	506	11405	516	11377
5 minute break for consecutive match per <T14>					
Qualification 4	1	10941	10944	11377	619
Qualification 5	1	11342	2425	506	499
5 minute break for consecutive match per <T14>					

10. Print the Match Schedule

- Go back to Event Home, then select the Match Schedule under Event Info.
- Opens the match schedule. Select the Show Start Time box (optional), then the printer icon.

fltestleague01: FL test league 01

Event Info

- Match Schedule**
- Rankings (This Event Only)
- Match Results
- Pit Display (This Event Only)
- Event Reports

League Info

- Combined Rankings
- Combined Pit Display

Score Tracking

- Red Alliance Score Tracking
- Blue Alliance Score Tracking

Event Administration

- Event Dashboard
- Match Control Page

FIRST Tech Challenge Live v0.5.5 running at 10.64.14.167

Event Admin Feedback Hello, local

<< Back to Event Home

Show Start Time

FL test league 01 Schedule

Teams: 11 Matches Per Team: 5 Matches: 14 Cycle Time: 7 min.

Start	Match	Field	Red 1	Red 2	Blue 1	Blue 2
10:55 AM	Qualification 1	1	516	619	450	2425
11:02 AM	Qualification 2	1	11342	10941	499	10944
11:09 AM	Qualification 3	1	506	11405	516	11377
11:16 AM	5 minute break for consecutive match per <T14>					
11:21 AM	Qualification 4	1	10941	10944	11377	619
11:28 AM	Qualification 5	1	11342	2425	506	499
11:35 AM	5 minute break for consecutive match per <T14>					

Print

Total: 2 sheets of paper

Print Cancel

Destination HP ePrint

Change...

Pages All

eg: 1-5, 8, 11-13

Copies 1

Layout Portrait

Color Color

Options Two-sided

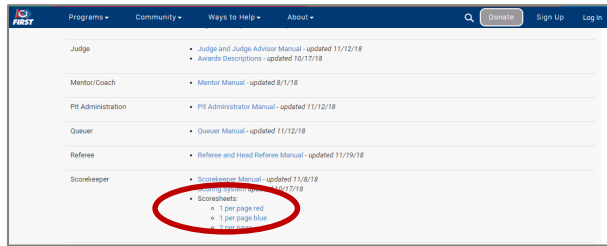
More settings

Print using system dialog... (Ctrl+Shift+P)

FL test league 01 Schedule

Match	Field	Red 1	Red 2	Blue 1	Blue 2
Qualification 1	1	516	619	450	2425
Qualification 2	1	11342	10941	499	10944
Qualification 3	1	506	11405	516	11377
5 minute break for consecutive match per <T14>					
Qualification 4	1	10941	10944	11377	619
Qualification 5	1	11342	2425	506	499
5 minute break for consecutive match per <T14>					
Qualification 6	1	450	506	11405	10941
5 minute break for consecutive match per <T14>					
Qualification 7	1	11377	499	11405	450
Qualification 8	1	10944	619	11405	516
5 minute break for consecutive match per <T14>					
Qualification 9	1	2425	516	10941	11377
5 minute break for consecutive match per <T14>					
Qualification 10	1	450	10944	2425	506
Qualification 11	1	619	11405	499	11342
5 minute break for consecutive match per <T14>					
Qualification 12	1	11377	506	499	450
Qualification 13	1	11405	11342	10941	2425
5 minute break for consecutive match per <T14>					
Qualification 14	1	516	450	10944	11342

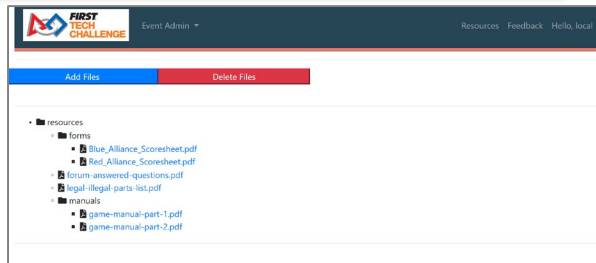
11. Printable Score Sheets



On the FIRST website, open Scorecards:

<https://www.firstinspires.org/resource-library/ftc/volunteer-resources>

Or use the Resources tab in FTC Live software.



Red Alliance											
Match: _____ Field: _____											
Autonomous Period											
Type	1st	2nd	3rd	4th	5th	6th	Returned				
Skystone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	First Returned Skystone	<input type="checkbox"/>			
Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Placed	<input type="checkbox"/>			
None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Foundation Repositioned	<input type="checkbox"/>			
Robot #1 Navigated <input type="checkbox"/> Robot #2 Navigated <input type="checkbox"/>											
Driver-Controlled Period						End Game Period					
Delivered	Tallest					Foundation Moved		<input type="checkbox"/>			
Returned	Skyscraper					Robot #1		Robot #2			
	Placed					Capstone		Level			
						Parked					
Penalties											
# Minor _____						# Major _____					
Team #	No Show	Yellow Card	Red Card								
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								

Blue Alliance											
Match: _____ Field: _____											
Autonomous Period											
Type	1st	2nd	3rd	4th	5th	6th	Returned				
Skystone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	First Returned Skystone	<input type="checkbox"/>			
Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Placed	<input type="checkbox"/>			
None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Foundation Repositioned	<input type="checkbox"/>			
Robot #1 Navigated <input type="checkbox"/> Robot #2 Navigated <input type="checkbox"/>											
Driver-Controlled Period						End Game Period					
Delivered	Tallest					Foundation Moved		<input type="checkbox"/>			
Returned	Skyscraper					Robot #1		Robot #2			
	Placed					Capstone		Level			
						Parked					
Penalties											
# Minor _____						# Major _____					
Team #	No Show	Yellow Card	Red Card								
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>								

12. Match Control Page

Key Points:

- Match Control gives a sequential list of the match schedule.
- Try a Test Match and preview the scoring beforehand.

12. Match Control Page

Inspection
• Robot Inspection
• Field Inspection
Referee Score Tracking
• Red Alliance Score Tracking
• Blue Alliance Score Tracking
Displays
• Scoring/Timing Displays
Judging
• Manage Awards
Event Administration
• Event Dashboard
• Match Control Page

- Go to the Event Home and scroll-down to Match Control Page.
- Explore the following options:
 - Schedule
 - Incomplete Matches
 - Active Match
 - Settings for Test Matches

nhchampionship2019 - FIRST Tech Challenge Live v2020pre_v6 running at 172.16.240.53

Match Control

Loaded Match: Active Match: Qualification 3 0:00 (Complete) Red: 11342, 10937 Blue: 6582, 11406

[Load Next Match](#)
[Show Preview](#)
[Randomize Field](#)
[Show Random](#)
[Show Match](#)
[Start Match](#)
[Commit & Post Last Match](#)

[Schedule](#)
[Incomplete Matches](#)
[Score Edit](#)
[Active Match](#)
[Settings](#)
[Alliance Selection](#)
[Video Switch](#)

Showing scores for previous match. Scores will clear at start of next match. To edit click [here](#).

		Red		Blue	
		11342	10937	6582	11406
Qualification 3		0	86		

Autonomous

Type	1 st	2 nd	3 rd	4 th	5 th	6 th
Skystone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
None	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

First Returned Skystone ☐ **Returned**

Robot 1 Navigated ☐ 0

Robot 2 Navigated ☐ **Placed**

Foundation Repositioned ☐ 0

Autonomous

Type	1 st	2 nd	3 rd	4 th	5 th	6 th
Skystone	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Stone	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
None	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

First Returned Skystone ☐ **Returned**

Robot 1 Navigated ☒ 0

Robot 2 Navigated ☒ **Placed**

Foundation Repositioned ☒ 8

13. Audience Display Mode

Key Points:

- Audience Display mode can show:
 - Field Timer
 - Match Preview
 - Results
- For more information on display limits, see the Scorekeeper Manual, find the section on Match Control Display titled Scoring Displays.

Completed Scorekeeper Set-up

Key Points

For additional information, please refer to the Scorekeeper Manual.