Judge View

Competitor Name:
Competitor Lift Weight:
Competitor Weight Class:

Yes

No

Submit your decision by clicking the appropriate button.
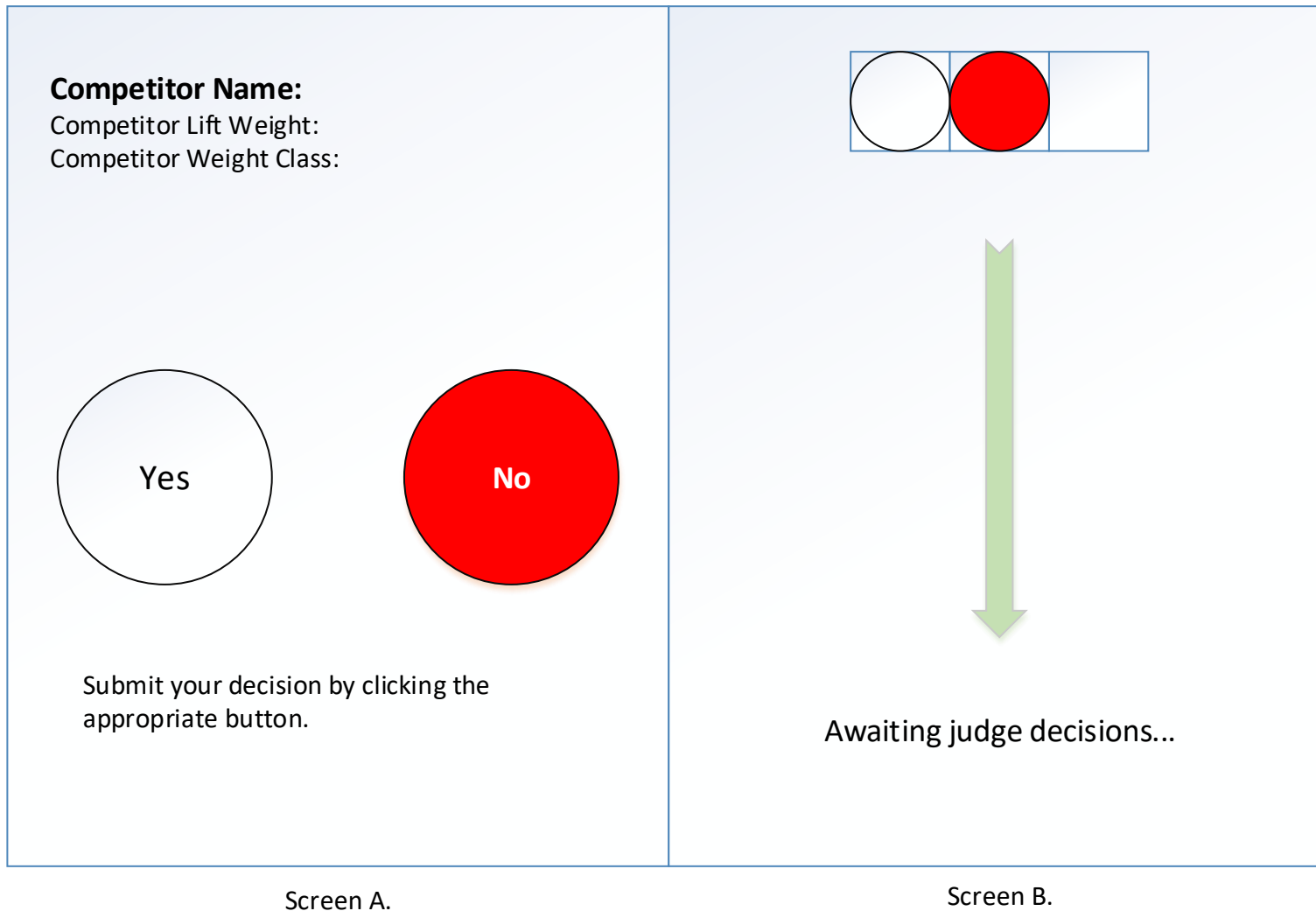
Screen A.

Awaiting judge decisions...

Screen B.

Application that allows each judge on the panel to give a no or yes answer (accepting the lift).

Basic information about the competitor will be displayed on the voting screen.

After voting judges will be able to see the other judge's votes as they are cast (in real time).

Judges progress from screen A, to screen B after selecting yes or no.

Green arrow on screen B will ONLY be displayed after all judges have voted.

Green arrow will also be displayed to the competitor as soon as they are able to drop their lift (after all judges have voted).
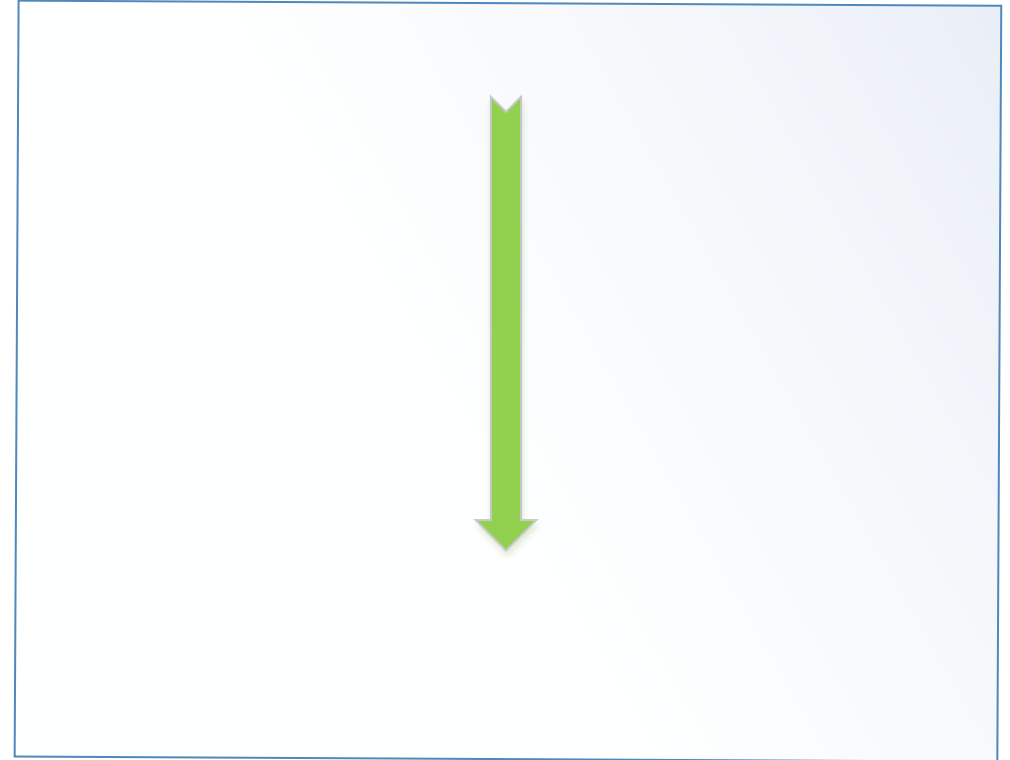
Majority rules for voting. Two yes signifies a pass, two no signifying a failed lift.

Competitor View

Screen A.

Competitor Name
Competitor Weight & Class
Competitor Lift Weight

Competitor Weight Visual

0:33:05

Screen B.

Screen displayed to the competitor on the projector.

Initial screen (screen A.) is displayed while they lift, giving them an indicator of time, a visual of what they're lifting and some information about themselves. This is also viewable by the audience and judges.

After all judges vote the screen will immediately swap to screen B. displaying a green arrow that signals the competitor to drop their weight.

Coordinator View

Competition Participants

Name | Weight | Class | Lift 1 | Lift 2 | Lift 3 | Judge Decisions

Name | Weight | Class | Lift 1 | Lift 2 | Lift 3 | Judge Decisions

Name | Weight | Class | Lift 1 | Lift 2 | Lift 3 | Judge Decisions

Name | Weight | Class | Lift 1 | Lift 2 | Lift 3 | Judge Decisions

Name | Weight | Class | Lift 1 | Lift 2 | Lift 3 | Judge Decisions

+ Add Competitor **—** Remove Competitor ↺ Reset Competition

Add a Competitor

Name:

Weight:

Class:

Create

Coordinator display screen will show all the current participants entered in the competition with their lifts/decisions blanked out upon creation.

Coordinator can edit any of the fields in real time, or select a competitor to remove them.

Any deletion or resets will be prompted with a popup so as to not accidentally delete competitors in the middle of a meet.

The reset button will clear out the database so that the application can easily be restored to a blank slate upon the beginning of a competition.

Adding a new competitor will bring up a popup window so that the coordinator can easily enter a new competitor without losing the edit screen in the background. Upon hitting create the participants list will be updated and the previous window closed.