**ServerRegisterRemoteObject**

**Client**
- RMI Register

**Server**
- Contestants Bench
- Referee Site
- Playground
- General Repository

**Operations**
SR.1 - lookup

**General Repository**

**Client**
- ServerRegisterRemoteObject
- RMI Register

**Server**
- Contestants Bench
- Referee Site
- Playground

**Operations**
G.1 - logStateChange
G.2 - lookup
G.3 - register

**Playground**

**Client**
- General Repository
- ServerRegisterRemoteObject
- RMI Register

**Server**
- Contestant
- Coach
- Referee

**Operations**
PG.1 - informStateChange
PG.2 - shutdown
PG.3 - lookup
PG.4 - register

**Referee Site**

**Client**
- General Repository
- ServerRegisterRemoteObject
- RMI Register

**Server**
- Coach
- Referee

**Operations**
RS.1 - informStateChange
RS.2 - shutdown
RS.3 - lookup
RS.4 - register

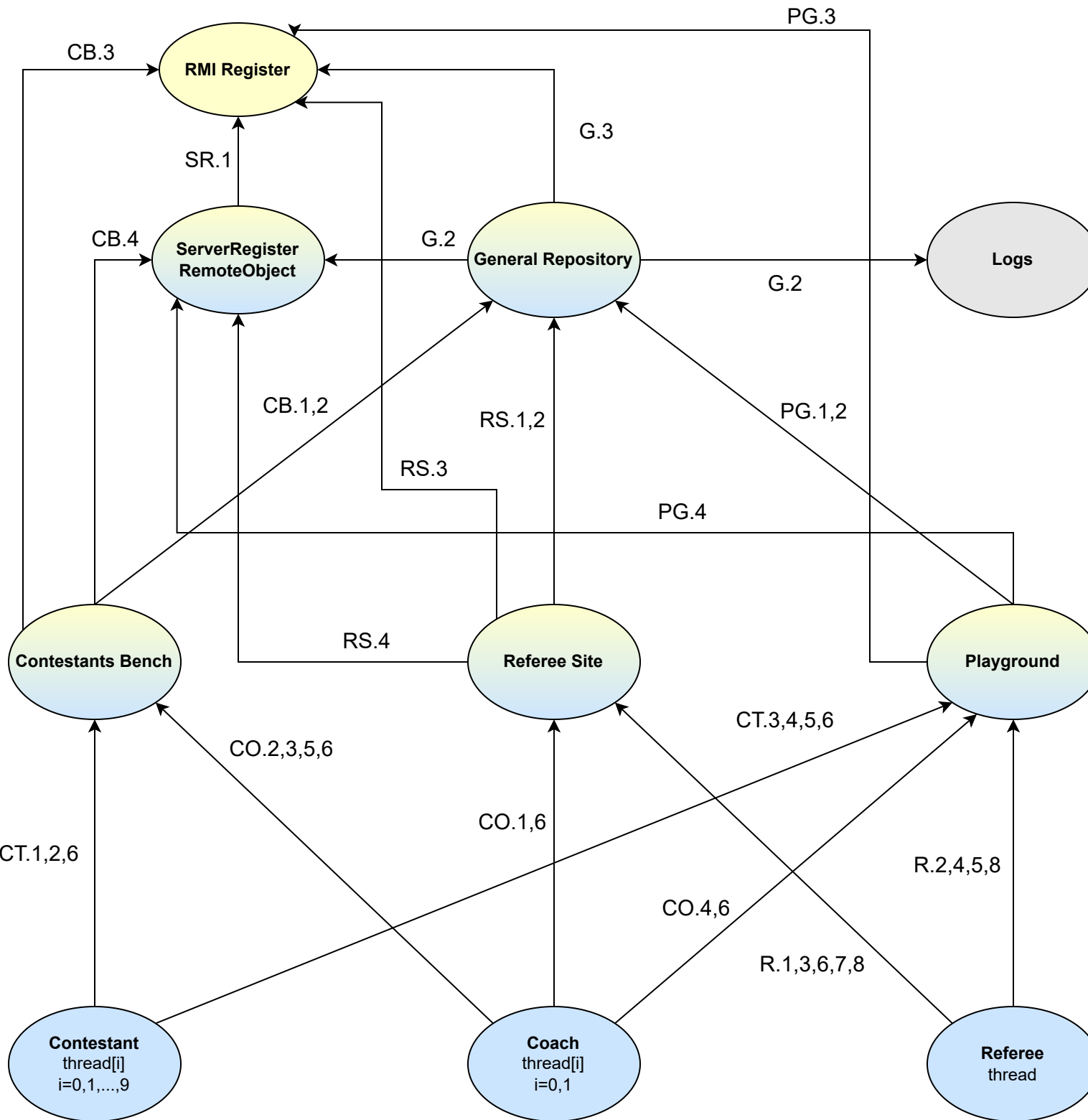**Contestants Bench**

**Client**
- General Repository
- ServerRegisterRemoteObject
- RMI Register

**Server**
- Contestant
- Coach

**Operations**
CB.1 - informStateChange
CB.2 - shutdown
CB.3 - lookup
CB.4 - register

Legend:
- Server
- Client
- Client / Server
- File

Nodes: RMI Register, ServerRegisterRemoteObject, General Repository, Logs, Contestants Bench, Referee Site, Playground, Contestant thread[i] i=0,1,...,9, Coach thread[i] i=0,1, Referee thread

Edge labels: CB.3, PG.3, SR.1, G.3, CB.4, G.2, CB.1,2, RS.1,2, PG.1,2, RS.3, PG.4, RS.4, CO.2,3,5,6, CT.3,4,5,6, CO.1,6, R.2,4,5,8, CT.1,2,6, CO.4,6, R.1,3,6,7,8

**Contestant**

**Client**
- Contestants Bench
- Playground

**Operations**
CT.1 - seatDown
  seatedDown#signal (last from team)
  teamAssembled#await
CT.2 - followCoachAdvice
CT.3 - getReady
  trialReady#signal (last from team)
  trialStarted#await
CT.4 - pullTheRope
CT.5 - amDone
  trialEnded#signal (last)
  trialDecided#await
CT.6 - shutdown

**Coach**

**Client**
- Contestants Bench
- Referee Site
- Playground

**Operations**
CO.1 - reviewNotes
  coachesWaited#signal (last)
  refereeCommand#await
CO.2 - getTeamStrengths
  seatedDown#await
CO.3 - callContestants
  seatedDown#await
  teamAssembled#signalAll
CO.4 - informReferee
  trialReady#await
  refereeInformed#signal (last)
  trialDecided#await
CO.5 - setTeamIsMatchEnd
CO.6 - shutdown

**Referee**

**Client**
- Referee Site
- Playground

**Operations**
R.1 - announceNewGame
R.2 - setRopePosition
R.3 - callTrial
  coachesWaited#await
  refereeCommand#signalAll (continue)
R.4 - startTrial
  refereeInformed#await
  trialStarted#signalAll
R.5 - assertTrialDecision
  trialEnded#await
  trialDecided#signalAll
R.6 - declareGameWinner
R.7 - declareMatchWinner
  coachesWaited#await
  refereeCommand#signalAll (stop)
R.8 - shutdown