Snap Shooter Challenge

Hosting Matches

Version 1.0

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Version Control

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In the event of any rule conflicts, the document with the most recent date stamp being equal to or prior to the date of a match shall be taken as the rules governing said match.

Comments, Corrections and Feedback

Comments and suggestions to both this document and Snap Shooter Challenge league itself are welcomed.

Please direct any feedback or corrections by email to clerks@snapshooterchallenge.com

Revisions

Date	Version	Changes
2022-04-25	1.0	First publicly available release

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Audience

This guide is designed for hosting sites and acts as a guide for ensuring compatibility of a site to host matches. There is no information in this document that is relevant or offers any advantage to competitors, you will just find it boring (which sites probably will too).

This guide may seem daunting at first, if at any point you need help or support you can always speak to us. We are available to talk through any issue during UK office hours on +44 3300 10 4045 or by email at support@attacksense.com . We would much rather take the time with you to fix issues or help you understand how things work beforehand rather than during a match with 20 competitors waiting to shoot!

Introduction

The Snap Shooter Challenge is designed to be a league that is easy to join and exciting to follow along with, there are benefits to both competitors and hosting sites of practical shooting matches which contribute to a season long championship that has twists and turns along the way.

The format is designed to be flexible enough to allow shooters from multiple disciplines to compete on a level playing field without having to invest in additional equipment. Along with this, hosting sites will be able to run matches of different formats, so matches always have variety and a different feel to competitors shooting at the same site for different matches.

Hosting a match is designed to be as straightforward as possible and leverages the automation possible in the AttackSense system, especially the Match Builder. However, matches are scored and the league managed centrally from within the ShooterID portal and it is therefore essential that a site has proven access to the central ShooterID servers and that Range Officers tasked with hosting a match have enough experience of the format to ensure the smooth running of live league matches.

This guide provides the necessary information to ensure your AttackSense installation is capable of hosting matches and the steps necessary to establish connectivity with the ShooterID cloud. Even if your site is enrolled in ShooterID Cloud you should read this document as it contains important information on the path to hosting matches.

Hosting Site Requirements

In order to host a Snap Shooter Challenge match, your site requires the following:

- A fully functioning AttackSense Active Target System consisting of Airsoft (rubber front) targets.

- At least 8x targets in a single lane at the time of a match (multiple lanes can be combined into a single master lane to meet this requirement).
- To have enrolled in ShooterID cloud and have an active RangeID scanned on the lane running the match.
- To be able to support an active Internet connection from the lane hosting the match, or be able to upload match data by connecting the tablet to an active Internet connection within 12 hours of a match conclusion.
- Optional but recommended: Have an AttackSense Big Screen System v2.0, as this provides real-time competitor stats, keeping competitors engages with the match. The BSS2.0 also displays the shooters on range and next up, ensuring competitors in the safe zone know when they are due to shoot next so they can prepare.

ShooterID Cloud

Central to the Snap Shooter Challenge is the ShooterID system, ShooterID is used to track the performance of competitors across the season and all shooters competing in the league will be required to scan the same ShooterID into the Commander app hosting every match.

For data to be collected from all sites, each site hosting a match will be required to have enrolled in the ShooterID Cloud service. This connects each site to the central ShooterID servers hosted by AttackSense and the league is then coordinated centrally.

Note Your site may use ShooterID cards or the app for shooters to scan in, but this does not necessarily mean your system is connected to ShooterID Cloud! Keep reading to learn how to check if your site is connected to ShooterID Cloud.

To host a match, you will need to register your intent to host the match on the ShooterID portal, if you don't have a login to the portal or don't know what it is, this is probably the best sign your site is not enrolled!

Checking if you are already enrolled

To check a Lane Commander is configured with a RangeID, from the home screen press the menu icon and look at the bottom of the left hand menu. If you have a cloud icon at the bottom right of the menu then the tablet is enrolled, if you don't see an icon then you aren't enrolled.

You can also visit the App Setting page and under RangeID you should see the same of the range the tablet is registered to, if you don't see a RangeID then you aren't enrolled.

Enrolling in ShooterID Cloud

Enrolment in ShooterID Cloud is free and easy. To enrol visit https://shooterid.attacksense.com and select the Operator Registration link.
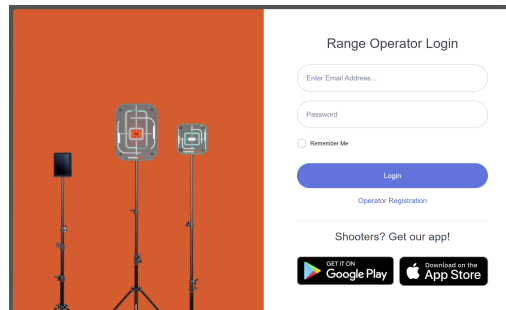

Fill in your information in the enrolment form:

Note that your email address will become the login for the portal.

Your operation name and range name will be combined in information viewed by customers, so you do not need to repeat your name in the range name.

It is also important to include the correct country name and location information as well as the type of range (which must be Airsoft for the Snap Shooter Challenge).

You can also include contact details for customers to contact you from the AttackSense Site Locator page.

Once you have filled in the form, press the Register Range button.
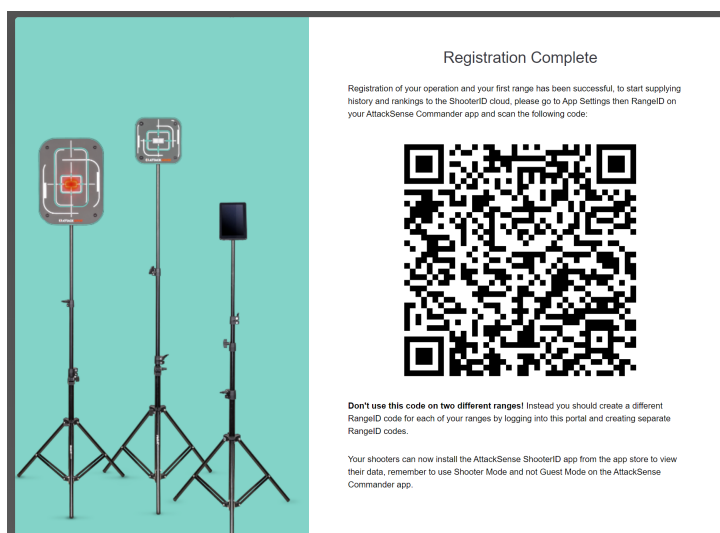
Once enrolled, the portal will provide you with a RangeID QR code. On your AttackSense Commander tablet you must scan the code in the App Settings menu by pressing "scan RangeID" and scanning the QR code using the tablet's camera.

When done, quit the app and re-open it, you should then see a cloud icon at the bottom of the menu on the right.
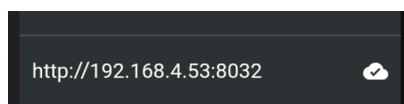
If you do not see a cloud icon, you do not have a RangeID and no data will be uploaded. Note the cloud icon may have a cross through it, this is fine so long as you see a cloud icon.

note Only shoots performed after registering a RangeID with the tablet are uploaded to the cloud, any shoots performed before scanning a RangeID code will not be uploaded.

Uploading data to ShooterID Cloud

Each round shot sends data to the cloud, and after every round in a match the match is refreshed to the cloud also. If your AttackSense range is connected to the Internet directly, this happens immediately after a round is shot.

If your AttackSense system is not directly connected to the Internet, the data is stored locally and will be uploaded the next time the AttackSense Commander tablet is connected to an active Internet connection.

To check the status of uploads, the main menu has a cloud icon to show the status of a connection. A cloud with a tick on it shows that the system is cloud enabled and there are no pending uploads. A cloud with a cross through it means there is no active connection to the cloud service (probably because the tablet can't see the

Internet) and a cloud with a cross through it and a number beside it shows the number of records waiting to be uploaded.

✅	☁	☁32
Cloud enabled & no pending transactions	Cloud enabled but not connected	Cloud enabled, not connected and pending transactions

Connecting AttackSense systems to the Internet

The easiest way to ensure data is synchronised to the cloud is to connect the AttackSense system to the Internet. If your site has an active Internet connection with a router this is quite easy.

To connect the AttackSense system to your Internet connection, you need:

- An AttackSense WiFi Expander (black box with four RJ/45 network ports on the side, or white box with two RJ/45 network ports underneath).
- An existing Internet connection with spare RJ/45 network port.
- A Cat5 or Cat6 LAN cable.

The required Cat5 network cable can be purchased from a computer shop or through Amazon and are available in many lengths, just measure how long the cable needs to be to reach your router from the AttackSense WiFi expander and purchase a long enough cable.

Once you have the cable, plug one end into a spare LAN port on your Router, then plug the other end into the W or Wan port on the AttackSense WiFi Expander. If your WiFI Expander ports are not labelled, this is the port nearest the power socket.

Once you have connected the WiFI Expander to your Internet connection, restart the AttackSense Commander app and check the status of the cloud connection by ensuring the Cloud Icon in the menu bar has a tick through it. Depending on how many transactions are waiting, this could take several minutes.

Uploading data without an active Internet connection

If your site does not have an active Internet connection, you can still use cloud services. Data is held locally until the AttackSense Commander tablet sees an Internet connection where it is automatically uploaded.

During activity without an Internet connection, you should notice the cloud icon has a cross through it and a number will increase next to it, this is the number of transactions waiting to be uploaded.

When you have finished using the system, take the tablet somewhere with an active Internet connection and WiFi. Connect the tablet to the WiFI network with the Internet connection and start the AttackSense Commander app.

After a minute, you should see the number of waiting connections count down and eventually the cloud icon should have a tick through it. Once this happens, all transactions will have been uploaded to the cloud and you can disconnect the tablet from the WiFi and reconnect to the AttackSense network.

Checking data in the cloud

To check whether data has been uploaded correctly, you can log into the ShooterID portal at https://shooterid.attacksense.com .

Once logged in, you can check uploads by clicking "History" on the left hand menu. In there you will see recent shoots, with the most recent shoot displayed first. Check the date of the shoot to ensure that it is as recent as you expect.
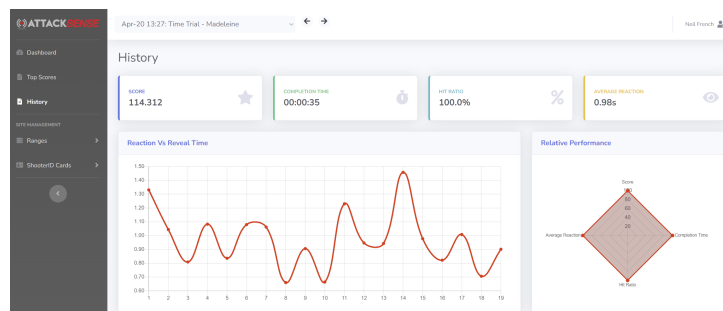
Registering a Snap Shooter Challenge match

Before you can host a Snap Shooter Challenge match, you must register the match with the ShooterID portal.

note Only registered Snap Shooter Challenge matches contribute points to the league. Any other activity including matches you have built on the AttackSense Commander app do not count towards the league.

Snap Shooter Challenge matches are homologated matches with fixed round types, difficulties and solo / head to head stage progression. You cannot change any settings of Snap Shooter Challenge matches.

To host a match, you must register the match with the ShooterID portal at least 3 weeks before the match is due to start. You cannot register a match and run it within this time frame.

Trial matches

As well as full league matches, you can also host trial matches, trial matches are homologated Snap Shooter Challenge matches but can be registered and run at any time and without 3 weeks notice.

Trial matches are useful for practising the format and getting used to hosting matches, it also proves that your system is capable of both hosting the match and uploading data to the cloud.

You must host at least one trial match before you are able to register to host a live match.

The difference between trial matches and live matches is that trial matches **do not contribute points towards the league**, all trial matches are played for fun or for testing and sites are able to host as many trial matches during the season as they like without penalty.

Registering for a trial match is performed in the ShooterID portal in a similar way to live matches, note that a trial match must be registered and a match created in the AttackSense Commander without registering in the portal does not count as a trial match.

Live matches

A live match is an official Snap Shooter Challenge match and competitors finishing in points awarding positions will earn points towards the Snap Shooter Challenge.

A site may only host one live match in any 30 day period, including abandoned or registered but not held matches.

Live matches are registered with the portal and must be registered at least 3 weeks before the match itself commences.

note You cannot register a live Snap Shooter Challenge match until you have registered a trial match, concluded it fully and the data is uploaded to the portal.

Registering a match

Matches are registered in the following process:

- The site operator logs into the ShooterID portal at https://shooterid.attacksense.com .
- A match is registered in the portal.
- The portal gives a QR code after registration.
- The site operator scans the QR code into the AttackSense Commander tablet running the lane that will host the match.
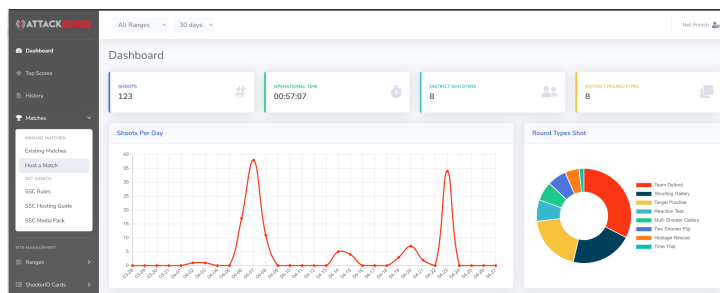
note Do not scan a registration QR code into multiple tablets! Only one lane may run a Snap Shooter Challenge match, and if multiple lanes are used to run a match then only the first lane which transmits match data to the cloud is accepted, other lanes will be ignored. You may end up running a match which is invalidated!

Before registering the match, it is best to ensure your AttackSense system is running the latest build of software, as you will not be able to scan the match code into the tablet if you are not. Update your app either from the Google Play Store or from app.attacksense.com depending on where you installed the app from. If you need any assistance, call AttackSense on +44 3300 10 4045.

Registering the match in the portal

Matches must be registered within the portal at https://shooterid.attacksense.com. Once registered, you are given a code to scan on the tablet.

Log in to the portal as usual, then from the left hand menu, select Matches.

From the menu, select "Host a Match".

Fill in the details in the form. It's important to select the correct range that will be hosting the match if you have multiple ranges.

In some Mini Series, multiple match profiles are available, select a match profile and a description of the match will be shown below.

You can also select whether the match is a test match or a live match. Test matches can be used to familiarise yourself with the format but do not count points towards

the league. Note you MUST host at least one test match before you are permitted to host a live match.

You should also choose the date and time the match will begin, for test matches this can be at any time but for live matches the date must be at least three weeks in the future.

A default name for the match will be shown at the bottom of the form, you can either accept this or if you are feeling creative you can change it! Note this is the name that will be shown advertising your match in our portal.

When you have filled in all the information and checked it over, press the Register Match button.
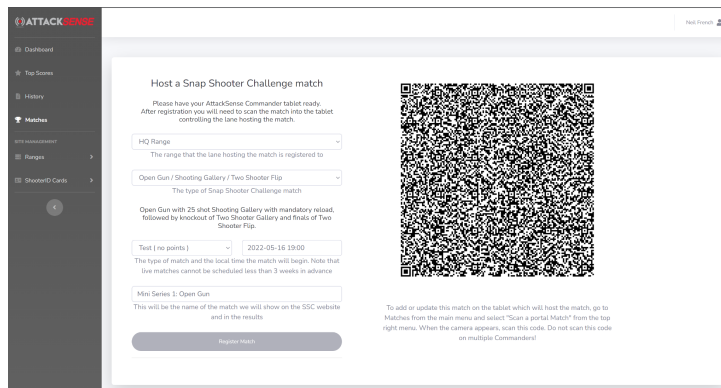

A code will be presented to you that is only valid for your range. Leave the screen open and pick up the AttackSense Commander tablet for the lane that will host the match.

Scanning a Match code into the AttackSense Commander tablet

Once the match is registered in the portal, open up AttackSense Commander on the lane tablet. Navigate to the Matches page from the main app menu then once in the Matches page press the top right menu and select "Scan a Match".
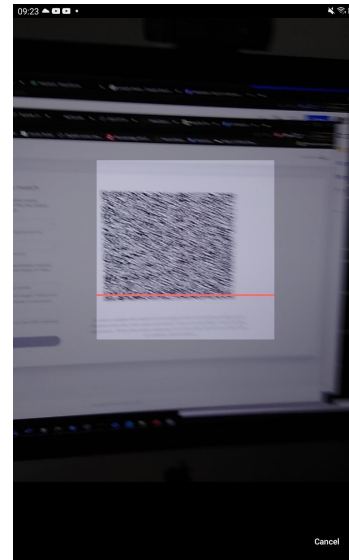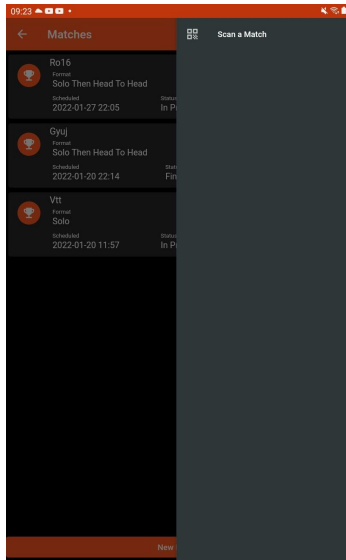
Scan the code on the portal screen. The app checks compatibility with your tablet and will highlight any issues if there are any, otherwise you should see a confirmation that the match has been scanned.
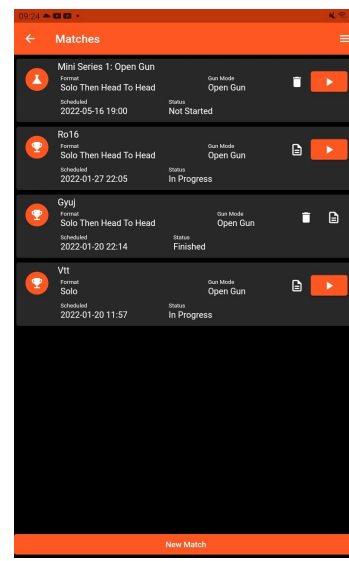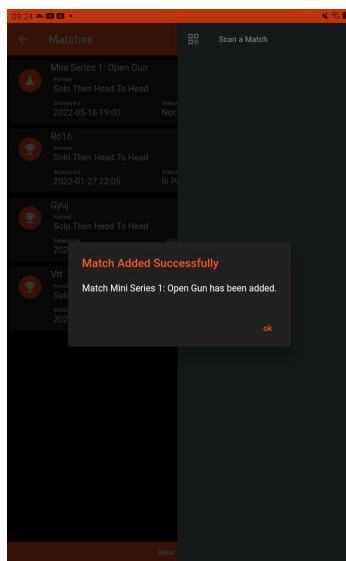
The match will then appear in the list of matches with the local Scheduled date and time the match should commence. The icon next to the match highlights the type of match:

- A trophy for regular non-Snap Shooter Challenge matches
- A lab flask for Snap Shooter Challenge test matches
- A star for Snap Shooter Challenge live league matches

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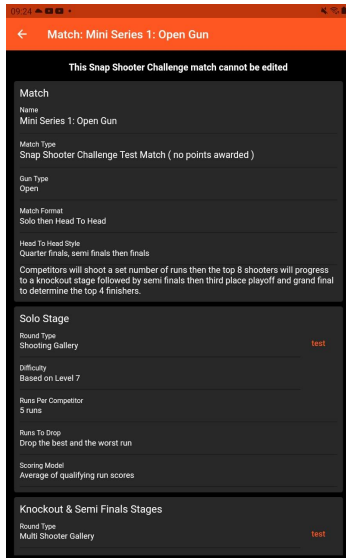
Pressing on the match will show the details of the match, for Snap Shooter Challenge matches you are not able to change any details, even before the match begins. You can however check over the settings and format of the match and can initiate test runs for any stage of the match by pressing the "test" button next to the stage Round Type. This allows you to familiarise yourself with the behaviour of rounds and the difficulty level before the match begins, you might want to move some targets around if needed to improve the match.

Now you are ready to host the match!

Running a match

When the day comes to host the match, everything should be ready for the match to start, so ensure:

- The match QR code was scanned into the tablet as soon as the match was registered and **do not** wait for the day itself. Scanning a code checks the system is able to host the match and therefore should be done with plenty of time to make corrections.
- Any software updates are done well ahead of the day, preferably at least 48 hours beforehand.
- All batteries are fully charged before the match begins. This includes the tablet itself.
- You have all the prerequisite shooting point / lane markers, safety brief and on-premises facilities ready.
- Range Officers and officials have read the main Snap Shooter Challenge rules and this section of this document plus have practised operating a trial match.

When the time comes to host the match, navigate to the Matches page on the AttackSense Commander app.

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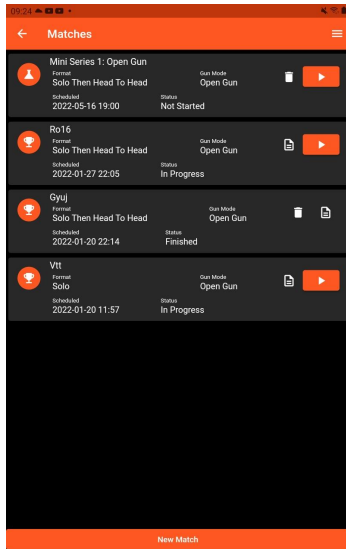
To begin the match, press the play button to the right of the match in the list of matches. You will then see the Match runner page, with no competitors listed.
As competitors arrive they can be scanned into the app ahead of the match formally beginning, this will begin to fill out the grid of competitors.

Adding competitors

Competitors may be added to the app at any point in the solo stage, either before runs are commenced or during the Solo stage. If any competitors arrive late, they may catch up with their runs as the stage progresses.

It is recommended however to add competitors to the app as soon as possible, as this gets their name on the board and can be used to set the order in which runs are made.

To add a competitor, they must present their ShooterID either through the ShooterID app or using their pre-printed ShooterID card. Although it is possible to search the local database for competitors and add them this way, it is not recommended as the shooter might be confused for another shooter with the same name.

To add a competitor by scanning their ShooterID code, press the QR code icon to the right of the Competitor box and scan their ShooterID code.
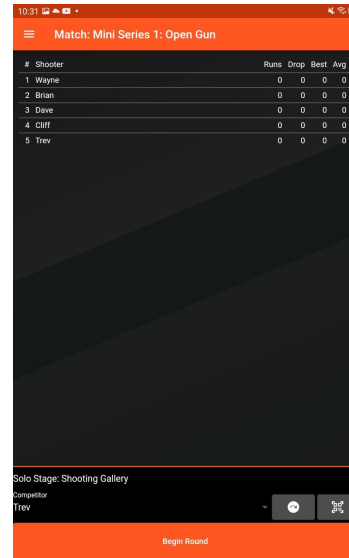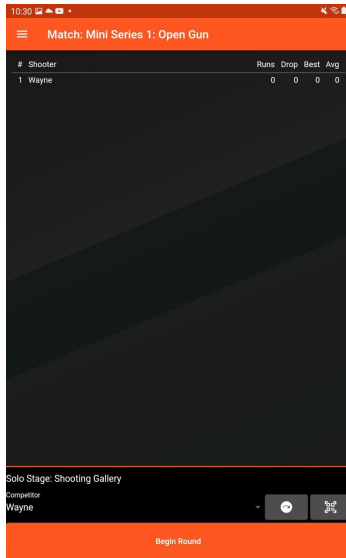
Their name will then be added to the list of competitors. You can continue to add competitors and their names will be added to the list.

At this point the match brief should be performed before commencing runs.

Starting a run

When you are ready to begin runs, shooters may be added by scanning themselves in using their ShooterID codes, if the shooter has already been added then their name will be recalled with any previous runs left registered.

The most convenient way of recalling competitors is to press the forward arrow button to the right of the Competitor selector, as this will automatically recall the next shooter based on the shooter who's run was the longest ago (or was scanned the earliest at the start of a match).

Using the next competitor arrow button also has the benefit that the system assumes this is the approach for the entire match and will show the current shooter on range and "next up" shooter on the Big Screen System 2.0, allowing the shooter who is due on the range *after* the current shooter to prepare.

When the competitor is ready to begin their run and the Range Officer has confirmed this (as per the rules), the Range Officer should press the "Begin Round" button and the round will start as normal.

note The Range Officer should let a run complete. It is possible to cancel a running round in the same way as a regular AttackSense round, but in this case the run will not be recorded against the match. As a result, cancelling a round should only be performed if the run is deemed to be voided at no fault of the competitor.

Recording run outcomes

When a competitor (or competitors in Head to Head stages) have completed their run, the Range Officer is responsible for correctly logging the outcome of the run. The run will not be registered until this has been performed.

A run has three possible outcomes:

- A run has been completed by the competitor in accordance with the rules
- A run has been completed by the competitor but contravenes the rules
- A run was completed but suffered an issue which was not the competitor's fault

The Range Officer marks the run accordingly by pressing one of three buttons:

If the run was completed correctly, the Range Office presses the "OK" button. The run is then recorded against the competitor and the Range Officer should call the next competitor to the range.

If the competitor was deemed to have contravened rules, the Range Officer presses the "Forfeit" button and the run is recorded against the competitor's runs but with a zero score.

If the Range Officer deems the run was unfairly compromises for the competitor, they may elect to void the run by pressing the "Void" button. In this case the run is not counted towards the list of runs for the competitor, allowing them to retry their run.

The Range Officer *must* log the outcome of a run before the match can continue.

Voiding previous runs

In the event that a run was performed and logged to a competitor but the Range Officer retrospectively believes the run should be voided, it is possible to void a previous run prior to the last run.

To do this, the Range Office should Exit the match and Match mode, then move to the Round History page from the main menu.
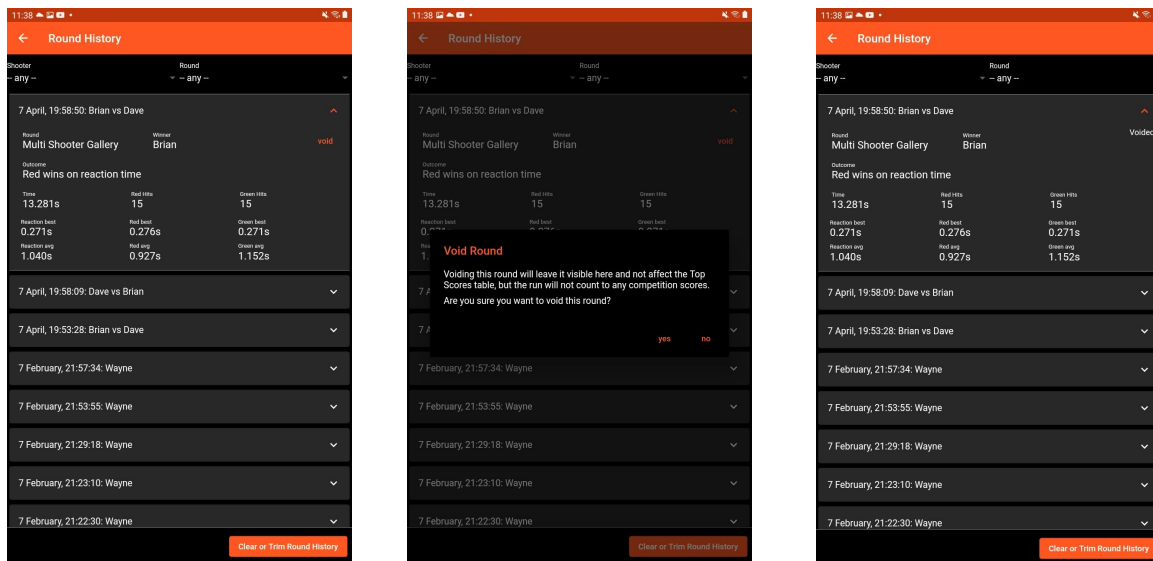

Once the round to be voided has been located, the Range Officer presses the "void" button and confirms their intention. The round is then voided against the match and the competitor(s) may retry their run.

The match may then be resumed from the Matches page by pressing the play button next to the match.
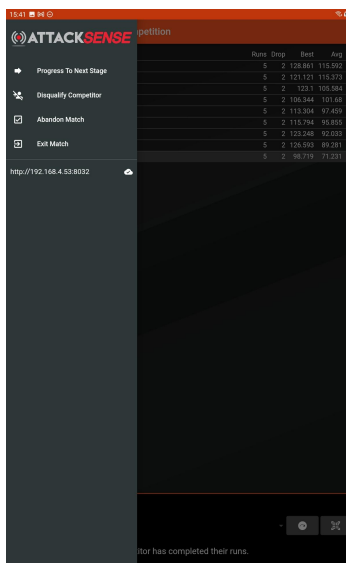
Progressing stages

At the end of a stage, all competitors should have completed their allocated runs, including any dropped runs (highest and lowest scoring).

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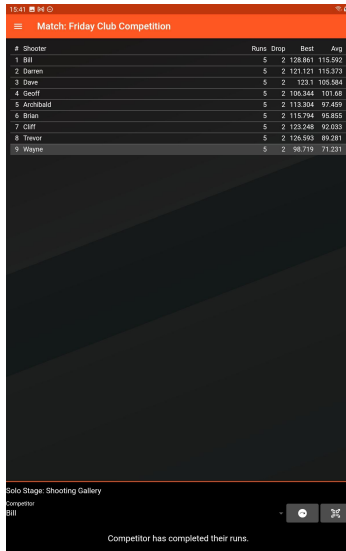
The match page will show all competitors as having completed their runs and will popup a message stating the match may be progressed to the next stage.

note At this point it is best to conclude the post stage briefing before progressing, as this will keep the current stage table on the Big Screen System.

The grey background rows on the tablet or the entries below the line on the Big Screen System highlight the competitors who will not progress to the next stage.


When ready, the Range Office should open the left hand menu and select "Progress To Next Stage".

The app will then select the competitor pairings for the next Head to Head stage.

Starting Head to Head runs

Head to Head runs work in a similar way to Solo runs, with the difference being the Range Office selects pairings rather than individual competitors.

Pairings are selected automatically by the system and cannot be changed by the Range Officer.
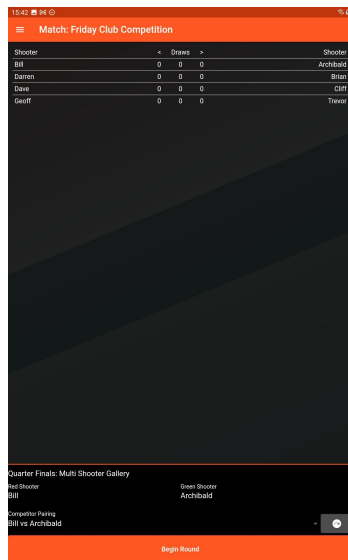

The Range Officer should select the pairing typically using the forward arrow to automatically select the oldest running pairing, however they are able to override this by selecting a pairing directly from the Competitor Pairing dropdown.

When ready, the Range Officer should initiate the round and log the outcome in the same way as Solo rounds.

At the end of a Head to Head stage, the Range Officer progresses the round in the same way as Solo rounds, once the stage briefing has been concluded.

Disqualifying competitors

A stage cannot progress unless all competitors have concluded their runs. In the event this is impossible due to a competitor leaving a match early or having been deemed unfit or unsafe to continue, they must be disqualified from the match.
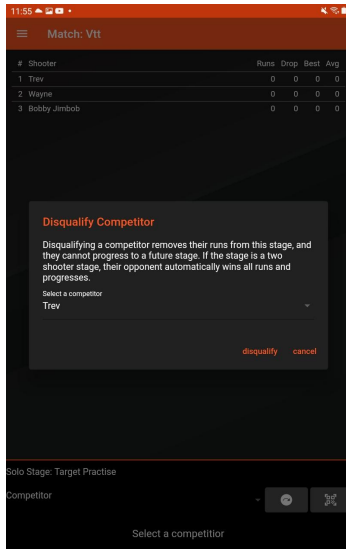
To do this, select "Disqualify Competitor" from the left hand menu and select the competitor to disqualify then press the "disqualify" button.

This will mark all outcomes for the competitor as forfeited and the match may continue.

In the event of a competitor being disqualified from a Head to Head stage, the competitor they are paired with automatically progresses to the next round.

Finishing a match

A match progresses from Solo heats through to Knockout Head to Head heats and ultimately to a third place playoff and grand final. At the end of the grand final, a winner has been decided.

At this point, the match is concluded however the Range Officer is required to sign off the match.

To do this, the Range Officer must select "Finish Match" from the left hand menu and confirm their decision.

At this point, the match is closed and cannot be reopened, although the Range Office may then choose to produce a Match Report from the Matches page.

Ensuring successful data upload

Once a match has been concluded and marked as Finished, it is essential that the successful transmission of data to the cloud is confirmed. Until this is done the match will not contribute any points to the league.

The Range Officer should ensure the tablet has access to the Internet and check the status of uploads as described in a previous chapter.

Organising the next match

Once a Snap Shooter Challenge match has been concluded successfully and the stats uploaded to the cloud, a site may register to host another match and may schedule this for the next calendar month.