

OFFICIAL QUICK REFERENCE - V12.044

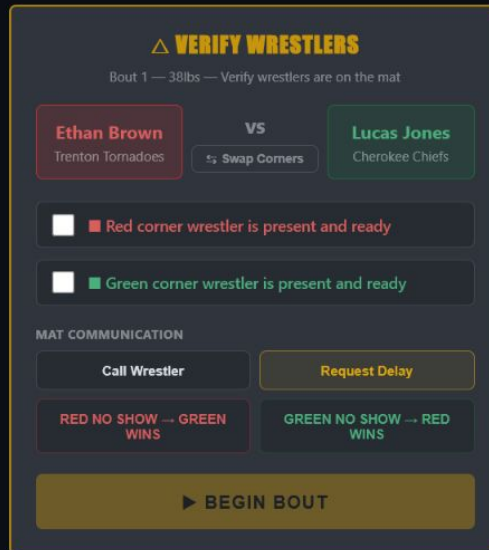
SCORER TABLE QUICK GUIDE

A fast guide for volunteer scorer tables: check in, verify wrestlers, score the bout, run the timer, finalize correctly, and recover from common problems.

Published July 24, 2026. These instructions match the real MatCommand Tournament V12.044 application.

Open the Correct Mat and Check In

1. Use the link or QR code supplied by the Director.
2. Confirm the page shows the correct mat number before checking in.
3. If the page is locked to another scorer, contact the Director. Do not take over another mat without approval.
4. Keep the scorer device on the same private tournament network and connected to power.



Real V12.044 screen: The scorer confirms the mat before receiving live bouts. Scorer stations do not consume Director license activations.

Verify Wrestlers Before Every Bout

- ☐ Read the bout number and both wrestler names out loud.
- ☐ Confirm the wrestler standing in the red corner matches the red name.
- ☐ Confirm the wrestler standing in the green corner matches the green name.
- ☐ Use Swap Corners before the bout if the physical corners are reversed. This keeps public scoring and final results attached to the correct wrestler.
- ☐ Mark both wrestlers present and ready.
- ☐ Choose Begin Bout only after the official and both wrestlers are ready.

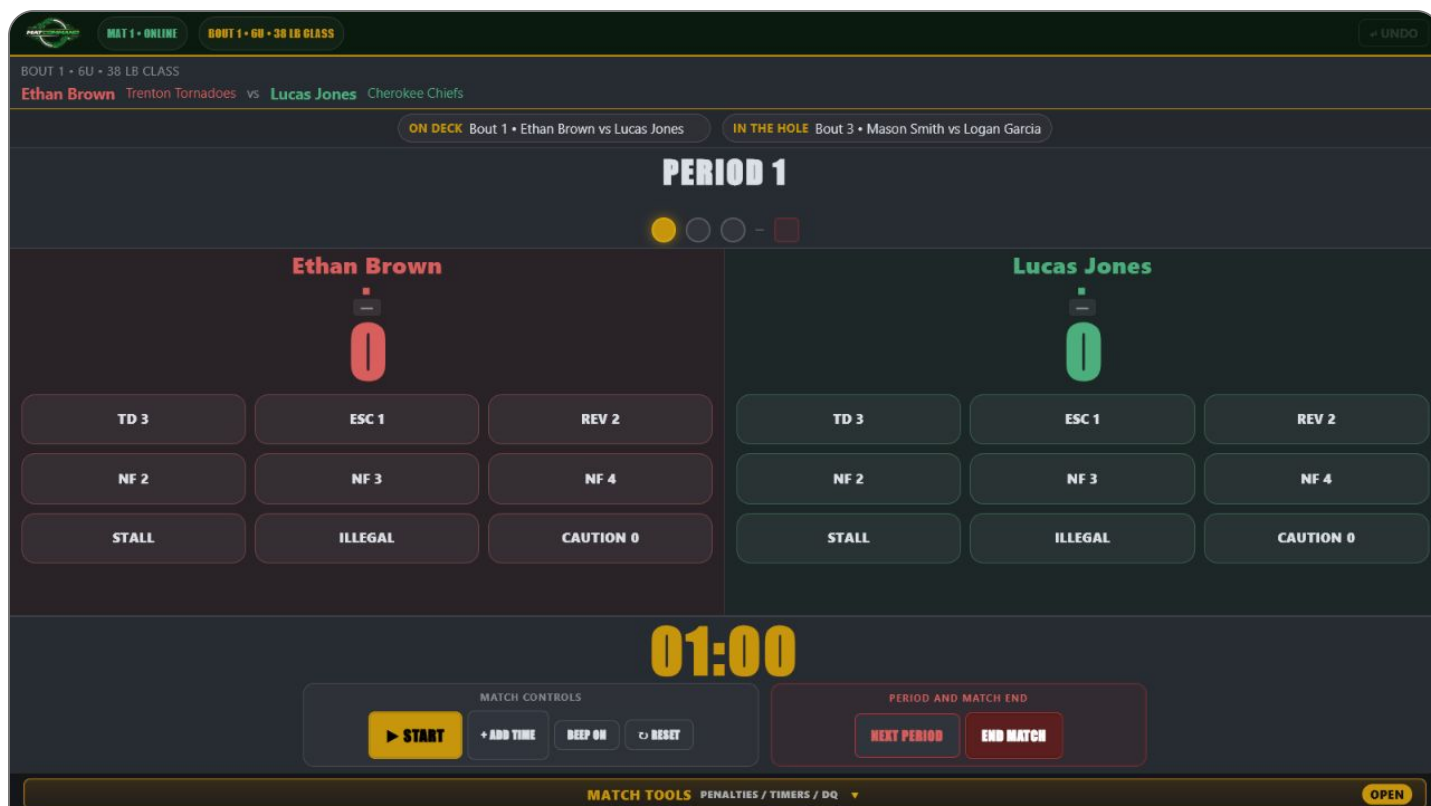
☐ Use Call Wrestler or Request Delay when a wrestler is missing. Use No Show only after the Director or event rules authorize it.

Do not score the wrong bout

If the names, bout number, weight, or mat assignment do not match the wrestlers in front of you, stop and contact the Director.

Score the Bout

Control	What it does
TD 3	Adds a 3-point takedown to that wrestler.
ESC 1	Adds a 1-point escape.
REV 2	Adds a 2-point reversal.
NF 2 / NF 3 / NF 4	Adds the selected near-fall points.
STALL / ILLEGAL / CAUTION	Opens or records the selected penalty action. Follow the official's call.
Undo	Removes the most recent scoring action. Use it immediately when the wrong button is pressed.



Real V12.044 screen: Red controls affect the red wrestler; green controls affect the green wrestler. The bout, timer, and upcoming bouts remain visible.

Run the Timer and Periods

- ☐ Choose Start when the official starts the period.
- ☐ Stop or pause the timer immediately at the whistle.
- ☐ Use Add Time only when the official directs a time correction.
- ☐ Use Reset only for the intended timer reset and verify the displayed time afterward.
- ☐ Use Next Period after the current period is complete and the score is confirmed.
- ☐ Do not use browser refresh as a timer control.

Finish the Match

1. Stop the timer at the final whistle.
2. Confirm the red score, green score, winning wrestler, and result type with the official.
3. Choose End Match and select the correct finish. Read the confirmation before finalizing.
4. Wait for MatCommand to confirm the result was received and the next bout appears.
5. If the finalized result is wrong, stop the next bout and contact the Director. The Director must use the correction workflow and verify bracket advancement.

Finalizing matters

End Match sends the official result to the Director and may advance wrestlers, update standings, and release later bouts. Verify before confirming.

If Something Goes Wrong

Problem	What the scorer should do
Page says offline	Stop the timer. Reconnect to the tournament Wi-Fi and wait for the page to show the correct mat and bout. Tell the Director.
No bout appears	Confirm your mat number and connection. Ask the Director to re-push the current bout; do not open another mat's link.
Wrong bout appears	Do not begin. Tell the Director the mat and bout number shown.
Wrong corner or score	Use Swap Corners before the bout, or Undo the latest score. For any finalized result, stop and contact the Director.
Wrestler is missing	Use Call Wrestler or Request Delay. The Director decides whether to move or delay the bout.
Device must be replaced	Open the same mat link on the replacement device and follow the Director's takeover/check-in instructions.

Scorer rule

When you are unsure, stop the timer and ask the Director. A short pause is easier to correct than a wrong finalized result.