

Referee Hand Controller

Layout and Size TBD

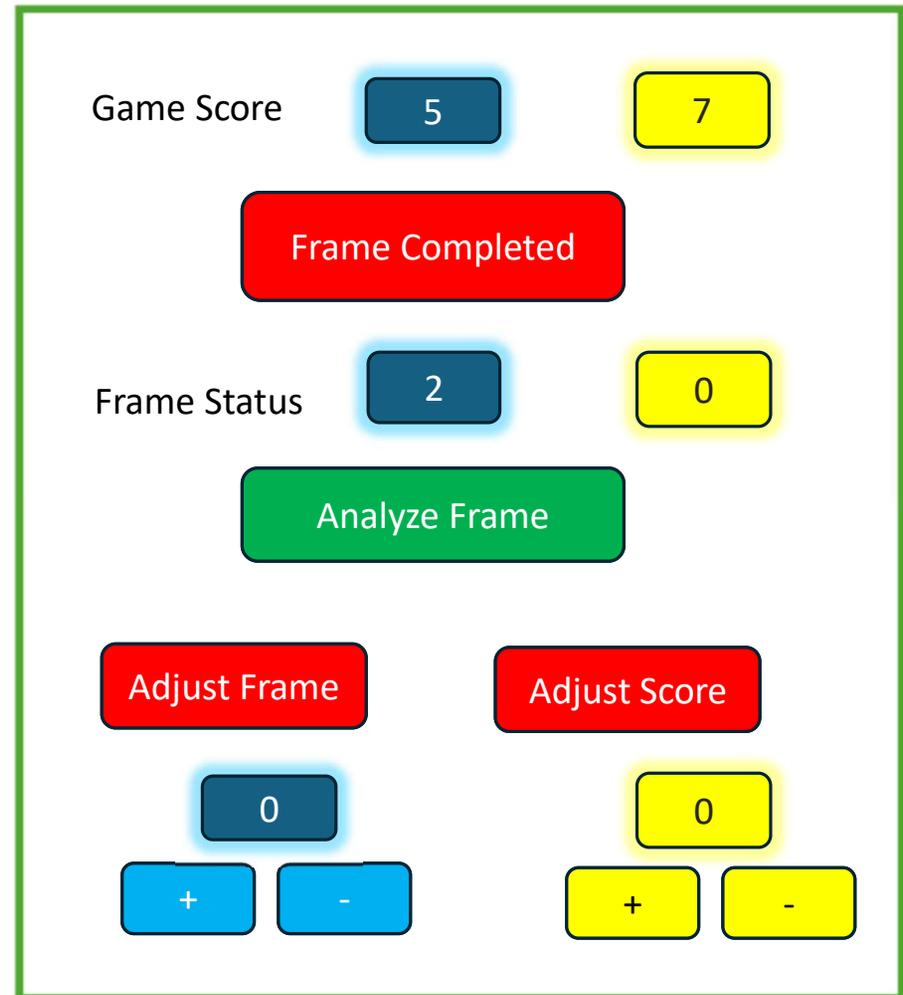
6 displays – background color corresponds to ball color. Most use Red and Green, our club uses Blue and Yellow as color blind accommodation

8 buttons

After a ball is thrown, referee presses Analyze Frame. BocceVision enters results in Frame Status.

After 8 balls have been thrown, Frame Completed button is pressed to change Game Score and set Frame Status to Zero Zero.

Any errors may be corrected by entering correction values and clicking Adjust Frame or Adjust Score



Spectator View – Flat Screen TV

Screen updates only after referee clicks a red or green button

Parallax corrected bird's-eye view of pallino before Frame Analyzed.

Score After Completed Frames

5

7

Frame Count

2

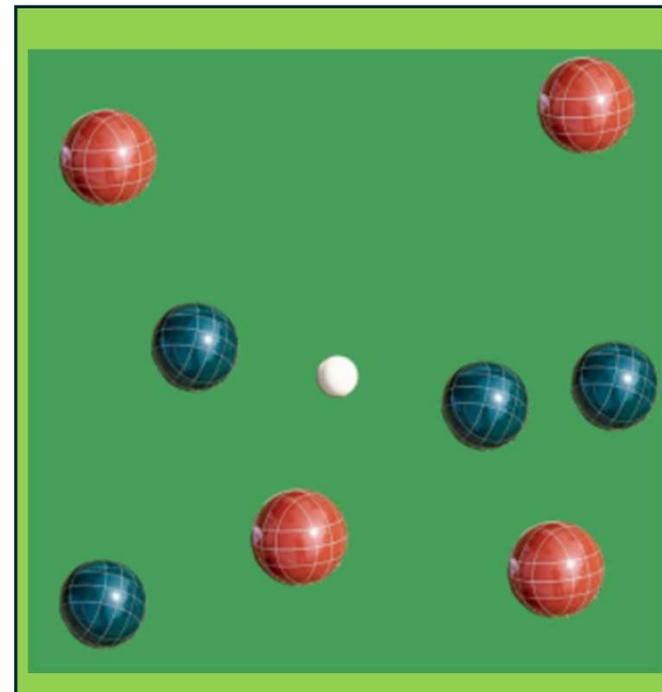
1

Balls Thrown

4

4

Frame Active



Waiting for referee to press Analyze Frame

Spectator View – Flat Screen TV

Parallax corrected bird's-eye view of pallino after Frame Analyzed.

After analysis shows counted ball(s) and closest opponent

Score After Completed Frames

5

7

Frame Count

2

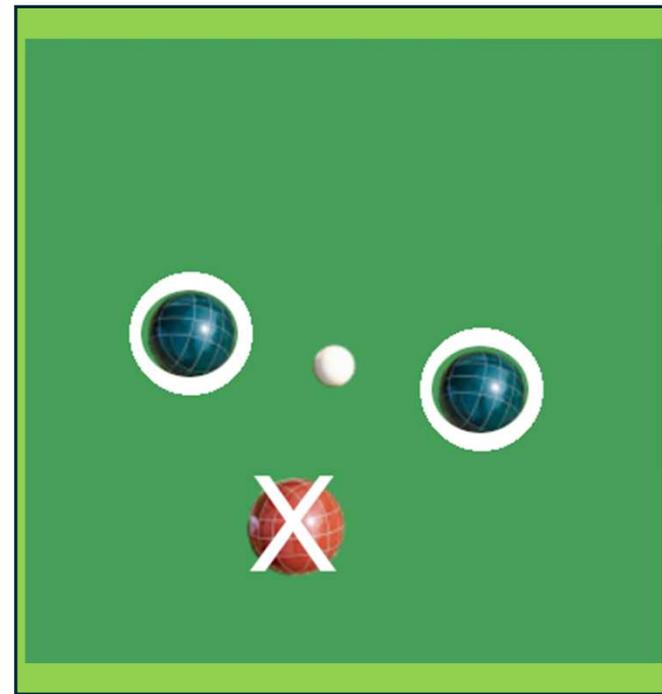
1

Balls Thrown

4

4

Frame Analyzed



Waiting for referee to press Frame Completed

Spectator View – Flat Screen TV

There is nothing to view
on the screen.
View waiting for pallino

Score After Completed Frames

7	7
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Frame Count

0	0
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Balls Thrown

0	0
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New Frame

Blue throws pallino

Waiting for referee to press Analyze Frame