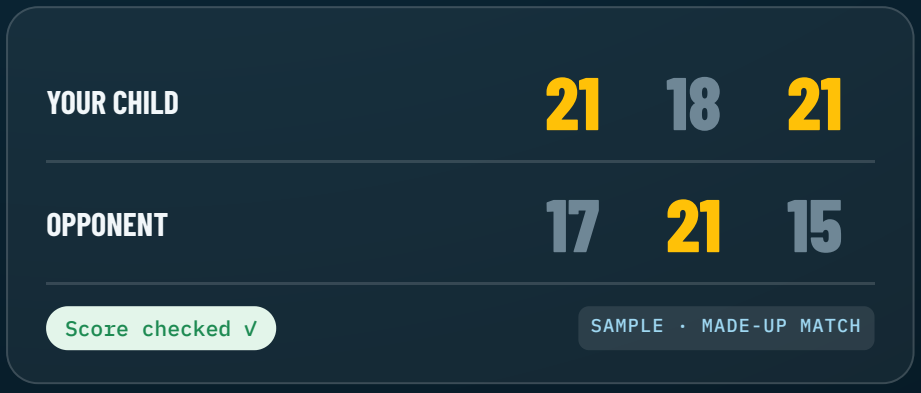
DC Rally

FORMAT AND FINAL SCORE. THE GUIDE.

The score you type is the most useful thing you can tell us: it checks every point the video reads. Two minutes, once per match.



01 Why it matters
02 Format and how it ended
03 Each game's score
04 Where each game starts
05 The two ticks
06 Red messages and fixes
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08 Before you press Save

01 · WHY IT MATTERS

YOUR SCORE IS THE ANSWER KEY.

DC Rally reads every rally from the video and counts the points itself. Then it compares its count with the score you typed. Your report shows the result with one of these labels:

Score checked ✓

Same score as yours. The video's count matches every game you typed.

Score consistent

Fits, last point unseen. The video ends before a game's last point; our count fits your score if that point went to the player you'd expect.

Score differs

We show your score. Our count is off by a point or more; the scoreboard shows your score and the numbers are marked as estimates.

If the format, a game's score or the start times are missing, the report says **"Score not checked"** and tells you what to add in Add a match.

02 · PICK THE FORMAT FIRST MUST BE RIGHT

FOUR FORMATS. PICK THE ONE YOU PLAYED.

BEST OF 3 TO 21

Most matches. First to 2 games. Won at 21, never past 30.

`21–17 · 18–21 · 21–15`

BEST OF 3 TO 15

Shorter matches. First to 2 games. Won at 15, never past 21.

`15–11 · 15–13`

ONE GAME TO 30

A single long game. Never past 30.

`30–24`

OTHER

Any other format. Type each game as played; the app doesn't check these against a rule.

`Up to 5 games`

Golden point or two clear? Halls differ: some stop at a golden point (21–20 after 20–20), others play two clear (22–20). Both are accepted: the winner just has to reach the target and be ahead.

HOW DID IT END?

Played out
The normal case, and the default.

Retired
A player stopped during the match. Type the score at the moment it stopped.

Walkover
The match was not played. No score is needed.

03 · EACH GAME'S SCORE MUST BE RIGHT

YOUR CHILD LEFT. OPPONENT RIGHT.

1. Type each game's score: **your child's points first**, then the opponent's.
2. **Every game needs its score**, also a game you didn't film.
3. Only two games show at first. For a third, tap **+ Add a game**.
4. A typing slip shows **in red straight away**, for example 12 instead of 21.
5. Check the result line: **"Your child won 2–1"**. If it's wrong, a score is the wrong way round.

FORMAT AND FINAL SCORE

SAMPLE

Format: **Best of 3 to 21** · How did it end? **Played out**

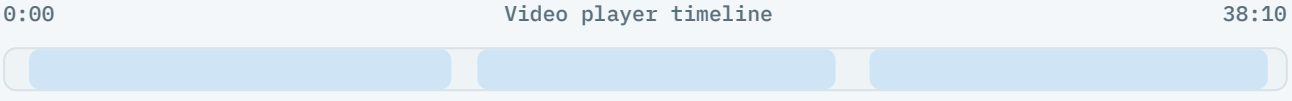
	YOUR CHILD	OPPONENT	IN VIDEO?	STARTS AT
Game 1	21	17	Yes	0:42
Game 2	18	21	Yes	14:05
Game 3	21	15	Yes	25:48

Your child won 2–1

04 · IN THIS VIDEO? AND STARTS AT MUST BE RIGHT

WHERE EACH GAME STARTS IN THE VIDEO.

1. For each game, answer **In this video?**: **Yes** if you filmed it, **No** if you didn't.
2. For every Yes, open the video in your phone's gallery and slide to **the first serve** of that game.
3. Read the time under the video, for example `0:42`, and type it as minutes:seconds. Over an hour? Type `1:04:05`.
4. Games 2 and 3 start after the change of ends, usually a minute or two after the last point of the game before.
5. The analysis starts **10 seconds before** the first game's start, so the warm-up is never counted.



The app checks that games start in order and inside the video.

05 · THE TWO TICKS MUST BE RIGHT

STARTED LATE? PAUSED? TICK IT.

Without these ticks, the app looks for points that aren't in the video, and the score check can't work. In a complete video, leave both unticked.

VIDEO STARTS AFTER THIS GAME BEGAN

You pressed record late. Tick it, then type **the score when the video starts**, for example **3–2**. It can't be higher than the game's final score.

blue: the game · yellow: your video

VIDEO STOPS EARLY / PAUSED IN THIS GAME

The recording stopped before the game ended, or you paused it. Tick it for that game. A paused recording can still hold games 1 and 3; game 2 is then **No**.

blue: the game · yellow: your video

06 · RED MESSAGES

WHAT THE RED MESSAGES MEAN.

THE MESSAGE	WHAT TO DO
a game goes to 21	Neither player reached 21 (15 or 30 in other formats). Check for a slip such as 12 for 21, and the format.
no game goes past 30	A game can't go beyond 30 (21 in a game to 15). Check for a slip such as 31.
a game can't end level	Both players have the same points: one number is wrong.
the match was already over after game 2 (2–0), so there is no game 3	Remove the extra game, or check whether game 1 or 2 is the wrong way round.
a played-out match ends when one player has won 2 games	A game is missing (+ Add a game) or a score is reversed. If a player stopped, choose Retired.
the score is needed (also for a game not in the video)	Type the score of every game, filmed or not.
at least one game must be in this video	Choose Yes under "In this video?" for the games you filmed.
write the start as mm:ss	Type the time from the video player, for example 0:42.
starts before an earlier game in the video	Start times must rise: game 2 after game 1, game 3 after game 2.
… is past the end of the video	That time is later than the video's length. Check the minutes.
the score when the video starts is above the final score	The score at the start of a late video must be lower than the final score.

07 · SIX EXAMPLES

SIX MATCHES, FILLED IN RIGHT.

All made-up. Format: best of 3 to 21.

NORMAL 2-1

Your child won 2–1

The whole match is on one video. Three games, all Yes, each with its start time. Both ticks unticked.

How did it end? **Played out**

	CHILD	OPP.	IN VIDEO?	STARTS AT
G1	21	17	Yes	0:42 Started late Stops early / paused
G2	18	21	Yes	14:05 Started late Stops early / paused
G3	21	15	Yes	25:48 Started late Stops early / paused

STARTED LATE

Your child won 2–0

You pressed record at 3–2 in game 1. Game 1 is still Yes, starting at 0:00. Tick 'Video starts after this game began' and type 3–2.

How did it end? **Played out**

	CHILD	OPP.	IN VIDEO?	STARTS AT
G1	21	16	Yes	0:00 Started late · 3–2 Stops early / paused
G2	21	19	Yes	12:30 Started late Stops early / paused

PAUSED IN GAME 2

Your child won 2–1

The phone ran out of space halfway through game 2: Yes, with the tick 'Video stops early / paused'. Game 3 not filmed: No, score still typed.

How did it end? **Played out**

	CHILD	OPP.	IN VIDEO?	STARTS AT
G1	21	14	Yes	0:35 Started late Stops early / paused
G2	17	21	Yes	13:20 Started late Stops early / paused
G3	21	18	No	–

GAME NOT FILMED

Your child won 2–1

Only games 2 and 3 were filmed. Game 1 is No, with its score: together the games decide the match.

How did it end? **Played out**

	CHILD	OPP.	IN VIDEO?	STARTS AT
G1	19	21	No	–
G2	21	17	Yes	0:10 Started late Stops early / paused
G3	21	16	Yes	11:40 Started late Stops early / paused

07 · SIX EXAMPLES (CONTINUED)

RETIRED

`Retired, your child ahead`

The opponent stopped at 11–6 in game 2. Choose Retired and type the score as it stood. No 21 is needed.

How did it end? **Retired**

	CHILD	OPP.	IN VIDEO?	STARTS AT
G1	21	9	Yes	0:28 Started late Stops early / paused
G2	11	6	Yes	9:55 Started late Stops early / paused

WALKOVER

`Walkover`

The opponent didn't turn up. Choose Walkover. No score is needed, and there is nothing to analyse.

How did it end? **Walkover**

No games to fill in.

08 · BEFORE YOU PRESS SAVE

SIX CHECKS. THIRTY SECONDS.

- ☐ **Format** chosen: the one you actually played.
- ☐ **How did it end?** Played out, unless a player retired or gave a walkover.
- ☐ **Every game's score**, your child first, also games not filmed.
- ☐ **In this video?** answered for each game.
- ☐ **Starts at** for each filmed game, read from the video player (mm:ss).
- ☐ **Ticks** if the video started late or stopped, and the **result line** matches the match.

NEXT IN ADD A MATCH

Shirt colours `MUST BE RIGHT`: they tell us which player is your child. Then which end your child started, and the court marking: four taps where the front service line meets the sideline.

QUESTIONS?

Write to **info@dcrally.ai** with the match's tournament and date. Please don't put your child's name in the subject line. The full step-by-step guide is at **dcrally.ai/how-it-works**.

DECISION CULTURE

DC Rally is built and owned by Decision Culture, Bengaluru. Screens and matches in this guide are made-up samples; no real children or app screens are shown.