

TournamentSR

Tutorial 2 - Running the tournament

In this tutorial you will exercise the following TournamentSR features:

- Enter match results
- Emergency bracket repair
- Live brackets, team scores, and called matches

This tutorial lists the steps needed to complete each task so you can learn while experimenting. For a complete overview of how to run a scholastic tournament, see the ***Quick start guide for Scholastic wrestling tournaments***. For detailed information on every TournamentSR feature, see the ***Reference Manual***. These documents are available at the link below:

TournamentSR Help page: <https://www.smartrunsys.com/TournamentSR/help.html>

Getting TournamentSR

This tutorial assumes you've already downloaded TournamentSR. You can use either the Free demonstration version or a purchased version of the program. If you need to get TournamentSR, create an account on the website or log in using the account you've already created using the links below. Once you're logged in, follow the instructions for downloading the program.

Create a new account: <https://www.smartrunsys.com/TournamentSR/customer/CreateNewUser>

Log in with existing account: <https://www.smartrunsys.com/TournamentSR/customer/LoginUser>

Run TournamentSR and load the tournament file

Double click the TournamentSR icon created when you downloaded program. Once TournamentSR is running, use the 'File' menu and select 'Open...'. In the resulting window, locate the file named '**Tutorial Tournament 2.xml**' and click [Open] (the .xml extension may be hidden). The file will be in the same folder as this document.

The tournament file was saved near the completion of the first round. Due to the 5 matches per day limit, each bracket has ties for third and fifth place.

Enter match results

When the tournament is running, bout cards printed by the program are delivered to the appropriate mats. Table workers fill out a card during each match. Runners bring the completed bout cards back to you for results entry. Each bout card has a unique match number, the weight class, the names of the two wrestlers, and the scoring information.

We have provided a file that contains 13 completed bout cards on 7 pages. The file is named '**Tutorial 2 - Bout Cards.pdf**' and is found in the same folder as the tournament file. Since these cards are used to enter results, print that file before proceeding.

Match results are entered into the program in the 'Enter match results' area on the left side of the screen. The area has a red outline in the picture below:

The screenshot shows the TournamentSR software interface. On the left, there is a sidebar with various options: 'View' (Bracket list, Team list, Contestants by team, Contestants by bracket, Seeding, Ladder, Pigtales, Team scores, Team score adjustments), 'Enter match results' (highlighted with a red outline), and 'Web server'. The 'Enter match results' section contains fields for 'Bracket' (set to 103), 'Match #' (set to 113), 'Enter Match #', 'Winner' (a dropdown menu), 'Score', 'Ended @', and 'Certified by'. There are also buttons for 'Change', 'Next match', and 'View contest card'. The main area on the right displays a tournament bracket for the 103-pound weight class, showing the progression of matches from Round 1 to Round 7, with the champion being R. NAVAJAS (KWOD).

When entering results, you can use either the mouse or the keyboard to select the match number and specify the winner. However, you always need to use the keyboard to specify the final score. While the paragraphs below describe how to use both the keyboard and mouse, we recommend using just the keyboard. Completed bout cards tend to come in bunches. Using just the keyboard is the fastest way to get results entered.

You have two ways to select the match for results entry:

- Using the keyboard: type the match number into the “Enter Match #:” field and press the <enter> key.
- Using the mouse: select the weight class from the “Bracket:” drop down list and then choose the match number from the “Match #:” drop down list.

Results entry using the keyboard

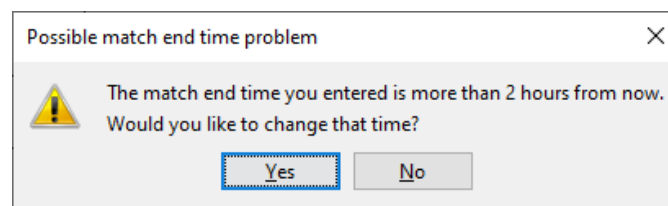
The first completed bout card (top of the first page) is match #113 for the 103 pound weight class. Click on the “Enter Match #:” field and type ‘113’ (without the quotation marks) and press the <enter> key. This causes the “Winner:”, “Score:”, “Ended @:” fields to automatically populate. In this case, the winner hasn’t been entered yet, so the “Winner:” field reads ‘Not competed’.

The bout card indicates the winner was 'RUBEN NAVAJAS' (circled). Type the <R> key (first letter in Ruben’s first name). The “Winner:” drop down list changes to read 'R. NAVAJAS (KWOD)'. Press the

<enter> key to advance the cursor to the “Score:” field. The bout card indicates the final score was 12 to 2. Enter '12-2' (no quotation marks) into the “Score:” field and press the <enter> key. The time portion of the “Ended @:” field will be highlighted. The bout card indicates the match ended at 12:13. Enter '12:13' (without the quotation marks). If you are performing this test in the morning, you will also need to change 'AM' to 'PM'. Press the <enter> key and the [Change] button will be highlighted.

You should review your entries to make sure they are correct. Press the <enter> key to commit the result. The ladder display will immediately show 'R. NAVAHIJAS (KWOD)' as the winner of match #113; he will next compete in match #281.

When you change a match result, TournamentSR checks the match end time. If it's much later than the current time. The match end times in this tutorial occur around noon. If you work through this tutorial in the morning or evening, you might see a window like the following:



At a real tournament, you'd click [Yes] and correct the “Ended @:” field. For this tutorial, click [No] so the program accepts the time you entered.

If you make a mistake in one of the fields, type <shift>-<tab> to highlight the previous field; <tab> to highlight the next field. Once you've made the correction(s), use <tab> until the [Change] button is highlighted and then press <enter> to commit the change(s).

Once you commit the result of match #113, the highlight moves back to the “Enter Match #:” field. You can immediately enter a new match number.

The next bout card is for match #116 (bottom half of the first page). Type '116' and press the <enter> key. The “Winner:” drop down list is automatically selected. According to the bout card, 'JOAH FENNELL' won the match. Type the <J> key (first letter in Joah's first name). The “Winner:” field changes to read 'J. FENNELL (WOOD)'. Press the <enter> key to highlight the “Score:” field. Type '6-0' and press <enter>. The time of day in the ‘Ended @:’ field is highlighted. Enter '12:40' without the quotation marks. If you are performing this test in the morning, you will also need to change 'AM' to 'PM'. Press the <enter> key and the [Change] button is highlighted. Verify the result was typed in properly and then press the <enter> key to commit the result. The 103 ladder display now reflects 'J. FENNELL (WOOD)' has advanced to the semi-finals.

Results entry using the mouse

The next bout card is for match #117 (top of the second page). This is a consolation match in the 103 pound weight class. Rather than enter the match number using the keyboard, you can select it using the “Bracket:” and “Match #:” drop down lists. This is provided if you are more comfortable using a mouse. You will still need to use the keyboard for score and end time entry.

To select this match, ensure the “Bracket:” drop down list reads ‘103’. If it doesn’t, change that field to read ‘103’. Change the “Match #:” field to ‘117’. The “Winner:”, “Score:” and “Ended @:” fields update to reflect the selected match. Also note that the ladder display (right side of the screen) automatically shows the consolation half of the 103 bracket.

The bout card indicates Max Benjamin pinned Shane Merrill 4 minutes and 32 seconds into the match. Select 'M. BENJAMIN (EAST)' from the ‘Winner:’ drop down list. Click on the “Score:” entry, type ‘Pin 4:32’. Click on the “Ended @:” field and set the end time to '12:23' (PM). Verify all the fields are correct and then click the [Change] button. The ladder display will show ‘M. BENJAMIN (EAST)’ won match #117 and will next compete against ‘T. USON (TBEA)’ in match @225.

While it works fine, entering results using the mouse takes more time than entering them using just the keyboard. That is why we recommend getting used to keyboard only entry.

Enter the results for the remaining bout cards. The cards are not in numeric or bracket order because that is how they arrive from the mats. The cards for match #121 and #131 don’t include the Time of Day. When this occurs, use the “Ended @:” time automatically filled in by TournamentSR.

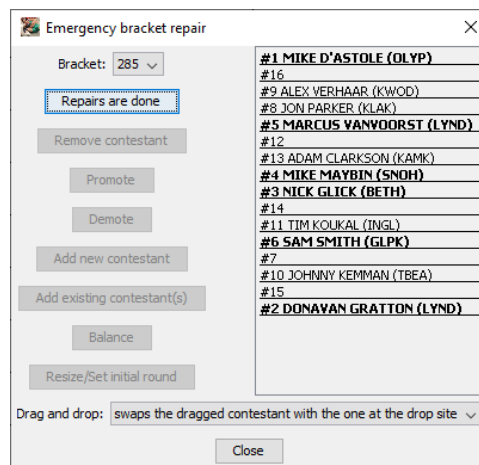
TournamentSR accepts many different formats for the ‘Score:’ field. Scores that just involve points are entered winner score, dash, loser score (e.g. '7-4'). The program also understands results for bonus situations. For a pin you can enter ‘pin’ or ‘fall’. For a technical fall you can enter ‘Tech Fall’ or ‘TF’. Entering the match time for the pin or tech fall is optional. See section 2.3.2 of the TournamentSR *Reference Manual* on our Help page for a complete list of bonus descriptions. A link to the Help page is provided at the top of this document.

Emergency bracket repair

Once the tournament starts, TournamentSR prevents adding and removing wrestlers via the [Contestants by team] and [Contestants by bracket] windows. This ensures changes aren't made by accident. Since there are occasions where a wrestler wasn't added or removed prior to the start, you can modify individual brackets using the emergency bracket repair feature.

For this tutorial, a 285 pound wrestler asks why he hadn’t been called to a mat. After looking at the ladder, you realize the wrestler was never entered. After consulting with officials, you find out that he weighed in and should be in the bracket. You need to add him.

Click the ‘View’ option in the menu bar and select ‘Emergency bracket repair...’. In the resulting window, change the “Bracket:” drop down list to ‘285’. Click the [Repair this bracket] button. You will be asked to confirm the repair. Doing so recalls all previously entered results for that bracket. Click [Yes] to confirm you want to make changes. Another window reminds you to print the bout cards for the recalled matches. Click [OK] to close this reminder. The window should look like the picture on the right.



The new wrestler will compete against '#10 JOHNNY KEMMAN (TBEA)'. Click on the open "#7" spot on right side of the window. Click the [Add new contestant] button. A new window appears that lets you create the wrestler. Type 'ZACH TAYLOR' into the "Name:" field and press the <tab> key. The 'Abbreviation:' field will automatically be populated. In the "Team:" drop down list, select 'CASCADE (CASC)' and then click the [Add] button. 'ZACH TAYLOR (CASC)' will now be listed at position #7 on the right side of the window.

Click the [Repairs are done] button to complete bracket repair. Click the [Close] button to dismiss the window.

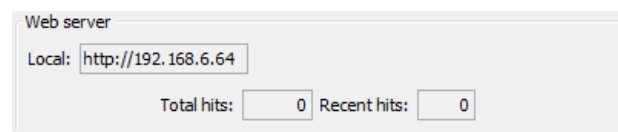
Emergency repair recalls all matches for the bracket (285 in this case). When repair completes, the program will re-enter first round match results where the wrestlers didn't change. In this case, match numbers 105 (a BYE), 106 (won by J. PARKER), 107 (a BYE), 109 (a BYE), and 112 (a BYE) had their results automatically re-entered. Match numbers 108, 110, and 110 must be run. You would need to print the bout cards ('Print' in the menu bar, 'Print contest cards...' option) and get the matches run as soon as possible.

For more information about the emergency bracket repair process and features, see section 4.11 of the *TournamentSR Reference Manual*.

Live brackets, team scores, and called matches

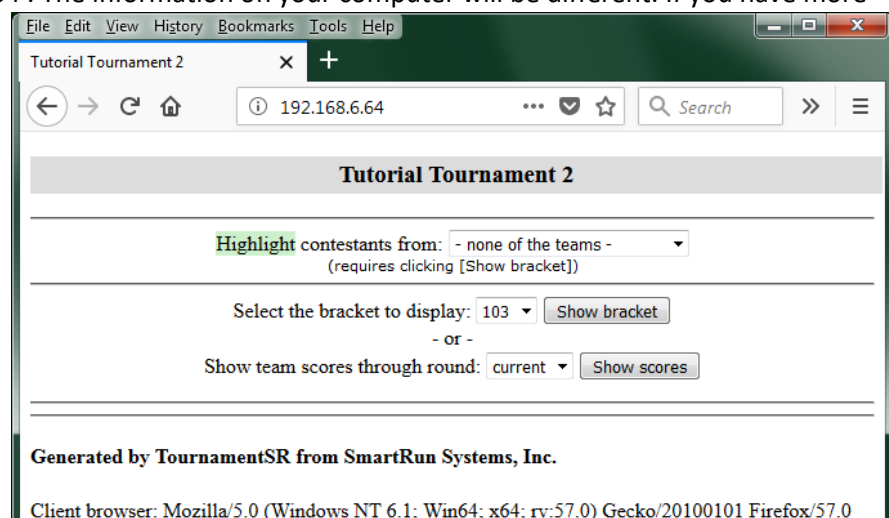
Connecting your computer to an inexpensive Wi-Fi router allows everyone at the tournament to see the current ladders, team scores, and called matches. No Internet access is needed. Even if you're not using a router with this tutorial, you can see what others would see using the browser on your computer.

In the menu bar, select 'File' and then 'Start web server'. In the 'Web server' area at the lower left corner of the screen you will see something similar to the picture on the right.



Next to "Local:": is the address you must enter into a browser to see the live information. In the picture above, it's 'http://192.168.6.64'. The information on your computer will be different. If you have more than one "Local:" entry, use the first address, but any of them should work.

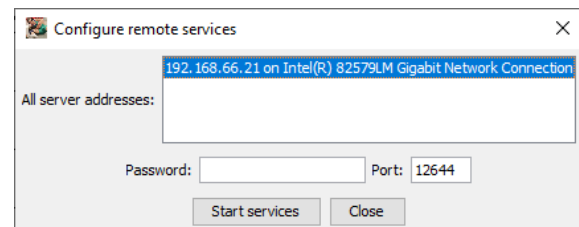
Open your Internet browser. Enter the text displayed under 'Local:' into the browser's address bar then press the <enter> key. You should see something similar to the picture on the right.



Change the “Select the bracket to display:” drop down list to '135' and then click the [Show bracket] button. The page changes to show the 135 ladder. Click the [Show scores] button to display the current team scores. Change the “Highlight contestants from:” drop down list to ‘WOODINVILLE (WOOD)’ and click the [Show bracket] button. The wrestler from Woodinville is highlighted wherever he appears in the ladder.

AnnouncerSR is a free support program that works with TournamentSR to assign matches to mats. If you use AnnouncerSR, the web page can also display which matches have been called to which mats. You can see this by configuring TournamentSR for AnnouncerSR use. Bring the TournamentSR window to the front, but leave your Internet browser window open.

TournamentSR communicates with support programs using 'Remote Services'. These must be turned on in order to see the called matches. Select 'File' in the menu bar and click on 'Remote Services...'. A new window similar to the picture on the right will appear.



Remote services use a password to ensure only authorized people can update the tournament. You can choose any password you want. Whatever you pick, you must enter the same password into AnnouncerSR. For this tutorial, set the 'Password:' field to 'Bob123' (without the quotation marks). Click the [Start services] button. The button name will change to [Stop services]. Click the [Close] button to dismiss the window.

Bring your Internet browser window to the front and refresh the page. A third button will appear at the top: [Show called matches]. Click the [Show called matches] button and you will see which wrestlers have been called to which mats. In this tutorial, there are 3 matches at each of 4 different mats.

By connecting your computer to a Wi-Fi router, everyone at the tournament with a smart phone, tablet, or laptop computer can see the same pages you just observed. The information is updated as each match is called and each result is entered.

AnnouncerSR is free and can be downloaded from the TournamentSR web site from the Try it now page (<https://www.smartrunsys.com/TournamentSR/try-buy.html> - no login required). As the name implies, it is designed for use by the tournament announcer, but can also be used by the same person running TournamentSR. While outside the scope of this tutorial, you may wish to download that program onto another computer and experiment with this example tournament.

This completes tutorial 2. Feel free to experiment further with entering match results and viewing them within your browser.