# Tournament Manager 

## Version 10.0

September 2020


Toumament Management

## Tournament Management - Version 10.0 - September 2020

Table of Contents
Starting Tournament Manager. .....  3
Getting Help ..... 5
Sample Tournaments ..... 6
Starting a new Tournament. .....  7
Recording Game Results ..... 12
Types of Competitions ..... 17
Festival Bowls. ..... 20
Sixes or Fives Tournament. ..... 21
Numbered or Named Greens ..... 22
Numbered Greens. ..... 22
Named Greens ..... 23
Exporting Competition To Excel File. ..... 24
Extracting a Competition ..... 25
Loading an Extracted Competition File ..... 26

## Starting Tournament Manager

1) Double click the icon.
2) Once you see the screen then click on it.

3) The next screen you will see the list of sample tournaments.

4) Click on one of the tournaments in the list and the Tournament results screen will be shown.

5) To view the setup details for this Fives Demo tournament, click the Details button at the top of the screen.


## Getting Help

Click the Help button to read the manual and get help with setting up and running of/Tournament.


Opens Adobe Reader with the on line help document.


## Sample Tournaments

The program comes with several sample tournaments. They are listed in the left list box. Click on a sample tournament to view the results for that type of competition.

Here is an example of a Fives tournament with 24 teams The round one results have already been added.


To view the Tournament setup click the Details button.


Page 6 of 27

## Starting a new Tournament

1) Click the New button and fill out the details.

This New Tournament has 16 teams playing triples for four rounds of 12 ends
Ends will be counted.
Wins Draws Ends and then Differential will decide the final winner. Each team must have a Skip, a Second and a Lead.
Points scored in the final end of each round are doubled.

3) Enter the team names by clicking on the Teams button.
4) Click the Create \& Enter Teams button.

5) Type in the team names and then press the Lock in Teams button.


If you need to mix up the teams then hit the Randomise Teams button a few times followed by Lock in Teams. You are now ready to create the draw.
6) Click the Draw button and the Create Draw button to build the draw.


The New Tournament draw is now complete.

| V10 Iournaments Website | New | Details | Teams | Draw |  | Cards |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Search New Tournament <br> * 4 Team Knock Out Demo <br> * 8 Team Butterfly Demo <br> * 16 Team Butterfly Demo <br> * 32 Team Butterfly Demo <br> * ANZRI Tens (Four Fours) Demo <br> * Bowls 3 Fives Demo <br> * Business Bowls Demo <br> * Double Rounds 4 Teams Demo <br> ${ }^{*}$ Festival Bowls Fours 56 Players Demo <br> *Festival Bowls Triples 24 Players Demo <br> * Fives 6 Team 6 Rounds Demo <br> * Fives Demo <br> ${ }^{*}$ Fives One Green Demo <br> * Huge Demo <br> * Kiwi Singles 3 Team Demo <br> * Kiwi Singles 6 Teams Demo <br> * Knock Out Demo <br> * Medley Knockout Demo <br> ${ }^{*}$ Medley Side By Side Demo <br> * Medley Two Days 24 Teams Demo <br> ${ }^{*}$ Regular 24 Teams 16 and 8 Split Demo <br> * Regular Demo <br> * Rinks 9-12 Demo <br> * Sets Two 16 Teams Demo <br> * Sets Two Demo <br> * Sevens 8 Teams Demo <br> * Sixes Demo <br> * Tens 6 Teams Demo <br> New Tournament | Win Loss Draw Progress Team <br> Place [Win Draw End Dif] |  | $\begin{gathered} \text { Rnd } 1 \\ 12 \text { Ends } \end{gathered}$ | Rnd 2 12 Ends | Rnd 3 12 Ends | $\begin{gathered} \text { Rnd } 4 \\ 12 \text { Ends } \end{gathered}$ |
|  |  |  |  |  |  |  |
|  | $\begin{aligned} & \hline \text { Clair } \\ & {[00000]} \end{aligned}$ |  | $\checkmark$ Seth | $\vee$ Sing | $\checkmark$ Jane | $\underset{5}{\vee} \underset{\sim}{\text { Jim }}$ |
|  | $\begin{aligned} & \text { Gert } \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | $\underset{8}{\vee} \stackrel{\text { Sing }}{ }$ | $\begin{gathered} v \text { Jane } \\ 2 \end{gathered}$ | $\checkmark{ }_{4}{ }_{4}$ | $v$ Matt 6 |
|  |  |  | vMillie 5 | $\begin{array}{r} \text { vSandy } \\ 7 \end{array}$ | $\begin{gathered} \vee \text { Seth } \\ 1 \end{gathered}$ | $\underset{3}{v \text { Sing }}$ |
|  | $\begin{aligned} & \mathrm{Meg} \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | ${ }_{4}^{\text {v Blair }}$ | $\begin{gathered} \text { vBilly } \\ 5 \end{gathered}$ | $\begin{gathered} \text { vBill } \\ 6 \end{gathered}$ | $\begin{aligned} & \text { vBeth } \\ & \times 7 \end{aligned}$ |
|  | $\begin{aligned} & \left.\begin{array}{l} \text { Beth } \\ {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right.} \\ \hline \end{array}\right] \end{aligned}$ |  | $\vee$ Jane 1 | ${ }^{\checkmark}{ }_{3}$ Jim | $\underset{5}{\text { VMatt }}$ | $\underset{7}{\square} \begin{gathered}\text { Meg } \\ 7\end{gathered}$ |
|  | $\left.\begin{array}{l} \text { Jane } \\ {[0000} \end{array}\right]$ |  | vBeth $1$ | v Gert | $\begin{gathered} \text { vClair } \\ 3 \end{gathered}$ | $\begin{gathered} v \text { Cath } \\ 4 \end{gathered}$ |
|  | $\begin{aligned} & \hline \text { Bill } \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | $\checkmark{ }_{2} \lim ^{\text {a }}$ | vMatt | $\underset{6}{\mathrm{vMeg}}$ | $\begin{array}{\|c\|} \hline \text { vMillie } \\ 8 \end{array}$ |
|  | $\begin{aligned} & \text { Millie } \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | $\begin{gathered} \text { v Blue } \\ 5 \end{gathered}$ | $\begin{gathered} \text { vBlair } \\ 6 \end{gathered}$ | $\underset{7}{\substack{v i l l y}}$ | $\begin{gathered} \text { vBill } \\ 8 \end{gathered}$ |
|  | $\begin{aligned} & \text { Seth } \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | $\begin{aligned} & \text { vClair } \\ & 7 \end{aligned}$ | $\begin{gathered} \vee \text { Cath } \\ 8 \end{gathered}$ | $\begin{gathered} \text { VBlue } \\ 1 \end{gathered}$ | $\begin{gathered} \text { vBlair } \\ 2 \end{gathered}$ |
|  | $\begin{aligned} & \text { Billy } \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | $\stackrel{\checkmark}{7}$ Matt | $\mathrm{vMeg}$ | $\checkmark$ Millie <br> 7 | $\begin{gathered} \text { Sandy } \\ 1 \end{gathered}$ |
|  | $\begin{array}{\|l\|l\|} \hline \text { Matt } \\ {[00000]} \end{array}$ |  | $\begin{gathered} \text { vBilly } \\ 3 \end{gathered}$ | $\begin{gathered} \text { vill } \\ 4 \end{gathered}$ | $\begin{gathered} \text { vBeth } \\ 5 \end{gathered}$ | $\begin{array}{\|c\|} \hline \vee \text { Gert } \\ 6 \end{array}$ |
|  | $\begin{array}{\|l} \hline \text { Sing } \\ {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{array}$ |  | $\begin{aligned} & \text { v Gert } \\ & 8 \end{aligned}$ | v Clair $1$ | $\begin{gathered} \text { v Cath } \\ 2 \end{gathered}$ | $\begin{array}{\|c\|} \hline \text { vBlue } \\ 3 \end{array}$ |
|  | $\begin{aligned} & \text { Cath } \\ & {\left[\begin{array}{llll} 0 & 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | $\begin{gathered} v \text { Sandy } \\ 6 \end{gathered}$ | $\begin{gathered} \text { v Seth } \\ 8 \end{gathered}$ | $\underset{2}{v \text { Sing }}$ | $\begin{gathered} v \text { Jane } \\ 4 \end{gathered}$ |
|  | $\begin{aligned} & \text { Sandy } \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ |  | $\begin{gathered} \vee \text { Cath } \\ 6 \end{gathered}$ | vBlue $7$ | $\begin{gathered} \text { VBlair } \\ 8 \end{gathered}$ | $\left\|\begin{array}{c} \vee \text { Billy } \\ 1 \end{array}\right\|$ |
|  | $\begin{aligned} & \left.\begin{array}{l} \text { Blair } \\ {\left[\begin{array}{ll} 0 & 0 \end{array}\right.} \\ \hline \end{array}\right] \end{aligned}$ |  | $\underset{4}{\mathrm{vMeg}}$ | $\underset{6}{\stackrel{v}{v}} \underset{ }{\text { Millie }}$ | $\begin{array}{\|c} \hline \text { Sandy } \\ 8 \end{array}$ | $\begin{gathered} \vee \text { Seth } \\ 2 \end{gathered}$ |
|  | $\lim _{[000}$ |  | $\begin{gathered} \text { vBill } \\ 2 \end{gathered}$ | $\begin{gathered} \text { vBeth } \\ 3 \end{gathered}$ | $\begin{gathered} \vee \\ \stackrel{C}{4} \end{gathered}$ | $\begin{array}{\|c\|} \hline \vee \text { Clair } \\ 5 \end{array}$ |

Page 9 of 27
7) Click the Cards button followed by Select All and Print Cards


Once you have checked the preview then click Print Report to print the cards on the printer.



You can print the draw. Click the Draw then Select All and Print Draw

You can choose to print sheets for each team and also a umpires sheet.


After you have previewed the report then click the Print Report button.


Page 11 of 27

## Recording Game Results

Click on the cell that display the game details and enter the score for both teams. Click OK


The game results are displayed., Green for a win, Red for a loss and Yellow for draw. These colours may be changed on the Details screen.


After the round is all completed use Results and then Check Results $\mathbf{x}$ Rinks to do a "call back" Sort the cards intorink order and then cqll then back them to someone who can see the results on thescreen.



Correct any mismatched results then you are ready to Print League Table.


Click the Print Report to send the file to the printer.

If you prefer to view actual placing then use Placings and Print Placing.


Print the report by clicking on Print Report


Placings are also displayed on the results page.


If you are using a website to display Results then click Update Website.


Move the files over to the website directory and wait until the files have been passed across.


## Types of Competitions

These types are selected from the What type of Competition is this? list.


| Competition Type | Description |
| :--- | :--- |
| 16 Teams 6 Rounds | A tournament for 16 teams with 6 rounds. |
| Business Bowls | Maximum 22 Teams per Section <br> Maximum 99 Sections <br> Maximum 20 Rounds |
| Butterfly Knockout | 8,16 or 32 team butterfly draw with two <br> sides to the draw. Winners meet in the <br> middle. |
| Festival Bowls Fours <br> Festival Bowls Pairs <br> Festival Bowls Triples | A fun game where the teams change for <br> each round. Minimum players is 16 with a <br> maximum of 120 players. Games can be <br> pairs, triples or fours. Print a card for the <br> draw and one for recording results. Can use <br> names or numbers. |


| Fives | 12 to 24 teams in one section. <br> Games can be singles, pairs, triples or fours <br> in any combination. <br> Four Rounds <br> Maximum of three greens |
| :--- | :--- |
| FivesSixTeamsSixRounds | A fives tournament for six teams with six <br> rounds. |
| FourTeamsDoubleRounds | A regular tournament for four teams with <br> each round comprising of two rounds. A <br> maximum of four real rounds. |
| KiwiSingles | A tournament where any multiple of three <br> players can have a singles tournament. <br> Each section has three players and while <br> player one and two play the third player is <br> the marker. After three rounds you can select <br> the top eight players and use KnockOut to <br> find a winner or just look at the overall ends <br> and differential to find a winner. <br> See demo tournament set up for 48 players. |
| Knock Out | Create a knock out draw for any number of <br> multiple of 8 teams. <br> Maximum 99 sections. <br> One green per section. |
| One Green Sixes | Same as fives or sixes but you decide which <br> type of games are being played Singles, <br> Pairs, Triples or Fours. |
| Medley | Same as medley but like a knock out. Can <br> be used for finals for a medley. |
| Medley Knockout | Same as Regular but limits the number of <br> outside rinks for up to 4 rounds. |
| Minimum End Rinks 4 Rnds | Teams with nine players usually play fours, <br> triples and pairs. Can be regular games or <br> sets. |
| Fives competition for one green only. <br> 8 Teams <br> 4 | Rounds <br> 1 Green <br> You choose Singles, Pairs, Triples or Fours. |
| Sixes competition for one green only. |  |
| 8 Teams |  |
| 4 Rounds |  |
| 1 Green |  |
| You choose Singles, Pairs, Triples or Fours. |  |,


| Regular | Maximum 20 Teams per Section Maximum 99 Sections Maximum 20 Rounds |
| :---: | :---: |
| Set Knock Out | Knock out games but using two sets and tie breaker with 3 ends. |
| Sets Two | Sets games with two sets and a tie breaker of 3 ends. <br> Maximum 20 Teams per Section <br> Maximum 99 Sections <br> Maximum 20 Rounds |
| Sevens | Teams have seven players and usually play fours, pairs and singles. The teams play the same team in each discipline each round. |
| Sevens Staggered | The seven players compete against three different teams in each discipline each round. |
| Side by side | This is a medley type tournament so can any combination of singles, pairs, triples or fours. In each round the teams play combination of the disciplines on neighbouring rinks. Number of teams can range from 12 to 24. |
| Sixes | 20 to 24 Teams on one Section <br> 8 Rounds <br> 3 Greens required <br> You choose the type of games played in each round Singles, Pairs, Triple or Fours. |
| Six Team Fives | A fives tournament for six teams. |
| Tens | Each team has a minimum of ten players, and they can any combination for disciplines for any round. Could be four fours meaning 16 players in a team or could be ten players playing singles, pairs, triples and fours. |
| Two Day Medley | 14 or 16 team medley draw for six rounds or three rounds on each day. |
| Two Life | Butterfly equivalent but only has one side of the draw. Team who loses goes to the bottom of the draw. Lose two games and you are out. |
| Wins Draws Points For Points Against | A regular tournament but the teams are sorted by wins then draw then points scored for and then points scored against. |

## Festival Bowls

Example of Players game sheets. 8 Players per sheet ready to cut.


Player game results sheets. 8 per sheet ready to be cut.

| educe | Print Report | Pint S_ele | Eled Eind | Find Next |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | Benny - | ECOND |  |  | Bill - S | COND |  |
|  |  |  | W/D / L | Ends | Pts |  | W/D/L | Ends | Pts |
|  |  | G1 |  |  |  | G1 |  |  |  |
|  |  | G2 |  |  |  | G2 |  |  |  |
|  |  | G3 |  |  |  | G3 |  |  |  |
|  |  | Total |  |  |  | Total |  |  |  |
|  |  |  | Black | LEAD |  |  | Blake | EAD |  |
|  |  |  | W/D/L | Ends | Pts |  | W/D/L | Ends | Pts |
|  |  | G1 |  |  |  | G1 |  |  |  |
|  |  | G2 |  |  |  | G2 |  |  |  |
|  |  | G3 |  |  |  | G3 |  |  |  |
|  |  | Total |  |  |  | Total |  |  |  |
|  |  | Bruce - SKIP 2 |  |  |  | Ford - SKIP 3 |  |  |  |
|  |  |  | W/D/L | Ends | Pts |  | W/D/L | Ends | Pts |

## Sixes or Fives Tournament

Details for Fives or Sixes showing round type and ends for each type.


## Numbered or Named Greens

Greens can be Named or Numbered
Change the names or numbers on the Details screen.

## Numbered Greens

Starting at 1 and ending at 24.


The results grid displays green numbers.

| Team [Win Draw Dif End] Place | Rnd 1 PAIRS Time 1 Hr 35 Mins | Rnd 1 FOURS Time 1 Hr 35 Mins | Rnd 2 PAIRS Time 1 Hr 35 Mins |
| :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { BYE } \\ & {[00000]} \end{aligned}$ | Bill | Brian 19 | $\begin{gathered} \text { Blair } \\ 9 \end{gathered}$ |
| Baldwin $\left[\begin{array}{llll} 0 & 0 & 0 & 0 \end{array}\right]$ | $\begin{gathered} \text { Blight } \\ 8 \end{gathered}$ | Benny 24 | $\begin{gathered} \text { Bloom } \\ 7 \end{gathered}$ |
| Barlow [0000] | Bryce <br> 4 | Blake 15 | $\begin{gathered} \text { Black } \\ 6 \end{gathered}$ |
| Barry $\left[\begin{array}{llll} 0 & 0 & 0 & 0 \end{array}\right]$ | $\begin{gathered} \text { Boot } \\ 12 \end{gathered}$ | Bruce 18 | Bryn $11$ |
| Beckett [0000] | $\begin{gathered} \text { Blair } \\ 10 \end{gathered}$ | $\begin{gathered} \text { Ben } \\ 23 \end{gathered}$ | Bill |
| $\begin{aligned} & \text { Ben } \\ & \Gamma 00001 \end{aligned}$ | $\begin{gathered} \text { Blue } \\ 7 \end{gathered}$ | Beckett 23 | $\begin{gathered} \text { Blake } \\ 5 \end{gathered}$ |

## Named Greens

Three greens named Laing, Davie, and Orchard.


Results grid now displays green names.

| Team <br> [Win Draw Dif End] <br> Place | Rnd 1 PAIRS Time 1 Hr 35 Mins | Rnd 1 FOURS Time 1 Hr 35 Mins | Rnd 2 PAIRS Time 1 Hr 35 Mins | $\begin{gathered} { }^{\mathrm{F}} \\ \hline \text { Time } \end{gathered}$ |
| :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { BYE } \\ & {[0000]} \end{aligned}$ | Bill Laing 3 | Brian Orchard 3 | $\begin{aligned} & \text { Blair } \\ & \text { Laing } 1 \end{aligned}$ | 0 |
| $\begin{aligned} & \text { Baldwin } \\ & {\left[\begin{array}{lll} 0 & 0 & 0 \end{array}\right]} \end{aligned}$ | Blight Davie 8 | Benny Orchard 8 | Bloom Davie 7 | 0 |
| $\begin{aligned} & \text { Barlow } \\ & {[00000]} \end{aligned}$ | Bryce Davie 4 | Blake Laing 7 | Black Davie 6 | 1 |
| Barry $\left[\begin{array}{llll} 0 & 0 & 0 & 0 \end{array}\right]$ | Boot Laing 4 | Bruce Orchard 2 | Bryn Laing 3 | 0 |
| Beckett <br> [0000] | Blair Laing 2 | Ben Orchard 7 | Bill Laing 4 | 0 |
| Ben $\left[\begin{array}{llll} 0 & 0 & 0 & 0 \end{array}\right]$ | Blue Davie 7 | Beckett Orchard 7 | Blake Davie 5 | 0 |
| Benny $\left[\begin{array}{llll} 0 & 0 & 0 & 0 \end{array}\right]$ | Bryn Laing 1 | Baldwin Orchard 8 | Boot Laing 2 | 0 |
| Bert $\left[\begin{array}{llll} 0 & 0 & 0 & 0 \end{array}\right]$ | Burns Davie 6 | Blair Orchard 6 | Blue Davie 1 | 0 |

## Exporting Competition To Excel File

Click on Draw and then Export Comp To Excel.


This creates a comma delimited file that can be opened by Excel.
The file is stored in Exported Files directory.


Open the file using Microsoft Excel or any other spreadsheet program.


## Extracting a Competition

The competition details along with the teams and results can be extracted to a text file. The file has an extension of .compall.

Click the Extract Competition button.


| Complete |  |
| :--- | :---: |
| Full Tournament details have been extracted and saved as |  |
| C:\TournamentManagement\Exported |  |
| Files\SixesDemoFullextract.compall |  |
|  |  |

The .compall file can be loaded into another computer running TM.

## Loading an Extracted Competition File

Start a new competition by clicking New.


Click on Load Competition and select the .compall file to load.


The new competition will be loaded including any teams and results. Note that the Competition name has an "*" at the beginning of the name to show that the competition has been toaded from the .compall file. You can remove this if you wish.


Teams


Results


