TournamentSR

Important changes in version 6.0.0

This document covers features in TournamentSR version 6.0.0 that are significantly different from previous versions. It is intended for users familiar with previous versions of the program.

1   Match numbers

Previous versions of the program always assigned non-pigtail match numbers starting at 1. Subsequent match numbers increased by 1 until all round 1 matches for all brackets were assigned. The next match number was assigned to the first match in round 2 of the first bracket. The process repeated until all matches in all rounds were assigned a unique number.

This technique causes a problem when changing one of the bracket's size (e.g. from 8 wrestler to 16 wrestler). Doing so affects the match numbers for *all* brackets. Since TournamentSR requires each match number to be unique and constant, this limits what changes can be made after bout cards are printed.

Version 6.0.0 introduces an alternate way of assigning match numbers. Each bracket is assigned a unique two letter prefix (e.g. "AA", "AB", "AC", ...). Each match in a given bracket is assigned the two letter prefix followed by a number. The number starts at 1 for the first round 1 match and increments by 1 for each subsequent match.

The new numbering scheme ensures match numbers in one bracket don't affect the match numbers in any other bracket. Using it allows Emergency Bracket Repair to change a bracket's size without requiring all bouts from all brackets to be recalled and reprinted.

Unfortunately, mat side clocks/scoreboards don't support displaying such alpha-numeric match numbers. They most often support just numbers. If you want match numbers to be displayed on mat side scoreboards, the new numbering scheme isn't appropriate. A high school district tournament where all brackets are the same size and cannot change should still use the old numbering system.

You must choose the numbering system before starting the tournament. Use the window that appears by selecting the "File"/"Ladder/Misc. preferences..." menu. See section 3.1.8.4 of the TournamentSR Reference Manual ("Match numbers use:" control) for details.

Below are some example match numbers for each of the two available settings:

Numbering scheme "numbers only - best for mat side scoreboards":
- P1 (a pigtail match)
- 1
- 39
- 1015

Numbering scheme "letters and numbers - best for emergency bracket repair":
- AAp1 (a pigtail match)
- AC4
- AZ19
- BD2

Printed bout cards, matches displayed in support programs, and the TournamentSR match entry area use whichever numbering scheme is selected. The numbering scheme cannot be changed after the tournament starts.

2   Emergency Bracket Repair

As noted in the section above, previous versions of TournamentSR limited what could be done via emergency bracket repair ("View"/"Emergency bracket repair..." menu). A wrestler could only be added if there was an open space in the first round matches list. After removing one or more wrestlers, a bracket likely ends up with BYE or empty matches in round 2 and later.

If you configure match numbers to be alpha-numeric ("Match numbers use:" control set to "letters and numbers - best for emergency bracket repair"), emergency bracket repair allows the bracket size to grow and shrink. See section 4.10.1 of the TournamentSR Reference Manual for when the bracket size must change and how to do it.

3   Placement points

Previous versions of the program used fixed placing point values. There was no mechanism for changing them. Version 6.0.0 adds a placement points editing window.

Before editing the placement points, make sure you have selected single or double elimination brackets in the "File"/"Ladder/Misc. preferences..." window.

To get to the placement points editor window, select "Team scoring preferences..." from the "File" menu and click "Customize placement points" in the resulting window. See section 4.3.2 of the TournamentSR Reference Manual for the controls used on the editor window.

Version 6.0.0 changes the points for single elimination brackets with 4 placers. See the paragraph marked **IMPORTANT** on page 41 of the TournamentSR Reference Manual. If you need the old point values, use the placement points editor window to change them.

There are some occasions where the configured number of placing positions is wrong due to the total number of wrestlers in the bracket. If an 8 position double elimination bracket is configured for 6 placers but only contains 4 wrestlers, too many placing points are awarded.

Per the NFHS rule book, the 4 placers should be awarded 14 (1st), 10 (2nd), 7 (3rd) and 4 (4th) points. Since the bracket was configured for 6 placers, previous versions of the program would award 16 (1st), 12 (2nd), 9 (3rd), and 7 (4th) points. A new check box on the "File"/"Team scoring preferences..." window corrects the behavior.

The check box is titled "Reduce the placing points if there are too few contestants". If the box is checked, the NFHS rules are applied (1st gets 14 points, 2nd gets 10, etc.). If the box is not checked, the old program behavior is used (1st gets 16 points, etc.).

4   Five match limit

The NFHS rule book states that wrestlers may only compete in 5 contested matches per day. This isn't an issue with Round-Robin brackets, single elimination ladders, and double elimination ladders with 8 or less wrestlers.

Double elimination ladders with 16 wrestlers could force someone to wrestle 6 times in order to place 3rd, 4th, 5th, or 6th. TournamentSR has always supported two "Scoring places:" options to ensure the 5 match limit isn't exceeded: "1st, 2nd, tie for 3rd, and tie for 5th" and "1st, 2nd, two 5ths, and two 6ths".

Version 6.0.0 introduces another option for use with other "Scoring places:" settings. This should only be used for single day tournaments with 16 wrestler brackets following the NFHS rules. In the window that appears via the "File"/"Ladder/Misc. preferences..." menu, there is a new check box titled "Force a tie after 5 competed matches (only when the bracket size is 16 w/o pigtails)".

If the box is checked and a wrestler reaches a 3rd/4th or 5th/6th place match and has already competed in 5 matches, the placing match result is automatically set to "Tie". If the box is not checked, or the bracket size is not 16, no operation is performed.

5   Changing Bracket order

The order of the brackets in the "Bracket list" window determines the order of match number (or two letter prefixes) are assigned. In previous versions of TournamentSR, changing a bracket's position in the list required clicking the "Move Up" and/or "Move Down" buttons.

While using the mouse is still supported in version 6.0.0, you can now use the keyboard to move brackets. Highlight a bracket in the list, hold down the <ctrl> (or <control>) key, and press the up or down arrow key. The selected bracket moves in the arrow key's direction. Holding down the key repeatedly moves the bracket. This is much easier than repeatedly clicking the "Move Up" or "Move Down" buttons.