

## Performing the DRAW

Once the Group stage has completed it is necessary to perform the draw. In a knockout-only tournament such as the Plate, there is no Group Stage. Refer to the separate help file for setting up and scoring the Plate competition.

The Draw system is DESTRUCTIVE. That is, it changes a lot of data. Although this can be undone after an error, it would require some knowledge and care. **Therefore do NOT proceed with a draw unless there is the need for it and you are confident in what you are doing.**

In WBL tournaments of levels 1 and 2, the draw is RANDOM. Level 3 and above it is a SEEDED draw. The seeding process is based on the WBL system.

Having said all that, the actual process is very easy !

### Random Draw

This is simple. All you need to know beforehand is how many are in the Knockout stage (eg. 12, 16, 24, 32).

Click on *Players* -> *Perform Draw*. The Perform Draw screen opens.

The screenshot shows the 'Perform Draw' interface for the 'Glasgow Open' tournament. The page has a green header with the tournament name and a dropdown menu. Below the header, there is a section titled 'Perform Draw' with instructions and a note. The instructions state that the draw can be random or seeded (WBL strict or relaxed). The note mentions that match/player assignment is disabled in the code. There are two columns of options: 'Select Draw method' with radio buttons for 'Random', 'Seeded (WBL strict)', and 'Seeded (WBL relaxed)'; and 'Preliminary Round' with a checkbox for 'Pre-qualifier' and a note to check this for pre-qualifiers. A list of 16 players is shown under 'Total of 16 players in draw :-'. At the bottom, there is a 'DUMMY RUN' checkbox and a note to check this for dummy runs. Two buttons, 'Submit' and 'Cancel', are at the bottom.

**Glasgow Open** Glasgow Open

### Perform Draw

Make the draw, from 2 methods - random and seeded (WBL system). If you select seeded then you can specify a "prequalifier", that is, where 12 or 24 players play for the last 8 or 16 places.  
NOTE: Match/players assignment is DISABLED in the code, therefore it's safe to run this. Check the log for what the draw would have been.

**Select Draw method**

- Random
- Seeded (WBL strict)
- Seeded (WBL relaxed)

**Preliminary Round**

Pre-qualifier

Check this if this round is a pre-qualifier - eg. 12 or 24 players.

Total of 16 players in draw :-

- 1 - Peter Gilchrist
- 2 - Dhrur Sitwala
- 3 - Pankaj Advani
- 4 - Ashok Shandilya
- 5 - Alok Kumar
- 6 - Devendra Joshi
- 7 - Sourav Kothari
- 8 - Phil Mumford
- 9 - Rupesh Shah
- 10 - Dave Sneddon
- 11 - Akhilesh Mohan
- 12 - Roy Bacon
- 13 - Balachandra Bhaskar
- 14 - Jonathan Marwood
- 15 - Phil Davis
- 16 - Roy Smith

**DUMMY RUN**

Dummy Run

Check this to do a dummy run - ie. no matches are populated.

**Submit** **Cancel**

Make sure **Random** is selected. If there are 12 or 24 players in the draw, then check **Pre-qualifier**.

If you want to do a non-destructive 'dummy run', then check **Dummy Run**. This is a safe option – no data is changed. However for the real thing, leave this unchecked. You can do as many dummy runs as you like – it is quite safe.

Click on **Submit** once you are happy with your selection ('dummy run' UNchecked remember). The system will now do the draw, using a random number generator.

The following screen will appear next – this shows the draw. Note how most columns are blank. This is because it is a RANDOM draw.

The matches have now been set up, so there is no more to do, just enter scores as matches complete and the system will do the rest.

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### Draw

Draw Efficiency : /0 Save

Match	Grp	Player 1	Draw Pos	Draw Pos	Player 2	Grp	Adjs
1		Roy Bacon			Peter Gilchrist		
2		Phil Mumford			Thomas McFarlane		
3		Akhilesh Mohan			Roy Smith		
4		Manfred Raidl			Jonathan Marwood		
5		Graham Guest			Gary Norman		
6		Dave Sneddon			Gaye Jones		
7		Wayne Doyle			Ross Doyle		
8		Carl Walter Steiner			Jim Burke		

**Draw Efficiency:** This indicates the efficiency of the automatic draw. The first number is the most places a player has been reseeded. The second number is the total places for all players. For both figures, the lower the better. That is, "0/0" is perfect.

(\*) If marked against a player this means that it was not possible to reseed this player optimally. Manual intervention may be necessary.

## Seeded Draw

This is a bit more involved in that you should know roughly the criteria of the WBL draw in order to understand the process.

This diagram below shows that the **Seeded (WBL strict)** method has been selected. This should be used always and is 95% successful. However if the resultant draw is very skewed or unbalanced, then redraw but this time select **Seeded (WBL relaxed)**.

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### Perform Draw

Make the draw, from 2 methods - random and seeded (WBL system). If you select seeded then you can specify a "prequalifier", that is, where 12 or 24 players play for the last 8 or 16 places.  
NOTE: Match/players assignment is DISABLED in the code, therefore it's safe to run this. Check the log for what the draw would have been.

**Select Draw method**

Random

**Seeded (WBL strict)**

Seeded (WBL relaxed)

**Preliminary Round**

Pre-qualifier

Check this if this round is a pre-qualifier - eg. 12 or 24 players.

  

Total of 16 players in draw :-

- 1 - Peter Gilchrist
- 2 - Dhruv Sitwala
- 3 - Pankaj Advani
- 4 - Ashok Shandilya
- 5 - Alok Kumar
- 6 - Devendra Joshi
- 7 - Sourav Kothari
- 8 - Phil Mumford
- 9 - Rupesh Shah
- 10 - Dave Sneddon
- 11 - Akhilesh Mohan
- 12 - Roy Bacon
- 13 - Balachandra Bhaskar
- 14 - Jonathan Marwood
- 15 - Phil Davis
- 16 - Roy Smith

  

**DUMMY RUN**

Dummy Run

Check this to do a dummy run - ie. no matches are populated.

SubmitCancel

Once you have selected the **Draw Method** (and optionally, *preliminary Round*), click Submit to start the process. The preliminary round, or Prequalifier is only for 12 or 24-player rounds.

The next screen appears. It contains details of the draw. At this stage you are normally finished, however here is some detail of what is happening.

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## Draw

Draw Efficiency : 2/10

▾

Match	Grp	Player 1	Draw Pos	Draw Pos	Player 2	Grp	Adjs
1	A-1	Peter Gilchrist	1	15	Phil Davis	H-2	1
2	B-1	Phil Mumford	8	9	Rupesh Shah	F-2	0
3	C-1	Alok Kumar	5	10	Dave Sneddon	E-2	2
4	G-1	Ashok Shandilya	4	11	Akhilesh Mohan	D-2	2
5	F-1	Pankaj Advani	3	14	Jonathan Marwood	C-2	0
6	E-1	Devendra Joshi	6	13	Balachandra Bhaskar	G-2	2
7	H-1	Sourav Kothari	7	12	Roy Bacon	A-2	2
8	D-1	Dhruv Sitwala	2	16	Roy Smith	B-2	1

**Draw Efficiency:** This indicates the efficiency of the automatic draw. The first number is the most places a player has been reseeded. The second number is the total places for all players. For both figures, the lower the better. That is, "0/0" is perfect.

(\*) If marked against a player this means that it was not possible to reseed this player optimally. Manual intervention may be necessary.

Note how the 'Draw Efficiency Rating' at the top is 2/10. This is a measurement of the efficiency of the draw just performed. The first of the two numbers (2) is the largest 'seed shift' (4 players are shifted 2 places). The second number (10) is the total 'shifts' in the draw.

If no player name has an asterisk (\*) beside it then this means that all WBL rules have been successfully implemented.

If a player is marked with an asterisk (\*) however, then the system is signalling that it has not been fully successful. This will always be a player ranked 3<sup>rd</sup> or 4<sup>th</sup> in their group. It may be that it is only a minor problem and can be ignored.

However in the unlikely event that it is a problem then there are two potential solutions :-

1. Accept the draw as given, then fix it manually by shifting players around using *Players -> Schedule*, selecting **Last 16** from the dropdown.
2. Perform the draw again, but selecting **WBL (relaxed)** this time. Frequently this works, and it affects only 3<sup>rd</sup> and 4<sup>th</sup>-placed players from groups, not 1<sup>st</sup> & 2<sup>nd</sup> placed.

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