

WB Events Online

Performing the Knockout Draw

When the Group stage is complete then a draw for the knockout stage needs to be done. Alternatively, in a tournament with no group stage (eg. Challenge Cup), a draw needs to be made before the tournament starts.

There is an automatic draw system which makes it very easy to perform the draw either as random (Challenge Cup) or Group-based tournaments. The latter will have constraints making the draw potentially complicated.

A non-Group stage tournament is easy. You must have the tournament configured correctly and the final list of players registered and showing in the *Players -> View* page. Once you have this, it's simple to proceed. Do a Perform Draw, clicking the Random radio button, then the SUBMIT button. That's it done !

The remainder of this document refers to the more complicated seeded Group-based tournament.

Once the Group stage has completed it is necessary to perform the draw.

The Draw system is DESTRUCTIVE. That is, it changes some data. Although this can be undone after an error, it requires 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.** For this reason there is a "dummy run" capability in the Perform Draw page. Checking this before SUBMIT will prevent any damage but give you a view of how the draw would look.

In **all** WBL tournaments (with a group stage) it is a SEEDED draw. The seeding process is based on the WBL system.

Whatever draw system is used, once done it remains only to score matches and the system does all the rest.

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.

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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.

⌵
Submit

⌵
Cancel

Make sure **Random** is selected. If a group-based tournament and 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 if you have selected **Random**.

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

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, unbalanced or just unfair, then redraw but this time select **Seeded (WBL relaxed)** and if no better then revert to **WBL Strict**.

If this is a Last 12 or Last 24 then check the Preliminary Round (Pre-qualifier).

Check box Dummy Run allows you to have several non-destructive attempts. This is safe to do.

Remember, before a real run, to uncheck the Dummy Run checkbox.

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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.

Submit

Cancel

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 Save ▾

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' (1 or more 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 optimally 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 3rd or 4th in their group and the lowest seed. 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. Refer to next section.
2. Perform the draw again, but selecting **WBL (relaxed)** this time. Frequently this works, and it affects only 3rd and 4th-placed players from groups, not 1st & 2nd placed.

Manual Adjustments

It is fine to make a manual adjustment to the automatic draw. Occasionally it is necessary. The best way to do this is to first do an automatic draw and then make any necessary adjustments. This is much less time-consuming than doing a complete manual draw.

Past experience (to 2020) indicates that the only manual adjustments are to the lowest two seeds who need to be swapped.

Below is an excellent 'real' example. What happened is that the system performed the draw but noticed a problem at the last seed – 16 – John McIntyre. The asterisk against his name means that the system gave up at the very end of the draw. *[There's a technical reason for this].*

John is D-4 (4th in group D), however he could potentially meet D-2 in the next round. Note also that D-2, D-3 and D-4 are all in the same half of the draw. This is clearly not ideal.

The screenshot shows the '2019 EUROPEAN OPEN' draw interface. At the top, there is a dropdown menu for the tournament name. Below it, the word 'DRAW' is centered. To the right, 'DRAW EFFICIENCY : 0/0' is displayed with a 'Save' button. The main part of the interface is a table with the following columns: Match, Grp, Player 1, Draw Pos, Draw Pos, Player 2, Grp, and Adjs. The table contains 8 rows of matches. In the first row, Match 1, Group B-1, David Causier (Draw Pos 1) is paired with *John McIntyre (Draw Pos 16) in Group D-4. In the eighth row, Match 8, Group A-1, Peter Gilchrist (Draw Pos 2) is paired with Alan Shepherd (Draw Pos 15) in Group C-3. The names '*John McIntyre' and 'Alan Shepherd' are highlighted with red boxes.

Match	Grp	Player 1	Draw Pos	Draw Pos	Player 2	Grp	Adjs
1	B-1	David Causier	1	16	* John McIntyre	D-4	0
2	A-2	Chris Coumbe	8	9	Ryan Mears	D-2	0
3	E-1	Darren Clark	5	12	Phil Davis	A-3	0
4	C-1	Robert Hall	4	13	Chris Mitchell	D-3	0
5	D-1	Martin Goodwill	3	14	Joe Doherty	B-3	0
6	C-2	Steve Brookshaw	6	11	Barry Russell	E-3	0
7	E-2	Jonathan Marwood	7	10	Gary Norman	B-2	0
8	A-1	Peter Gilchrist	2	15	Alan Shepherd	C-3	0

If we swap seeds 16 & 15 however we get a much better draw. This has to be done manually. What to do is first do the draw as above, then swap John (16) and Alan (15).

Go into *Players -> Schedule*. First select the *Last 16* in the Round dropdown, then click the '+' (highlighted) to open another match. You now have two matches in the Last 16 round. In the Match dropdown select Matches 1 and 8, and then input the players in the Player 1 and Player 2 dropdowns.

The next diagram explains it.

2019 EUROPEAN OPEN 2019 European Open

SCHEDULE PLAYERS

This form allows you to schedule player(s) into a group or round.

WARNING: It does NOT detect if you have duplicated a player, or if you have omitted a registered player. Therefore please ensure that you schedule each player once and once only.

Round *

Last 16

Matches for Last 16

Match	Player 1	Player 2	
Last1601	David Causier	Alan Shepherd	⊕ ⊖
Last1608	Peter Gilchrist	John Mcintyre	⊕ ⊖

Submit

Now click Submit and go to *View Matches* which will show :-

Match	Player 1	Score	Player 2
Last1601	David Causier		Alan Shepherd
Last1602	Chris Coumbe		Ryan Mears
Last1603	Darren Clark		Phil Davis
Last1604	Robert Hall		Chris Mitchell
Last1605	Martin Goodwill		Joe Doheny
Last1606	Steve Brookshaw		Barry Russell
Last1607	Jonathan Marwood		Gary Norman
Last1608	Peter Gilchrist		John Mcintyre

You have now manually swapped two players into draw positions, and the draw looks much better.

This does happen (very) occasionally. When it occurs it always affects the last seed, possibly last 2 seeds. I *could* improve the system to detect such a 'last seed' problem but it would not be easy and would further complicate what is already a complicated process.

Last 12 / Last 24 Rounds

These two round formats need special consideration. Normally the Draw system will work most of it out automatically. However explanation is needed when setting up the session Last 12/ 24.

The match system is based on “binary reduction”, ie. 32-16-8-4-2-1. A Last 12 / 24 does not fit in here it seems. However, if you consider that a Last 24 is actually a Last 32 with the top 8 seeds getting BYEs, then there is no problem. The system will automatically assign BYEs to the top 8 (or top 4 in a Last 12) at the Perform Draw stage.

On the Perform Draw form there is a checkbox “Prequalifier”. This is what tells the system that it has to assign BYEs to the top 8. Although the Perform Draw form shows 32 seeded players in a Last 24 round, when you select “Prequalifier” it will IGNORE the bottom 8 seeds. Similarly for Last 16 / 12 round.

When it comes to setting up the session for a Last 24 you need to be aware of which matches the top 8 seeds are assigned to (with associated BYEs). This is because there is NO NEED to include these matches (highlighted below) in a session because they have BYEs and there is no match. So you need to know which matches do NOT have BYEs assigned (highlighted below) because these will actually be played and therefore be assigned into a session(s). Similarly for Last 16 / 12 round.

The following diagram shows how In the example below we have a **Last 12** which is actually a Last 16. Match Numbers 1, 4, 5 & 8 are unnecessary because there are BYEs assigned. So, it’s only necessary to schedule matches 2, 3, 6 & 7 into a session.

Last 16 Match #	Seed(s)	Next Match
1	1 - bye	\
		QF1
2	8 vs 9	/
3	5 vs 12	\
		QF2
4	4 - bye	/
5	3 - bye	\
		QF3
6	6 vs 11	/
7	7 vs 10	\
		QF4
8	2 - bye	/

Seeds 13 - 16 are discarded.

In the example below we have a **Last 24** which is actually a Last 32. Match Numbers 1, 4, 5, 8, 9, 12, 13 and 16 are unnecessary because there are BYEs assigned. So, it’s only necessary to schedule matches 2, 3, 6, 7, 10, 11, 14 and 15 into a session.

Last 32 Match #	Seed(s)	Next Match
1	1 - bye	\
		LS01
2	16 vs 17	/
3	9 vs 24	\
		LS02
4	8 - bye	/
5	5 - bye	\
		LS03
6	12 vs 21	/
7	13 vs 20	\
		LS04
8	4 - bye	/
9	3 - bye	\
		LS05
10	14 vs 19	/
11	11 vs 22	\
		LS06
12	6 - bye	/
13	7 - bye	\
		LS07
14	10 vs 23	/
15	15 vs 18	\
		LS08
16	2 - bye	/
Seeds 25 - 32 are discarded.		

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