WB Events Online

Creating a New Tournament

This help section shows you how to create a new tournament on the Results Site (wbeventsonline.com).

Before launching into details an overview of the system is worthwhile. Once a tournament has been configured and populated, the tournament can start (this is the Group Stage). Match results are entered (scored) as they come in, normally in batches of session. This continues until the final group stage match has been entered. The next step is to perform the draw. Once done, the K/O stage can begin. Again, this consists simply of entering scores for the k/o matches. The system will however automatically 'promote' the winner through to the next round. With the Final match complete, the system tidies up (eg. Ranking points, statistics,…) and the tournament is marked as "complete".

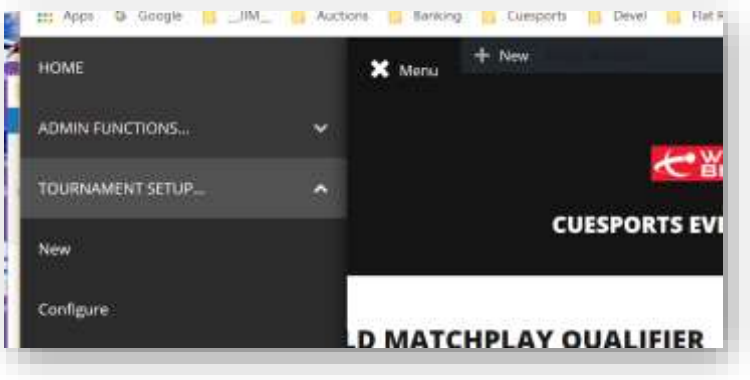
The process begins with creating a new tournament.

You first have to be logged in as an administrator. You must have the following information BEFORE you start :-

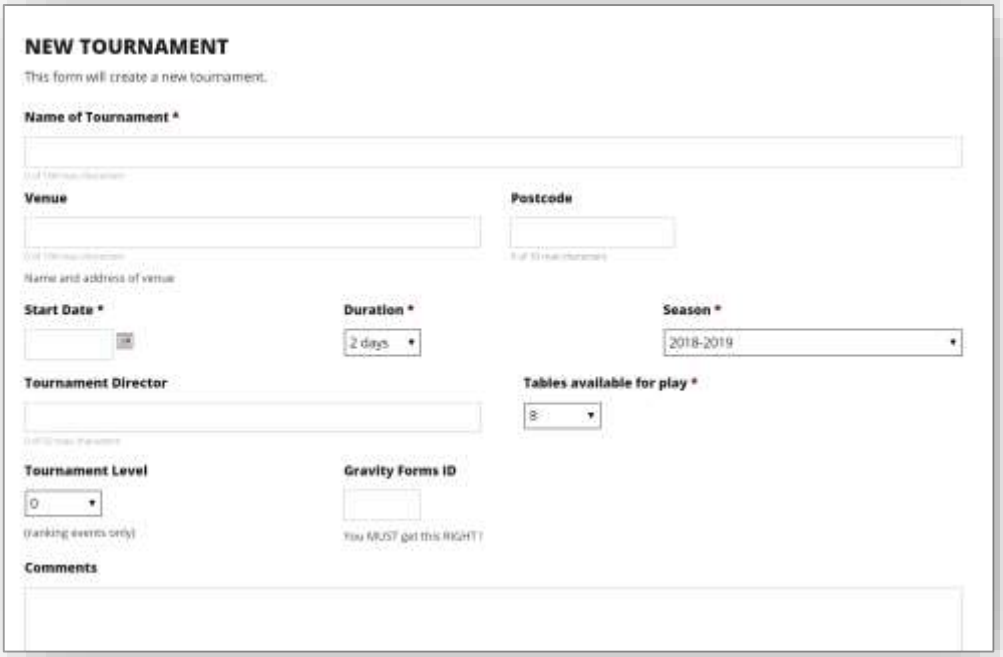
- Tournament Name *
  For the moment, do NOT use an apostrophe (eg. women's) in the name. I'll fix this bug at some point.
- Tournament Director *
- Venue Address *
- Available Tables *
  When you enter a value here, say 6, it means that on the Session Edit page you will have a maximum of 6 tables. You can always in/de-crease it anytime.
- Start Date and Duration
  This allows the system to store the start and finish dates.
- Tournament Level
  This should be a number between 1 and 5. If non-zero then you'll also need …
- Event Number * *[This will appear when the Tournament Level is non-zero]*
  The event number of the current season. You can work this out by looking at the Order of Merit page which numbers all completed tournaments, shown in columns. If the last tournament on the OoM page was say 9, then specify 10 here.
- Gravity Forms ID
  This is very important. It must be a valid Form number and the only way to get this is to create a new form on the main site, Forms menu. Watch the input format – it expects a maximum of three digits. For a non-ranking tournament such as a Challenge Cup or Plate tournament, there is no related form therefore specify "00" for this.

  * these can be edited later, so you can 'dummy' them for now.

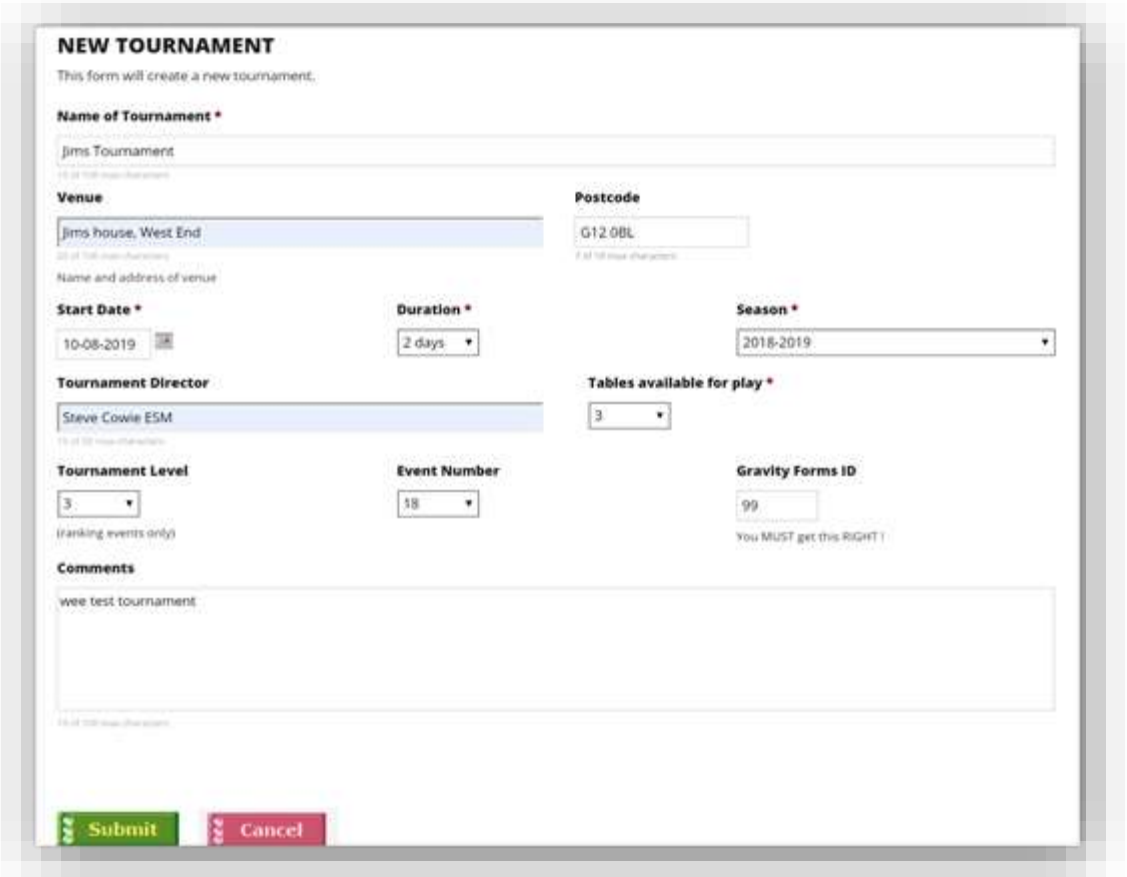
To kick off the process, from the 'hamburger' icon select ***Tournament Setup -> New***.



The following screen will appear.



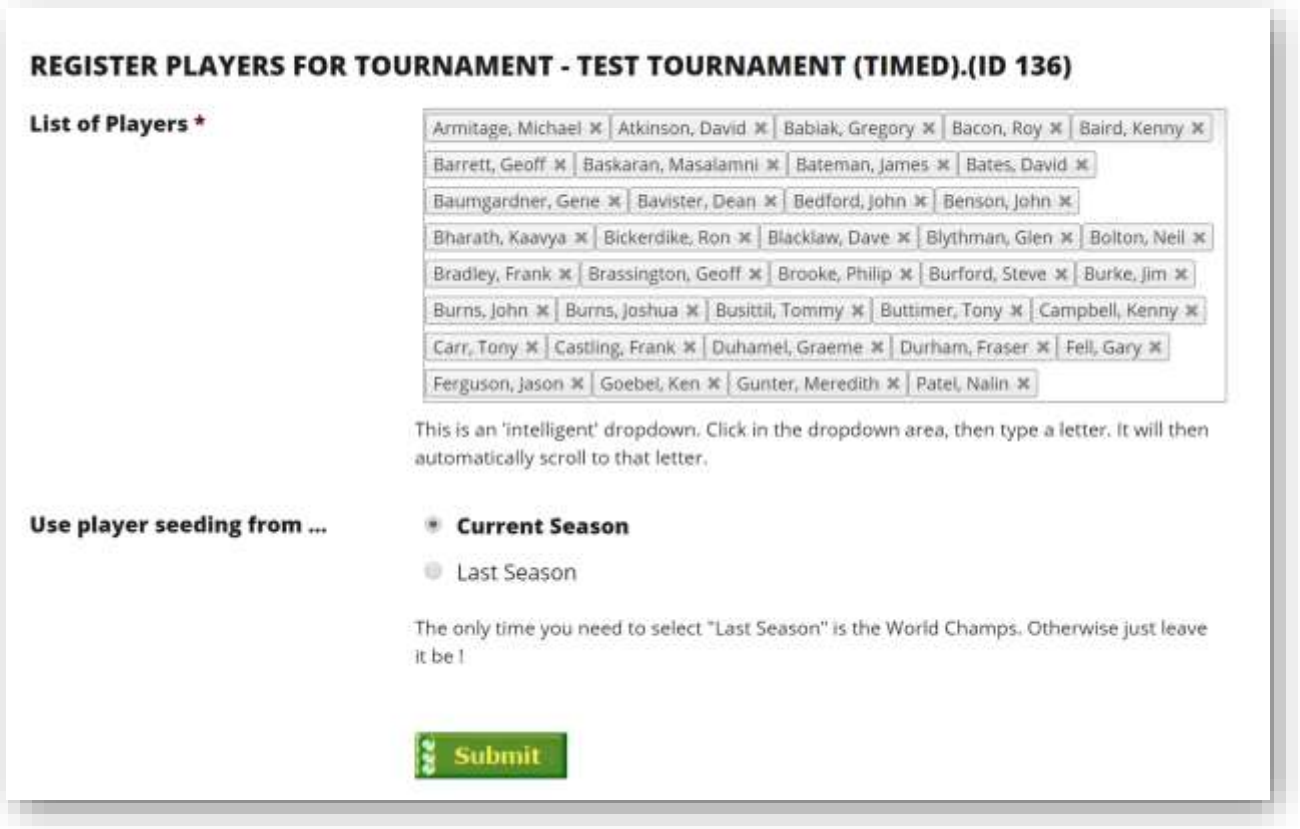
The boxes are self evident. Note that most of the data can be changed later if necessary. The next screen shows the completed form. Click ***Submit*** to continue. *[Do NOT keep resubmitting this form. Each time you submit the form it creates entries in two database tables]*



Registering Players in a Tournament

You need to register the players who have entered (& paid for) the tournament.

This process is simple: Go to *Players -> Register* and you can enter players in the List of Players box.
This box is 'smart'. That is, to enter a name such as "Burke", just click within the box and a small textbox will appear. Enter "bur" and it will bring up all player names with "bur" in the forename or surname.



You can return to this list of players anytime and add or remove players (the 'X' is delete). However be careful if the groups have all been populated. See below for more info on this.

Use player seeding from… -> The system will extract the latest ranking for each player and append it onto the player name – eg. "Jim Burke (3)". However for certain tournaments (eg. World Championship) you need to force the system to use the last ranking from the previous season. The default is *Current*.

Configuring a New Tournament

This process is the most important, and extensive of all. Once you configure the tournament and click Submit, LOTS of stuff happens at the database level. The system will work out, from your input parameters, how many rounds, matches, frames are needed and then create each 'objects' for each (this can exceed 300 in total) .

Before you do this, the data you will need comprises :-

1. Approximate number of players
   You will specify the players in ranges 5-8, 9-16, 17-32, etc. This is important. If you specify say 9-16 and later you have 18 players, then this configuration process will have to be repeated from scratch and you may lose data (but NOT the players registered note). If you have set up sessions then these will all be lost.

2. Number of Group Stages
   For a Plate / Challenge Cup tournament, just select *None (all knockout).* Otherwise specify *One Round Robin Stage*. The *Two Round Robin Stages* format hasn't been used in 10 years.

3. Size of Knockout round
   This is self explanatory. All depends on how many players are in. Note that Last 12 (or 24) are catered for. *Refer to the help doc – Draw for full info on these 12/24 rounds.*

4. Match Format of all rounds
   For traditional timed matches, just specify the duration. This is the easiest setup.
   The system will accept multi-frame matches. Remember that in such matches you can have "best of 5" and "all of 5". Be sure to get this right.
   It's worthwhile to note that the system distinguishes between "best of" and "all of" when scoring. With the latter, it will expect ALL frames to be entered before it declares a winner. However with "best of", it will declare a winner when the remaining frames are 'dead rubbers'. For example, in a "best of 5", a score of 3-0 will automatically terminate the match.

5. Groups
   Enter the number of groups in the tournament. Also enter the format of each group stage match (eg. "60 mins").

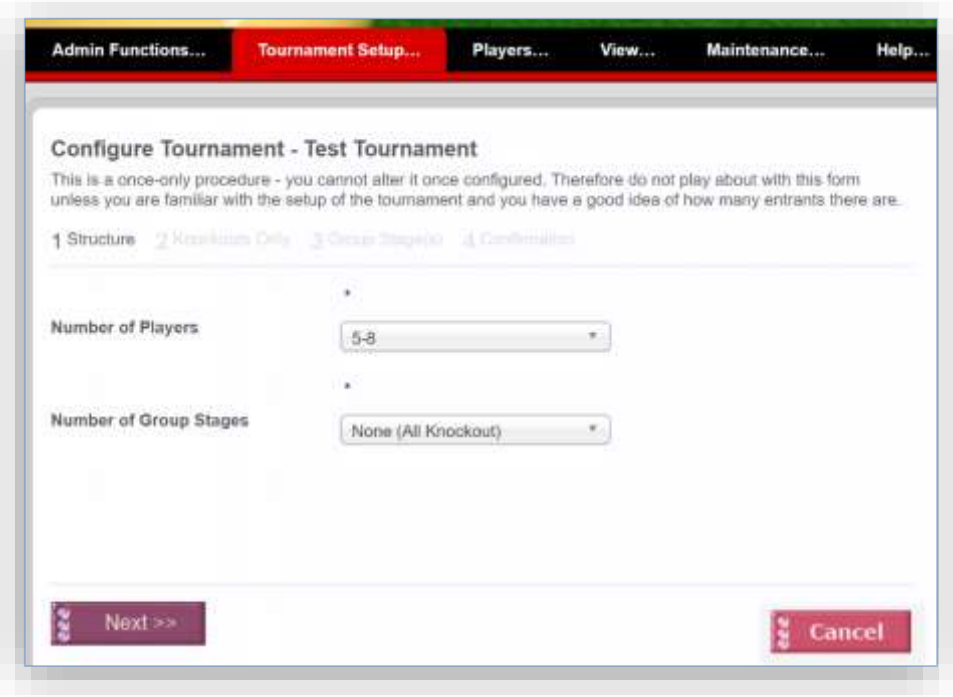
6. Group Sizes
   For each group, enter the number of players.

7. Finalise
   Check the box "I am happy that I have configured …" and click Submit.
   It may take a few seconds as a lot happens ! Especially in a multi-frame tournament. In such a tournament with say 36 players it can create over 60 matches and over 400 frames !

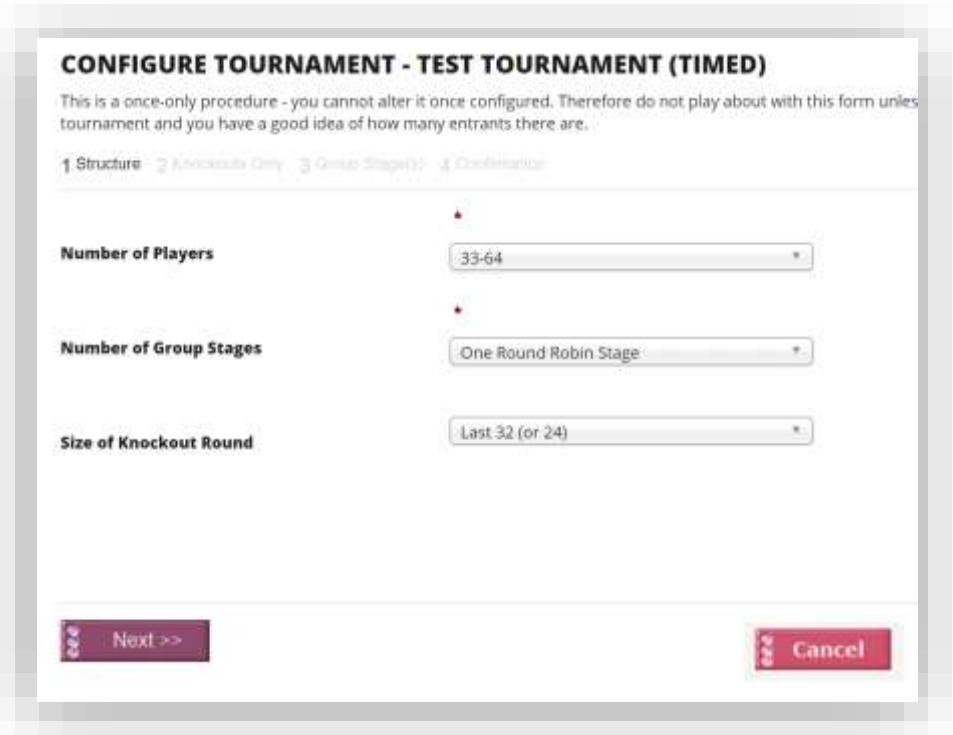
8. Ranking
   This is under *Tournament Setup -> Ranking Setup*.
   Specify the tournament level. First click "Auto Setup" and select the level. After you submit this the system will assign appropriate ranking points to each match in the tournament. For a non-rankling tournament, there's a checkbox for that.

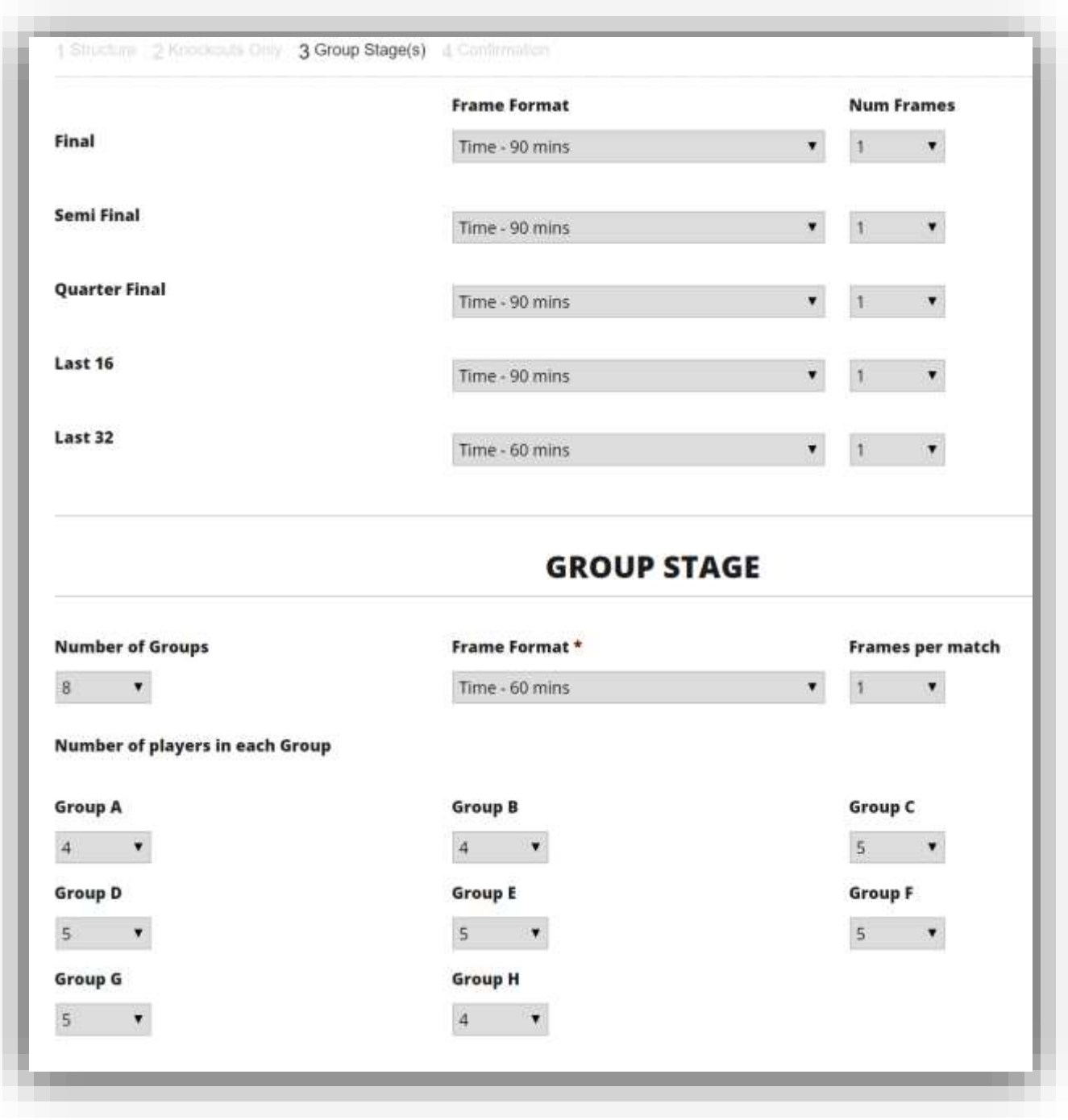
9. Sanitary Check
   View Matches to check that all matches have been created. ***View Groups*** will not show anything as players have not yet been assigned to groups. **View Rounds** should show the rounds and formats as well as ranking points available in that round.

The following diagrams illustrate the configuration process.



Number of Players: Select the range of numbers – ie. "5-8", 9-16", 17-32", etc. Note that this must be correct - you cannot change it later !
Number of Group Stages: For a straight knockout (eg. The Plate), just leave it as is (*None*…). For a standard group stage followed by k/o stage, select *One Round Robin Stage*.
The next two diagrams show the setup for our test tournament, with 37 players across 8 groups going to a last 24.





Note how there are 5 groups of 5 and 3 groups of 4, making up 37 players in total.

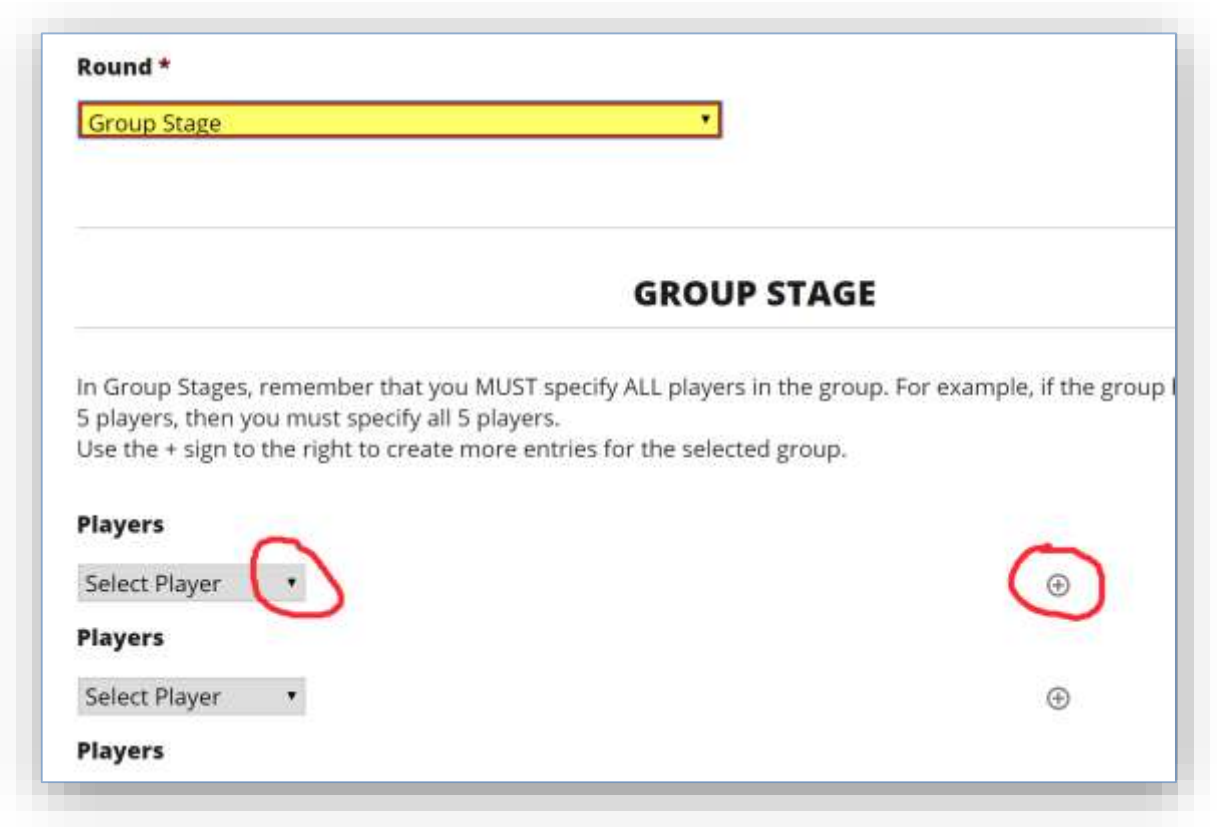
This tournament is set up as a Timed tournament. To configure it as a multi-frame points-up tournament, see "Match Format" above.

Scheduling

This is the process of assigning players to groups.

> *The advantage of this "round assignment" system is that you can later target a single group and repopulate manually, a round (eg. Semis) or even a single match. This has come in very handy in recent years. Occasionally you do need to override the system.*

First of all you need to select *Players -> Schedule*. On this form, select the round. The following screen should appear.



Click the little + sign on the right as many times as there are players in that group. Note that the system will NOT allow you to enter say 5 players in a group configured for 4, so you don't need to be concerned about this.

Next, select the assigned players in that group using the dropdown under Players.

You can Save now, or complete all groups then Save.

It is essential to check that all groups and players have been assigned correctly. The easiest way to do this is :-

1. *Players -> Show*
   Look down the "Round Reached" column and each player should be shown in a group.

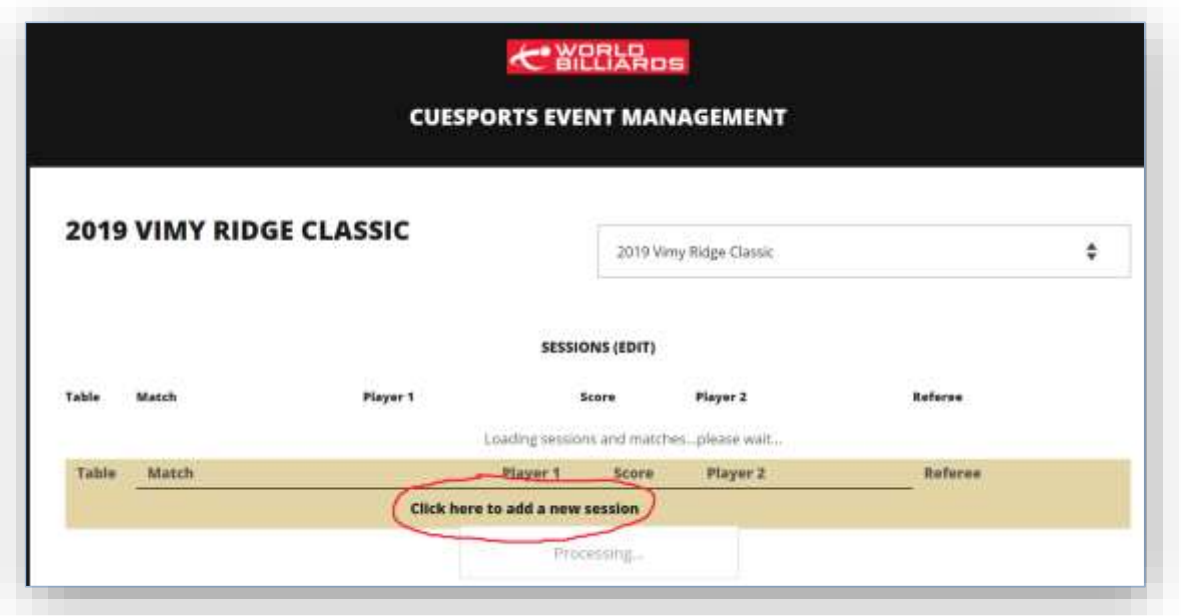
2. *View -> Groups*
   Check that all players are in the correct group.

Setting up Sessions

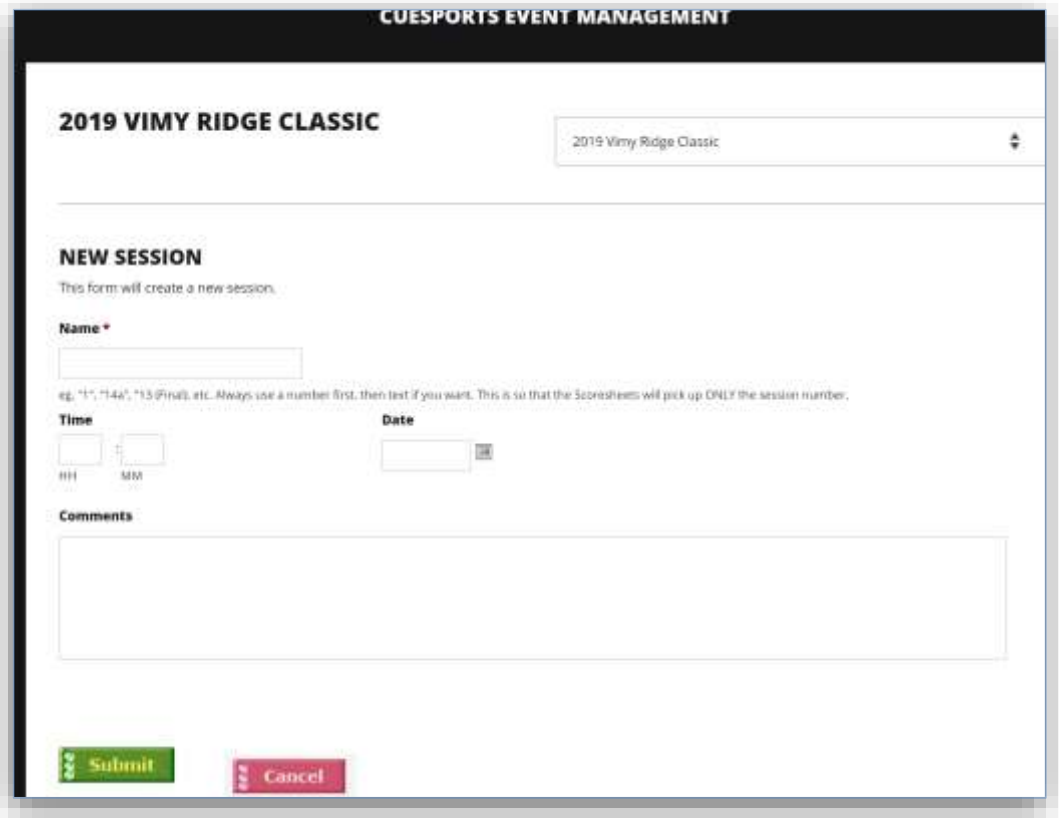
You cannot set up the sessions unless you have went through the previous setup tasks.
There are two parts to session setup – *session creation* and *session population.*

Session Creation

This is easy. All you need is the session time (& date).
Select Admin Functions – Edit Sessions. The following form will appear.



For each session scheduled, click “Click here to add a new session”. The following form will appear.



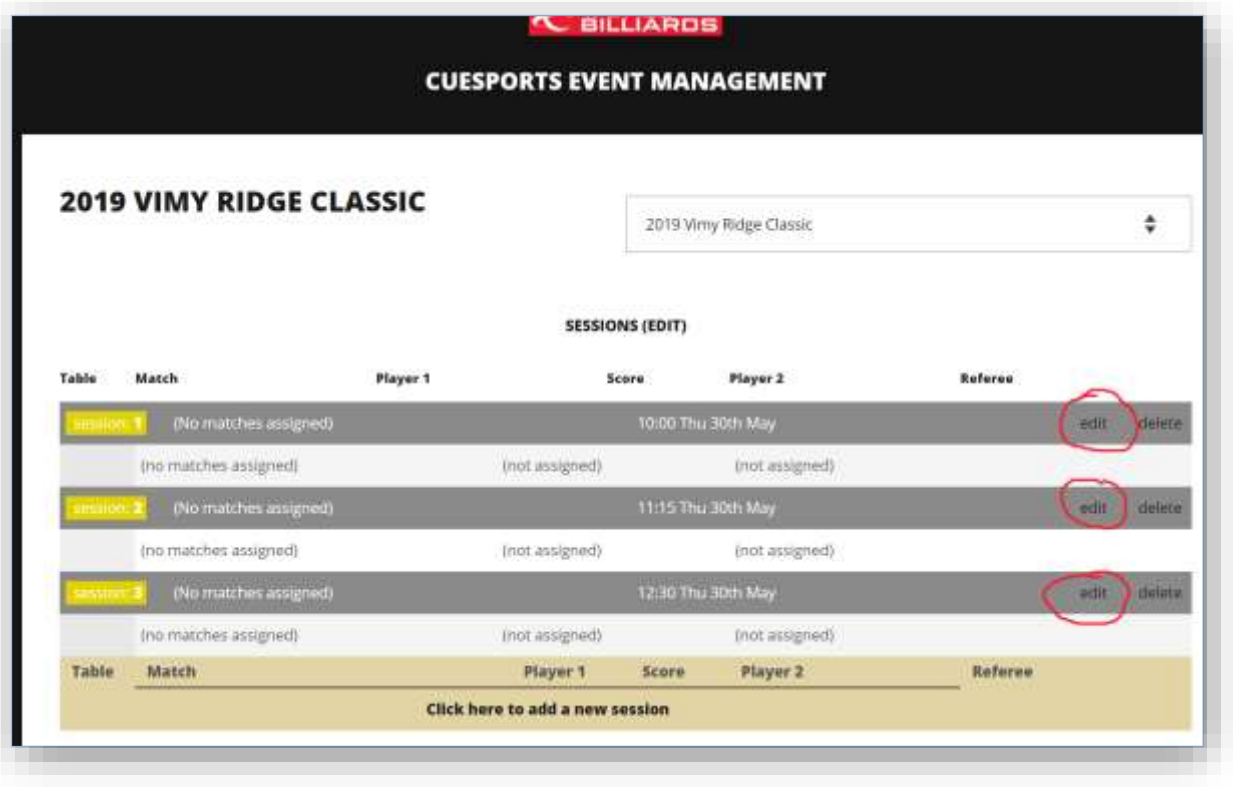
I recommend you number (ie. “name”) ALL sessions starting from 1. This way it looks better in the list of sessions.

Enter the *time* and *date.*

You can add comments, however although these comments will be stored alongside the session, there is no way to view the comments except by coming into this form again. I plan to change this at some point so that the comments are visible (or at least available) in the list of sessions. Sometimes it’s handy to attach a comment such as “30 min break after 6 frames”.

Note that sessions are ordered by time/date, therefore if you have entered a wrong date/time it will show up like a sore thumb !

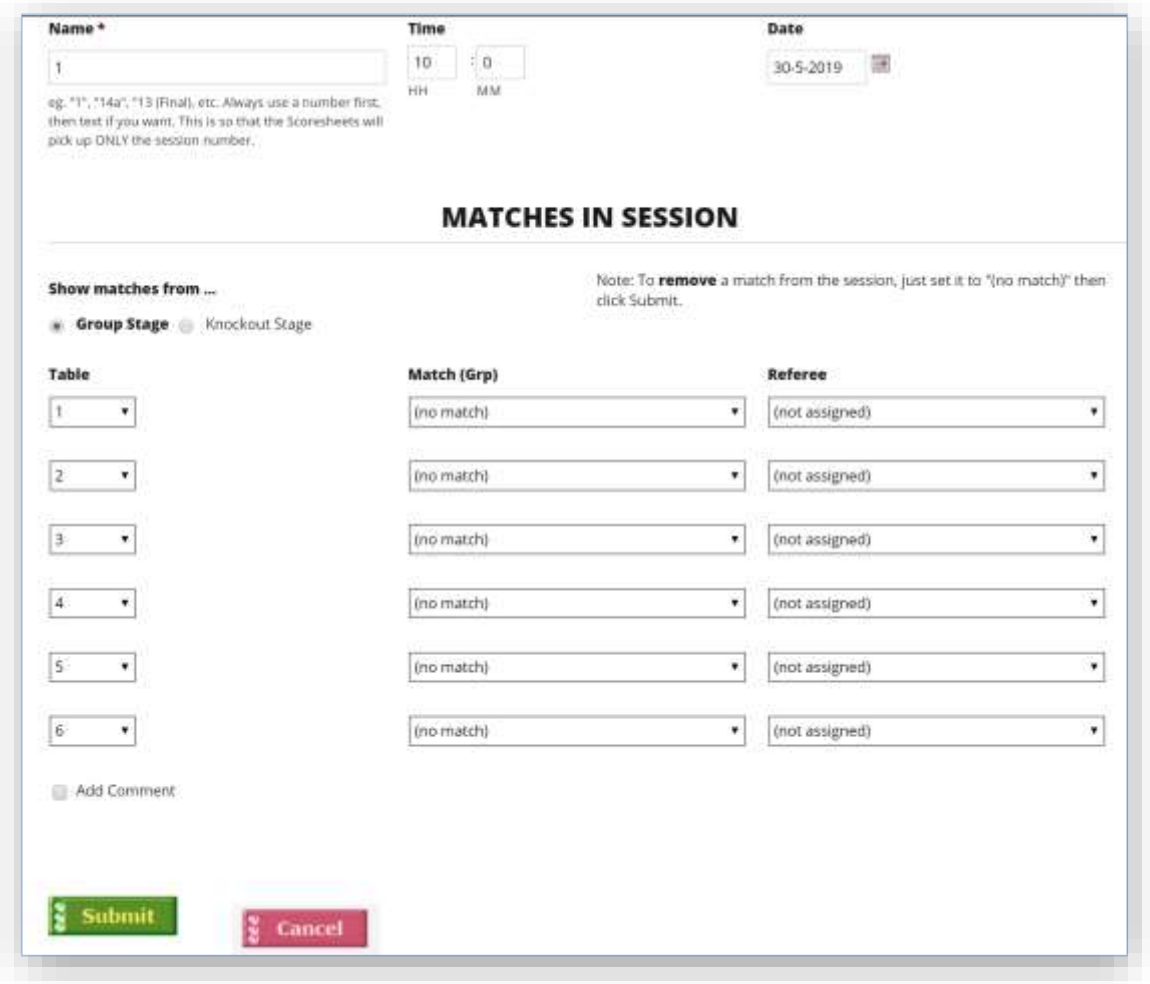
Once you have created say, 3 sessions you will see the list of sessions :-



The Edit links highlighted above will allow you to populate (& edit) an individual session.

Session Population

This is where you assign matches to a session, therefore you need the match, player names, table number and optionally, referee. You can also change the session name, time or date here. Click on an Edit link and you will get the following form :-



As a minimum, you must select a Match. You can leave the Table and Referee blank and fill these in later. However you must assign a match for it to be stored in the session.

Note the "Show matches from …" radio buttons. This is to reduce the long list of matches to make it a bit easier. The default (Group Stage) shows only Group Stage matches. The Knockout Stage button limits the dropdowns to K/O stage matches only

> *If you see "double-spaced" dropdown entries, then this is a browser limitation. The dropdown list will be DOUBLE the length it needs to be. Instead use Internet Explorer which does not do this.*

To verify your session input there is a quick double-check: Go to *Show Matches* and inspect the **Session** column. All matches should appear with a Session number assigned. The only exception is a Last 12 / 24 where BYE'd matches will not have a session number.
To fully verify the session population you will need to compare the h/copy with the *Edit Session* page.

This process can take some time as there is quite a lot of data to enter. To help me enter matches quickly, I read from the (Excel) schedule – Group and Player surnames. For example – "B Gilchrist and Burke". This makes it a little easier to scroll and select the match from the dropdown.

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