

# TournamentSR

## **Tutorial 1 – Scholastic tournament preparation**

In this tutorial you will exercise the following TournamentSR features:

- Add teams
- Import team rosters
- Change wrestler names and weights
- Seed wrestlers
- Fill the brackets with unseeded wrestlers

This tutorial lists the steps needed to complete each task so you can learn while experimenting. For a complete overview of how to run a scholastic tournament, see the ***Quick start guide for Scholastic wrestling tournaments***. For detailed information on every TournamentSR feature, see the ***Reference Manual***. These documents are available at the link below:

TournamentSR Help page: <https://www.smartrunsys.com/TournamentSR/help.html>

### **Getting TournamentSR**

This tutorial assumes you've already downloaded TournamentSR. You can use either the Free demonstration version or a purchased version of the program. If you need to get TournamentSR, create an account on the website or log in using the account you've already created using the links below. Once you're logged in, follow the instructions for downloading the program.

Create a new account: <https://www.smartrunsys.com/TournamentSR/customer/CreateNewUser>

Log in with existing account: <https://www.smartrunsys.com/TournamentSR/customer/LogInUser>

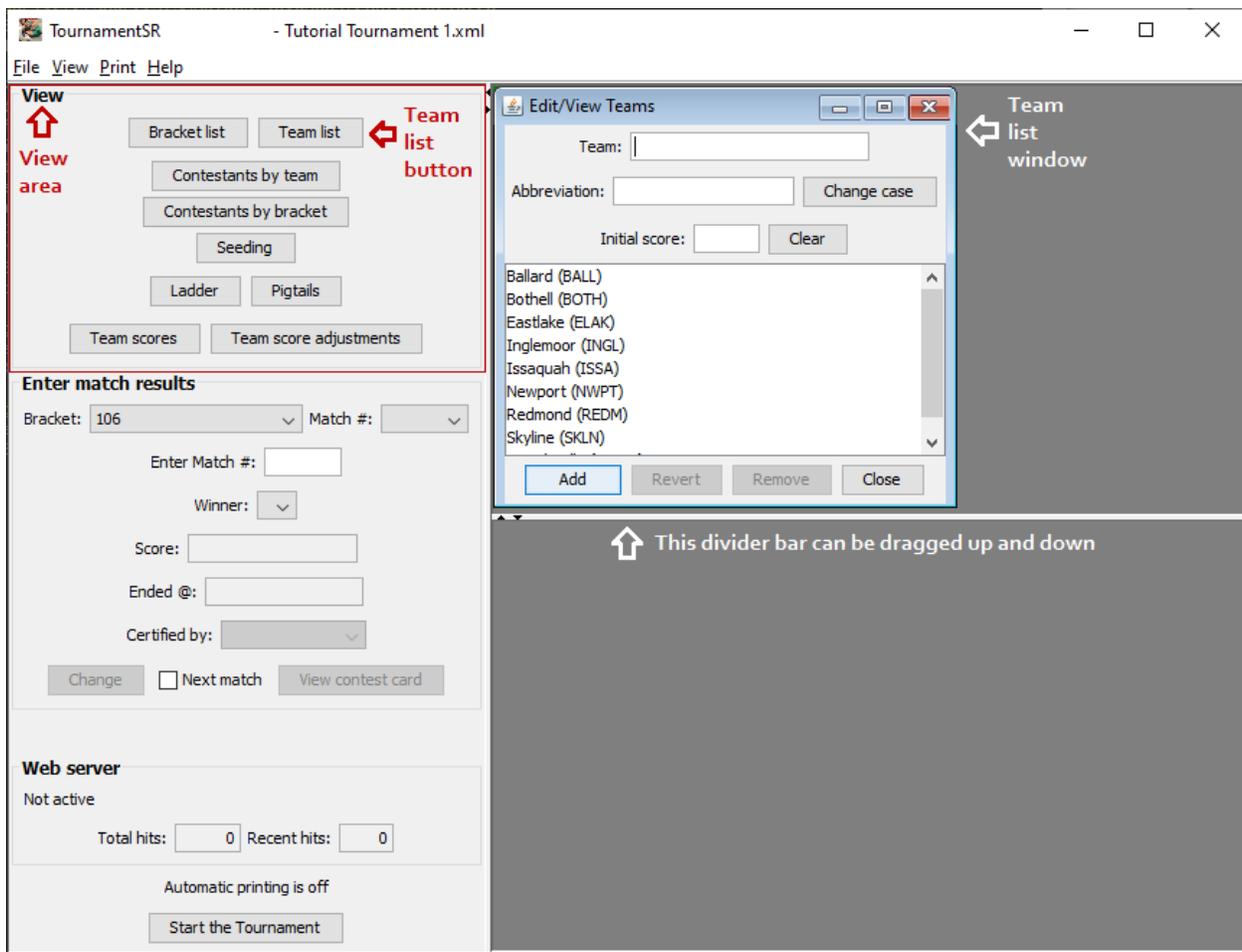
### **Run TournamentSR and load the tournament file**

Double click the TournamentSR icon created when you downloaded program. Once TournamentSR is running, use the 'File' menu and select 'Open...'. In the resulting window, locate the file named '**Tutorial Tournament 1.xml**' and click [Open] (the .xml extension may be hidden). On most computers, 'Tutorial Tournament 1.xml' will be in the '**Tutorial 1**' folder which is in your '**Downloads**' folder. The file may be in a different folder depending on where you expanded the Tutorial 1 zip file.

This tournament was saved in the middle of the setup process. It already has 16-wrestler brackets using the standard high school weight classes (e.g. 106, 113, 120). Nine teams have already been entered. You will add two more teams and import their wrestlers.

### **Add the 'Roosevelt' and 'Garfield' teams**

Click the [Team List] button in the View area on the left side of the screen. This opens a new window where you can add, change, and delete teams. The program window will look similar to the picture on the next page.



**IMPORTANT** – The “View area” is in the upper left corner of the program window and contains various buttons like [Bracket list], [Team list], and [Seeding].

**IMPORTANT** – As indicated above, the divider bar on right side of the screen can move up and down. Drag the bar towards the bottom of the screen to make the entire Team list window visible. You can also make the Team list window taller so all team names are visible.

On the Team list window In the area next to “Team:” enter 'Roosevelt' (don't include the quote characters). Press the <tab> key. An abbreviation will automatically be created. For this tutorial, change the abbreviation to 'ROOS'. Press the <enter> key or click on the [Add] button to complete creating the team. Repeat the procedure for a team named 'Garfield' with abbreviation 'GARF'.

If you make a mistake, click on the team’s name in the list of teams. When an entry in the list of teams is highlighted, the [Add] button is renamed to [Change]. Modify the “Team:” or “Abbreviation:” field as needed, and then click the [Change] button. To deselect the entry in the list of teams, click the [Clear] button; the [Change] button becomes [Add].

Since the two teams have been added, close the Team list window.

For additional instructions on adding or changing a team, see section 2.1 of the TournamentSR *Reference Manual* available on the Help page. The Help page link is given at the top of this document.

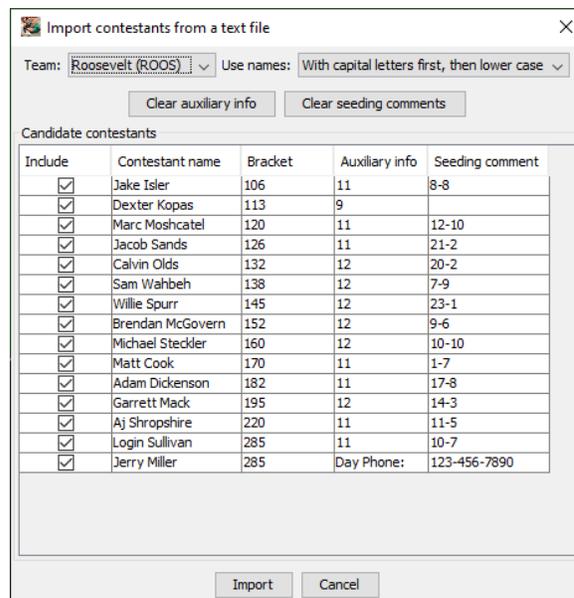
## Importing the Roosevelt and Garfield wrestlers

We have provided you with roster files for the two teams you created above. These files can be imported directly into TournamentSR. See the end of this tutorial for how the roster files were created.

To import Roosevelt and Garfield's rosters, use the 'File' menu and select 'Import Contestants...'. In the resulting window, locate the file named 'Roosevelt.csv' (the ".csv" extension might not be shown). It is in the same folder as 'Tutorial Tournament 1.xml'. Highlight the file and click [Open].

A new window appears. It shows what the program found in the roster file. It should look similar to the picture on the right.

Verify 'Roosevelt (ROOS)' appears next to "Team:" in the upper left corner of the window. TournamentSR has interpreted all of the information about wrestler names, weights (Bracket), grades (Auxiliary info), and seeding comments. The check boxes in the "Include" column determine if the corresponding wrestler will be added.

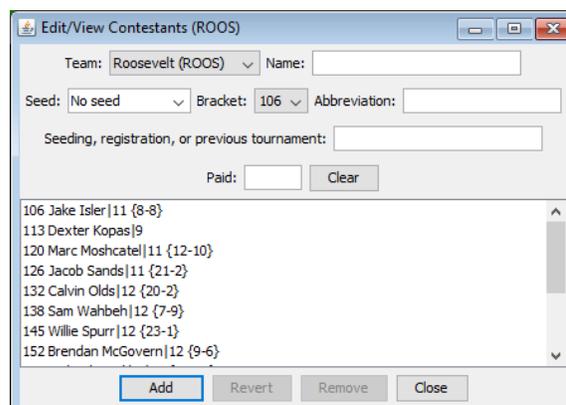


Rosters are often sent with more information than just the list of weights and wrestlers. That's the case here. The Roosevelt coach included his name (Jerry Miller) and phone number. TournamentSR interpreted that information as an additional wrestler in the 285 bracket (last row in the list). Since Jerry Miller isn't a wrestler, uncheck the box to the left of his name.

At the top of the window, the "Use names:" selection controls how wrestler names are capitalized. The [Clear auxiliary info] and [Clear seeding comments] buttons are provided if different information was provided or the information isn't needed.

Before importing the wrestlers, you can also manually edit any of the fields under "Contestant name" (to fix spelling errors), "Bracket" (if the wrong weight class is listed), "Auxiliary info", and "Seeding comment". Don't worry if some of the information is unknown or incorrect. After the information is imported, you can still make changes within TournamentSR.

Click the [Import] button to complete the process. TournamentSR has now imported Roosevelt's roster. You can verify this by clicking the View area's [Contestants by team] button and selecting 'Roosevelt (ROOS)' from the "Team:" drop-down list. The resulting window should look similar to the picture on the right. Don't close this window. It will be used once Garfield's roster is imported.



To import Garfield's roster, use the 'File' menu and select 'Import Contestants...'. Load the file named 'Garfield.txt' (the '.txt' extension may be hidden). Verify "Team:" in the upper left corner of the resulting window indicates 'Garfield (GARF)'. As with the Roosevelt roster, there are rows that don't provide wrestler names: "Ff" for the 220 and 285 weight classes plus the coach's name and phone number. Uncheck these rows (the last three in the window) and then click [Import].

Confirm Garfield now has wrestlers by changing the "Team:" selection on the Contestants by Team window from 'Roosevelt (ROOS)' to 'Garfield (GARF)'.

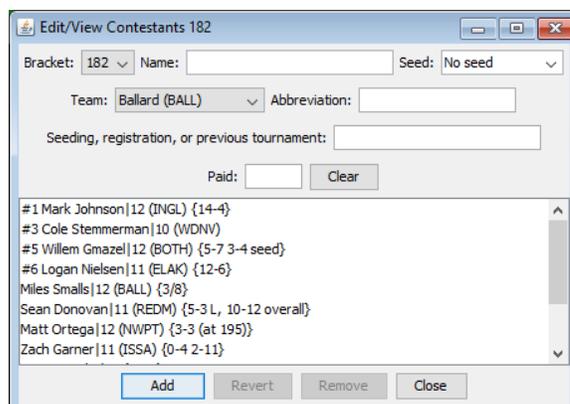
You can now close the Contestants by Team window. You have now entered all contestants into this tournament.

For additional information on importing contestant names, see section 3.1.5 of the *TournamentSR Reference Manual* on our Help page (link at the top of this document).

### Changing wrestler information

Wrestlers can be added, removed, and changed within the program. To change a wrestler's weight class, click the [Contestants by Team] button. To change a wrestler's team, click the [Contestants by Bracket] button. Either button can be used to change a wrestler's name, abbreviation, and *requested* seeding information. Note that requested seeding information comes from coaches, you set the *actual* seeds later in this tutorial.

For this tutorial, the 182 pound wrestler from team 'Skyline' is Kyle Nor~~ton~~, not Kyle Nor~~d~~on. Click the [Contestants by Bracket] button and change the "Bracket:" selection to '182'. The window will look like the picture on the right.



Scroll down in the list until 'Kyle Nordon | 12 (SKLN)' appears and click on it. The entry fields will populate with Kyle's information. Change the "Name:" field to 'Kyle Norton | 12' and press the <enter> key or click the [Change] button. The highlighted list entry will now read 'Kyle Norton | 12 (SKLN)'. Close the window.

The Newport wrestler named 'Logan McElligott' has moved from 182 to 195 pounds. Click the [Contestants by Team] button and change the "Team:" field to 'Newport (NWPT)'. Scroll down the list until '182 Logan McElligott | 10' appears and click on it. The entry fields will populate with Logan's information. Change the "Bracket:" drop down list to '195' and press the <enter> key or click the [Change] button. The highlighted list entry will now read '195 Logan McElligott | 10'. Close the window.

## Setting the *requested* seeding positions

Seeding is performed several times during the setup process. When they submit rosters, coaches often include *requested* seeding positions for some of their wrestlers. The *actual* seeding positions are determined later - once all the wrestlers have been loaded into TournamentSR.

Since you just added the Roosevelt and Garfield, none of their wrestlers have requested seeds. These can be set using either the [Contestants by bracket] or [Contestants by Team] windows.

The Roosevelt roster requests seeds for 2 wrestlers: Willie Spurr (#1 at 145 lbs) and Garrett Mack (#2 at 195 lbs). Click the [Contestants by Team] button and change the "Team:" drop down list to read 'Roosevelt (ROOS)'. Scroll down until you see '145 Willie Spurr |12 {23-1}'; click on that entry. The entry fields will populate with Willie's information. Change the "Seed:" drop down list from 'No seed' to '1' and press the <enter> key or click the [Change] button. The highlighted list entry will now read '145 #1 Willie Spurr |12 {23-1}'.

Repeat the process for '195 Garrett Mack |12 {14-3}'. Make him the 2 seed (remember to press <enter> or click the [Change] button).

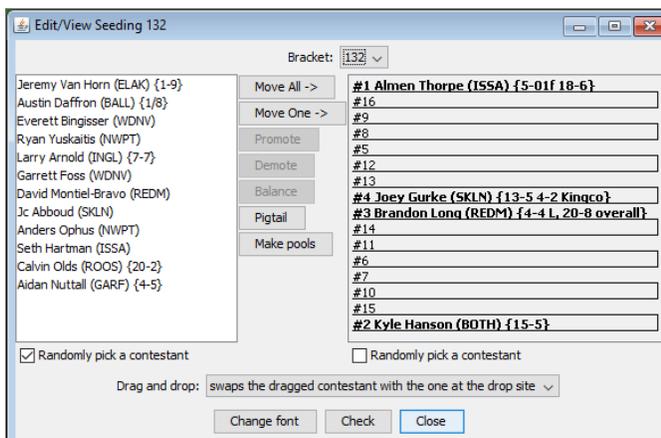
The Garfield roster requests Fasil Alexander be the #1 seed at 126 lbs. Change the 'Team:' drop down list to 'Garfield (GARF)' and change '126 Fasil Alexander |10 {7-2}' to the 1 seed. Verify the highlighted list entry reads '126 #1 Fasil Alexander |10 {7-2}' and then close the Contestants by team window.

## Setting the *actual* seeding positions

Some time prior to the start of the tournament, a meeting will be held to determine the actual seeding positions. You use a Seeding window to set the actual seeding positions.

For this tutorial you will swap the #2 and #3 seeds for the 132 lb weight class. Click the View area's [Seeding] button to bring up a Seeding window. Change the "Bracket:" drop down list to read '132'. The window should look like the picture on the right.

The seeded wrestlers appear on the right side of the window in their actual positions (e.g. Almen Thorpe is the #1 seed, Joey Gurke is the #4 seed). The unseeded wrestlers appear on the left side of the window.



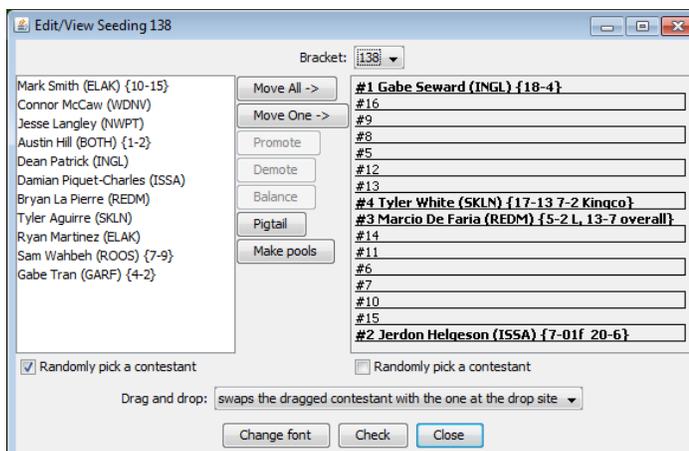
Move the mouse over '#2 Kyle Hanson (BOTH) {15-5}' and then press and hold the mouse button down. Drag the mouse pointer until it is over '#3 Brandon Long (REDM) {4-4, 20-8 overall}'. Releasing the mouse button swaps the two wrestlers. Brandon Long becomes the #2 seed and Kyle Hanson becomes the #3 seed.

For more information on seeding wrestlers, see section 2.1.5 of the *TournamentSR Reference Manual*. Section 3 of the *Quick start guide for Scholastic tournaments* also provides some useful hints and tricks. For details on drag and drop behavior, see section 4.10 of the *Reference Manual*.

## Filling the Brackets

Once the actual seeding positions have been set, you need to randomly place the unseeded wrestlers into their first round matches. If you just finished the section above you already have a Seeding window displayed. If you closed the Seeding window, click the View area's [Seeding] button.

Change the "Bracket:" drop down list to read '138'. Make sure the 'Randomly pick a contestant' box in the lower LEFT corner of the window is checked. Your window should look like the picture on the right.



Click the [Move All ->] button. All unseeded wrestlers will be moved into their first round matches on the right side of the window.

For this tutorial, TournamentSR is configured to ensure two wrestlers from the same team don't compete against each other in the first round. It also ensures the bye match goes to the highest seed (#1 Gabe Seward).

Since the wrestlers are placed randomly, the program will occasionally fail to move all unseeded wrestlers into their first round matches. Such a failure would occur because the last wrestler to be moved would compete against a teammate - which violates the Tutorial's configuration. When the failure occurs, a message like the picture below appears:



If you see this warning, click [OK] to dismiss the message. Because this occurs so rarely, the easiest solution is redraw the unseeded wrestlers. Make sure the 'Randomly pick a contestant' box in the lower RIGHT corner of the window is checked. Click the [<- Move All] button to move the unseeded wrestlers back to the left side of the window. This automatically checks the 'Randomly pick a contestant' box in the lower left corner of the window. Click the [Move All ->] button to randomly place the unseeded wrestlers into their first round matches.

The rules for how unseeded wrestlers are placed into their first round matches are configurable. For details on setting these rules, see section 4.2 of the *TournamentSR Reference Manual*.

Change the "Bracket:" drop down list to another weight class and follow the above procedure for moving the unseeded wrestlers into their first round matches list.

You can also move a single wrestler in and out of a first round match. Highlight an unseeded wrestler's name on the left side of the window causes the [Move One ->] button to be enabled. Highlight any wrestler's name on the right side of the window causes the [<- Move One] button to be enabled. Clicking the button moves the highlighted wrestler in the indicated direction.

Drag and drop can also be used to move a wrestler from one first round match to another. It can also be used to move a wrestler to and from the unseeded list.

For further details about moving wrestlers into and out of first round matches see section 2.1.5 of the *TournamentSR Reference Manual*.

**This completes tutorial 1. Feel free to experiment further with making changes to the tournament setup or move onto the next tournament tutorial to see additional features.**

## Preparing rosters for import into TournamentSR

When you receive the coach's roster by email, it will either be part of the message or be attached to it. Before TournamentSR can read the roster, it must be saved in either "comma separated values" or "plain text" form. The two files you imported using this tutorial were originally email attachments in spreadsheet (Excel) and word processing (Word) formats.

The original attachment files are included in the ZIP file containing this document. The files are located in the subfolder named 'ExtraRosters - For Appendix'.

The original Roosevelt roster was supplied in spreadsheet form. Follow the instructions in section 4.1.1.2 of the TournamentSR *Reference Manual* to convert 'Roosevelt.xls' (the spreadsheet file) to 'Roosevelt.csv' (the comma separated values file to import into TournamentSR).

The original Garfield roster was supplied in word processing document form. Follow the instructions in section 4.1.1.3 of the TournamentSR *Reference Manual* to convert 'Garfield.docx' (the word processing file) to 'Garfield.txt' (the plain text file imported to import into TournamentSR).