

# TournamentSR

## **Tutorial 3 – Set up a youth or open tournament**

This tutorial highlights features designed for tournaments with multiple age groups and bracketed using similar weights (the “Madison system”). In this tutorial you will exercise the following features:

- Load a preregistration file into TournamentSR
- Rework bracket titles (classification and division)
- Set the match period times based on age group
- Print weigh-in cards
- Enter weigh-in weights
- Remove no-shows
- Distribute wrestlers from "staging" areas into brackets based on similar weights
- Move the distributed wrestlers between brackets

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 youth or open tournament, see the **Quick start guide for Youth & Open 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 preregistration file**

Double click the TournamentSR icon created when you downloaded program. Once TournamentSR is running, use the 'File' menu and select 'New...'. In the resulting window, click the [Based on a preregistration file] button. Another window appears that allows you to select a file. Locate the file named '**OpenTournamentRegistration.csv**' and click [Open] (the .csv extension may be hidden). On most computers, 'OpenTournamentRegistration.csv' will be in the '**Tutorial 3**' folder which is in your '**Downloads**' folder. The file may be in a different folder depending on where you expanded the Tutorial 3 zip file. When you select 'OpenTournamentRegistration.csv', a window like the picture on the next page appears:

**Import preregistration data**

☐ Use  for the contestant's first name  
 and use  for the contestant's last name  
☒ or use  Name  for the contestant's full name

Use names:  Exactly as entered

Use  DOB  for the contestant's aux. info.

☐ Convert dates to ages Tournament starts on:

Use  - Nothing -  for the registration info.  
 Use  - Automatic -  to make contestant names unique  
 Use  Team  for team names  
 Use  Staging  for bracket names  
 Use  Division  for bracket divisions  
 Use  Classification  for bracket classifications  
 Use  - Nothing -  for payment information

Row #	Contestant	Team	Bracket	Paid
1	Addyson Walsh   1/24/2013	Pittston	Novice PeeWee Staging	
2	Aidan Hilburt   6/13/2008	Back Mountain	Open Junior (12 & Under) Staging	
3	Aiden Gilmore   2/24/2010	Hanover Area	Open Midget (10 & Under) Staging	
4	Aiden Lukashewski   9/19/2010	Crestwood	Open Midget (10 & Under) Staging	
5	Aiden Schlier   9/24/2007	Full Tilt	Open Junior (12 & Under) Staging	
6	AJ Kroft   4/3/2008	Montgomery	Open Junior (12 & Under) Staging	
7	Alana Hillier   8/24/2012	Lackawanna trail	Novice Bantam Staging	
8	Alex Dutter   9/17/2011	Wilkes-Barre Wolfpack	Novice Bantam Staging	
9	Alex Merva   2/19/2011	Altered Beast	Open Bantam (8 & Under) Staging	
10	Alfred Walsh   1/11/2012	Pittston	Novice Bantam Staging	
11	Ameer Lewis   3/1/2012	Hanover Area	Open Bantam (8 & Under) Staging	
12	Andrew Elliott   4/10/2009	Delaware Valley	Open Midget (10 & Under) Staging	
13	Angel Gonzalez   7/27/2014	WJWC	Novice PeeWee Staging	
14	ANGEL WILLIAMS-GREEN   3/19/2014	Pocono West Panthers	Novice PeeWee Staging	
15	Asher Ulmer   3/24/2011	Hughesville	Novice Bantam Staging	

☒ Use double elimination ladders ☒ Run consolation and championship finals in the same round ☐ Use best 2 out of 3 for two contestant brackets

Match numbers use:  letters and numbers - best for emergency bracket repair  , Scoring based on:  Scholastic wrestling

Size:  Minimum  Use Round Robin:  for 3 to 6 contestants

Scoring places:  1st, 2nd, 3rd, and 4th  Minimum rest:

Placing points:

☐ Don't award per match bonus pts ☐ Don't award advancement pts ☐ Don't award placing pts

Additional placing matches:  None

The preregistration file is a spreadsheet where each column contains similar information. TournamentSR tries to determine which columns contain the information it needs. In this example, the program has determined that one of the columns contains each wrestler's full name. The program can also detect when first and last names are in separate columns.

The top of the window shown above indicates this. The topmost "Use" button is *not* selected because first and last name columns weren't detected. The "or use" (for contestant's full name) button *is* selected and the drop down list to the right indicates the selected column name ('Name'). After "for the contestant's full name" appears some names extracted from that column ('Addyson Walsh, Aidan Hilburt, Aiden Gilmore').

In the center of the window is a scrolling list that shows the wrestlers to be imported. The name in row #14 is in all capital letters ('ANGEL WILLIAMS-GREEN | 3/19/2014'). All other displayed names only capitalize the first letter of the first and last name.

The program can change name capitalization to be consistent. Change the "Use names:" drop down list from 'Exactly as entered' to 'With capital letters first, then lower case'. Row #14 changes to read 'Angel Williams-Green | 3/19/2014'.

This tutorial assumes the wrestlers should be grouped by age, experience, and weight. To make it easy to track, have the wrestler's age appear after his/her name. Since birthdays are supplied, check the box titled "Convert dates to ages". The tournament was scheduled for March 1, 2020 so set the "Tournament starts on:" field to '3/1/20' and press <enter>. This converts each birthday to an age on the day of the tournament. All of the wrestler names in the scrolling list now end in a vertical bar followed by the wrestler's age.

The file contained a column for each wrestler's weight. Change the "Use ... for the registration info." drop down list from '- Nothing -' to 'Weight'. The scrolling list of wrestler names now includes each wrestler's registration weight (e.g. '{reg: 55}' indicates registered at 55 pounds).

TournamentSR assigns each bracket a title that consists of a Classification, a Division, and a Name. The file has a 'Division' column that specifies the age groups such as 'PeeWee', 'Bantam', 'Junior (12 & Under)', and 'Junior'. The file also has a 'Classification' column that specifies the experience level: 'Novice' and 'Open'. The program has detected these columns and will use the 'Division' column for bracket division names (the age group) and the 'Classification' column for bracket classification names (the experience level).

You can see this in the scrolling list of wrestler names under the "Bracket" heading. Wrestlers belong to brackets like 'Novice|PeeWee|Staging', 'Open|Junior (12 & Under)|Staging', "Open|Midget (10 & Under)|Staging", and 'Open|Midget (10 & Under)|Staging'. The Name portion of every bracket is currently 'Staging'. Later in this tutorial you will use the program to split each 'Staging' bracket into multiple brackets with wrestlers of similar weights.

Some preregistration files will include a column to indicate if a wrestler has paid the entrance fee. This file doesn't contain such a column. Leave the "Use ... for payment information" drop down list set to '- Nothing -'.

At this point, the window should look similar to the picture on the next page. All of the settings above the scrolling list of wrestlers have been set correctly.

**Import preregistration data**

☐ Use [ ] for the contestant's first name  
 and use [ ] for the contestant's last name  
☒ or use Name [ ] for the contestant's full name

Use names: With capital letters first, then lower case [v]

Use DOB [ ] for the contestant's aux. info. 1/24/2013, 6/13/2008, 2/24/2010, 9/19/2010  
☒ Convert dates to ages Tournament starts on: 3/1/20

Use Weight [ ] for the registration info. 55, 80, 90, 75  
 Use - Automatic - [v] to make contestant names unique  
 Use Team [ ] for team names Pittston, Back Mountain, Hanover Area, WJWC  
 Use Staging [ ] for bracket names Staging  
 Use Division [ ] for bracket divisions PeeWee, Junior (12 & Under), Bantam, Midget  
 Use Classification [ ] for bracket classifications Novice, Open  
 Use - Nothing - [v] for payment information

Row #	Contestant	Team	Bracket	Paid
1	Addyson Walsh   7 {reg: 55}	Pittston	Novice PeeWee Staging	
2	Aidan Hilburt   11 {reg: 80}	Back Mountain	Open Junior (12 & Under) Staging	
3	Aiden Gilmore   10 {reg: 90}	Hanover Area	Open Midget (10 & Under) Staging	
4	Aiden Lukashewski   9 {reg: 75}	Crestwood	Open Midget (10 & Under) Staging	
5	Aiden Schlier   12 {reg: 75}	Full Tilt	Open Junior (12 & Under) Staging	
6	Aj Kroft   11 {reg: 91.4}	Montgomery	Open Junior (12 & Under) Staging	
7	Alana Hillier   7 {reg: 56.8}	Lackawanna trail	Novice Bantam Staging	
8	Alex Dutter   8 {reg: 62}	Wilkes-Barre Wolfpack	Novice Bantam Staging	
9	Alex Merva   9 {reg: 58}	Altered Beast	Open Bantam (8 & Under) Staging	
10	Alfred Walsh   8 {reg: 77.8}	Pittston	Novice Bantam Staging	
11	Ameer Lewis   8 {reg: 56}	Hanover Area	Open Bantam (8 & Under) Staging	
12	Andrew Elliott   10 {reg: 80}	Delaware Valley	Open Midget (10 & Under) Staging	
13	Angel Gonzalez   5 {reg: 45}	WJWC	Novice PeeWee Staging	
14	Angel Williams-Green   5 {reg: 56}	Pocono West Panthers	Novice PeeWee Staging	
15	Asher Ulmer   8 {reg: 65}	Hughesville	Novice Bantam Staging	

☒ Use double elimination ladders   
 ☒ Run consolation and championship finals in the same round   
 ☐ Use best 2 out of 3 for two contestant brackets

Match numbers use: letters and numbers - best for emergency bracket repair [v], Scoring based on: Scholastic wrestling [v]

Size: Minimum [v] Use Round Robin: for 3 to 6 contestants [v]

[ ] [ ]

Scoring places: 1st, 2nd, 3rd, and 4th [v] Minimum rest: 45 [v]

Placing points: 1st:14.0, 2nd:10.0, 3rd:7.0, 4th:4.0 [v]

☐ Don't award per match bonus pts   
 ☐ Don't award advancement pts   
 ☐ Don't award placing pts

Additional placing matches: None [v]

Remove Import Cancel

For this tutorial, Round Robin brackets are used whenever there are 6 wrestlers or less. If there are only 2 wrestlers in a bracket, they will compete using best 2 out of 3 matches. When there are more than 6 wrestlers, double elimination ladders are used.

For all brackets, the top 4 finishers will be determined. For double elimination ladders, the consolation (3rd/4th place) and championship (1st/2nd place) finals will take place in the same round. This reduces the time needed to complete the tournament. There is no minimum rest time requirement between matches.

No team advancement points will be awarded, but match bonus points (e.g. for pins and tech. falls) will be awarded.

The controls under the scrolling list of wrestlers configure these settings. Check the “Use best 2 out of 3 for two contestant brackets” box. Leave the “Use double elimination ladders”, “Run consolation and championship finals in the same round” boxes checked. If you want the championship finals to be run separately, the latter box would be unchecked.

Since there isn’t a minimum rest requirement, change the “Minimum rest:” field from ‘45’ (minutes) to ‘0’ (blank also works). Leave the “Size:” control set to ‘Minimum’, the “Use Round Robin:” control set to ‘for 3 to 6 contestants’, and the “Scoring places:” control is set to ‘1st, 2nd, 3rd, and 4th’.

Check the “Don’t award advancement pts” box. Leave the “Don’t award per match bonus points” and “Don’t award placing points” boxes unchecked. At this point, the window should look like the picture below.

**Import preregistration data**

☐ Use  for the contestant's first name  
 and use  for the contestant's last name  
☒ or use  for the contestant's full name

Use names:

Use  for the contestant's aux. info.

☒ Convert dates to ages Tournament starts on:

Use  for the registration info.   
 Use  to make contestant names unique  
 Use  for team names   
 Use  for bracket names   
 Use  for bracket divisions   
 Use  for bracket classifications   
 Use  for payment information

Row #	Contestant	Team	Bracket	Paid
1	Addyson Walsh   7 {reg: 55}	Pittston	Novice PeeWee Staging	
2	Aidan Hilburt   11 {reg: 80}	Back Mountain	Open Junior (12 & Under) Staging	
3	Aiden Gilmore   10 {reg: 90}	Hanover Area	Open Midget (10 & Under) Staging	
4	Aiden Lukashewski   9 {reg: 75}	Crestwood	Open Midget (10 & Under) Staging	
5	Aiden Schlier   12 {reg: 75}	Full Tilt	Open Junior (12 & Under) Staging	
6	Aj Kroft   11 {reg: 91.4}	Montgomery	Open Junior (12 & Under) Staging	
7	Alana Hillier   7 {reg: 56.8}	Lackawanna trail	Novice Bantam Staging	
8	Alex Dutter   8 {reg: 62}	Wilkes-Barre Wolfpack	Novice Bantam Staging	
9	Alex Merva   9 {reg: 58}	Altered Beast	Open Bantam (8 & Under) Staging	
10	Alfred Walsh   8 {reg: 77.8}	Pittston	Novice Bantam Staging	
11	Ameer Lewis   8 {reg: 56}	Hanover Area	Open Bantam (8 & Under) Staging	
12	Andrew Elliott   10 {reg: 80}	Delaware Valley	Open Midget (10 & Under) Staging	
13	Angel Gonzalez   5 {reg: 45}	WJWC	Novice PeeWee Staging	
14	Angel Williams-Green   5 {reg: 56}	Pocono West Panthers	Novice PeeWee Staging	
15	Asher Ulmer   8 {reg: 65}	Hughesville	Novice Bantam Staging	

☒ Use double elimination ladders ☒ Run consolation and championship finals in the same round ☒ Use best 2 out of 3 for two contestant brackets

Match numbers use:  , Scoring based on:

Size:  Use Round Robin:

Scoring places:  Minimum rest:

Placing points:

☐ Don't award per match bonus pts ☒ Don't award advancement pts ☐ Don't award placing pts

Additional placing matches:

Click the [Import] button at the bottom of the window to load the information. The import preregistration window will disappear.

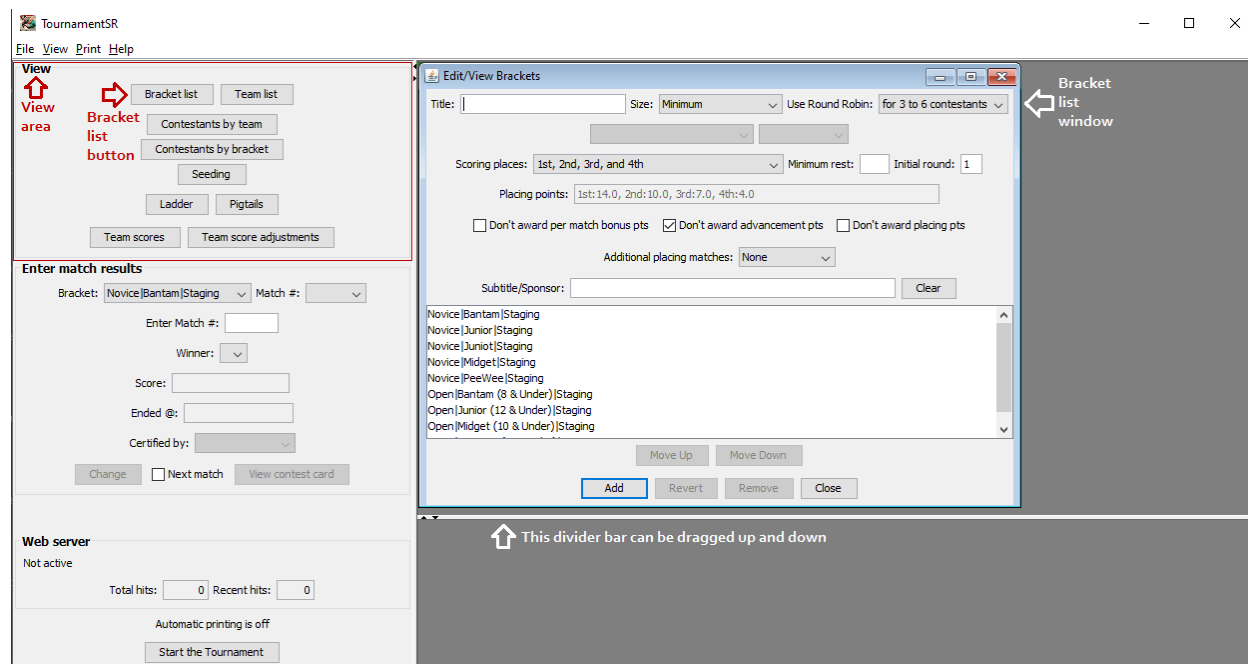
### Rework the bracket titles

As noted in the previous section, TournamentSR brackets use a "title" which can consist of 3 parts: Classification, Division, and Name. The "Classification" is the highest level grouping and is often not used. Example Classifications are gender ("Male", "Female") and expertise level ("Beginner", "Master"). For open tournaments, the "Division" is most often the age group (e.g. "Under 7", "7 to 8"). The Name eventually becomes the weight class expressed as a single weight (e.g. "145") or a weight range ("141-147").

The preregistration file you imported used all three parts of the title. The Classification was used for the expertise level. The Division was used for the age group. All bracket Names are currently set to "Staging".

The full bracket title appears at the top of each printed bout card. Since the space is limited, it's best to keep bracket titles shorter than 30 characters. Some of the created bracket titles are longer than this and need to be shortened.

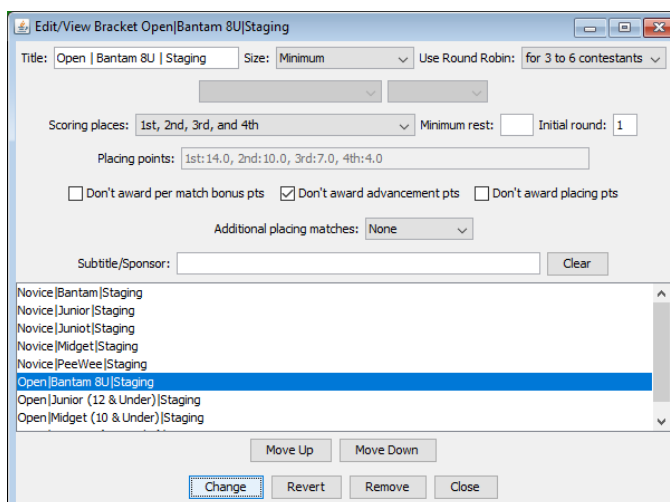
The Bracket list window is used to change bracket titles. Click the [Bracket list] button in the View area of the program window. The picture below shows where the View area and [Bracket list] buttons are located.



**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 bracket list window visible.

Towards the bottom of the Bracket list window is the list of bracket titles. The 'Novice|...' entries are fine, but the 'Open|...' entries should be shortened. Click on 'Open|Bantam (8 & Under)|Staging'. This causes the fields at the top of the window to populate with that bracket's information.

The easiest way to make the title shorter is to make the Division name shorter. Click in the "Title:" text field. Replace '(8 & Under)' with '8U'. The Title text field should read 'Open | Bantam 8U | Staging'. Click the [Change] button to update the bracket's title. The Bracket list window should look like the picture on the right.



Scroll the list of bracket titles down to reveal the remaining entries. You will see 3 more titles that should be made shorter:

'Open|Junior (12 & Under)|Staging', 'Open|Midget (10 & Under)|Staging', and 'Open|PeeWee (6 & Under)|Staging'. Repeat the procedure above to change these titles to 'Open|Junior 12U|Staging', 'Open|Midget 10U|Staging', and 'Open|PeeWee 6U|Staging'. Leave the Bracket list window open.

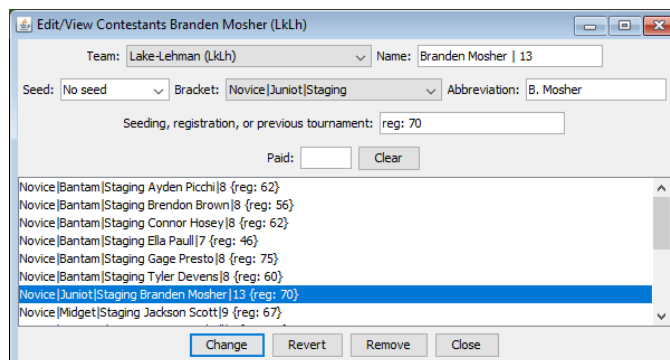
### Fixing the 'Novice|Juniot|Staging' bracket

Scroll the list of bracket titles so the first entries are visible. You'll notice there are two brackets with almost the same title: 'Novice|Junior|Staging' and 'Novice|Juniot|Staging'. This exists because one or more of the preregistration file rows contained 'Juniot' instead of 'Junior' in the Division column.

To see how many wrestlers are in the 'Novice|Juniot|Staging' bracket, click the [Contestants by bracket] button in the View area of the program window. The Contestants by bracket window may be cut off. If needed, drag the Contestants by bracket window to up and/or left until it's completely visible. It will cover some of the Bracket list window.

Change the "Bracket:" drop down list to read 'Novice|Juniot|Staging'. Only one entry will appear in the list of wrestlers: 'Branden Mosher|13 (LkLh) {reg: 70}'. Branden is a member of the 'Lake-Lehman (LkLh)' team. Before getting rid of the 'Novice|Juniot|Staging' bracket, Branden must be moved to the 'Novice|Junior|Staging' bracket. Close the Contestants by bracket window.

Click the [Contestants by team] button in the View area of the program window. If needed, drag the resulting window to make it completely visible. Change the "Team:" drop down list to 'Lake-Lehman (LkLh)'. In the list of wrestlers you'll see 'Novice|Juniot|Staging





Branden Mosher|13 {reg: 70}'. Click on that entry to populate fields at the top of the window. It should look like the picture on the previous page.

Change the "Bracket:" drop down list from 'Novice|Juniot|Staging' to 'Novice|Junior|Staging'. Click the [Change] button to apply the change. Close the Contestants by team window.

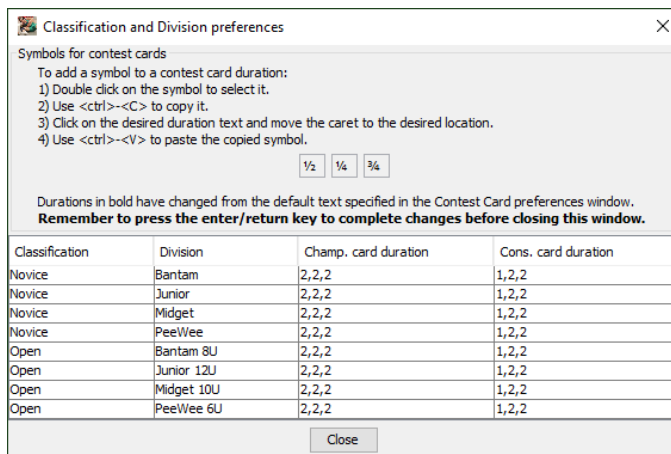
Since Branden has now changed brackets, nobody remains in the 'Novice|Juniot|Staging' bracket. That bracket can be deleted. The Bracket list window should still be visible (click the [Bracket list] button if not). Click on the 'Novice|Juniot|Staging' entry in the list of brackets and then click the [Remove] button. You will be asked to confirm the bracket should be removed. Click [Yes] and then close the Bracket list window.

### Setting the match period times for each Classification/Division pair

Printed bout cards include the period times at the top. This helps table workers correctly set the clock at the start of each period. For this tutorial, the period times are different depending on the age group.

Wrestlers in the 'PeeWee' division will use 30 seconds for all three periods. Wrestlers in the 'Bantam' division will use 1 minute for the first period and 30 seconds for the other two periods. Wrestlers in the Midget division will use 1 minute for all three periods, and wrestlers in the Junior division will use 1.5 minutes for the first period and 1 minute for the other two periods. When double elimination ladders are used, both championship and consolation period times are the same.

Use the 'File' menu and select 'Classification/Division preferences...' A window like the picture to the right will appear. This window allows period times to be set. Times under the "Champ. card duration" column are printed on round-robin and double elimination championship round bout cards. Times under the "Cons. card duration" column are printed on double elimination ladder consolation round cards.



Rather than type ":30" (for a 30 second period), we're going to use the '1/2' symbol. Double click on the 1/2 symbol in the upper center of the window. Follow the directions at the top of the window for copying the symbol.

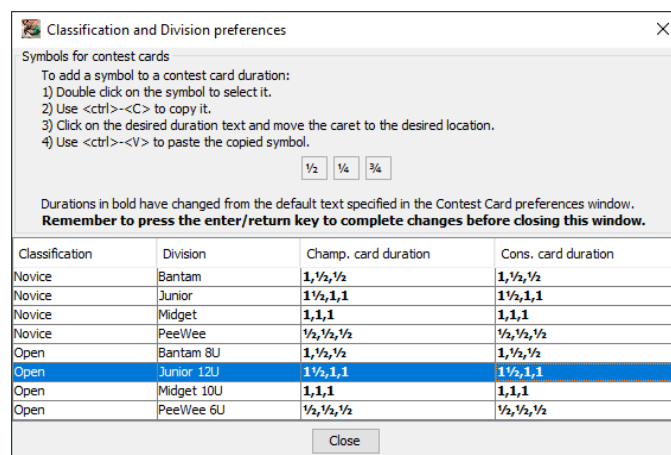
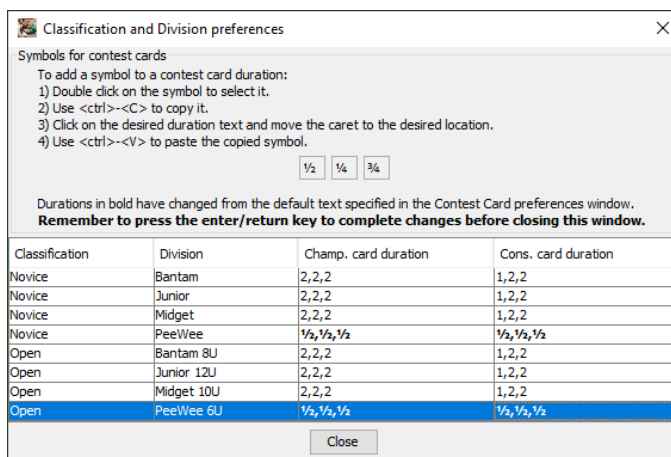
Double click on the cell in the "Novice" | "PeeWee" row, "Champ. card duration" column. Erase the existing period time characters ('2,2,2') and then paste the 1/2 symbol. Complete the entry by typing a comma, pasting the symbol again, typing another comma and pasting the symbol one more time. The cell should read '1/2,1/2,1/2'. Press the <enter> key to commit your changes.



Repeat these steps for the “Cons. Card duration” cell on the same row, and both card duration columns in the “Open” | “PeeWee 6U” row. The resulting window should look like the picture on the right.

Double click the cell under “Champ. card duration” in the “Novice” | “Bantam” row. Erase the existing period time characters (‘2,2,2’) and then type ‘1’ (without the quotation marks). Complete the entry by typing a comma, pasting the ½ symbol, typing another comma and pasting the symbol again. Press the <enter> key to commit the changes. The cell should read ‘1,½,½’. Repeat this procedure for the cell under “Cons. Card duration” in the same row as well as the two cells in the “Open” | “Bantam 8U” row.

Update the period times for “Novice” | “Midget” and “Open” | “Midget 10U” so they read ‘1,1,1’. Update the period times for “Novice” | “Junior” and “Open” | “Junior12U” so they read ‘1½,1,1’. The updated window should look like the picture on the right. Close the Classification and Division preferences window.

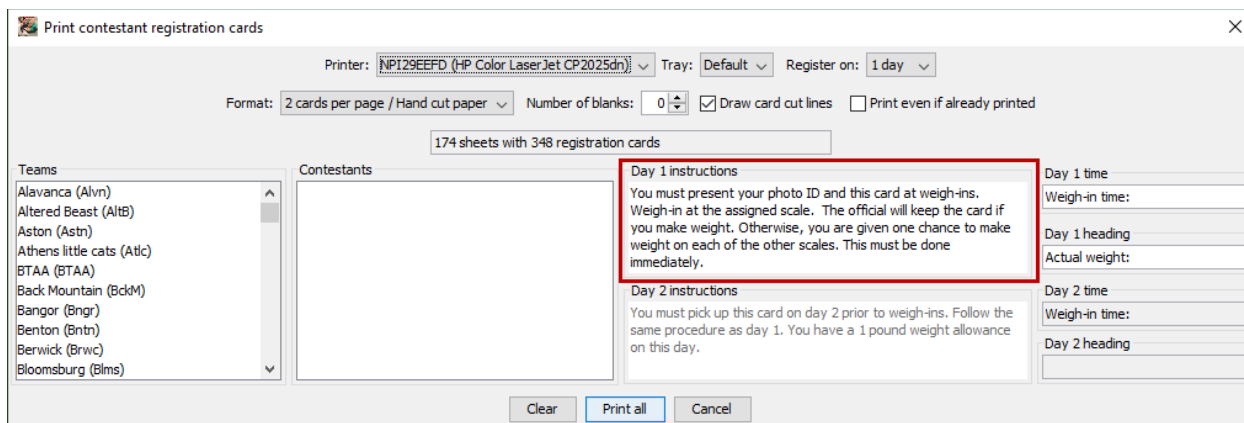


### If weigh-ins take place on the day of the tournament

Many youth tournaments don't have weigh-ins at the tournament. The registration weight is assumed to be correct. If that's the case for your tournament, you can skip to the section titled [Removing no shows without weigh-ins](#). The next few sections describe how to handle weigh-ins.

We recommend handing out a weigh-in card to each wrestler. Printing weigh-in cards should be done prior to allowing wrestlers to enter the tournament venue. Additional cards can be printed if wrestlers that didn't preregister are allowed to participate.

For this tutorial you will print cards for one team. Under normal circumstances you would print all cards. Use the 'Print' menu and select 'Print registration cards...'. A new window will appear that looks similar to the picture on the next page.



Review the text under “Day 1 instructions” (outlined in red in the picture). This text will need to change based on how and where you plan to have wrestlers provide their weigh-in weight. You can replace the existing instructions with anything you wish. You can also set the weigh-in time by updating the “Day 1 time” field on the right side of the window.

For this tutorial, you will only print weigh-in cards for the ‘Elk lake matmen’ team. Scroll the “Teams” list (left side of the window) until ‘Elk lake matmen (Ellm)’ appears. Click on that name. The unlabeled box just above “Contestants” should indicate ‘2 sheets with 4 registration cards’ (instead of the ‘174 sheets with 348 registration cards’ shown in the picture above). Change the “Format:” drop down list to ‘8 cards per page / Avery 5390’. The unlabeled box just above “Contestants” will now read ‘1 sheet with 4 registration cards’.

Verify your printer name appears in the “Printer:” drop down list at the top of the window. Click the [Print] button. After a few seconds your printer should emit 1 page with 4 populated registration cards and 4 additional cards without a wrestler or team name listed.

The program remembers that you've printed cards for these wrestlers. Their cards won't be printed again unless you check the “Print even if already printed” box on this window at a later time. Close the print registration cards window.

### Entering weigh-in weights

Each wrestler will take their registration card to a scale. The official will then write the actual weight onto the card. The wrestler must then take the filled-in card to the TournamentSR station where the actual weight is entered.

For this tutorial you will enter the weigh-in weights for the following wrestlers:

Wrestler name	Team name	Bracket	Actual weight
Kasey Kennedy	Bangor (Bngr)	Novice   Bantam   Staging	54 pounds
Benjamin Straub	M2 Training Center (M2TC)	Open   Junior 12U   Staging	80 pounds
Trent Kressler	Benton (Btnn)	Open   PeeWee 6U   Staging	64 pounds

Click the [Contestants by bracket] button in the View area of the program window. The Contestants by bracket window appears. Confirm the “Bracket:” drop down list indicates ‘Novice|Bantam|Staging’. Change the selection if needed.

Scroll the list of wrestlers until ‘Kasey Kennedy|7 (Bngr) {reg: 53}’ appears. Click on that entry to populate the fields at the top of the window. The window should look like the picture on the right.

Click on ‘reg: 53’ which appears to the right of “Seeding, registration, or previous tournament:”. All of the text becomes highlighted. Kasey's actual weight is 54 pounds. Type ‘54’ (without the quotation marks) and then press the <enter> key to complete the change. Kasey’s weight should now read ‘54’ instead of ‘reg: 53 as shown in the picture on the right. By not including the “reg: ” prefix, TournamentSR knows the information is the weigh-in weight (not the registration weight).

To enter Benjamin’s weight, change the “Bracket:” drop down list to ‘Open|Junior 12U|Staging’. Scroll the list of wrestlers until ‘Benjamin Straub|12 (M2TC) {reg: 82}’ appears. Click on that entry and change the “Seeding, registration, or previous tournament:” field from ‘reg: 82’ to ‘80’. Press the <enter> key to apply the change. The highlighted list entry should read ‘Benjamin Straub|12 (M2TC) {80}’.

Repeat the process for ‘Trent Kressler’ in the ‘Open|PeeWee 6U|Staging’ bracket. Change Trent’s weight from ‘reg: 63’ to ‘64’. After you make the change, the highlighted list entry should read ‘Trent Kressler|7 (Bntn) {64}’. Close the Contestants by bracket window.

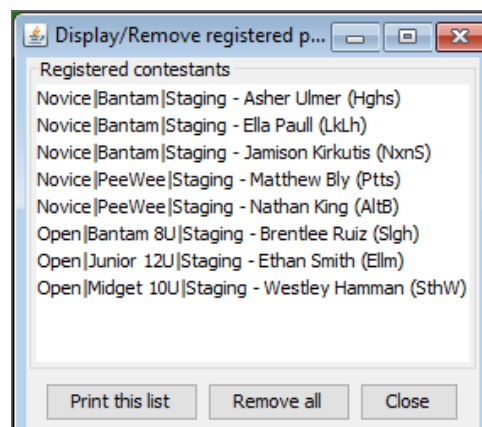
### Removing no-shows after weigh-ins

Once weigh-ins close, all of the present wrestlers will have their *actual* weights entered. Wrestlers that didn’t weigh-in still have their *registration* weight (**‘reg: xxx’**) entered. You can use this to display, print, and remove the no-shows.

Rather than have you enter weigh-in weights for all the wrestlers, we’ve provided a tournament file you can load. Use the 'File' menu and select the 'Open...' option. If you are asked to save the current tournament, click the [No] button. In the next window, navigate to the folder where this tutorial was unzipped. Select the file named **'AfterWeigh-ins.xml'** and click the [Open] button.

In the menu bar, select 'View' and then 'Contestants that haven't weighed in' option. A new window will appear in the upper section of the screen. It should look like the picture on the right.

One or more of the listed wrestlers might have weighed-in, but failed to return the card. We suggest you print this list and have the announcer confirm each person isn't present. Click the [Print this list] button. In the resulting window, confirm your printer appears in the "Name:" drop down list and then click the [OK] button. On recent Mac computers, set the "Printer:" drop down list to your printer and click the [Print] button.



The printout is organized by bracket title (e.g. all wrestlers for 'Novice|Bantam|Staging' are printed together).

For this tutorial, Ethan Smith (Open|Junior 12U|Staging) failed to return his card. Leave the window with the no-shows visible. Follow the instructions under [Entering weigh-in weights](#) to update Ethan's weight from 'reg: 166' to '164'. Notice that when you correct Ethan's weigh-in weight, his name is automatically removed from the no-shows window. Close the Contestants by bracket window.

At this point you are ready to remove the 7 remaining no-shows. Click the [Remove all] button on the no-shows window. You will be asked to confirm that you want everyone removed. Click the [Yes] button. All no-shows will be removed from the list (and the tournament). Close the no-shows window.

The sections below describe how to detect no-shows when weigh-ins *don't* occur on the day of the tournament. Skip to the section titled [Distributing wrestlers into brackets based on weight](#).

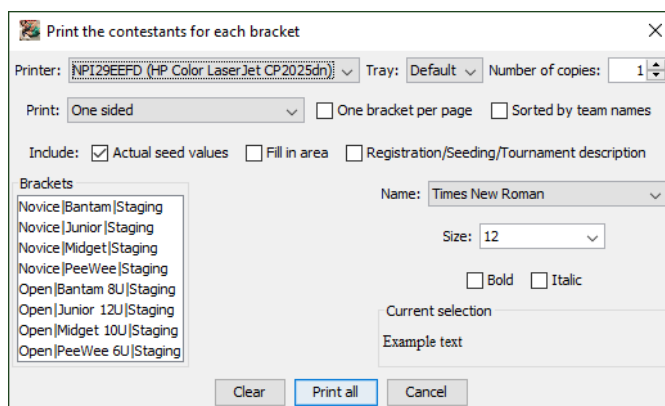
### Removing no shows without weigh-ins

If you don't weigh-in on the day of the tournament, you still need to determine which wrestlers didn't show up. Such wrestlers need to be removed from the various staging brackets.

We suggest printing per-bracket roster sheets and mark wrestler names that are at the tournament. Unmarked wrestler names are no-shows that need to be manually removed.

To print per-bracket roster sheets, use the "Print" menu, select the "Print contestants list by >" option and click on "brackets..." A window like the picture on the right appears.

Have the program include an area to mark wrestlers present by checking the "Fill in area" box. Wrestlers aren't seeded, so uncheck the



“Actual seed values” box.

For this tutorial, you’ll just print the wrestlers for the “Novice|Junior|Staging” bracket. Click that entry in the “Brackets” list (left side of the window). The [Print all] button will change to [Print]. Click the [Print] button. At an actual tournament, you wouldn’t select a bracket and click the [Print all] button.

For this tutorial the following wrestlers are no-shows:

- In the Novice|Bantam|Staging bracket:
  - Asher Ulmer (Hghs)
  - Ella Paul (LkLh)
  - Jamison Kirkutis (NxnS)
- In the Novice|PeeWee|Staging bracket:
  - Matthew Bly (Ptts)
  - Nathan King (AltB)
- In the Open|Bantam 8U|Staging bracket:
  - Brentlee Ruiz (Slgh)
- In the Open|Midget 10U|Staging bracket:
  - Westley Hamman (SthW)

To remove these wrestlers, click the [Contestants by bracket] button in the View area of the program window. In the window that appears, make sure the “Bracket:” drop down list reads ‘Novice|Bantam|Staging’. In the list of wrestlers, click on ‘Asher Ulmer|8 (Hghs) {reg: 65}’. Click the [Remove] button to remove Asher (a no-show). In the resulting window click [Yes] to confirm Asher’s removal.

Scroll the list of wrestlers until ‘Ella Paul|7 (LkLh) {reg: 46}’ appears. Click on that entry, then click the [Remove] button, and then [Yes] to confirm Ella’s removal. Scroll the wrestler list again until ‘Jamison Kirkutis|7 (NxnS) reg: 53.2’ appears. Repeat the above procedure to remove Jamison.

Change the “Bracket:” drop down list to read ‘Novice|PeeWee|Staging’. Locate and remove ‘Matthew Bly|5 (Ptts) {reg: 44}’ and ‘Nathan King|6 (AltB) {reg: 53}’.

Finish this process by selecting the ‘Open|Bantam 8U|Staging’ bracket and removing ‘Brentlee Ruiz|8 (Slgh) {reg: 55.5}’, then selecting the ‘Open|Midget 10U|Staging’ bracket and removing ‘Westley Hamman|9 (SthW) {reg: 60.8}’. Close the Contestants by bracket window.

### **Distributing wrestlers into brackets based on weight**

At this point, wrestlers in each classification/division pair are in a bracket named ‘Staging’. The program can now distribute them into individual brackets with similar weights.

In the menu bar, select 'View' and the 'Staging brackets...' option. The resulting window should look similar to the picture on the next page.

×

Bracket: Novice|Bantam|Staging

Per-bracket preferences

Maximum contestant delta %: 10
Target contestant count: 6
Maximum contestant count: 8

Proposed bracket	Player count	Contestants
44-46	6	Liam Bodnar   8, Isaiah Keller   7, Kaison Deats   7, Carter Daniele   7, Jamison Barber   8, Timi Coles   8
47-51.5	5	Logan Forbes   7, Nicholas Wujciak   7, Mitchell Johnson   7, Will McKeown   7, Ryan Arnold   7
52-54	6	Boomba Coles   7, Trenton Miller   7, Connor Shuck   7, Kasey Kennedy   7, Chase Macmillan   7, Karsen Jayne   8
55-57	6	Beckett Whitson   7, Camdyn Brozusky   8, Colton Morrison   7, Brendon Brown   8, Alana Hillier   7, Conner Gordner   7
59-60	6	Cameron Richway   7, Eric Hill   8, Gage Moyer   8, Jayden Brink   7, Hunter Tressler   18, Jethrow Cassidy   8
60-62	6	Tyler Devens   8, Chase Clark   8, Jackson Richway   7, Kaylib Fox   8, Alex Dutter   8, Ayden Picchi   8
62-63	6	Connor Hosey   8, Stephen Forsey   7, Tru Terwilliger   7, Delo Verrico   8, Gavin Lovell   8, Jayce Spinelli   8
63-64.6	6	Lachlan McPherson   8, Ethan Smith   7, Jp McKeown   8, Thomas Vesek   7, Tygan Sherwood   7, Daniel Hadaway   7
68-70.2	6	Cory Buck   9, Joshua Salvaterra   8, Noah Lockner   7, Damien Torelli   8, Victoria Laurentino   9, Lenon Jones   8
71.5-73	6	Sam Hess   7, Jackson Keefer   8, Wyatt Kale   8, Ashton Dutter   8, Daylen Conde   8, Willow Reynolds   7
74-81	6	Silas Kozak   8, Gage Presto   8, Ivan Carmona   7, Wyatt May   8, Alfred Walsh   8, Ian Ripka   7
85-93	2	Brayden Belles   7, Michaelangelo Diordricco   8

Redistribute with above row
Split into two rows

☐ Use maximum value for the bracket name
☐ Place contestants in ladders
Create the proposed brackets
Close

The “Bracket:” drop down list controls which staging bracket you will distribute. The “Maximum contestant delta %:” field determines the maximum weight difference between the lightest and heaviest wrestler in each proposed bracket (as a percentage of the lightest weight). The “Target contestant count:” specifies the desired number of wrestlers in each bracket that meet the weight percentage.

The center of the window contains the list of proposed brackets. The “Proposed bracket” column lists the minimum and maximum weight of the wrestlers in each row. Adjusting the “Maximum contestant delta %:” and “Target contestant count:” settings cause a new set of proposed brackets to be generated.

For this tutorial, the default settings (Maximum contestant delta %: 10, Target contestant count: 6) are good enough for ‘Novice|Bantam|Staging’. The Staging bracket will be split into 12 separate brackets. All except the highest weight contain at least 5 wrestlers. The proposed ‘85-93’ bracket only contains two wrestlers (Brayden Belles and Michaelangelo Diordricco).

We suggest having the bracket name be just the maximum weight instead of the weight range. At the bottom of the window, check the box titled “Use maximum value for the bracket name”. Check the “Place contestants in ladders” box as this saves a step before starting the tournament. Click the [Create the proposed brackets] button. This generates the proposed brackets for the Novice|Bantam|... wrestlers and removes the (emptied) ‘Novice|Bantam|Staging’ bracket.

While other Staging brackets need to be distributed, we want you to see the generated Novice|Bantam|... brackets. Click the [Close] button to dismiss the staging brackets window. Click the [Bracket list] button in the View area of the program window. The ‘Novice|Bantam|Staging’ bracket is gone. Scroll down the list of brackets to reveal the generated brackets: ‘Novice|Bantam|46’ through ‘Novice|Bantam|93’. Close the bracket list window.

In the menu bar, select 'View' and the 'Staging brackets...' option. The “Bracket:” drop down list indicates the next Staging bracket: ‘Novice|Junior|Staging’.

This time the default settings generate too many brackets with a small number of wrestlers. Only the ‘84-92’ bracket contains more than 3 wrestlers. Since the desire is to have 6 in each bracket, increase the “Maximum contestant delta %:” value from ‘10’ to ‘14’. This causes the range of weights in each proposed bracket increase, and causes three of the brackets to contain at least 4 wrestlers. For this tutorial, the larger ranges are OK. At the bottom of the window check the “Use maximum value for the bracket name” and “Place contestants in ladders” boxes then click the [Create the proposed brackets] button. The Novice|Junior|... brackets are generated and the “Bracket:” drop down list changes to ‘Novice|Midget|Staging’.

The “Maximum contestant delta %:” is still ‘14’. It’s best to see if 10% works, so reduce the setting from ‘14’ to ‘10’. You will need to make the window taller to see all proposed brackets. Most brackets have at least 3 wrestlers except ‘49.8’ (1 wrestler), ‘125-135 (2 wrestlers), and 151.2 (1 wrestler).

For this tutorial, we will combine and redistribute the proposed ‘49.8’ and ‘57.9-63’ brackets. This allows the 49.8 wrestler to have some matches. Click on the ‘57.9-63’ cell in the “Proposed bracket” column. The row should highlight as shown in the picture below.

**Distribute contestants in staging brackets**

Bracket: Novice|Midget|Staging

Per-bracket preferences

Maximum contestant delta %: 10 Target contestant count: 6 Maximum contestant count: 8

Proposed bracket	Player count	Contestants
49.8	1	Atreyu McCracken   9
57.9-63	6	Peyton Schneck   9, Jacob Gluchowski   10, Cidney Schaffer   9, Joseph Roscioli   9, Gavin Regan   9, Lucas Ellis   10
64-70	6	Kaden Harris   9, Landon Jackloski   10, Hunter Ziller   9, Gage Mason   9, Jackson Scott   9, Shane Naylor   9
71-76	6	Bradyn Force   9, Jordon Sheatler   9, Carter Gordner   10, Reilly Bilbow   9, Storm Vardzik II   10, Blake Liddic   9
76-78	4	Kris Fox   9, Robert Cryder IV   9, Colton Smith   9, Brendan Henninger Jr.   9
84.5-88	3	Dominic Mercadante   10, Ethan Rosenberry   9, Caroline Loth   10
100-106	4	Gregory Vassallo   10, Nolan Hollister   10, Joseph Thacker   10, Gaven Griffith   10
113-123	3	Lucas Yarish   10, Deangelo Diordricco   10, Taj Johnson   10
125-135	2	Henry Snyder   10, Chase Bennett   10
151.2	1	Gavin Hughes   11

Redistribute with above row Split into two rows

☒ Use maximum value for the bracket name ☒ Place contestants in ladders Create the proposed brackets Close

Click the [Redistribute with above row] button. This combines the first two rows and proposes a ‘49.8-63’ bracket with 7 wrestlers. Click on the ‘49.8-63’ cell in the “Proposed bracket” column. Click the [Split into two rows] button. This causes two brackets to be proposed: ‘49.8-58.6’ (4 wrestlers) and ‘62-63’ (3 wrestlers). Note that the minimum to maximum weight difference for the 49.8-58.6 bracket is more than 10%. For a real tournament, you would likely have to ask the 49.8 pound wrestler (or his parents) if this is OK. For this tutorial, it is allowed.



Similarly, we'll put the 151.2 pound wrestler in the '125-135' pound bracket. Click on the '151.2' cell in the "Proposed bracket" column. Click the [Redistribute with above row] button. The '125-135' bracket changes to '125-151.2' and the '151.2' row disappears. Click the [Create the proposed brackets] button to generate the Novice|Midget|... brackets.

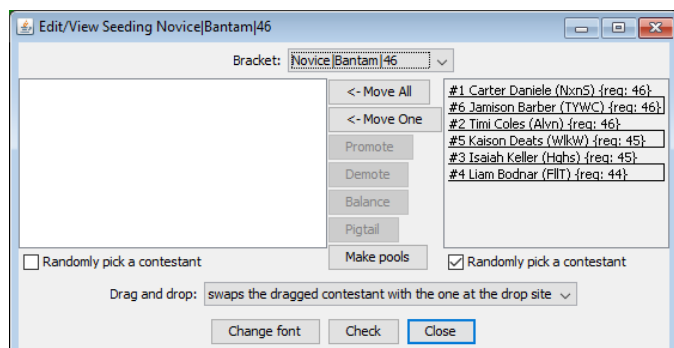
You have now used most of the controls available on the staging brackets window. The "Bracket:" drop down list should read 'Novice|PeeWee|Staging'. Use the controls to generate the Novice|PeeWee|... brackets and to distribute some or all of the remaining Staging brackets into: Open|Bantam 8U|..., Open|Junior 12U|..., Open|Midget 10U|..., and Open|PeeWee 6U|... Use your own judgement on acceptable weight ranges and contestants per bracket. Sometimes you will have to create a bracket with only 1 wrestler.

When all Staging brackets have been distributed, the "Bracket:" drop down list will not contain any choices and the proposed brackets list will be empty. When you reach that point, close the staging brackets window.

### Moving wrestlers between brackets

At this point, all wrestlers have been placed in brackets of similar weights. Before the tournament can start, you have to address brackets with only one wrestler. Instead of using the brackets you distributed, you'll load a tournament file containing brackets we distributed.

Use the 'File' menu and select 'Open...'. If asked to save the existing tournament, click the [No] button. Highlight the file '**BracketsDistributed.xml**' and click the [Open] button. Click the [Seeding] button in the View area of the program window. A window like the picture on the right will appear.



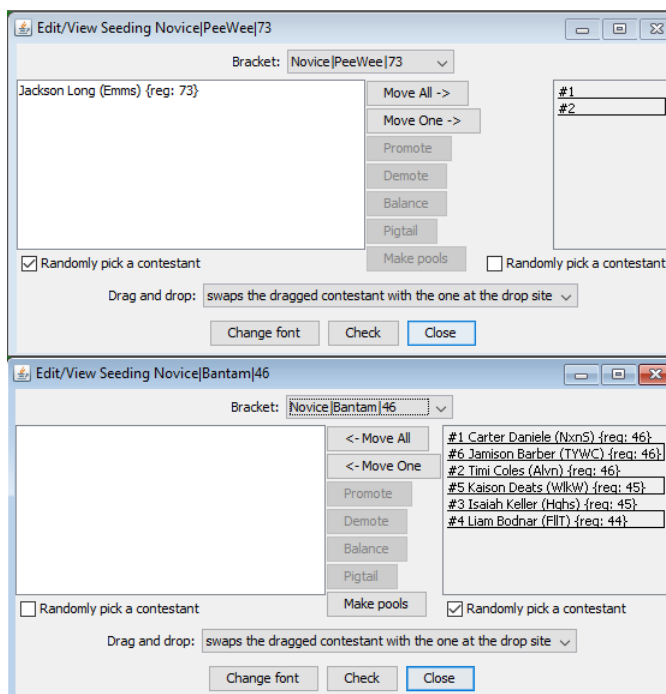
The "Bracket:" drop down list at the top selects which bracket is shown. This is 'Novice|Bantam|46' in the above picture. The right portion of the window shows the initial round matches for the bracket. There are 6 wrestlers in this bracket, so it is fine.

Change the "Bracket:" setting to 'Novice|Bantam|51.5'. On Windows computers you can use either the mouse or the down arrow key to make this selection. On recent Mac computers, you can use either the mouse or the key sequence: down arrow key (to expand the drop down list, down arrow key again (to highlight to the next bracket), <return> (to select the highlighted bracket). There are 5 wrestlers in this bracket, so one wrestler doesn't have a match in each round. In the first round Will McKeown will has a bye.

Show the next bracket: 'Novice|Bantam|54'. This bracket has 6 wrestlers and is ready to go. Review subsequent brackets until you reach 'Novice|PeeWee|73'. That bracket has only 1 wrestler that appears on the left side of the window: 'Jackson Long (Emms) {reg: 73}'.

We need to see if someone can wrestle Jackson. We know there isn't a wrestler close to Jackson's weight because of how the Staging brackets were distributed. Click the [Seeding] button (in the View area of the program window) to bring up a second Seeding window. You may need to drag the new Seeding window so it doesn't overlap the first window. You may also need to drag the divider bar down to fully expose the second Seeding window. The picture on the right shows the two seeding windows arranged vertically.

In the second Seeding window, change the "Bracket:" drop down list to 'Novice|PeeWee|63.4'. This is the weight class just below Jackson's weight class. One option is to move one or more of the wrestlers in this bracket to Jackson's bracket. The heaviest wrestler in 'Novice|PeeWee|63.4' is Ayden Daubert at 63.4 pounds.



There is no Novice|PeeWee weight class above 73 pounds, so moving Jackson to a higher weight isn't possible. Other options are to move Jackson to the next age group (Bantam) or the other expertise level (Open). Change the second Seeding window's "Bracket:" drop down list to read 'Novice|Bantam|73'. This bracket has wrestlers that weight at most 73 pounds - which is Jackson's weight. There are 6 wrestlers in this bracket.

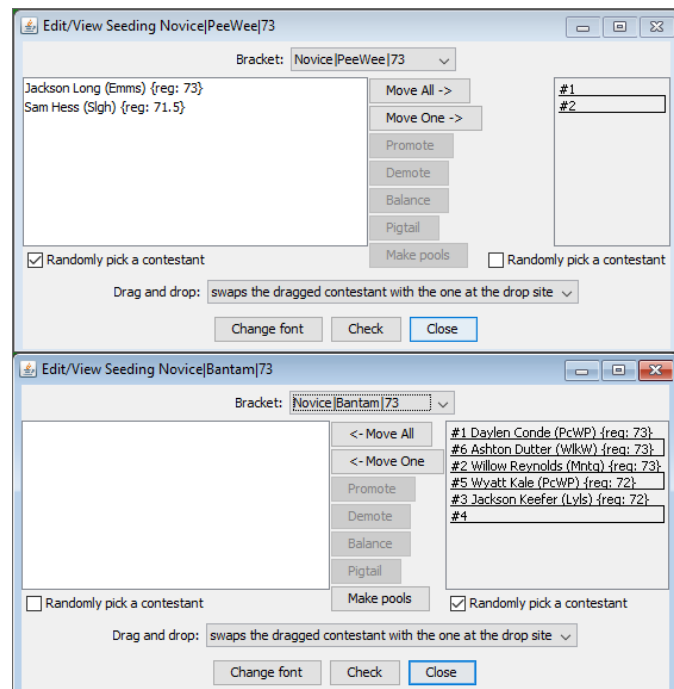
Change the second Seeding window's "Bracket:" drop down list to read 'Open|PeeWee 6U|63'. This bracket has more experienced wrestlers that weight at most 63 pounds (below Jackson's weight). There are only 2 wrestlers in this bracket. For this tutorial, moving some wrestlers between 'Novice|Bantam|73' and 'Novice|PeeWee|73' is the better choice.

Change the second Seeding window's "Bracket:" drop down list back to 'Novice|Bantam|73'. There are already 6 wrestlers in that bracket. Moving Jackson into 'Novice|Bantam|73' would change that bracket's format from Round-Robin to an 8 wrestler double elimination ladder. Moving wrestlers from 'Novice|Bantam|73' to 'Novice|PeeWee|73' (Jackson's bracket) will be performed. For this tutorial, we'll move Sam Hess and Jackson Keefer from 'Novice|Bantam|73' to 'Novice|PeeWee|73'.

You use the "drag and drop" technique to move wrestlers from one Seeding window to another. Move the mouse over '#4 Sam Hess (Slgh) {reg: 71.5}' in the right portion of the second Seeding window. Press

and hold down the left mouse button. With the mouse button still down, drag Sam to just below Jackson Long's name in the first Seeding window. Release the mouse button to complete the change. The two windows should look like the picture on the right.

Repeat the drag and drop procedure for 'Jackson Keefer (Lyls) {reg: 72}'. Doing this changes the format of 'Novice|Bantam|73' from 6 wrestler Round-Robin to 4 wrestler Round-Robin. This change forces all of the remaining wrestlers out of their initial round matches. The right side of that Seeding window no longer contains any wrestler names. They are now all on the left side of the window.



To get the wrestlers back into their initial round matches, ensure the "Randomly pick a contestant" check box on the left side of each window is checked. In the above picture the topmost window has that box checked; the lower window doesn't have that box checked. Check the box if needed. With the left "Randomly pick a contestant" box checked, click the [Move All ->] button on each window. As indicated by the check box, this randomly places the wrestlers into their first round matches. Jackson Long now has 2 matches instead of none. The wrestlers in the 'Novice|Bantam|73' bracket now have 3 matches. This is less than the 5 matches they had before wrestlers were moved. When configuring your own tournament, you'll have to make decisions about if lone wrestlers should be given matches and if so, how many wrestlers to move.

Sam Hess and Jackson Keefer were Bantam wrestlers that are now in a bracket that includes 'PeeWee' in the name. For this tutorial, we'll change the bracket name to indicate it's now a mix of two Novice age groups. Click the [Bracket list] button in the View area of the program window. If needed, drag the Bracket list window up and left so it's completely visible. It will likely cover the two Seeding windows.

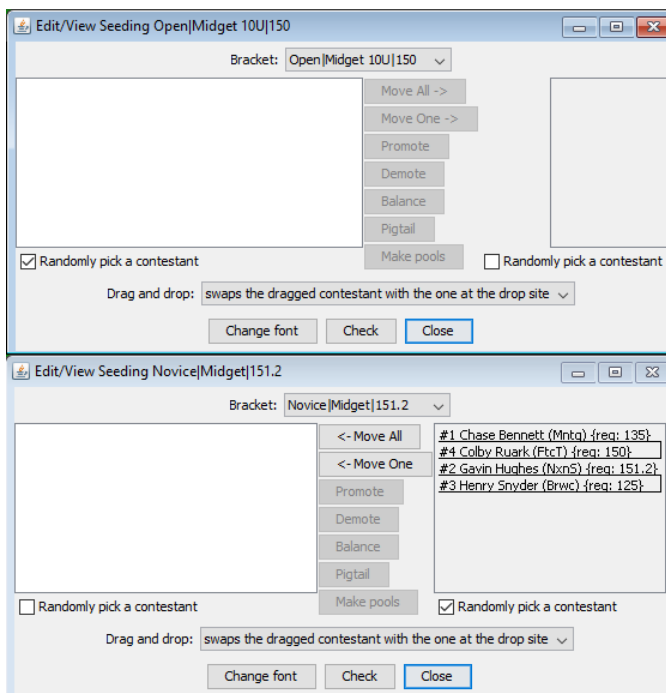
Scroll the list of bracket titles until 'Novice|Bantam|73' is visible. Click on that entry to populate the controls at the top of the window. Change the "Title:" field from 'Novice | Bantam | 73' to 'Novice | Mixed | 73'. Click the [Change] button to commit the change. Close the Bracket list window.

Use the first Seeding window to continue reviewing the brackets. You'll find that 'Open|Midget 10U|150' has only one wrestler: Colby Ruark. As with the previous example, there isn't an Open|Midget bracket with a higher weight. In the second Seeding window, change the "Bracket:" drop down list to read 'Novice|Midget|151.2'. This bracket has 3 wrestlers and an open spot in the first round (competing against Chase Bennett).

Drag 'Colby Ruark (FtcT) {reg: 150}' from the left side of the first Seeding window to the open first round match entry on the right side of the second Seeding window. The open spot starts with '#4'. The resulting two windows should look like the picture on the right.

The 'Novice|Midget|151.2' bracket now contains an Open wrestler. Use a Bracket list window to change that bracket's name to 'Mixed|Midget|151.2'.

Before closing the Bracket list window, you should delete the 'Open|Midget 10U|150' bracket. As shown in the picture, that bracket no longer has any wrestlers. Scroll the list of bracket titles until 'Open|Midget 10U|150' appears. Click on that entry and then click the [Remove] button. Confirm you want to remove the bracket by clicking [Yes] in the resulting window. Close the Bracket list window.



Use the first Seeding window to review the rest of the brackets. You'll find 'Open|PeeWee 6U|92' has one wrestler: Jayden Isaac. For this tutorial, the best option would be to move Jayden to the 'Open|Bantam 8U|87.4' bracket. However, Jayden's mother won't allow the change. Jayden will go home without wrestling. Bring up a Bracket list window and scroll the list of bracket titles until 'Open|PeeWee 6U|92' is visible. Click on that entry and then click the [Remove] button. Click [Yes] on the resulting confirmation window. This time TournamentSR brings up another confirmation window. The window warns you that deleting the bracket also deletes Jayden Isaac. This is expected, so click [OK] to complete the removal. Close the Bracket list window and the two Seeding windows.

At this point, you have completed this tutorial. If this were an actual tournament, you could click the [Start the Tournament] button, print bout cards, and start wrestling. See the **[Quick start guide for Youth & Open tournaments](#)** (link at the top of this document) for information on how to do this.

## Additional things you can try

### Rework team names

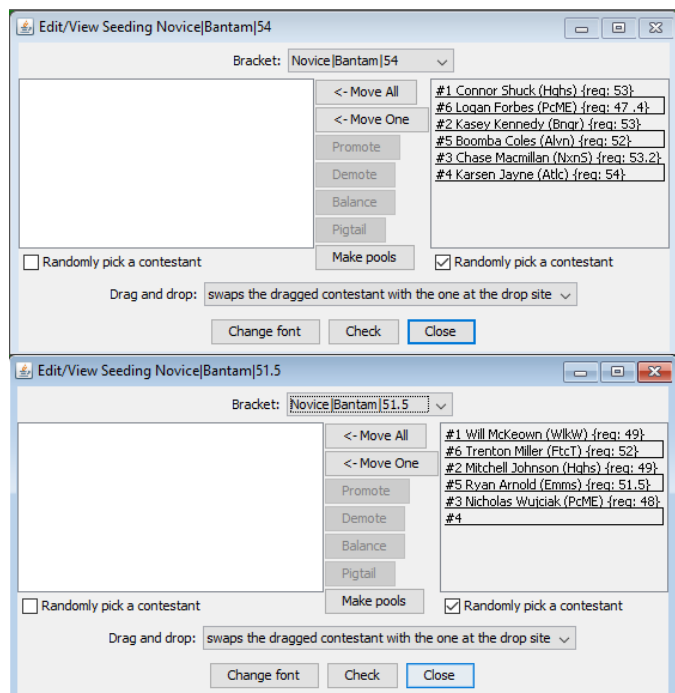
Full team names are printed on the bout cards. Team names longer than about 20 characters will overwrite a portion of the initial round fill-in area. After loading the preregistration file, it's a good idea to make long team names shorter. Click the [Team list] button in the View area of the program window to do this.

For example, scroll the list of team names until 'Horseheads Youth Wrestling (HrYW)' appears. Click on that entry and then change the "Team:" field to 'Horseheads Y.W.'. Click the [Change] button to complete the operation. Other long team names include 'Mount Carmel Area Elementary' and 'Southern Lehigh Youth Wrestling'.

### Manually improve wrestler distribution

Once the wrestlers have been distributed into similar weight brackets, you will often want to make further improvements. Teams often have more than one wrestler at a given weight. TournamentSR will distribute them into the same bracket. Since such wrestlers practice against each other, it would be better if they don't have to wrestle at your tournament. You can see such issues while reviewing the brackets using two Seeding windows.

For this tutorial, this occurs in the 'Novice|Bantam|51.5' bracket. The Pocono Mountain East team (PcME) has two wrestlers in that bracket: Nicholas Wujciak and Logan Forbes. The 'Novice|Bantam|54' bracket doesn't have a wrestler from Pocono Mountain East. Logan will be moved to the 54 pound bracket. To do that, 'Trenton Miller (FtcT) {reg 52}' will first be moved to the 51.5 pound bracket. Once the changes have been made, the two Seeding windows will look like the picture on the right.



Many of the other brackets have the same issue. Reworking the brackets in this manner usually can't be done if weigh-ins take place on the day of the tournament. There just isn't enough time.