

The Wrestling Tourney

Version 7.0

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Revision 004 – Version 7.4.03 and later

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Product Information

The Wrestling Tourney minimum hardware requirements:

Windows operating system
800 x 600 resolution or higher
32 Mb RAM memory or higher
CD-ROM drive
Laser or ink jet printer
10 MB free disk space

Macintosh Intel computers running
Windows emulations software
(Parallels, VMWare Fusion,
BootCamp, Virtual Box etc...)

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If during the first thirty days from the purchase, the CD-ROM is found to be defective, return the CD-ROM for free replacement. Back-ups are permitted for archive purposes only.

The Wrestling Tourney is licensed for use within a single wrestling program. You are not permitted to share this package for use with other schools, clubs or wrestling programs. Multiple installations are permitted at your site if needed for the operation of your tournament. Otherwise, copies of this program can be made for back-up purposes only.

IMPORTANT Please refer to our web site at www.pes-sports.com for updates to this package. Check DOWNLOADS /UPDATES for any updated files which may correct or enhance the operation of *The Wrestling Tourney*.

The Wrestling Tourney

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Technical Support

You will receive unlimited free technical support for *The Wrestling Tourney*. Preferred Educational Software's staff as well as the program's author will answer your questions in a timely manner. We strongly recommend that our customers take advantage of these services.

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Installing *The Wrestling Tourney*

The Wrestling Tourney must be installed on a hard drive that has at least 10 MB of disk space available. Please use the following instructions to install *The Wrestling Tourney*.

Windows installation:

1. Place *The Wrestling Tourney* CD in the appropriate CD ROM drive (usually D or E).
2. This program utilizes the Windows AutoRun feature if you are using a CD-ROM drive, otherwise,
3. Click the START button and then click RUN.
4. Type D:\SETUP and press <ENTER>.

Follow the instructions for the install wizard taking the default options. We strongly recommend installing *The Wrestling Tourney* in the default location **c:\tw70**.

The installation program for *The Wrestling Tourney* will create an icon on your desktop that will enable you to run *The Wrestling Tourney*. You will also be able to run the program by selecting *The Wrestling Tourney* program group from the **Start | Programs | Wrestling Software**.

Once the program is loaded, you can maximize the program by clicking on the maximize button in the upper-right corner of the program window.

If you are planning on running multiple tournaments, we recommend installing the program again in a different location. Then create a shortcut icon to run the new executable **tw7.exe** from the second location. You can then have each tournament open in its own window side by side.

Note: Do **NOT** run multiple tournaments within the same install by closing and opening each tournament. Unexpected results may occur!

Uninstalling *The Wrestling Tourney*

To remove *The Wrestling Tourney* from your computer, follow these steps:

Click **Start**, click **Control Panel**, and then double-click **Add or Remove Programs**.

In the **Currently installed programs** box, select *The Wrestling Tourney* and then click **Remove**.

If you are prompted to confirm the removal of the program, click **Yes**.

Replacement Media

A replacement CD can be purchased from **Preferred Educational Software** at a cost of \$25.00 per set plus shipping & handling.

Please send proof of purchase. We accept School Purchase Orders (FAX or MAIL), VISA / MasterCard / Discover credit card or school, club, or personal checks.

Please send or mail: **Preferred Educational Software**
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Setting Up a Tournament

It is strongly recommended that you go through several practice tournaments prior to the actual event. You will become familiar with the operation of the program and resolve any questions you might have a few weeks before the event. It is difficult to correct problems that occur on the day of the tournament. The time to experience problems is **BEFORE** the tournament begins! Please call if you need assistance!

We recommend you select the appropriate format you are going to use for your tournament and set up a tournament with only a few weight classes. Therefore, you won't be burdened with entering a large number of names as you would if you had initially selected 14 weight classes. This way you can run through a tournament and quickly become familiar with all aspects of *The Wrestling Tourney*.

From the menu bar, please select **File | New Tourney**.

Shown below is the initial screen that appears when you set up a new tournament.

The screenshot shows the 'New Tourney ...' dialog box with the following details:

- Name:** Washington Invitational
- Location:** Wahington High School
- Date:** Jan 10, 2011
- Tourney format:** Team, Open
- Starting Match Number:** 1
- Weight Classifications:**
 - Scholastic (14 - new)
 - Schoolboys (10)
 - Scholastic (13)
 - Cadets (10)
 - Scholastic (14 - old)
 - Juniors (10)
 - Jr High (19)
 - Seniors (8)
 - NCAA (10)
 - Custom (?)
- Selected Weights:**

106	04:WB 3rd
113	04:WB 3rd
120	04:WB 3rd
126	04:WB 3rd
132	04:WB 3rd
138	04:WB 3rd
145	04:WB 3rd
152	04:WB 3rd
160	04:WB 3rd
170	04:WB 3rd
182	04:WB 3rd
195	04:WB 3rd
220	04:WB 3rd
285	04:WB 3rd
- Formats:**
 - 04:WB-2nd
 - 04:Round Robin
 - 04:WB 3rd
 - 06:Round Robin
 - 08:1st gone
 - 08:1st gone - WB 2nd
 - 08:1st->5th WB-2nd
 - 08:1st->5th, S-3rd
 - 08:Follow the Leader
 - 08:Follow the Leader - WB 2nd
- Buttons:** Insert, Change, Delete, Set All, Set One, Print/View Sample, Ok, Cancel

Getting the tournament properly set up is essential to running a successful tournament. Take time to collect all of the information needed for your tournament.

Tournament **Name**, **Location**, and **Date** can be changed at a later time. All other information can be only changed using the **Change Formats** option from the menu bar **File | Change Formats**. This option actually creates a copy of the existing tournament and allows you to make changes when you set up this tournament. This will allow you to change formats and add or delete weight classes. New tournaments created by using the **Change Formats** option will be set up with an **Open** format.

Weight classes already seeded will need to be re-seeded.

New Tourney screen information

Name- Select an appropriate name for your tourney (required). This can be changed at a later time.

Location- Select an appropriate name for the location for your tourney (optional). This can be changed at a later time.

Date- Select an appropriate date for your tourney (required). You could substitute another heading as a subtitle for your tournament rather than entering the date (Varsity, Junior Varsity etc...). This can be changed at a later time.

Tourney Format

Team- A **Team** format should be selected when the number of positions on the bracket is the same number as teams participating. Each team may have at most, one wrestler per weight class. **Wrestler Names** are entered by team affiliation.

Open- An **Open** format should be selected when there are more teams than bracket positions or when a team may have more than one wrestler per weight class. **Wrestler Names** are entered by weight class. You can indicate that a wrestler is a non-scorer. *The Wrestling Tourney* also supports different tourney formats for each weight class. However, we strongly recommend selecting the largest potential format and having all weight classes set up in that manner. If you are importing tournaments from *The Wrestling Tourney OnLine*, it must be set up as an **Open** format.

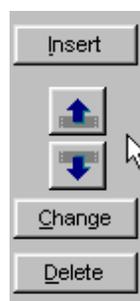
Starting Match Number

Starting Match Number allows you to change the bout-numbering scheme for your tournament. This may be necessary when you are running multiple tournaments at the same time and need to distinguish between bout numbers for different tournaments.

Example: The Varsity tournament may start at bout number 1 and the Junior Varsity tournament may start at bout 500.

Weight Classifications

Select the weight classes you will be using for your tournament. You may add or remove weight classes to the list shown with each selection. You may change the order the weight classes will be wrestled for your tournament using the mover bars (arrows) shown below.



You can also change an existing weight class by clicking on the weight class you wish to change and then the **Change** button.

If you select **Custom (?)**, you must enter all weight classes needed. A weight class may contain alpha characters and numbers and can be up to five positions in length. For a practice tournament, select **Custom (?)** and only enter one or two weight classes.

To enter **Custom (?)** weight classes, click on **Custom (?)** and then click on **Insert** to enter the appropriate weight class.

For large Open and Kids tournaments you may wish to use a combination of alpha characters and numbers. An alpha character can represent the division name and a number can represent the weight class.

Example- Midget division could be M090, M095, M100 etc...
Novice division could be N090, N095, N100 etc...

We recommend using an Alpha character followed by 3 Numeric. This will allow appropriate sorting of weight classes

Choosing a bracket format

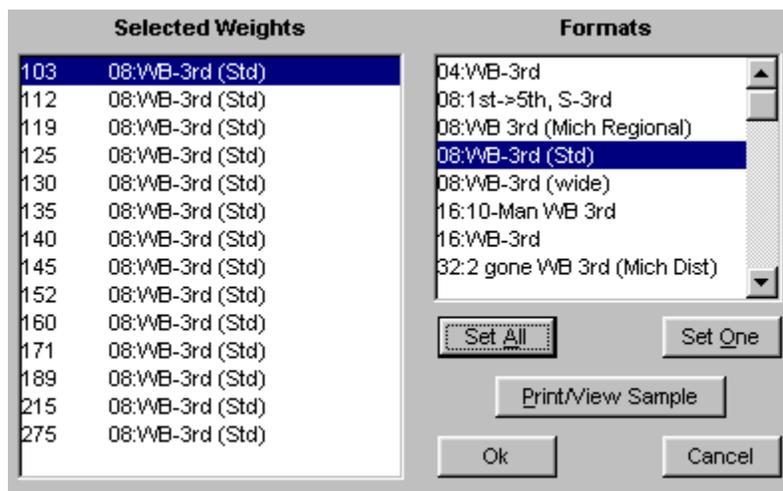
The Wrestling Tourney can handle any size tournament from 4 to 64 wrestlers per weight class. There are even Round Robin formats for four to ten wrestlers available. Scoring is **NOT** available for Round Robin formats. Over 70 formats are included with *The Wrestling Tourney*. More formats are available when using the **Change Cross Bracketing** feature.

You will need to determine the format that is appropriate for your tournament. To find your tournament, select the format from the **Formats** list on the **New Tourney** screen. Descriptions for available brackets & consolation formats are found later in this manual. To find your format, select the appropriate format and click **View**. You can also print the brackets by selecting the appropriate format and clicking **Print**.

You can view or print all formats by opening the file **TWT 7.0 formats**. This file is found on *The Wrestling Tourney* installation CD. Additional formats are likely available if you download the latest FORMATS file from our website at www.pes-sports.com. Click on **Downloads | Updates**. Custom formats are also available by contacting **Preferred Educational Software**.

Once you have found the proper format, click **Set All**. With a **Team** tourney, you must set all weights to the same format. With an **Open** tourney, you have the option to **Set One**, to set each weight class to a different format.

We strongly recommend selecting the largest potential format and having all weight classes set up with the same format.

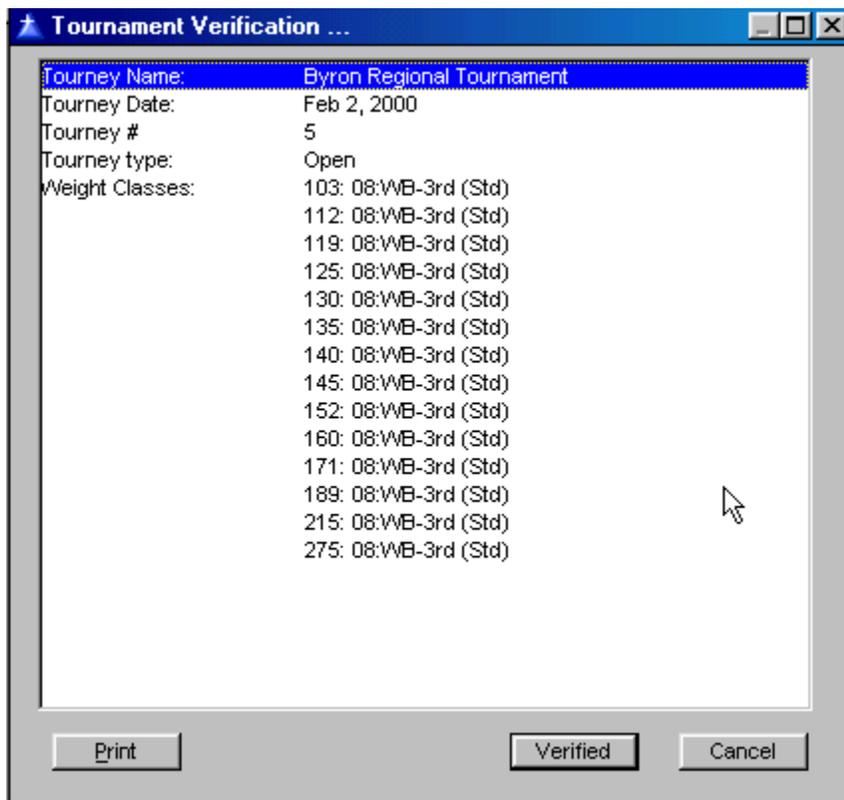


Set All- This button will **Set All** weight classes in the list of selected weights to the selected format from the list of **Formats**. (Required for a team tournament)

Set One- This button will set a single weight class to the selected format from the list of **Formats**. (Not available for **Team** tourney)

Print/View- This button allows you to **Print/View** the highlighted **Format** selected to the right of the **New Tourney** screen.

Once you are sure that all tournament information has been entered correctly, click **OK**. You will be presented with a verification screen showing all the options selected.



You will be given an option to **Print** the selected information. Once you are sure all information is correct, click on **Verified**.

Round Robin Formats

There are four formats provided for Round Robin tournaments, **4-man, 6-man, 8 man and 10-man**. The **4-man** format can be used for a **4-man** and **3-man** Round Robin and the **6-man** format can be used for a **6-man** and **5-man** Round Robin. etc...

Byes will be placed where there are no wrestlers and wrestlers will receive a bye and not wrestle in all rounds with 3-man and 5-man Round Robins.

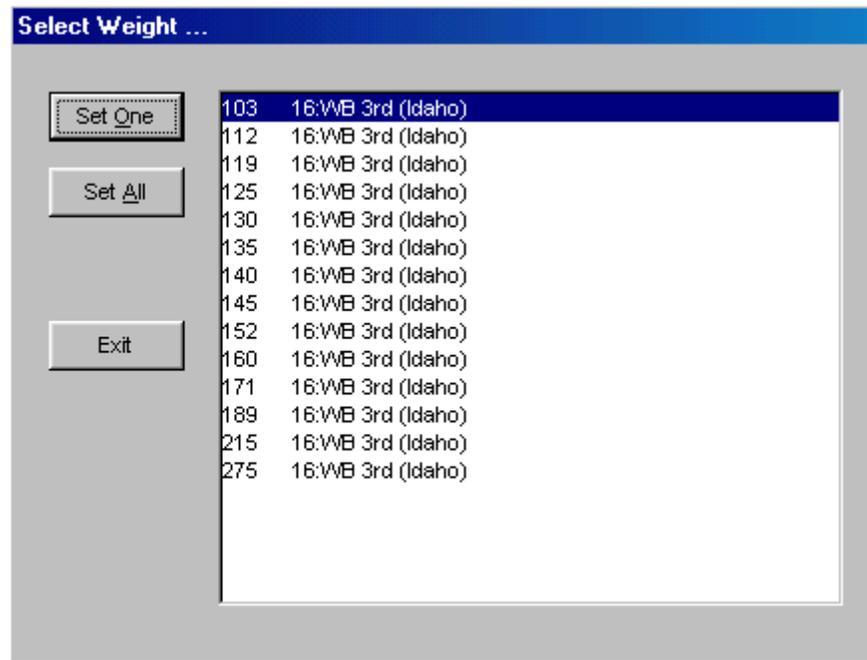
When seeding wrestlers for a Round Robin format, you can place the wrestlers on the brackets for the last round only. The computer does all other pairings randomly. This allows you to place the better wrestlers together for the last pairing assuming they will be wrestling for the highest place in the Round Robin.

Team scoring and place determination are **not** options for Round Robin formats. There are too many variables when determining places.

Scramble formats (Pools – Round Robin → bracketed tournaments) are becoming popular. This can be accomplished using our Round Robin formats for the first day (phase) and then creating a second (bracketed tournament) for the final round. It is likely that these formats will become a part of future versions.

Change Cross Bracketing (Consolation Formats)

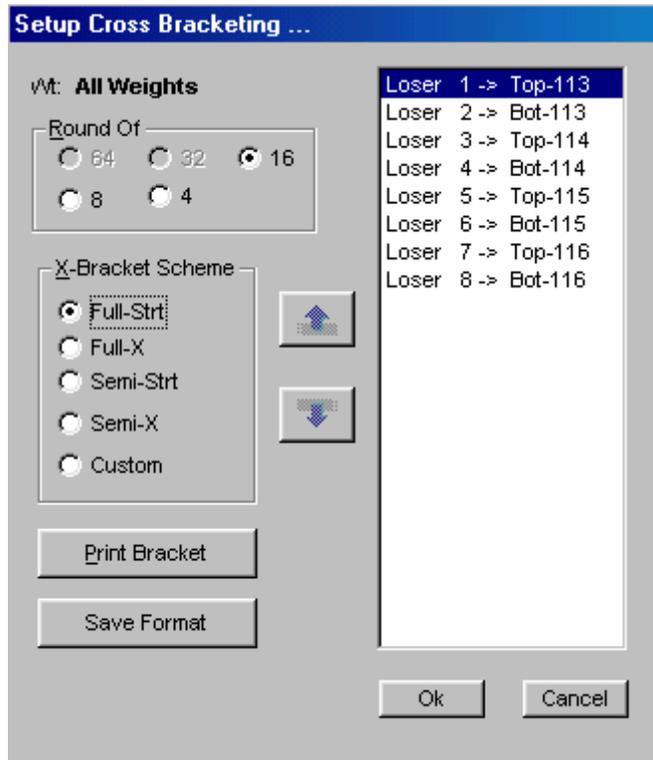
Change Cross Bracketing can be accessed by selecting **Setup | Change X-brackets**. This allows you to make changes to the cross bracketing of consolation formats for your tournament. These changes can be made on a single weight class, selected weight classes, or all weight classes. Your format can be saved and selected for later tournaments.



You will normally change brackets for all weight classes by clicking **Set All**. However, if you want to change the cross-bracketing for a single weight class, highlight the appropriate weight class and click **Set One**.

Custom formats area also available. Please call **Preferred Educational Software** for details.

The following screen will appearing giving you the options for setting up cross-bracketing.



The following criteria must be selected when making changes to cross-bracketing.

Round Of- You have the ability to change the bracketing and each of the possible rounds of your tournament. Depending on the size of your tournament, you can make changes in the following rounds.

Round of 4
 Round of 8
 Round of 16
 Round of 32
 Round of 64

After selecting the round you wish to work with, you must select from one of the following types of cross-bracketing schemes.

Full-Strt (Full Straight)
Full-X (Full Cross)
Semi-Strt (Semi Straight)
Semi-X (Semi Cross)
Custom

Shown on the next page is an example how each cross-bracketing scheme would work for losers in the first round (round of 16) of a 16-man bracket.

Full-Strt (Full Straight)

Loser 1 -> Top-115
Loser 2 -> Bot-115
Loser 3 -> Top-116
Loser 4 -> Bot-116
Loser 5 -> Top-113
Loser 6 -> Bot-113
Loser 7 -> Top-114
Loser 8 -> Bot-114

Full-X (Full Cross)

Loser 1 -> Bot-116
Loser 2 -> Top-116
Loser 3 -> Bot-115
Loser 4 -> Top-115
Loser 5 -> Bot-114
Loser 6 -> Top-114
Loser 7 -> Bot-113
Loser 8 -> Top-113

Semi-Strt (Semi Straight)

Loser 1 -> Top-115
Loser 2 -> Bot-115
Loser 3 -> Top-116
Loser 4 -> Bot-116
Loser 5 -> Top-113
Loser 6 -> Bot-113
Loser 7 -> Top-114
Loser 8 -> Bot-114

Semi-X (Semi Cross)

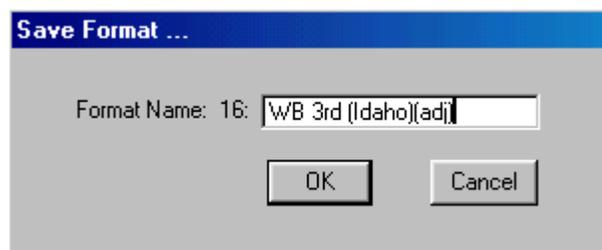
Loser 1 -> Bot-114
Loser 2 -> Top-114
Loser 3 -> Bot-113
Loser 4 -> Top-113
Loser 5 -> Bot-116
Loser 6 -> Top-116
Loser 7 -> Bot-115
Loser 8 -> Top-115

When you select **Custom** bracketing, the following arrows will become enabled. Highlight the appropriate Location (**Bot 113, Top 113, Bot 144, Top 114**) and use the arrows to move to the appropriate Loser #. This will enable you to change the location where the loser of the specified match will move.



After selecting the appropriate cross-bracketing scheme, you can click **Print |Preview** to view your new bracket. A preview screen will appear. If you wish to actually print the new format, click the printer icon.

You also have the option of saving your format for future tournaments. The file name by default will be the original format name with (**adj**) added at the end. It would be a good idea to keep the (**adj**) at the end of a format name or have some type of naming scheme to identify formats which have been changed from the original formats provided.

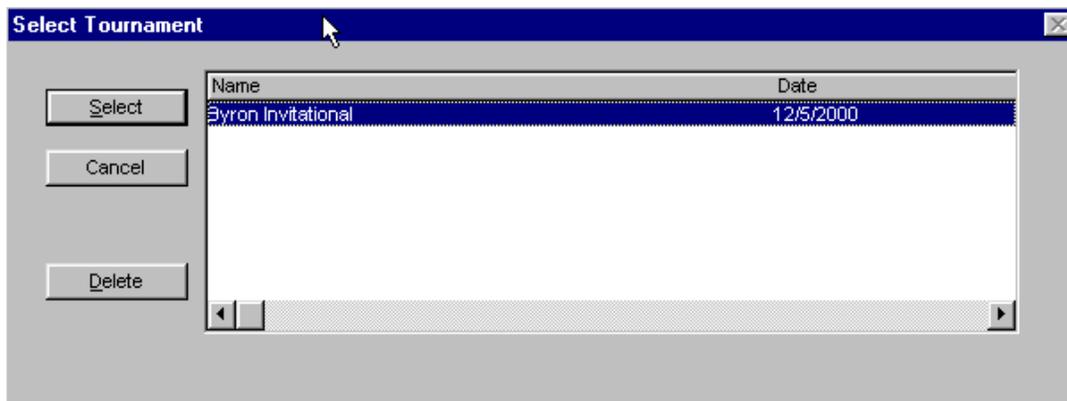


The new format will appear in the list of possible formats when creating a new tournament.

Opening a Tournament

Once a tourney is created, **Select** the tourney from the menu bar by choosing **File | Open Tourney**.

Shown below is the screen that is displayed when you make that selection. If you need to delete a tourney, click on the **Delete** button from this screen display.



Tourney Info

After a tourney is created, continue the tourney set up by selecting **Setup | Tourney Info** from the menu bar.

Show below is the screen display that appears when this option is selected.

Name: Location:

Date:

Initial Setup Info

<input type="checkbox"/> Eliminate 5th Place Match?	<input checked="" type="checkbox"/> Randomly Place Byes During Seeding
<input checked="" type="checkbox"/> Eliminate 7th Place Match?	<input checked="" type="checkbox"/> Display 1st round byes?
<input checked="" type="checkbox"/> Print year on bracket?	<input checked="" type="checkbox"/> Advance 1st Round Losers
<input checked="" type="checkbox"/> Print record on bracket?	Min Time Between Matches: <input type="text" value="45"/>

Some/All weights have been seeded

Ok Cancel

Proceed through each of the tabs to complete tourney information. This information will be used with other reports and the web site and program that can be produced with *The Wrestling Tourney*.

General

Seeding Method

There are two types of methods for seeding your tournament.

Automatic

Seeded wrestlers are placed on the brackets by the normal seed positions (first seed on the top line and second seed on the bottom line etc...). Non-seeded wrestlers are then shuffled and placed on the bracket along with any byes on all remaining slots. See an explanation for random placement of byes later in this manual.

Manual

Manual seeding will require you to place all wrestlers and byes on the bracket.

Wrestlers are placed on the bracket by position, not by their seed. The first position is the top line, the second position is the second line, etc. Therefore, with an 8-man bracket, the 1st seed is placed **Position one** and the 2nd seed is placed on **Position eight**. You have complete control over the placement of all wrestlers and byes. Make sure you evenly distribute the byes on your bracket.

Initial Setup Info

Eliminate 5th Place Match

This option will eliminate the 5th Place match on the bracket. This option allows for flexibility in the appearance of brackets. Many tournament formats may allow for more places than you desire for your bracket. This option will be disabled after starting a tourney. A **Restart Tourney (All Weights)** and reseeding will be necessary to change this setting.

After seeding, the 5th place match will disappear on the bracket.

Eliminate 7th Place Match

This option will eliminate the 7th Place match on the bracket. This option allows for flexibility in the appearance of brackets. Many tournament formats may allow for more places than you desire for your bracket. This option will be disabled after starting a tourney. A **Restart Tourney (All Weights)** and reseeding will be necessary to change this setting.

After seeding, the 7th place match will disappear on the bracket.

Print year on bracket

This option will allow you to optionally place the year of each wrestler on the bracket. This will only occur for the first appearance of a wrestler on the bracket

Print record on bracket

This option will allow you to optionally place the record of each wrestler on the bracket. This will only occur for the first appearance of a wrestler on the bracket. The final record of the wrestler will appear at the bottom of the brackets under Place Finishers. This will not appear until Place Matches have been wrestled.

Randomly Place Byes During Seeding

Check this option if you want to have byes randomly placed during seeding. Otherwise, the first bye will go to the #1 seed, the second bye to the #2 seed, etc...

Display 1st Round byes

This is another option that will affect the appearance of your brackets. 1st Round byes will appear on the bracket if this option is checked. . A **Restart Tourney (All Weights)** and reseeding will be necessary to change this setting.

Example- You may be using a 16-man bracket but only have ten wrestlers in the bracket. If there is only one preliminary match in the round of 16, all byes in that round will not appear if you leave this option un-checked. Scoring is not affected if this option is checked or un-checked. Eight wrestlers in a 16-man-bracket will still be scored as an 8-man bracket regardless of whether this option is checked. If there are nine or more wrestlers in a 16-man bracket, the bracket will be scored as a 16-man bracket

Advance 1st Round Losers

This option should be un-checked if you wish to have **1st Round Losers** eliminated from the tournament. This option will be disabled after starting a tourney. A **Restart Tourney (All Weights)** and reseeding will be necessary to change this setting. **1st Round Losers** will drop to the consolation round as **Byes**.

Min Time Between Matches

This number (in minutes) is used to determine the earliest that a wrestler can wrestle his next match after the appropriate amount of rest time between matches. The **Ending Time** of a match can be entered with the result of a match. The earliest possible time that a wrestler can wrestle will appear on the appropriate bout card. This time will also appear on the **Enter Results** screen.

Team Scoring

A change can be made at any time with any scoring option and the team scores will reflect this change.

Example – If you had set advancement points incorrectly, all you would need to do is go back to the **Team Scoring** screen, make the appropriate change, and any team score report will reflect your change in scoring option.

Team Scoring

Bonus Points

Decision: 0.00 Default: 2.00
 Major Dec: 1.00 DQ: 2.00
 Tech Fall: 1.50 Forfeit: 2.00
 Fall: 2.00
 User Defined: UserDef
 User Defined Abbv: NA
 User Defined Pts: 0.00

Places

4
 6
 8

Place Points

1st: 14.00	5th: 0.00
2nd: 10.00	6th: 0.00
3rd: 7.00	7th: 0.00
4th: 4.00	8th: 0.00

Advancement Points

Consolation: 1.00
 Championship: 2.00

General

Award 1st Round Advancement Pts
 Award 1st Round Bonus Pts
 Keep Team Scores
 Double Bonus Points After Bye
 Treat byes as forfeits

Ok Cancel

Bonus Points

Enter the number of points to be awarded for each of the categories shown in the **Team Scoring** screen above. If you have a category not listed, put this category in the **User Defined** field. The **User Defined Abbreviation** (2 character field) must also be designated as well as the number of **User Defined Pts** (if any) for that type of win. You have the option when entering **Tourney Info** to not award **Bonus Points** for 1st round matches.

Note: A match that results in a forfeit will not count as a loss towards the record of the wrestler who forfeits.

of Places

Clicking on the appropriate # of places will change the **Place Points** values. These can be edited according to the **Place Points** needed for your tournament.

Place Points

Enter the number of **Place Points** to be awarded for each place 1st through 8th. **Place Points** will be awarded as they are earned.

Advancement Points

Enter the points to be awarded for **Advancement Points** in the consolation and championship brackets. You have the option when entering **Tourney Info** to not award **Advancements Points** for 1st round matches.

General

Award 1st Round Advancement Pts

This option should be checked if you wish to award advancement points for first round matches.

Award 1st Round Bonus Pts

This option should be checked if you wish to award bonus points for first round matches.

Keep Team Scores

This option should be checked if you wish to track team scores during your tournament.

Double Bonus Points After Bye

Do Not Double (unchecked)

Most tournaments do not double bonus points in a match following a bye. Do not confuse this with the doubling of advancement points if a wrestler wins a match after a bye. Please refer to the Federation rule book criteria for awarding advancement points for matches won following a bye.

Yes Double (checked)

Some tournaments (Illinois High School Association) also double bonus points when winning a match after a bye. This is done because seeded wrestlers are given priority for byes before non-seeded wrestlers. The first bye will go to the #1 seed, the second bye to the #2 seed, etc... Most states randomly place byes giving all wrestlers an equal opportunity for the bye or the opportunity for a match.

Treat Byes as Forfeits

Check this option if you wish to score **Byes** in the same manner as a forfeit. These matches will not be reflected in the Win / Loss record as a win for a wrestler.

Setup Bout Card

The Wrestling Tourney provides you with many options for bout cards. There are a number of pre-defined bout cards as well as the ability to define your own.

You can change the type of bout card you need at any time during a tournament.

Custom Bracket Positions (inches from upper-left corner)		Across	Down	Across	Down
Tmny Name	0.00	0.00	1st Wrestler Name	0.00	0.00
Date	0.00	0.00	1st School Name	0.00	0.00
Match #	0.00	0.00	1st Comment Pos	0.00	0.00
Wt. Class	0.00	0.00	2nd Wrestler Name	0.00	0.00
Message	0.00	0.00	2nd School Name	0.00	0.00
Start Time	0.00	0.00	2nd Comment Pos	0.00	0.00
Round Pos	0.00	0.00			

Bout card definition is controlled by the following criteria.

Name Placement

You have the option to have names appear in a **Horizontal** or **Custom** presentation.

Page Alignment

You have the option to have the bouts card appear in a **Landscape** or **Portrait** presentation.

General

Message

This option allows you to have a custom message on your bout card.

Print wrestler's comment on bout card

This option should be checked if you wish to have the wrestler's comment (entered when you enter a wrestler's name) appear on the bout card.

Print Names Only

By default, a full bout card (names, match information, lines, all text headings) is printed. You can pre-print blank bout cards and select **Print Names Only** which will print match information on the bout card. This is faster than printing a full bout card for each match. It also reduces ink/toner use. However, while running a tournament, you are printing brackets and bout cards interchangeably and may not want the hassle of constantly changing paper.

By design, there is no option to print two bout cards per page. This would require the inconvenience and loss of time to use scissors or a paper cutter to cut these pages in half after printing the bout cards.

Custom Bout Card

This option allows you to design your own bout card. When **Custom** is selected, the following fields become available allowing you to determine where specific bout card information is placed (in inches) from the upper-left corner.

These options are saved once you leave this screen and will remain as the custom bout card preferences until you change them.

Custom Bracket Positions (inches from upper-left corner)

	Across	Down		Across	Down
Trny Name	0.00	0.00	1st Wrestler Name	0.00	0.00
Date	0.00	0.00	1st School Name	0.00	0.00
Match #	0.00	0.00	1st Comment Pos	0.00	0.00
Wt Class	0.00	0.00	2nd Wrestler Name	0.00	0.00
Message	0.00	0.00	2nd School Name	0.00	0.00
Start Time	0.00	0.00	2nd Comment Pos	0.00	0.00
Round Pos	0.00	0.00			

Print Sample

You can print a sample bout card to verify your bout card selection. This is especially helpful when designing a custom bout card. Sample bout cards are shown on the following pages.

Horizontal Name Placement - Landscape Page Alignment

Horizontal - Landscape										
Match: _____		Weight: _____		Session: _____			Can Wrestle: _____		Mat #: _____	
		1st		2nd		3rd		Total Score		
Name			↑ = ↓			↑ = ↓				
Team										
Name			↑ = ↓			↑ = ↓				
Team										
Sudden Victory	↑ ↓	Tiebreaker 1	↑ ↓	Tiebreaker 2	↑ ↓	Ultimate Tiebreaker	OT Score	Total Score		

<p>_____ Decision</p> <p>_____ Major Decision</p> <p>_____ Tech Fall</p> <p>_____ Fall</p>	<p>_____ Default</p> <p>_____ Disqualification</p> <p>_____ Forfeit</p> <p>_____ Prior Decision</p>
--	---

Score/Time _____

Referee _____

Winner _____

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Horizontal Name Placement - Portrait Page Alignment

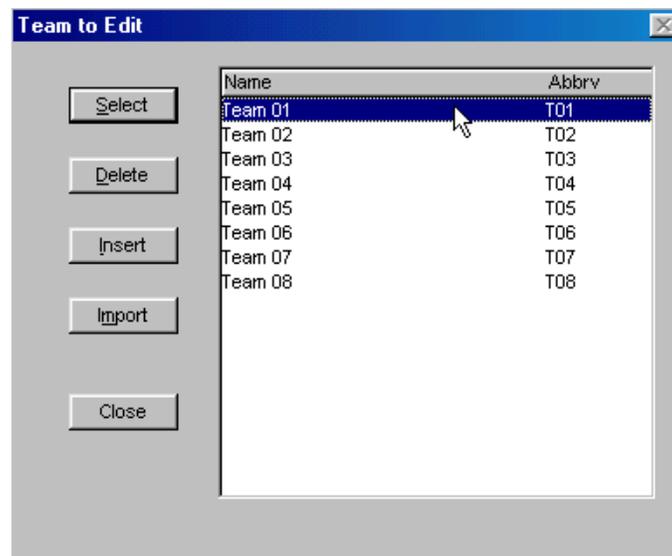
Horizontal - Portrait																																																									
		Mat #: _____																																																							
Match:	Weight:	Session:	Can Wrestle:																																																						
Name:		Name:																																																							
Team:		Team:																																																							
Color: _____																																																									
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">1st</th> <th style="width: 25%;">2nd</th> <th style="width: 25%;">3rd</th> <th style="width: 25%;">Total</th> </tr> </thead> <tbody> <tr> <td></td> <td style="text-align: center;">↑ ↓ -</td> <td style="text-align: center;">↑ ↓ -</td> <td></td> </tr> <tr> <td colspan="3"></td> <td></td> </tr> <tr> <td style="text-align: center;"><i>Sudden Victory</i></td> <td style="text-align: center;"><i>Tiebreaker 1</i></td> <td style="text-align: center;"><i>Tiebreaker 2</i></td> <td style="text-align: center;"><i>Ultimate Tiebreaker</i></td> </tr> <tr> <td style="text-align: center;">↑ ↓</td> <td style="text-align: center;">↑ ↓</td> <td style="text-align: center;">↑ ↓</td> <td style="text-align: center;">↑ ↓</td> </tr> <tr> <td colspan="2" style="text-align: center;"><i>Overtime Score</i></td> <td colspan="2" style="text-align: center;"><i>Total Score</i></td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> </tr> </tbody> </table>	1st	2nd	3rd	Total		↑ ↓ -	↑ ↓ -						<i>Sudden Victory</i>	<i>Tiebreaker 1</i>	<i>Tiebreaker 2</i>	<i>Ultimate Tiebreaker</i>	↑ ↓	↑ ↓	↑ ↓	↑ ↓	<i>Overtime Score</i>		<i>Total Score</i>						<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 25%;">1st</th> <th style="width: 25%;">2nd</th> <th style="width: 25%;">3rd</th> <th style="width: 25%;">Total</th> </tr> </thead> <tbody> <tr> <td></td> <td style="text-align: center;">↑ ↓ -</td> <td style="text-align: center;">↑ ↓ -</td> <td></td> </tr> <tr> <td colspan="3"></td> <td></td> </tr> <tr> <td style="text-align: center;"><i>Sudden Victory</i></td> <td style="text-align: center;"><i>Tiebreaker 1</i></td> <td style="text-align: center;"><i>Tiebreaker 2</i></td> <td style="text-align: center;"><i>Ultimate Tiebreaker</i></td> </tr> <tr> <td style="text-align: center;">↑ ↓</td> <td style="text-align: center;">↑ ↓</td> <td style="text-align: center;">↑ ↓</td> <td style="text-align: center;">↑ ↓</td> </tr> <tr> <td colspan="2" style="text-align: center;"><i>Overtime Score</i></td> <td colspan="2" style="text-align: center;"><i>Total Score</i></td> </tr> <tr> <td colspan="2"></td> <td colspan="2"></td> </tr> </tbody> </table>	1st	2nd	3rd	Total		↑ ↓ -	↑ ↓ -						<i>Sudden Victory</i>	<i>Tiebreaker 1</i>	<i>Tiebreaker 2</i>	<i>Ultimate Tiebreaker</i>	↑ ↓	↑ ↓	↑ ↓	↑ ↓	<i>Overtime Score</i>		<i>Total Score</i>					
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↑ ↓	↑ ↓	↑ ↓	↑ ↓																																																						
<i>Overtime Score</i>		<i>Total Score</i>																																																							
Time Out: 1. _____ 2. _____ 3. _____		Time Out: 1. _____ 2. _____ 3. _____																																																							
Blood Time Out: _____		Blood Time Out: _____																																																							
___ Decision	Score: _____ - _____																																																								
___ Major Decision	Score: _____ - _____																																																								
___ Technical Fall	Match Time: _____	Time of day match ended: _____																																																							
___ Fall	Match Time: _____																																																								
___ Default		<div style="border: 1px solid black; padding: 5px; width: 100%;"> Winning Wrestler's Signature _____ </div>																																																							
___ Disqualification		<div style="border: 1px solid black; padding: 5px; width: 100%;"> Official's Signature _____ </div>																																																							
___ Forfeit																																																									
___ Prior Decision																																																									
Circle Winner - X-Out Loser		Do NOT Total Points if Fall																																																							
(c) 2008 - Proform Educational Software. All rights reserved.																																																									

Entering Team Names

To Enter | Edit **Team Names** for your tournament, select **Setup | Team Names** from the menu bar.

Replace all Team XX with the names of teams in your tournament.

Note: The difference between a **Team** tournament and an **Open** tournament is only the manner in which you enter **Wrestler Names**. With a **Team** tournament, wrestlers are entered by team affiliation. With an **Open** tournament, wrestlers are entered by weight class. Also **Team** tournaments must have the same number of teams as bracket positions, thus you cannot add or delete teams. **Open** tournaments may have any number of teams. **Open** tournaments also have the option for importing **Team Names** from the import file.



Select

Highlight the appropriate team name and **Select** this button to Enter/Edit **Team Names**. You can also double click on the team name.

Important Note: The length of the team abbreviation (8-character maximum) may affect the appearance of names on the bracket. If the wrestler's name and school name combined exceeds the width of the position on the bracket, you may wish to adjust the length of the abbreviation for the appropriate team or the wrestler name.

With most tournaments (16 teams or fewer), using a 3-character abbreviation will suffice in order to distinguish between competing teams. Therefore, the chance of exceeding the width on the bracket is much less.

For larger tournaments (more than 16 teams), a longer abbreviation may be preferred in order to distinguish between the competing teams. If this is the case and you still are exceeding the width of the position on the bracket, you may choose to adjust the wrestlers first name (first initial only). Complete control is left to the discretion of the user.

When using with a State Tournament series (i.e. Regional, Sectional State), it is recommended that the state or final tournament manager define the team names and abbreviations that are to be used and send them to the lowest level tournament managers. This will avoid conflicts and problems if duplicate team names and abbreviations are used.

Enter the appropriate team name and a unique 8-character abbreviation for each school.

The image shows a software dialog box titled "Update Team...". It has three tabs: "General", "School", and "Photos", with "General" currently selected. Inside the dialog, there are two text input fields: "Name:" with the value "Mahomet Seymour" and "Abbrev:" with the value "MAHOMET". Below these is a "Comment:" label followed by a large, empty rectangular text area. At the bottom right of the dialog are two buttons: "Ok" and "Cancel".

Other options when entering teams.

Delete (Open tournaments only)

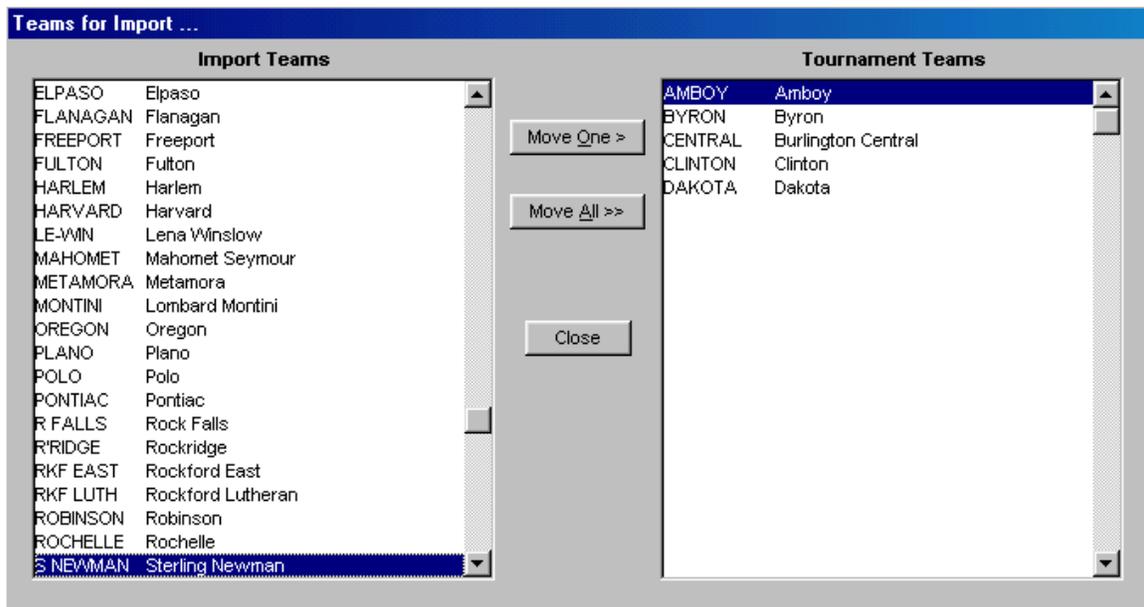
Select this option when you need to remove a team from your tournament.

Insert (Open tournaments only)

Select this option when you need to add a team to your tournament.

Import (Open tournaments only)

This option is used when you need to import team names from the import file. The following screen is displayed.



Move One

Select this option to move a single team to your tournament from the import file. Highlight the appropriate team from the import file and click **Move One** or double click the appropriate team from the import file

Move All

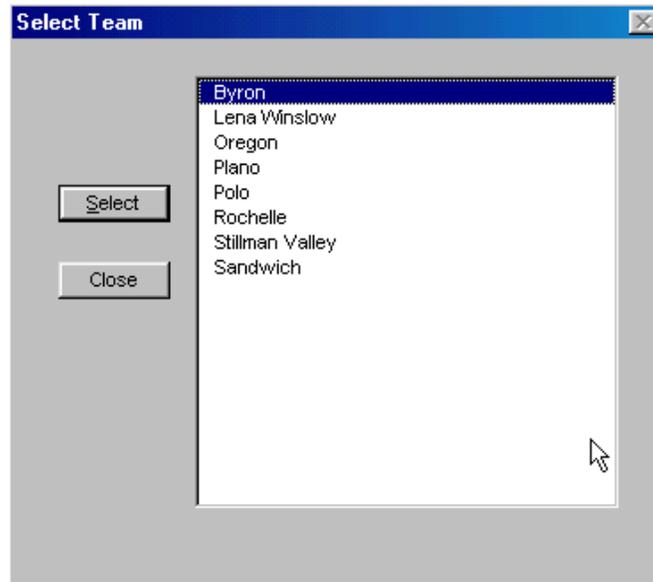
This option will **Move All** teams from the import file to your tournament.

Entering Wrestler Names

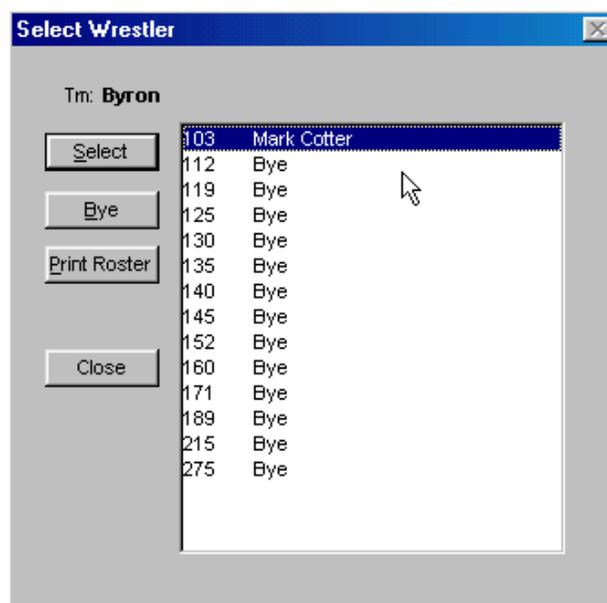
Wrestlers Names are entered by selecting **File | Wrestler Names** from the menu bar. One of two screens will appear depending on whether your tournament is an **Open** tournament or a **Team** tournament.

Enter Wrestlers (Team tournament)

With a **Team** tournament, wrestlers are entered by team affiliation.



A team can be selected by highlighting the team name and clicking **Select** or by double clicking the team name. All wrestlers will initially appear as a **Bye**.



Enter Wrestlers (Team tournament)

After a team and weight class has been selected, you will be presented with the following screen.

The screenshot shows a dialog box titled "Update Wrestlers ...". At the top, it displays "Team: Byron" and "Wt: 103". Below this are two tabs: "General" and "Photo". The "General" tab is selected. Inside the dialog, there is a "Name:" label followed by a text box containing "Mark Cotter". Below that is a "Year:" label followed by a dropdown menu showing "Sr", and a "Comment:" label followed by an empty text box. At the bottom of the dialog, there is a checked checkbox labeled "Scorer", a "Won:" label followed by a spinner box showing the number 7, and a "Lost:" label followed by a spinner box showing the number 2. At the very bottom right of the dialog are "Ok" and "Cancel" buttons.

Enter the following fields for each wrestler.

Wrestler Name

There is a limit to the number of characters name (22-character maximum) allowed for the wrestler. This is due to space constraints on printed brackets.

Important Note: The length of the team abbreviation (8-character maximum) may affect the appearance of names on the bracket. If the wrestler's name and school name combined exceeds the width of the position on the bracket, you may wish to adjust the length of the abbreviation for the appropriate team or the wrestler name.

With most tournaments (16 teams or fewer), using a 3-character abbreviation will suffice in order to distinguish between competing teams. Therefore, the chance of exceeding the width on the bracket is much less.

For larger tournaments (more than 16 teams), a longer abbreviation may be preferred in order to distinguish between the competing teams. If this is the case and you still are exceeding the width of the position on the bracket, you may choose to adjust the wrestlers first name (first initial only). Complete control is left to the discretion of the user.

Year (Optional)

Comment (Optional) The comment will appear on various reports (roster, bout card, etc...)

Scorer Wrestlers by default are all scorers and earn team points. You can indicate that a wrestler be a non-scorer by un-checking this option. If a wrestler is disqualified during a tournament, changing this status to a non-scorer will cause any team points already earned to be subtracted from the team's totals.

Won/Lost Record (Optional) Enter the current record of each wrestler. The record will be updated and appear on end of tournament reports. These records are not used for automatic seeding purposes. However, these records will be used to calculate the winning percentage for each wrestler. The winning percentage will appear on the **Roster By Weight Class** report and will assist with the seeding process.

The following options are available.

Bye

A wrestler can be changed to a **Bye** by highlighting the appropriate wrestler and clicking **Bye**.

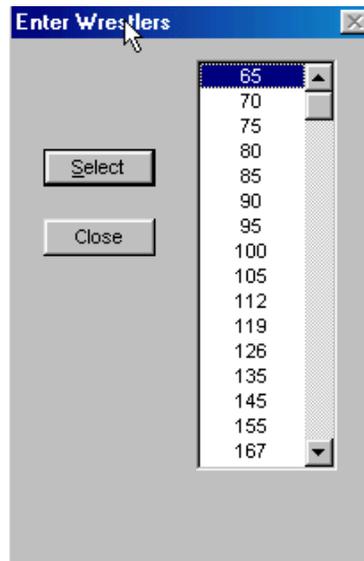
If a weight class has already been seeded and you change an existing wrestler to a **Bye** (scratch a wrestler), the following informational screen will appear indicating that this weight class will need to be re-seeded.

**Print Roster**

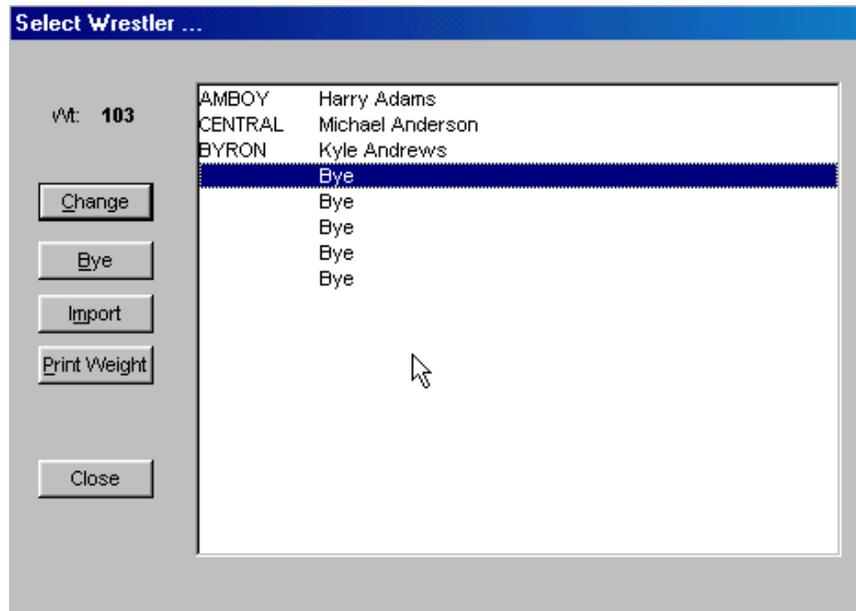
This option allows you to print all wrestlers on the current team's roster.

Enter Wrestlers (Open tournament)

With an **Open** tournament, wrestlers are entered by weight class.



A weight class can be selected by highlighting the weight class and clicking **Select** or by double clicking on the weight class. A list of all wrestlers in the appropriate weight class appears. All wrestlers will initially appear as a **Bye**.



The following options are available.

Change

Highlight the appropriate wrestler and click **Change** or double click on the appropriate wrestler to make a change to a **Bye** or an existing wrestler name.

Bye

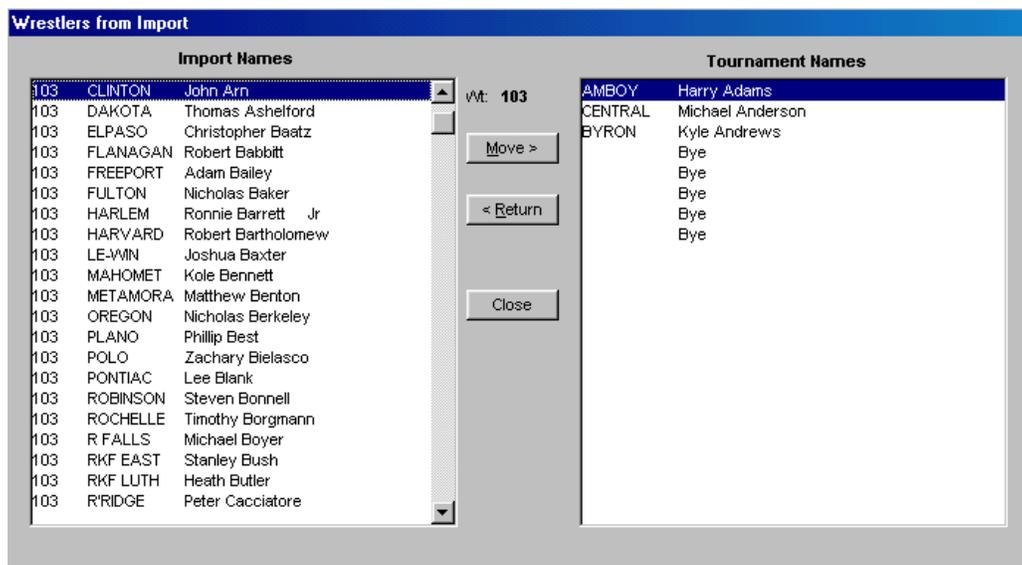
A wrestler can be changed to a **Bye** by highlighting the appropriate wrestler and clicking **Bye**.

If a weight class has already been seeded and you change an existing wrestler to a **Bye** (scratch a wrestler), the following informational screen will appear indicating that this weight class will need to be re-seeded.



Import

You have the option of importing wrestlers from an import file into a weight class.



To enter wrestlers from an import file, highlight the appropriate wrestler and click **Move** or double click on the appropriate wrestler from the import file. Wrestlers can be imported from any weight class, not just the weight class indicated, so it is important to make sure you select the correct wrestler. A wrestler can only replace a **Bye**, not an existing wrestler.

If a wrestler is accidentally moved into the weight class, you can click **Return** to move that wrestler back to the import file. The wrestler will now have the weight class that he was previously moved into.

Print Weight Class

This option allows you to print all wrestlers in the current weight class.

Update Wrestlers (Open tournament)
Wrestler Name

There is a limit to the number of characters (22-character maximum) allowed for the wrestler name. This is due to space constraints on printed brackets.

Important Note: The length of the team abbreviation (8-character maximum) may affect the appearance of names on the bracket. If the wrestler's name and school name combined exceeds the width of the position on the bracket, you may wish to adjust the length of the abbreviation for the appropriate team or the wrestler name.

With most tournaments (16 teams or fewer), using a 3-character abbreviation will suffice in order to distinguish between competing teams. Therefore, the chance of exceeding the width on the bracket is much less.

For larger tournaments (more than 16 teams), a longer abbreviation may be preferred in order to distinguish between the competing teams. If this is the case and you still are exceeding the width of the position on the bracket, you may choose to adjust the wrestlers first name (first initial only). Complete control is left to the discretion of the user.

Team Select the appropriate team from the drop down list. You can have more than one wrestler per school in a weight class. You can indicate additional wrestlers per school as non-scorers.

Add Team This option allows you to add a new team that has not been added previously. This option is discussed earlier in this manual.

Year (Optional)

Comment (Optional) The comment will appear on various reports (roster, bout card, etc...)

Scorer Wrestlers by default are all scorers and earn team points. You can indicate that a wrestler be non-scorer by un-checking this option. If a wrestler is disqualified during a tournament, changing this status to a non-scorer will cause any team points already earned to be subtracted from the team's totals.

Won/Lost Record (Optional) Enter the current record of each wrestler. The record will be updated and appear on end of tournament reports. These records are not used for automatic seeding purposes. However, these records will be used to calculate the winning percentage for each wrestler. The winning percentage will appear on the **Roster By Weight Class** report and will assist with the seeding process.

The Wrestling Tourney On-Line

The Wrestling Tourney On-Line is an optional service that is provided at no charge to licensed users of ***The Wrestling Tourney***.

Tournament managers can avoid hours of data entry by having the coaches enter their respective line-ups. Information includes wrestler names, year in school, win/loss records and comments.

This information can be sent to a file that can be imported directly into ***The Wrestling Tourney*** saving lots of time. See **Importing Files** on the following page.

Tournament managers can also post tournament results to our web server as the tournament progresses. Viewers (coaches, wrestlers, parents, etc.) can view their tournament information by going to www.TheWrestlingTourney.com and selecting the appropriate tournament.

Complete instructions for tournament managers, coaches, and viewers can be found on our website at www.pes-sports.com or going to www.TheWrestlingTourney.com.

Importing & Exporting Files

The Wrestling Tourney has many options for importing files and exporting files.

Team Names and **Wrestler Names** are moved into a new tourney from the **Import file**.

Team Names and **Wrestler Names** can be placed in the **Import file** by three methods.

- Enter Teams/Wrestlers directly into the **Import File**
- Exporting/Importing **Comma Delimited Text Files**

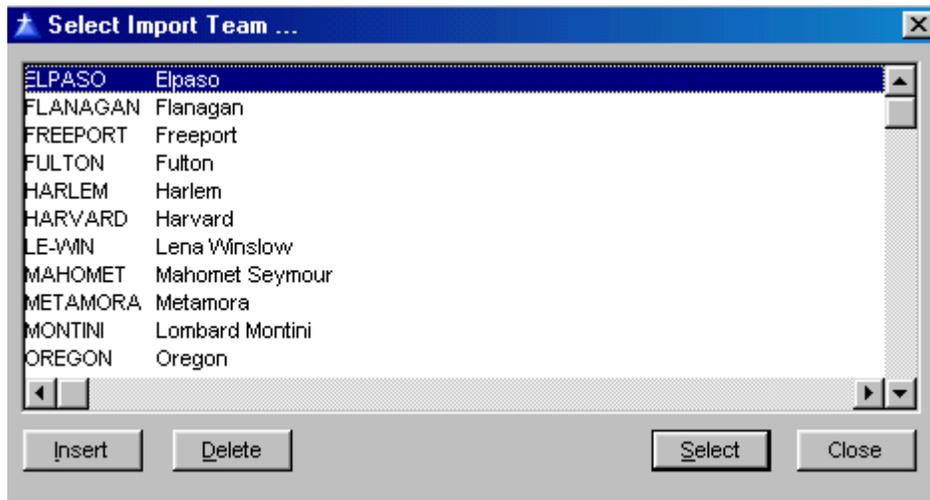
Note: Teams/Wrestlers can only be moved into **Open** tournaments, not **Team** tournaments.

Enter Teams/Wrestlers directly into the Import File

You have the ability to enter/edit **Team Names** and enter/edit **Wrestlers Names** into an import file before a tournament is even set up. This option can be selected from the menu bar by selecting **File | Import**.

Edit Teams

The first import file to create would be **Team Names**. This option can be selected from the menu bar by selecting **File | Import | Edit Team**. The following screen for entering **Team Names** into an import file is shown below.



You would then **Insert** or **Delete** teams as discussed earlier in this manual for entering **Team Names**.

Team Names must be entered before you can import wrestlers into a weight class.

Edit Wrestlers

The second import file to create would be **Wrestler Names**. This option can be selected from the menu bar by selecting **File | Import | Edit Wrestlers**. The following screen for entering **Wrestler Names** into an import file is shown below.



You would then **Insert** or **Delete** wrestlers as discussed earlier in this manual for entering **Wrestler Names**.

Importing files

The Wrestling Tourney gives you the ability to add wrestlers to the import file from a **Text file** (**Comma Delimited Text File** exported from *The Wrestling Tourney Online* or **Microsoft Excel**)

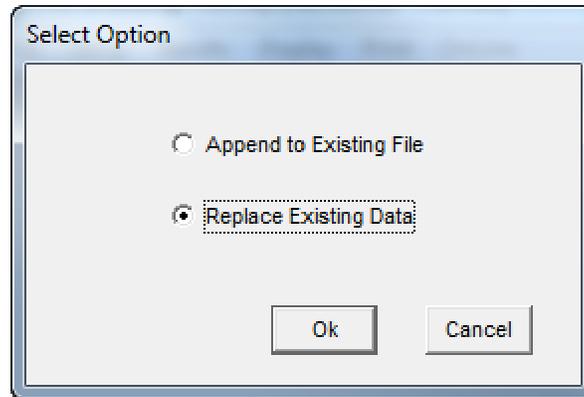
Importing a Comma Delimited Text file

There are certain requirements for a **Text File** to be imported into *The Wrestling Tourney*. This file needs to be a **Comma Delimited Text File** that can be created with Microsoft Excel or compatible spreadsheet or a database program that is capable of creating **Comma Delimited Text Files**. This procedure is also used to import wrestlers from *The Wrestling Tourney On-Line*.

Criteria for **Comma Delimited Text Files** can be found later in this manual.

This option can be selected from the menu bar by selecting **File | Import | From File**

The following screen will appear.



You are then asked to choose between the following two options.

Append to Existing File

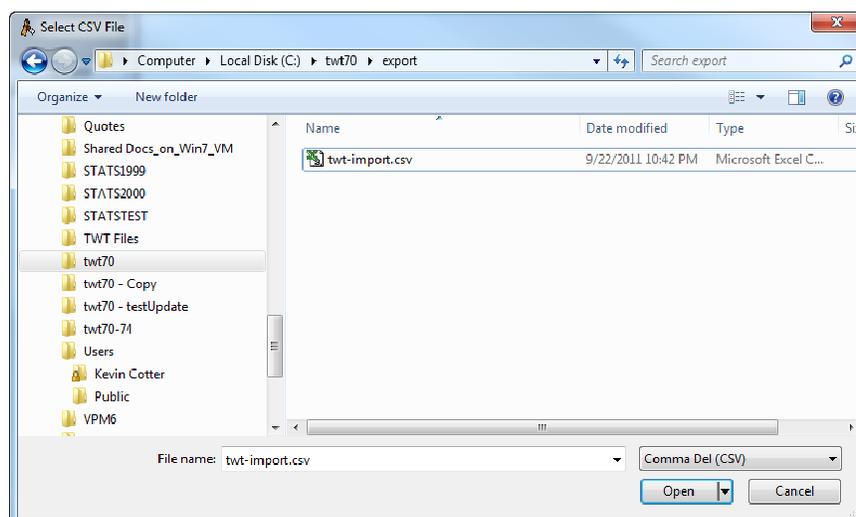
This option will add the appropriate **Import File** to the existing import file, usually used when importing wrestlers from multiple locations.

Replace Existing Data

This option will clear any existing data in the import file and replace the import file with data from the appropriate **Import File**.

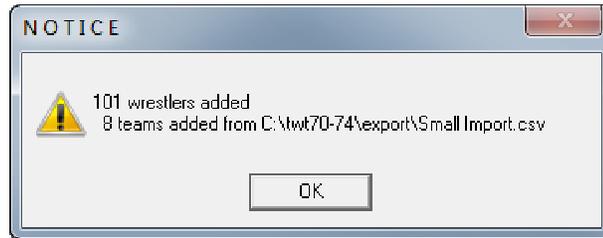
You will then be presented with a screen asking you to identify the name of the **Comma Delimited Text File**. This file should be a **Comma Delimited Text File** (Microsoft Excel-CSV). The criteria for these files can be found on the following page.

Select Import Comma Delimited Text File Name



You may need to change the location (Drive\Folder) where the **Comma Delimited Text Files (Import File)** is found.

After the import is completed, you will be presented with the following informational screen indicating the number of wrestlers and teams added to the import file.



Criteria for Comma Delimited Text Files

Spreadsheet layout for creating a **Comma Delimited Text File**

Small Import.csv								
	A	B	C	D	E	F	G	H
1	t	Amboy	AMB					
2	t	Burlington	B.C					
3	t	Byron	BYR					
4	t	Clinton	CLI					
5	t	Dakota	DAK					
6	t	Elpaso	ELP					
7	t	Flanagan	FLA					
8	t	Freeport	FRE					
9	w	103	Fred Smith	AMB	So	2	6	SQ
10	w	103	Terry John	B.C	Jr	11	0	1st year
11	w	103	Steve Willi	BYR	Sr	8	2	
12	w	103	James Bro	CLI	Sr	7	14	
13	w	103	Kevin Jone	DAK	So	6	8	
14	w	103	Rick Miller	ELP	Jr	13	9	Weak
15	w	103	Bob Davis	FLA	Sr	9	8	
16	w	103	Ed Garcia	FRE	Jr	6	8	
17	w	112	Frank Rod	AMB	Sr	3	3	
18	w	112	Ken Wilso	B.C	Jr	13	10	
19	w	112	Ted Martin	BYR	Jr	4	2	
20	w	112	Bill Anders	CLI	Fr	10	4	
21	w	112	William Ta	DAK	Fr	14	0	
22	w	112	Bob Thom	ELP	Fr	10	0	
23	w	112	Andy Hern	FLA	Sr	6	1	
24	w	112	Kurt Moore	FRE	Sr	1	3	
25	w	119	Mel Martin	AMB	Fr	0	13	
26	w	119	Peter Jack	B.C	Jr	2	0	

Column Descriptions

Column A-	t- indicates a team name w- indicates a wrestler name
Column B-	For records with t - Team Name (40 characters maximum) For record with w - Weight Class (5 characters maximum)
Column C-	For records with t - Team Abbreviation (8 characters maximum) Team Abbreviations must be unique For records with w – Wrestler Name (First Name Last Name) (22 characters maximum)
Column D-	Wrestler's Team Abbreviation Must match a Team Abbreviation from teams above
Column E-	Year (4 characters maximum) Optional
Column F-	Record (Wins) - Optional
Column G-	Record (Losses) - Optional
Column H-	Comment (25 characters) - Optional

The file name for this file should be named *FILENAME.CSV*

Substitute *FILENAME* with the name of your file.

This file must be saved as a **Comma Delimited Text File** with a **CSV** extension. If this file is opened with a text editor such as **NotePad**, the file will have the following appearance.

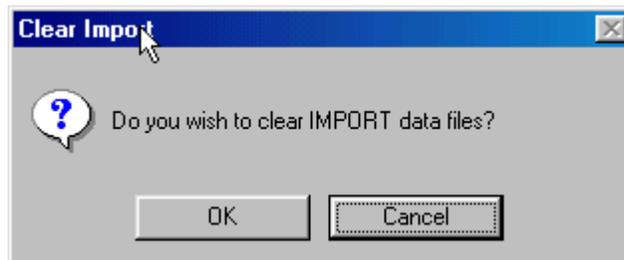
```
t,Amboy,AMB,,,,
t,Burlington Central,B.C,,,,
t,Byron,BYR,,,,
t,Clinton,CLI,,,,
t,Dakota,DAK,,,,
t,Elpaso,ELP,,,,
t,Flanagan,FLA,,,,
t,Freeport,FRE,,,,
w,103,Fred Smith,AMB,So,2,6
w,103,Terry Johnson,B.C,Jr,11,0
w,103,Steve Williams,BYR,Sr,8,2
w,103,James Brown,CLI,Sr,7,14
w,103,Kevin Jones,DAK,So,6,8
w,103,Rick Miller,ELP,Jr,13,9
w,103,Bob Davis,FLA,Sr,9,8
w,103,Ed Garcia,FRE,Jr,6,8
w,112,Frank Rodriguez,AMB,Sr,3,3
w,112,Ken Wilson,B.C,Jr,13,10
w,112,Ted Martinez,BYR,Jr,4,2
w,112,Bill Anderson,CLI,Fr,10,4
w,112,William Taylor,DAK,Fr,14,0
w,112,Bob Thomas,ELP,Fr,10,0
w,112,Andy Hernandez,FLA,Sr,6,1
w,112,Kurt Moore,FRE,Sr,1,3
w,119,Mel Martin,AMB,Fr,0,13
w,119,Peter Jackson,B.C,Jr,2,0
```

Print Import Files

This option enables you to print data in the current import files for review. This report includes team names, wrestler names sorted by weight class and wrestler names sorted by team.

Clear Data

At any time you may find it necessary to clear all data from the current import file. This is done by selecting **File | Import | Clear Data** from the menu bar. The following confirmation screen will appear.



Exporting Files

The Wrestling Tourney has the ability to export files in 2 ways.

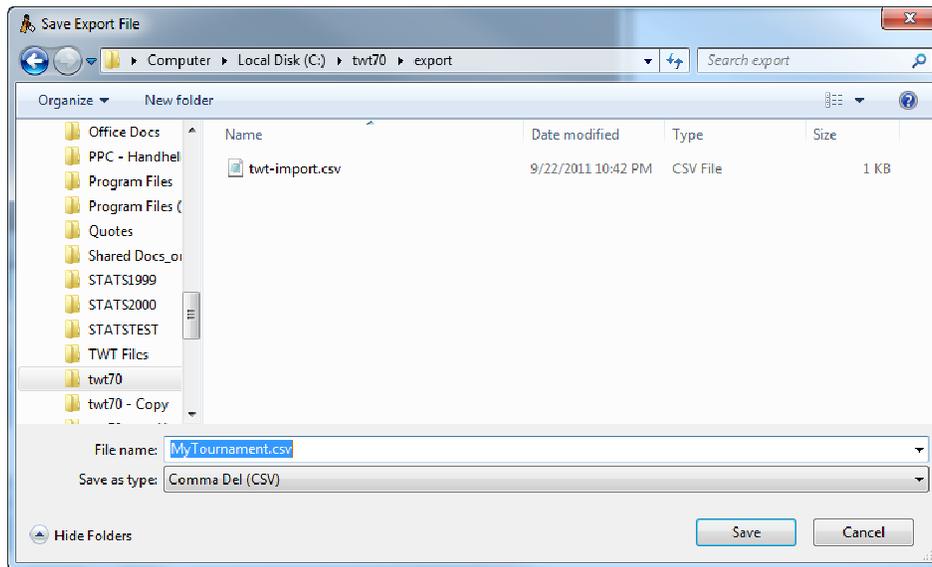
Comma Delimited Text Files

Place Winners

Exporting Comma Delimited Text files

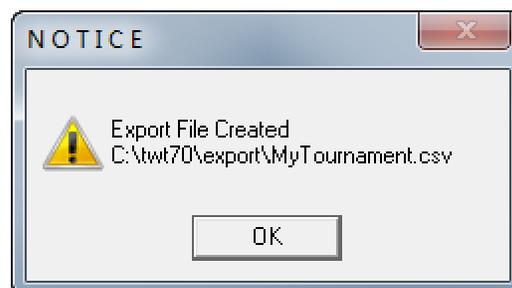
This option is used if you wish to export **Team Names** and **Wrestler Names** to create a **Comma Delimited Text File** that can be edited with another program (NotePad, Excel, database). This file can then be imported into the import file for use with a new tournament.

Select Export Comma Delimited Text File



You may need to change the location (Drive\Folder) where the **Export File (Comma Delimited Text File)** will be saved.

The following informational screen will appear indicating the names of the **Comma Delimited Text File** created.



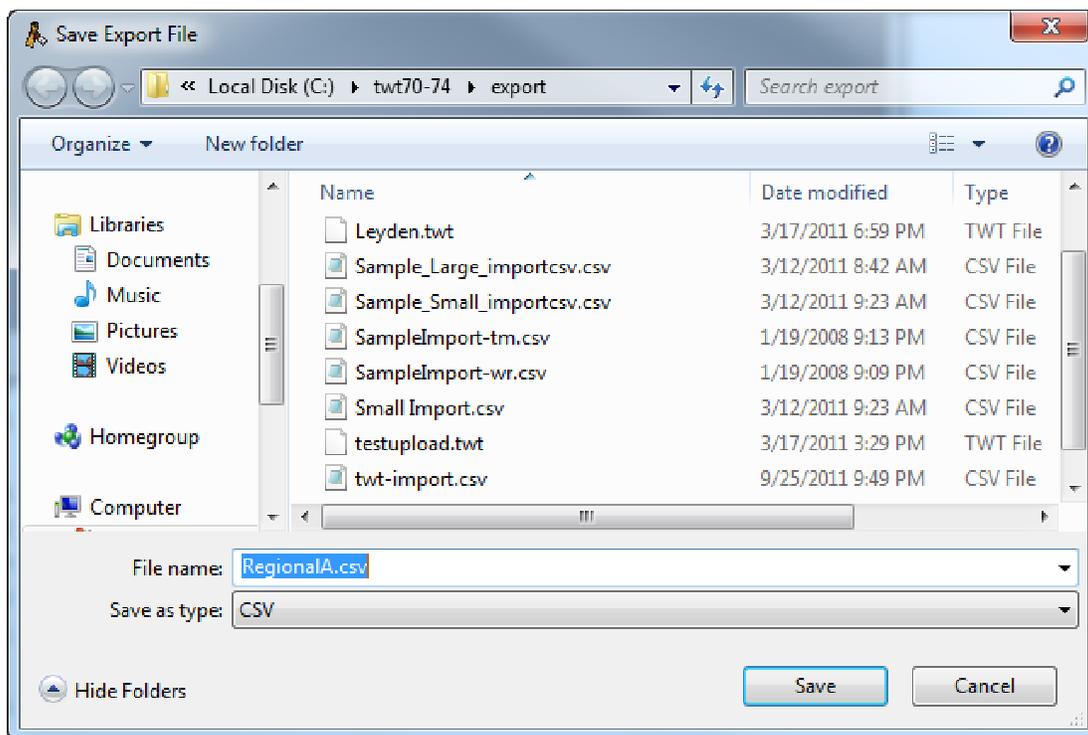
Exporting Place Winners

This option is used to create a file (**Team File** and **Wrestlers**) for place winners that will advance to a next level tournament. This file contains the wrestler name, weight class, team name, year in school, comment (**Tournament Identifier** and **Place** in tournament) and record. This file can be sent to the next tournament manager by diskette, e-mail etc... and imported into the next level tournament. A scenario for advancing teams and wrestlers to a next level tournament is discussed on the following page.

You will be asked for the **Tourney Identifier** and the **Number of Places** you wish to export. The **Tournament Identifier** and **Place** will appear in the **Comment** field for each wrestler exported. This will make it much easier when importing and seeding wrestlers with the next level tournament.

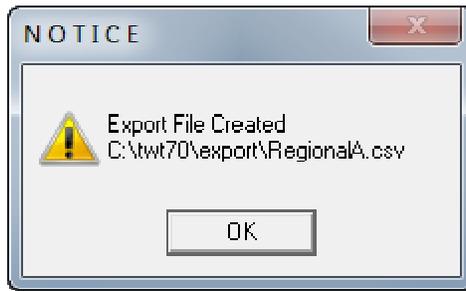


Select Export Place Winners File Name



Please select the appropriate location where you wish to have the export file saved. You may need to change the location (Drive\Folder) where will be saved.

The following confirmation screen will appear.



Advancing wrestlers to the next level tournament

For this scenario, let's assume that we have four regional tournaments each advancing the top four place finishers from each weight class to the sectional tournament.

Regional A
Regional B
Regional C
Regional D

Tournament managers from each of the above regionals will set up their Regional tournament accordingly and run the entire tournament. At the completion of their Regional tournament, they need to **Export Place Winners** of their Regional tournament to files, which can be sent to the Sectional Manager.

This is done by selecting **File | Export | Place Winners** from the menu bar.

You will be asked to give an appropriate **Tournament Identifier** (Regional A, Regional B, Regional C, Regional D) and the **# of places** you wish to export. It might be a good idea to export one more place than is required in the event that a wrestler has to be replaced.

This option will create an export file with the following information:

Teams names and abbreviations, wrestler first name, last name, year in school, comment (**Tournament Identifier** and **Place**), and record (Won/Lost).

The export file can be saved to an appropriate location (floppy, hard drive, or network) and then sent via e-mail to the Sectional Manager.

After receiving files from the four regionals, the Sectional Manager should have an export file from each of the appropriate Regionals.

Export Files

Regional A.csv
Regional B.csv
Regional C.csv
Regional D.csv

Before importing the first file, the Sectional Manager needs to clear any existing teams and wrestlers from the current import file by selecting **File | Import | Clear Data**.

These Regional files can then be moved into the import file. This is done by selecting **File | Import** from the menu bar.

Each Regional is moved, one by one, into the import file. Make sure that you **Append Existing Data** each time you add another Regional.

Once all files are moved into the import file, you are ready to move teams and wrestlers into the Sectional tournament. If you have not already set up the Sectional tournament, do so now.

Note: The Sectional tournament must be set up as an **Open** tournament, not a **Team** tournament.

Moving Team Names into the Sectional tournament

This is done by selecting **File | Team Names** from the menu bar. Select **Move All** which will move all teams from the current import file into the Sectional tournament.

Moving Wrestler Names into the Sectional tournament

This is done by selecting **File | Wrestler Names** from the menu bar. **Wrestler Names** are moved from the current import file into an appropriate weight class.

Once all wrestlers are moved into their respective weight classes, you can seed the tournament. Each weight class will probably be seeded according to a schematic setup for the Sectional tournament. The **Comment** information (**Tournament Identifier** and **Place**) will be helpful in this regard.

Each Sectional Manager can then **Export Place Winners** to the State tournament using the same scenario as above.

Changing Tournament Formats

Change Formats can be selected by choosing **File | Change Formats** from the menu bar.

This option allows you to change formats of an existing tournament. It actually makes a copy of your existing tournament and brings up a **Copy Tourney** screen that is identical to the **New Tourney** screen used to initially setup a tournament. The copied (new) tournament will be an **Open** format.

With this screen you create a new tournament by changing formats, adding weight classes, or deleting weight classes.

You would use this option most likely after **Team Names** and **Wrestler Names** have already been entered into an existing tournament and you find a problem.

Listed below are reasons why you might need to change formats.

- The wrong bracket size was initially selected
- You chose the wrong consolation format
- You have an 8-man bracket and additional wrestlers need to be entered in that weight class
- You only have three wrestlers for a weight class and would like to change to a Round Robin format
- You need to add a weight class
- You need to delete a weight class
- You need to split an existing weight class into two weight classes

Copy Tourney ...

Name: Byron Invitational (copy) Location: Byron High School Date: Jan 10, 2001

Tourney Format: **OPEN** Start Match Number: 1

Weight Classifications

Scholastic (13) Schoolboys (10)

Scholastic (14) Cadets (10)

Jr High (18) Juniors (10)

NCAA (10) Seniors (8)

Custom (?)

Selected Weights

103	16:WB 3rd (Idaho)
112	16:WB 3rd (Idaho)
119	16:WB 3rd (Idaho)
125	16:WB 3rd (Idaho)
130	16:WB 3rd (Idaho)
135	16:WB 3rd (Idaho)
140	16:WB 3rd (Idaho)
145	16:WB 3rd (Idaho)
152	16:WB 3rd (Idaho)
160	16:WB 3rd (Idaho)
171	16:WB 3rd (Idaho)
189	16:WB 3rd (Idaho)
215	16:WB 3rd (Idaho)
275	16:WB 3rd (Idaho)

Formats

04:WB-2nd

04:Round Robin

04:WB 3rd

06:Round Robin

08:1st gone

08:1st gone - WB 2nd

08:1st->5th WB-2nd

08:1st->5th, S-3rd

Buttons: Insert, Change, Delete, Set All, Set One, Print/View Sample, Ok, Cancel

After you have completed the above screen, click on **OK** and **Verify** your tournament.

After your new tournament is created, you will need to re-seed the entire tournament.

Wrestlers will move into the appropriate weight class in the copied (new) tournament if the weight class name remains the same and there is enough room for all existing wrestlers to fit into that weight class. If there are not enough places or the weight class name changes, the wrestlers will be moved into the current import file. You will then need to move the wrestlers into an appropriate weight class.

Example-

Let's assume you have 15 wrestlers in a 103-pound weight class. You realize that more wrestlers will need to be entered into that weight class and you will need to make two new weight classes - 103A and 103B.

The fifteen existing wrestlers will move into the import file and therefore need to be moved in to the appropriate weight class 103A or 103B

If you changed 103 to a 32-man bracket, all wrestlers would move into the appropriate 103-pound weight class.

Note: Your new tournament will have (copy) appended to the original tournament name. This can be edited after the new tournament is opened by selecting **Setup | Tourney Info** from the menu bar.

Byron Invitational (COPY) → Byron Invitational

Seeding a Tournament

Seeding Method

There are two types of methods for seeding your tournament.

Automatic

Seeded wrestlers are placed on the brackets by the normal seed positions (first seed on the top line and second seed on the bottom line etc...). Non-seeded wrestlers are then shuffled and placed on the bracket along with any byes on all remaining slots. See an explanation for random placement of byes later in this manual.

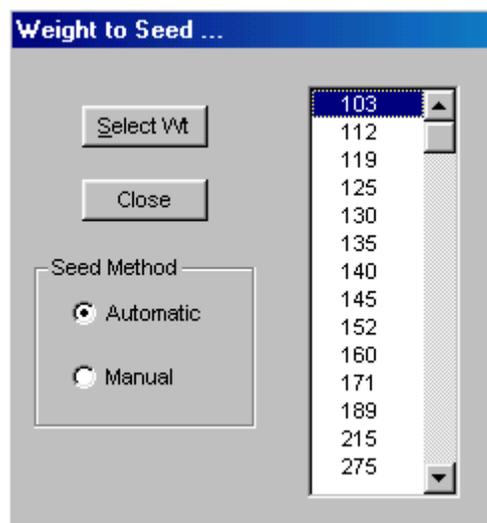
Manual

Manual seeding will require you to place all wrestlers and byes on the bracket.

Wrestlers are placed on the bracket by position, not by their seed. The first position is the top line; the second position is the second line, etc. Therefore, with an 8-man bracket, the 1st seed is placed **Position one** and the 2nd seed is placed on **Position eight**. You have complete control over the placement of all wrestlers and byes. Make sure you evenly distribute the byes on your bracket.

These methods can be changed during the seeding process. Therefore, you can seed one weight class in one manner and another weight class in another.

You must first determine the weight class that you need to seed. The weight class is selected from the screen shown below.

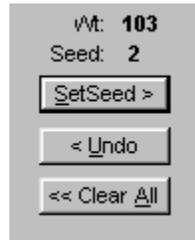


Highlight the appropriate weight class and click **Select Wt** or double click on the highlighted weight class.

When you are selecting a weight class to be seeded, a “>>” appearing next to the weight class indicates that the weight class has already been seeded.

The primary difference between the screens for **Automatic Seeding** versus **Manual Seeding** is shown below.

Automatic



Wt: **103**
Seed: **2**
SetSeed >>
< Undo
<< Clear All

Manual



Wt: **103**
Posn: **4**
Set Posn >>
< Undo
<< Clear All

Seed Method

Automatic seeding – Only the seeded wrestlers need to be marked. The first seed will be placed on the top slot, the second seed placed on the bottom, etc.. All other wrestlers will be randomly placed in the remaining slots.

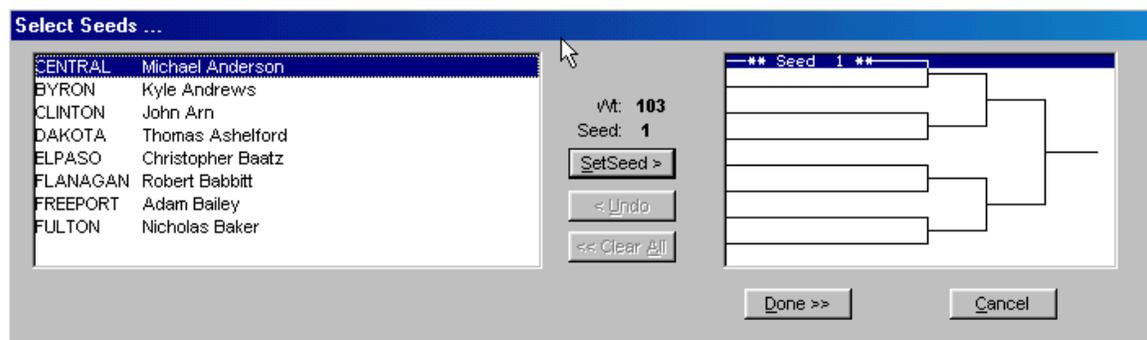
Manual seeding – Wrestlers are placed on the bracket **by position not by their seed**.

Position 1 will be placed on the top line, **Position 2** will go on the second line etc...

Therefore, the first seed would go on **Position 1** and the second seed would go on **Position 8** in an 8-man bracket.

After you have selected a weight class, the following screen appears.

Automatic Seeding



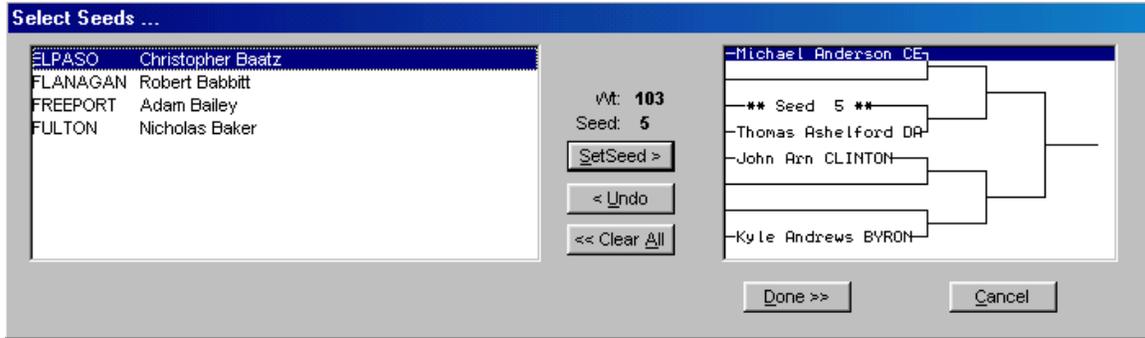
Set Seed

With **Automatic Seeding**, you place the wrestlers on the bracket in **Seed** order. This can be done by highlighting the appropriate wrestler and clicking **Set Seed**. You can also double click the appropriate wrestler.

The seeded wrestler will then move to the appropriate position on the bracket to the right. Continue placing wrestlers on the bracket by their seed until you have all seeded wrestlers accounted for. Once all seeded wrestlers have been seeded, clicking **Done** will place the remaining wrestlers randomly on the bracket.

If you are re-seeding a weight class and select **Manual Seeding**, wrestlers will appear in the order that they appeared on the bracket during the previous seeding.

Shown below is a bracket that has been partially seeded.



The placement of **Byes** is determined by the option selected in the **Tourney Info** screen.

Undo

At any time you can take back the placement of any seeded wrestler by clicking **Undo**.

Clear All

At any time you can take clear all seeds and re-start the seeding of the current weight class by clicking **Clear All**.

Done

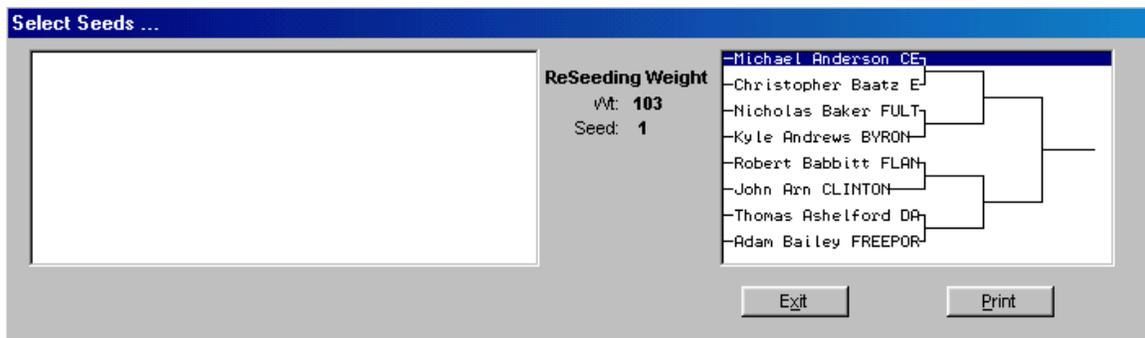
Once you have completed the placement of all seeds, you can click **Done** to place the remaining wrestlers.

Cancel

Clicking **Cancel** will cancel the seeding of this weight class and return to the previous screen.

Note: As wrestlers are placed on the bracket, they are removed from the list on the left.

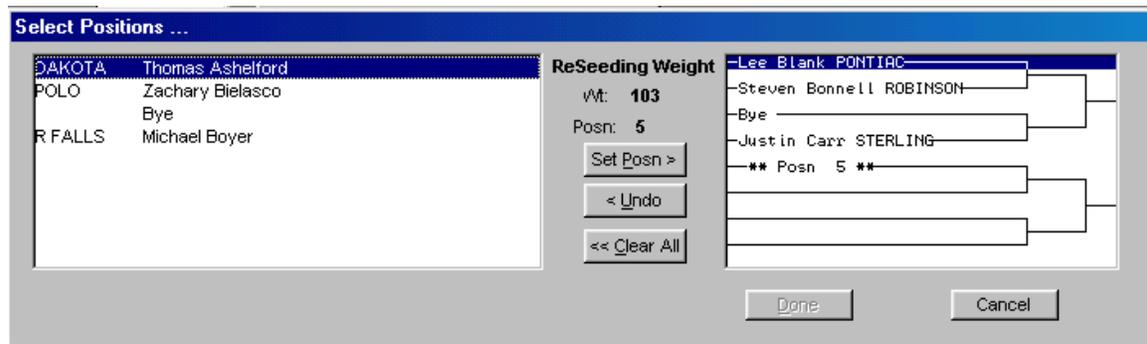
Shown below is a bracket that has been seeded.



Print At this time you can click the **Print** button to print the completed bracket.

Exit After you are finished, you can click the **Exit** button to leave this screen.

Manual Seeding



Set Position

With **Manual Seeding**, you place the wrestlers on the bracket in **Position** order. This can be done by highlighting the appropriate wrestler and clicking **Set Position**. You can also double click the appropriate wrestler.

The wrestler will then move to the appropriate position on the bracket to the right. Continue placing wrestlers on the bracket by their position from **Position 1** through **Position 8**.

If you are re-seeding a weight class and select **Manual Seeding**, wrestlers will appear in the order that they appeared on the bracket during the previous seeding.

Undo

At any time you can take back the placement of any wrestler by clicking **Undo**.

Clear All

At any time you can clear all seeds and re-start the seeding of the current weight class by clicking **Clear All**.

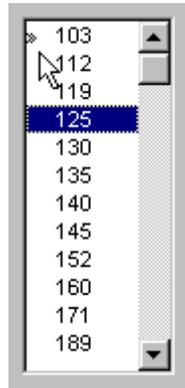
Cancel

Clicking **Cancel** will cancel the seeding of this weight class and return to the previous screen.

Note: As wrestlers are placed on the bracket, they are removed from the list on the left.

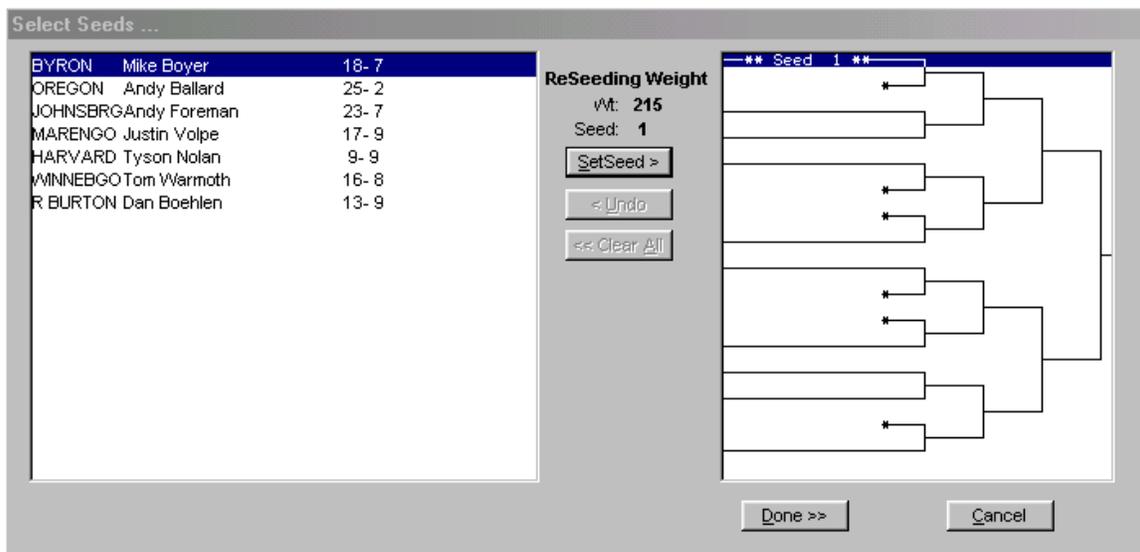
If you are re-seeding a weight class and select **Manual Seeding**, wrestlers will appear in the order that they appeared on the bracket during the previous seeding.

When you are selecting a weight class to be seeded, a “>>” appearing next to the weight class indicates that the weight class has already been seeded.



Forced Byes

Some tournament formats have **Forced Byes**. These are tournaments where byes are permanently placed on the bracket and cannot be changed. These tournaments may require that your tournament be an OPEN tournament. An asterisk * as shown in the example screen below represents **Forced Byes**.



Other important issues with seeding:

- All weight classes **must** be seeded before you can enter results.
- You can re-seed a weight class at any time before you start entering results or printing bout cards.
- Once you start a tournament (printing bout cards or entering results), the only way you can re-seed a weight class is by selecting **Restart Tourney (All Weights** or a **Single Weight**).
- We recommend seeding one more wrestler than is required. (i.e., seed 5 instead of 4). If a seeded wrestler is scratched, than getting all coaches back together to determine seeds is unnecessary. Therefore, all you will need to do is move all the remaining seeded wrestlers up one seed.
- If you seed a tournament the evening before your tournament, you certainly can print the brackets. However, it is probably a waste of time to print out first round bout cards. Rarely do all rosters or weight classes remain exactly the same as they were the night before the tournament.

Any changes will necessitate re-starting the tournament, re-seeding the appropriate weight classes and printing the first round bout cards all over again.

- Any changes to weight classes (scratches, adding wrestlers) will require the re-seeding of a weight class.
- If you are re-seeding a weight class and select **Manual Seeding**, wrestlers will appear in the order that they appeared on the bracket during the previous seeding.

Entering Results

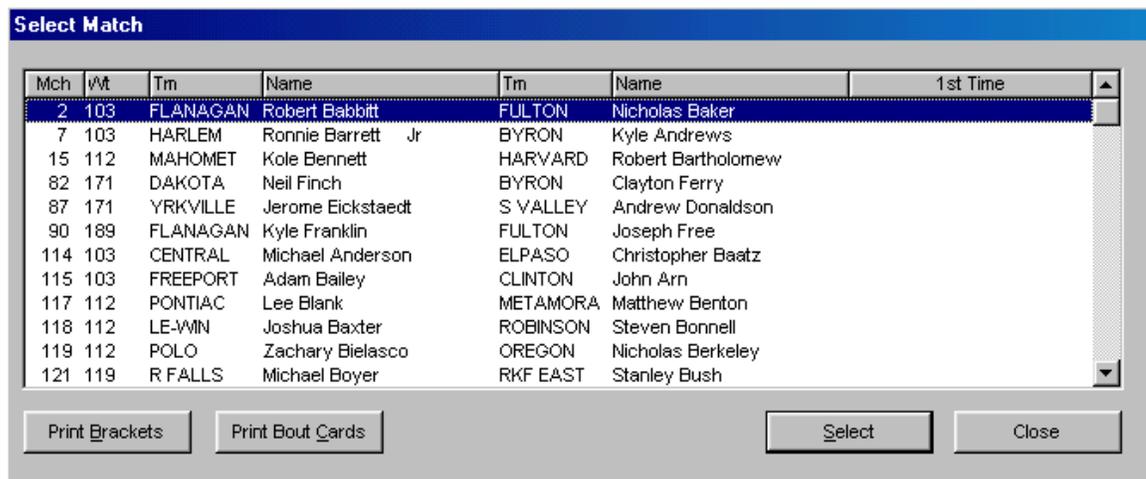
Once all weight classes are seeded, you are ready to **Enter Results**. At this point, it is very important that you are absolutely sure all wrestlers are entered and all brackets are seeded properly.

Once you select **Enter Results**, all first round matches are queued and the following screen appears. At this point, you **cannot** go back and re-seed a weight class. You have essentially started the tournament. Therefore, it is not recommended that you enter this point of the tournament until you are absolutely sure all brackets are **OK** and you are ready to start wrestling.

If at some point later, you need to go back to the beginning of the tournament or need to re-seed a weight class, you can select **Restart Tourney** and restart the **entire** tournament or a **single** weight class. This option will be explained in more detail later in this manual.

Another recommendaion would be to exit *The Wrestling Tourney* and make a copy of the folder where *The Wrestling Tourney* is installed (**TWT70**). If any problems occur after you start entering results or printing bout cards, you can go back to the copied folder (**COPY of TWT70**) and make the appropriate changes.

You select this option from the menu bar by selecting **Results | Enter Results F3**.



Entering match results is a very simple process. Any person familiar with a computer and the use of a mouse will feel comfortable after a few minutes. Having two people responsible for this important task can speed up the process tremendously. One person reads the match results from the bout card while the other enters the results. Two people working together also allows for the workers to take a break without halting the tournament.

Note: The **1st time** that a match can be wrestled is indicated in the last column in red.

Select

To enter a result, simply highlight the appropriate **Match #** and click **Select** or double click the appropriate match using your mouse.

The following screen will appear.

Select Winner

Using your mouse, click on the appropriate winner of the match. Note that the radio button will fill in with the wrestler that you selected. The top wrestler is always selected as the default winner.

How ended

Using your mouse, click on the appropriate way the match ended. You can also use your keyboard by entering the appropriate **underlined letter** for each type of win.

Score/Time

Enter the score of the match, time of fall etc... in this location Example- 5-3 3:12

End Time

Enter the time of day (Military Time) the match ended in this location. This information will be used to calculate the first available time that these wrestlers will be permitted to wrestle their next match. This time will appear on the appropriate bout card when it is printed.

Wrestlers will be moved automatically through the bracket and team points will be awarded as soon as you click **OK**.

Note: Use the **TAB / SHIFT TAB** to move between fields on this screen.

Deduct

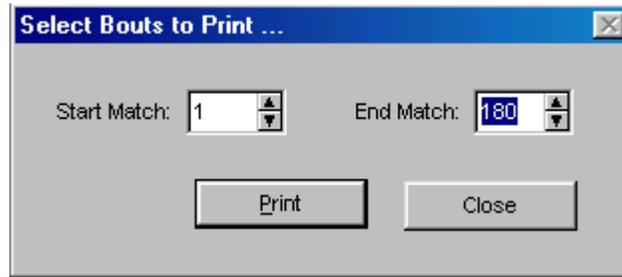
Any team point deductions associated with this match are entered on the following screen. You can also indicate if a warning has been issued.

The screenshot shows a software window titled "Enter Match Results" with a blue header bar. Below the header, there are two tabs: "General" and "Deduct", with "Deduct" being the active tab. In the top right corner of the window, it displays "Match: 2" and "Wt: 103". The main area of the window contains a table titled "Deduct Points". The table has two columns: "Warned" and "Points". There are two rows of data: "Byron" and "Dakota". Each row has a checkbox in the "Warned" column and a spinner control in the "Points" column. The "Points" column shows "0.00" for both rows. At the bottom of the window, there are two buttons: "Ok" and "Cancel".

Deduct Points		
	Warned	Points
Byron	<input type="checkbox"/>	0.00
Dakota	<input type="checkbox"/>	0.00

You also have the following options on the **Enter Match Results** screen.

Print Bout Cards



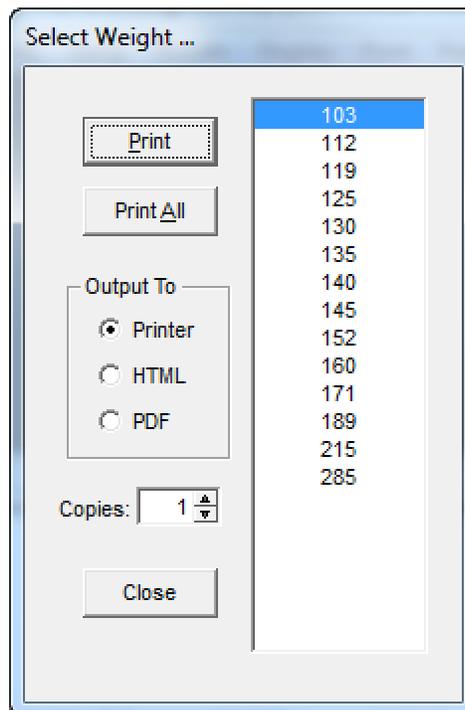
At any point during the tournament you can print bout cards. Bout cards are printed **on demand** by selecting the **Start Match** and the **End Match** (range of bout cards). You have full control over what bout cards are printed and when they are printed.

We recommend that you determine at the start of a tournament what range of bout cards are printed at various times throughout the tournament. Looking at the first possible match of a round and the last possible match of a round can determine this **range** of bout cards.

Example-	Round I	1-180
	Round II	181-312
	Round III	313-456

You can also return to the menu bar and print bout cards **By Round**.

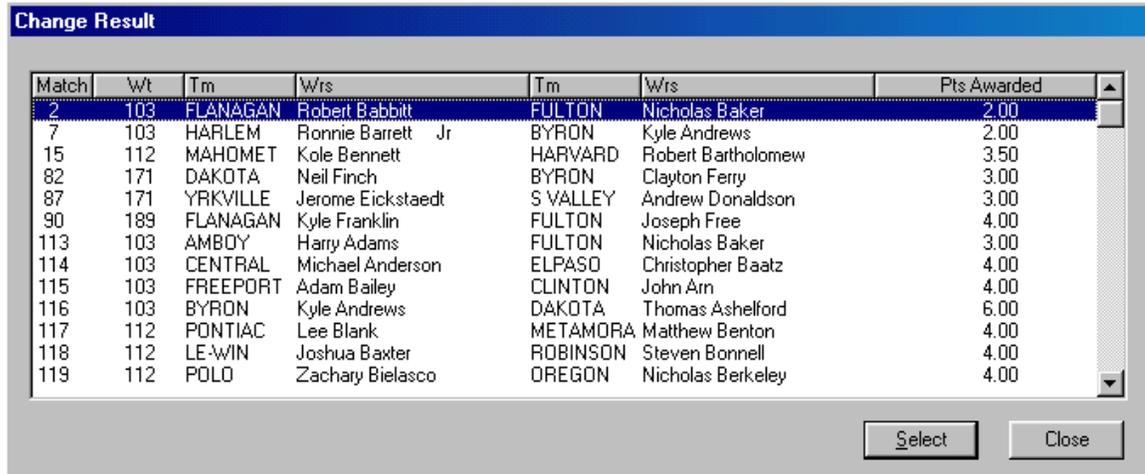
Print Brackets



You have the option to **Print** a single bracket or **Print All** brackets.

Changing Results

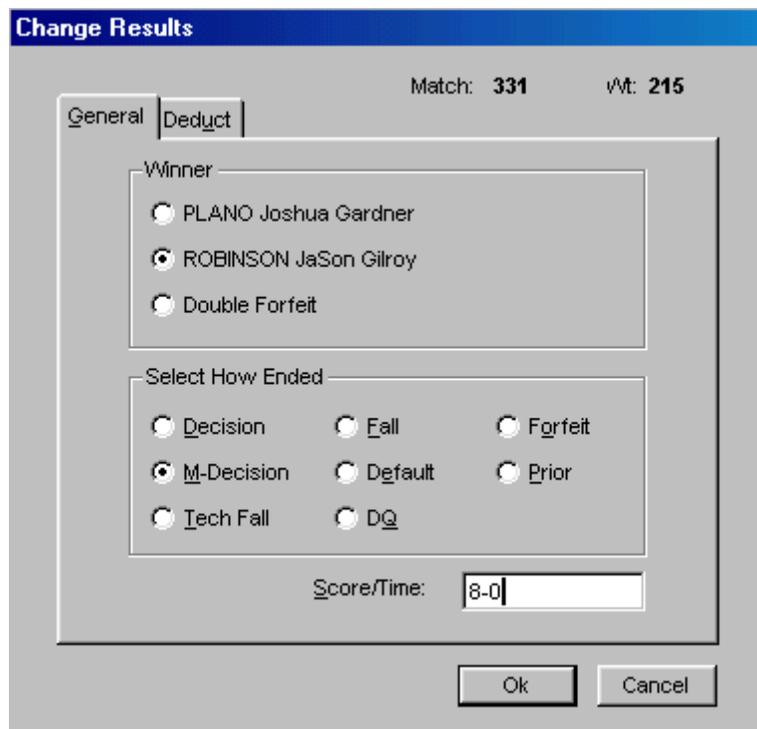
If you make a mistake entering a match result, you can select **Results | Change Results F4** from the menu bar.



Highlight the appropriate match and click **Select** or double click on the appropriate match you wish to change.

You can make your selection by looking at the appropriate **Match** number on the returned bout card or by identifying the wrestlers involved in the appropriate match.

The **Change Results** screen is very similar to the **Enter Results** screen except that the results are already filled in for the match you wish to change. **Change Results** are entered in the same way that **Enter Results** are entered.



After the appropriate change is made, bracket positions and team scores will be adjusted respectively.

If you attempt to change the result of a preceding match for a match that has just been wrestled, you will only be permitted to change how the match ended, not the winner. The area of the screen for changing the winner is disabled.

Change Results

Match: **115** Wt: **103**

General Deduct

Cannot change winner

FREEPORT Adam Bailey

CLINTON John Arn

Double Forfeit

Select How Ended

Decision Fall Forfeit

M-Decision Default Prior

Tech Fall DQ

Score/Time:

Ok Cancel

Note: A problem could occur where the wrong winner was picked and the wrestlers had already wrestled the next match. The officials will have to make the appropriate call for re-wrestling the matches involved. If this problem occurs, you will have to use the **Restart Tourney (Single Weight)** and re-enter the results for the appropriate weight class

Restarting a Tournament

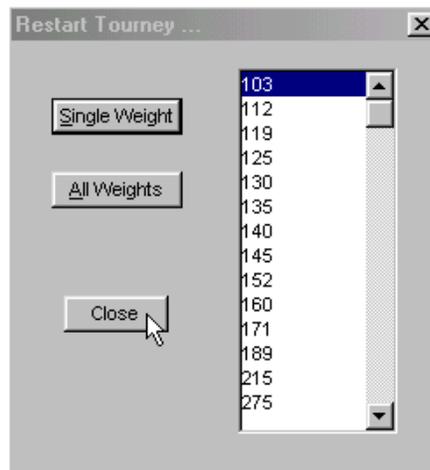
There are situations during a tournament where it may become necessary to restart the tournament. An example for this would be if there was a problem with the manner in which a bracket was seeded and you have already started the tournament. At this point you are not permitted to re-seed a weight class.

With **Restart Tourney** you have the option to restart a **Single Weight** or **All Weights** (entire tournament). This feature will return the entire tournament back to the beginning of the tournament (first round).

This option is **NOT** to be used to start the second day of a 2-day tournament.

Restarting a Tournament does not erase **Team Names**, **Wrestler Names**, or bracket information. All brackets will remain seeded. Results and scores for **All Weights** (entire tournament) or a **Single Weight** will be erased. You are then able to make the appropriate changes (add or delete a wrestler from a weight class, re-seed the appropriate bracket) and then go back to **Enter Results**. You will be required to re-enter match results for any weights that were restarted.

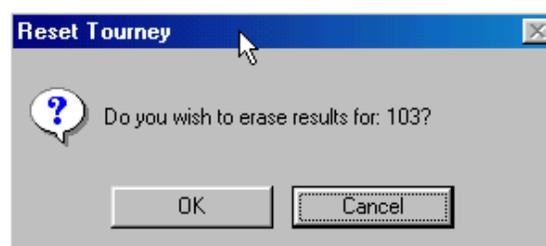
This option is selected from the menu bar by selecting **Results | Restart Tourney**.



Highlight the appropriate weight class and click **Single Weight** or double click the appropriate weight class you wish to re-seed. If you wish to restart the entire tournament, click **All Weights**.

Single Weight

You will be asked to confirm your choice or restarting a **Single Weight**.

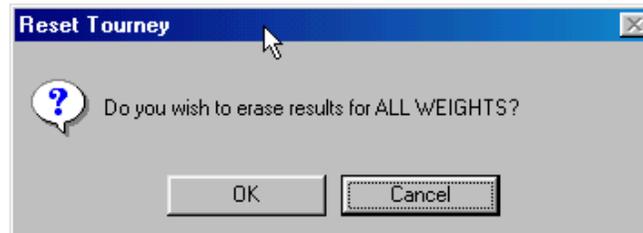


The following screen will appear confirming your selection of a **Single Weight**.



All Weights

You will be asked to confirm your choice or restarting **All Weights**.



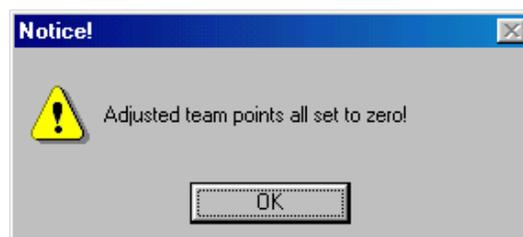
The following screen will appear confirming your selection of **All Weights**.



If any deductions were made prior to restarting the tournament, a preview screen will appear indicating any team point adjustments made. This report can be printed and used to later re-adjust team scores if necessary.

Polo Invitational	
12/12/00	
Team Adjustment Points	
Team	Points
Polo	3
Lena Winslow	-2

The following confirmation screen will appear.

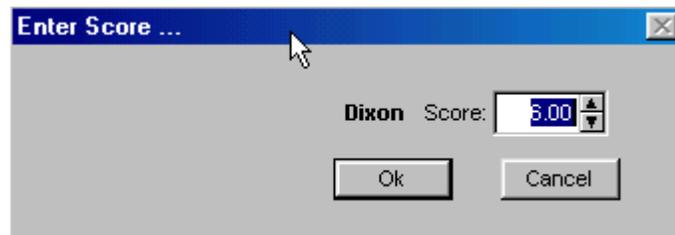


Changing Team Scores

This screen will appear after selecting **Results | Change Teams Scores** from the menu bar. There should rarely be a need to adjust a team's score.



You can highlight the appropriate school name and click **Select** or double click the appropriate school name to change the team score.

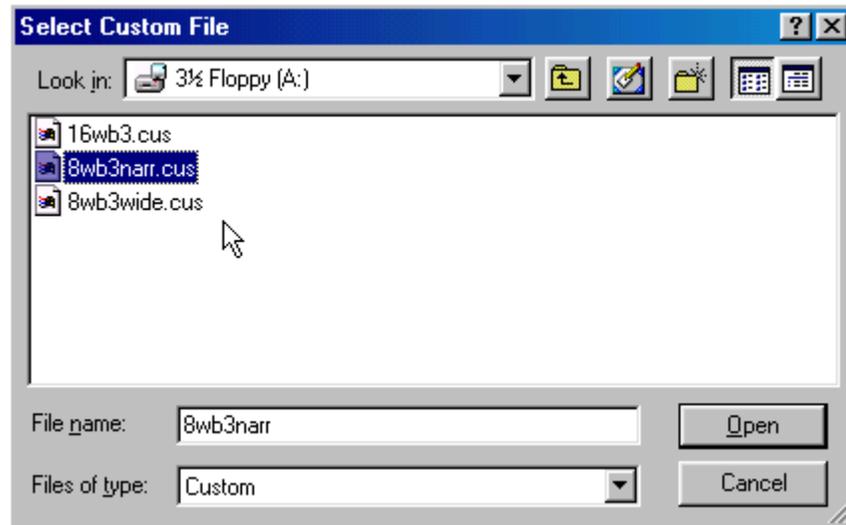


Scores can be adjusted by entering the appropriate point total or clicking the arrows to make the proper adjustments. If you restart a tourney, all adjustments for each team will appear on a report that can be printed. Restarting a tournament erases all results and team points. Therefore, adjustments will have to be made to the appropriate schools.

Loading a Custom Format

If the format needed for your tournament is not included in the list of possible formats, contact **Preferred Educational Software** for a custom format. You will be put in contact with our author who will design a custom bracket to your specifications. The custom format will arrive by e-mail.

This option to load a custom format is selected by choosing **File | Load Custom** from the menu bar.



You must select the appropriate location (folder/drive) and file name of the custom format that was sent to you. After the custom file is selected and you select **OK**, the custom format should appear in the list of possible formats in the **New Tourney** screen.

Note- If *The Wrestling Tourney* is installed on another computer or a different location, this custom file must also be loaded again. Please keep the custom file with your installation software in a safe place.

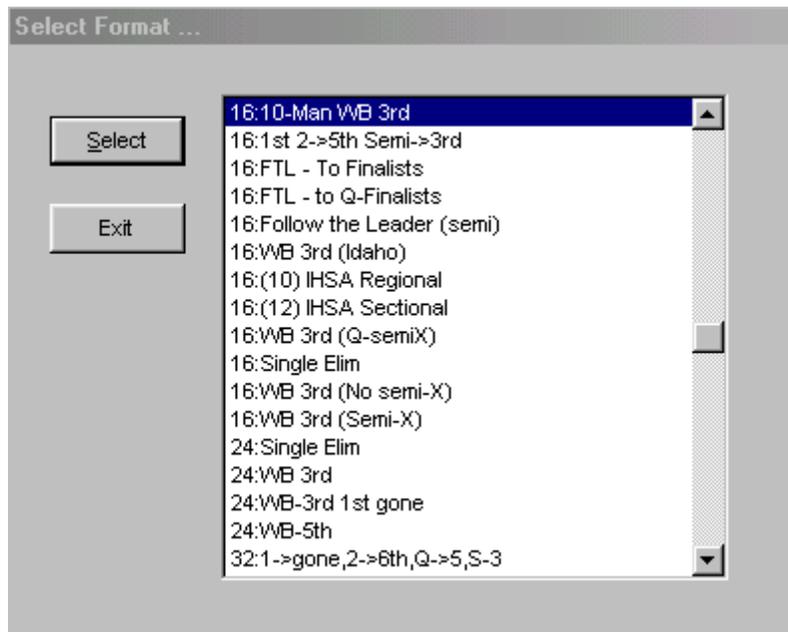
Editing Round Names

The **Round Names** for your tournament can be edited to match your tournament terminology. For example, you may wish to have the name **Preliminary Round** changed to **Friday Night Matches**.

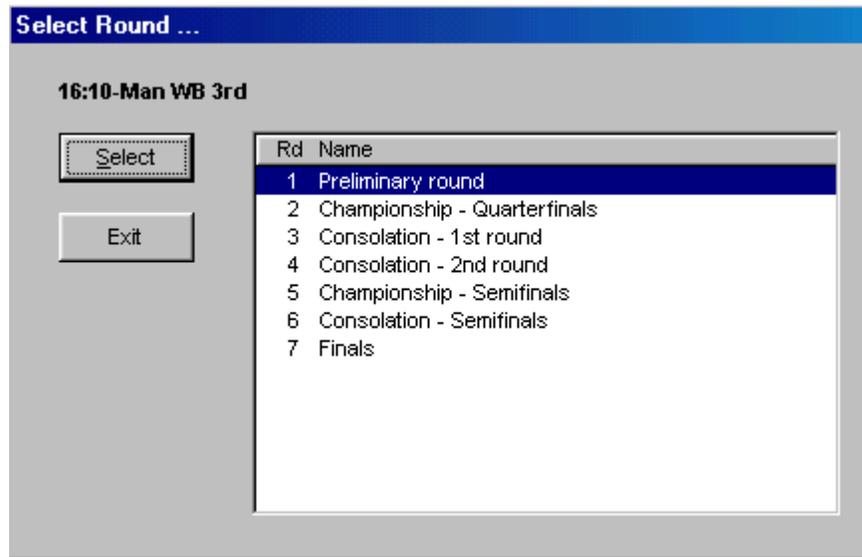
These changes must be made before you set-up a new tournament. These changes will remain in effect for future tournaments for the specific format that you changed.

These **Round Names** will be used for the selection of specific reports when printing bout cards and results.

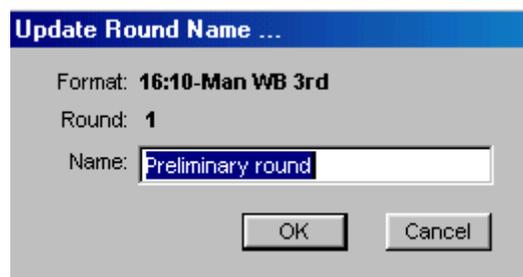
You first be asked to select the format for which you want to change the **Round Names**.



You will then be asked to select the specific **Round Name** you want to change.



On the following screen, please change to the appropriate **Round Name** you desire.



Backing Up and Restoring Tournament Data

This option is used for moving data from one computer to another. This option backs up all data files for all tournaments associated with this install, not just the tournament you are current working with.

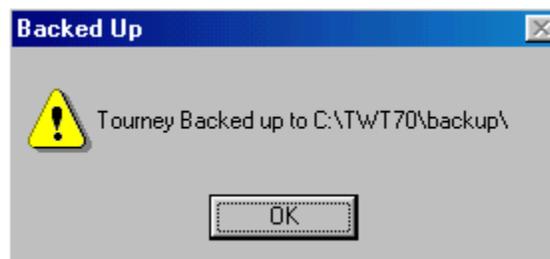
This option is selected by choosing **File | Backup/Restore** from the menu bar.

If you select **Backup**, you will be presented with the following screen.



Please select the appropriate **Backup Location** (folder/drive) where you want to save all tournament data files. If you are moving this tournament to another computer, you need to select the appropriate drive letter as the **Back-Up Location**.

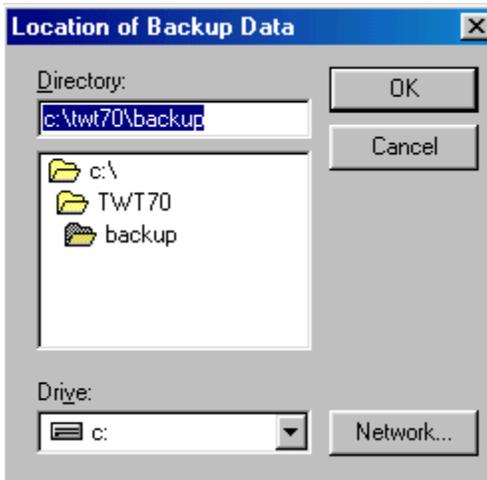
After the backup is completed, you will be presented with the following informational screen.



If you select **Restore**, you will be presented with the following warning screen indicating that **Restore** will replace all current data with data from a **Previous Backup!**



If you select OK, you will be presented with the following screen asking you to indicate on what directory (Drive / Folder) your backup data is located.



Please select the appropriate location (folder/drive) where your tournament data files are located. If you are transferring this tournament from another computer, you need to select the appropriate drive letter as the **Location of Backup Data**.

All tournament files from the **Location of Backup Data** will be copied to the data directory (folder/drive) where *The Wrestling Tourney* is installed.

After the restore is completed, you will be presented with the following informational screen.



This option can be used to backup data throughout the tournament as well.

Another method of backing up during the tournament is to exit *The Wrestling Tourney*. Using **Windows Explorer** or **My Computer**, make a copy of the folder where *The Wrestling Tourney* is installed.

A good time to backup your tournament data is just prior to entering results and printing bout cards. Then, if there are any problems with the brackets after the tournament is started, you can use the folder that is a copy (backup) and run the tourney from that location.

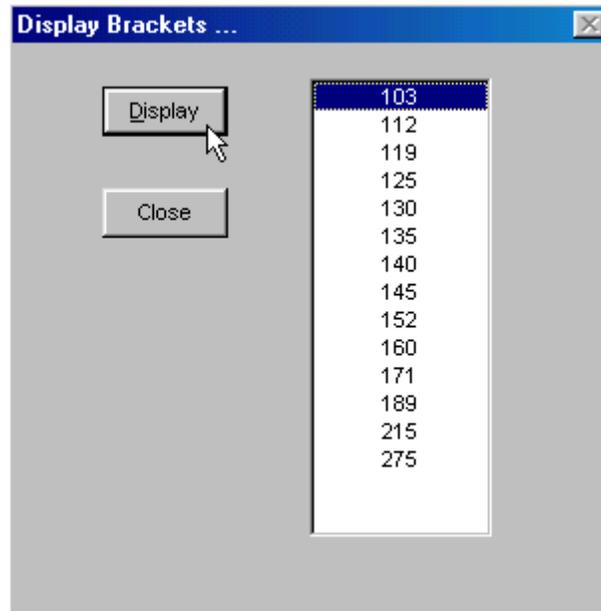
If *The Wrestling Tourney* is installed in a folder named **TWT70**, the copied folder will be named **Copy of TWT70**. After each round, make another copy of **TWT70**. Later copied folders will be named **Copy 2 of TWT70**, **Copy 3 of TWT70**, etc... These folders can be deleted at the end of the tournament.

If a problem should occur where you need to use the previous backup, run the program from that folder. This can be accomplished by accessing the new copied folder using **Windows Explorer** or **My Computer**. Double click on the executable file names **tw7.exe**.

This is also a good way to test your tournament the night before without affecting your actual tournament data.

Displaying Brackets

At any time during the tournament you can display a single bracket by selecting **Display | Brackets** from the menu bar.



A bracket is selected by highlighting the appropriate weight class and clicking **Display** or double clicking the appropriate weight class.

The following buttons on the screen are useful when displaying any report.



This button will allow you to print the report that is shown on screen.



This button will close the current report you are viewing on screen.



This button will allow you to zoom a report up to 300 per cent.

Clicking directly on the report with the cursor will switch between **No Zoom** and **Page Width Zoom**.

An example for brackets using **No Zoom** and **Page Width Zoom** is shown on the following page

Displaying Team Scores

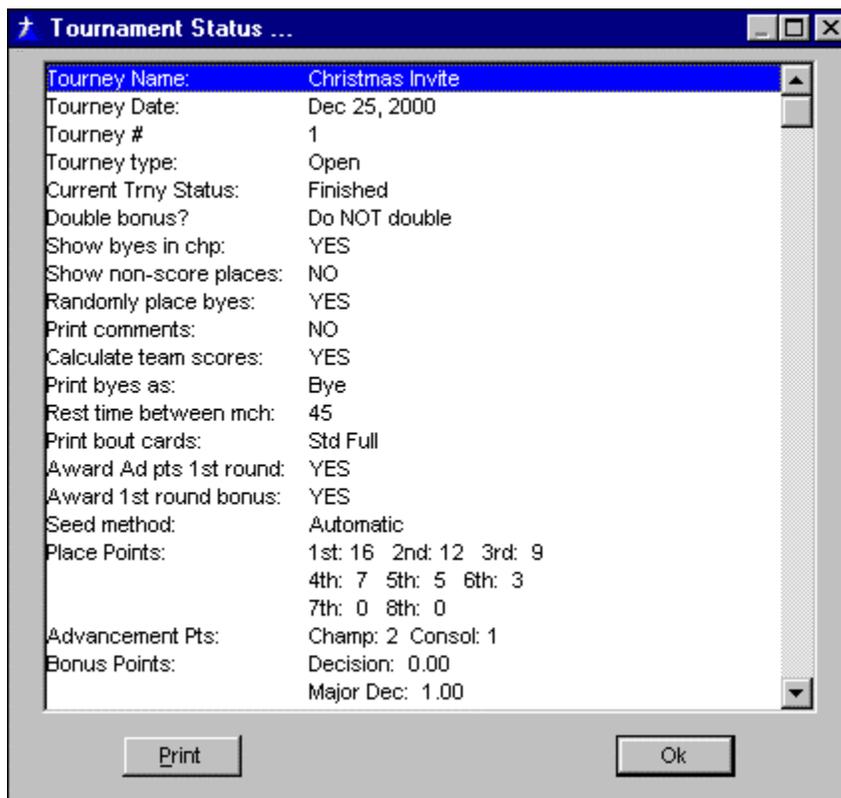
Team Scores can be displayed by selecting **Display | Team Scores F8**.

2001 Big Northern Jan 12, 2001		
Place	Score	Name
1	33.00	Rock Falls
2	39.00	Sterling
3	38.00	Mahomet Seymour
4	37.50	Ambay
5	35.00	Harvard
6	33.00	Sterling Newman
7	32.50	Lena Winslow
8	31.50	Yorkville

Clicking the Printer  on the menu bar will print this report.

Displaying Tourney Status

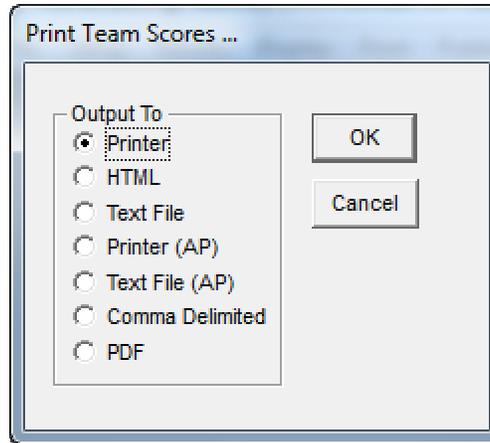
This screen shows all the selected tournament options that have been selected for the current tournament.



Clicking on the **Print** button will print this information on a report.

Printing Options with *The Wrestling Tourney*

There are many options for printing reports with *The Wrestling Tourney*.



Most reports have the following options for printing:

Printer

This option is used to send the report to the printer. Many times this report will come up as a **Print Preview**. You can print the report by clicking the **Printer** icon in the upper left hand corner of the screen

HTML

This option is used for creating web pages. These files are created in HTML format and can be edited using any text editor or HTML publishing program.

Text File

This option is used to create text files that can be used with any popular word processing or desktop publishing program.

Printer (AP)

This option is used to send an AP style newspaper report to a printer.

Text File (AP)

This option is used to send an AP style newspaper report to a text file that can be used with any popular word processing or desktop publishing program.

Comma Delimited

This option is used to create a comma delimited text file that can be imported in to any popular database or spreadsheet such as Microsoft Excel.

PDF

This option is used to create a PDF file that can be used for e-mailing results to coaches and is nice for posting on web sites.

Printing Bout Cards

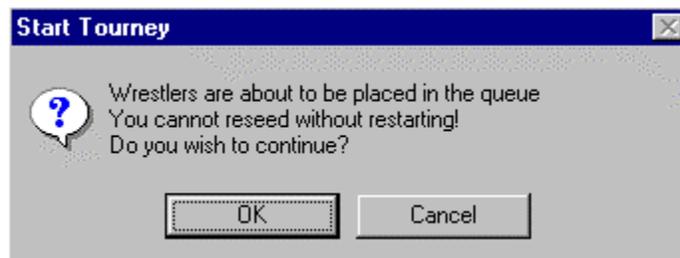
There are many options for printing bout cards. Selecting **Print | Bout Cards** will bring up three possible selections.

Print Cards
By Round
Blank Card

Print Cards

Depending on your tournament setup (full cards versus names only), *The Wrestling Tourney* will print bout cards for your tournament.

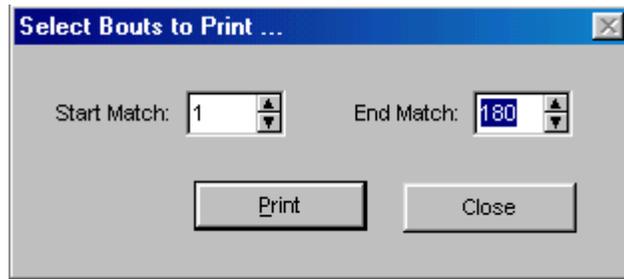
An informational screen will appear the first time you attempt to print bout cards. This screen will warn you that by continuing, re-seeding of brackets will become disabled. Make sure that all wrestlers are entered and all brackets are properly seeded. The only way you will be able to re-seed weight classes after this point, is to select **Restart Tourney** and restart a **Single Weight** or **All Weights**.



If all weight classes are not seeded and you attempt to **Enter Results**, **Print Bout Cards**, or print the **Bout List**, you will be presented with the following screen.



The following screen appears after selecting **Print | Bout Cards | Print Cards** from the menu bar.

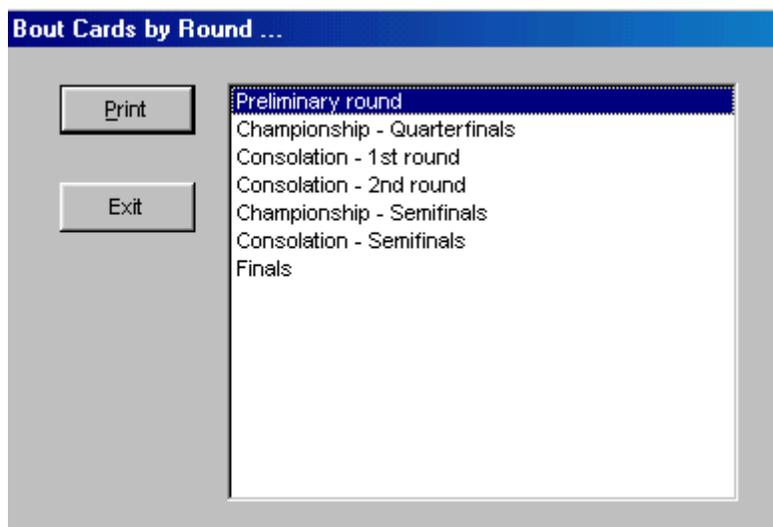


At any point during the tournament you can print bout cards. Bout cards are printed **on demand** by selecting **Start Match** and **End Match (range of bout cards)**. You have full control over what bout cards are printed and when they are printed.

By Round

This option allows you to print bout cards by round rather than a range of bout numbers. The names of these rounds can be changed prior to setting up a new tournament.

The round can be printed by selecting the appropriate **Round Name**.



Blank Card

This option will print a full bout card without names reflecting the type of bout card you selected in **Tourney Setup**.

You can pre-print blank bout cards and have names only (match information only) print on the bout card. This is faster than printing a full bout card for each match. It also reduces ink/toner usage. However, while running a tournament, you are printing brackets and bout cards interchangeably and may not want the hassle of constantly changing paper.

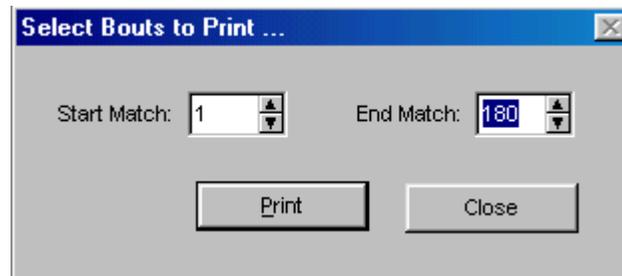
Bout List

This report prints a list of the upcoming matches for the announcer.

Bout lists can be printed according in the following ways:

1st Round Bout List**By Match #****By Round****Final Round List**

The following screen appears after selecting **Print | Bout List** from the menu bar.



Shown below is a sample **Bout List** report.

2001 Big Northern

Jan 12, 2001

First Round Bouts**103**

Preliminary Round

2 Robert Babbitt, Flanagan Sr 3- 2
 Nicholas Baker, Fulton Sr 2- 3

7 Ronnie Barrett Jr, Harlem Jr 1- 2
 Kyle Andrews, Byron Sr 1- 2

2nd Round

113 Harry Adams, Amboy So 2- 2
 Winner Match: 2

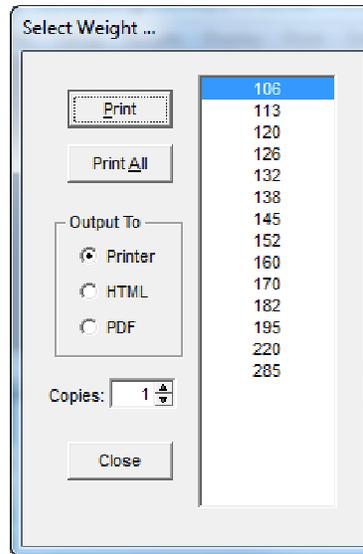
114 Michael Anderson, Burlington Central Jr 0- 2
 Christopher Baatz, El Paso Jr 3- 0

115 Adam Bailey, Freeport Jr 0- 2
 John Arn, Clinton Sr 2- 1

116 Thomas Ashelford, Dakota So 3- 1
 Winner Match: 7

Printing Brackets

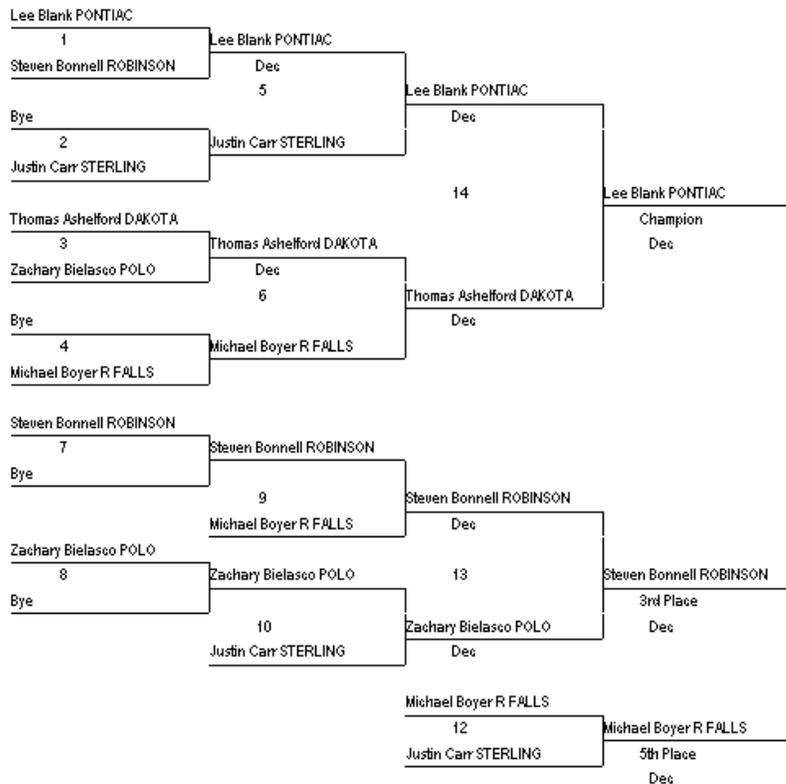
You can **Print Brackets** by selecting **Print | Brackets F5** from the menu bar.



A bracket is selected by highlighting the appropriate weight class and clicking **Print** or double clicking the appropriate weight class.

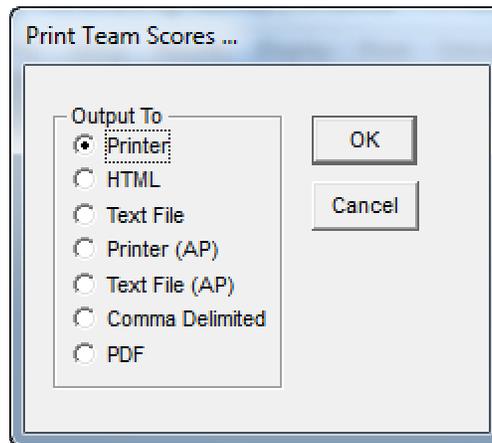
You have the option to **Print** a single bracket or **Print All** brackets.

Shown below is a sample bracket.



Printing Team Scores

Team Scores can be printed by selecting **Print | Team Scores**.



Select the appropriate type of report (**Output To**) and click **OK**.

Sample Team Scores Report To Printer

2001 Big Northern Jan 12, 2001

Place	Score	Name
1	53.00	Rock Falls
2	39.00	Sterling
3	38.00	Mahomet Seymour
4	37.50	Amboy
5	35.00	Harvard
6	33.00	Sterling Newman
7	32.50	Lena Winslow
8	31.50	Yorkville
9	30.00	Polo
	30.00	Winnebago
11	28.00	Metamora
12	27.50	Dakota
	27.50	Oregon
14	27.00	Stillman Valley
15	25.00	Robinson
	25.00	Rockford Lutheran
	25.00	Lombard Montini

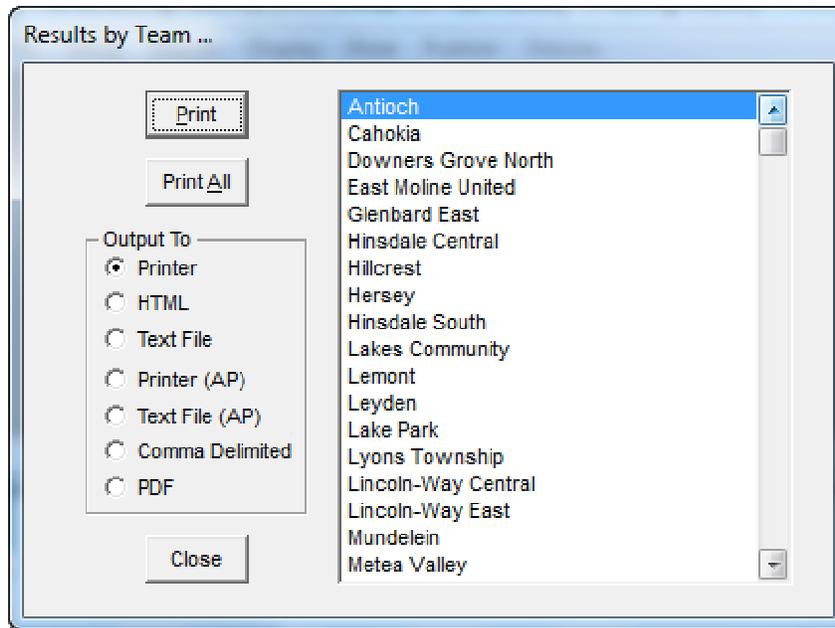
Sample AP Team Scores Report To Printer

2001 Big Northern
Byron High School
Jan 12, 2001

1. Rock Falls 53.00
2. Sterling 39.00
3. Mahomet Seymour 38.00
4. Amboy 37.50
5. Harvard 35.00
6. Sterling Newman 33.00
7. Lena Winslow 32.50
8. Yorkville 31.50
9. Polo 30.00
9. (tie) Winnebago 30.00
11. Metamora 28.00
12. Dakota 27.50
12. (tie) Oregon 27.50
14. Stillman Valley 27.00
15. Robinson 25.00
15. (tie) Rockford Lutheran 25.00
15. (tie) Lombard Montini 25.00

Printing Match Results by Team

Match Results by Team can be printed by selecting **Print | Results | Match Results | By Team**.



Highlight the appropriate team name and type of report (**Output To**) and click **Print** or double click on the appropriate team name to print **Match Results by Team**. You can also click **Print All** to print results for all teams.

Sample Match Results By Team Report To Printer

Results for: Flanagan 8.00

103 Robert Babbitt		Record: 3- 2 4th Place		
Match	W/L	Opponent	How Ended	Points
2	Lost	Nicholas Baker FULTON	Dec 3-1	
170	Won	Adam Bailey FREEPORT	Dec 3-1	1.0
198	Won	Kyle Andrews BYRON	Dec 14-10	1.0
254	Won	Nicholas Baker FULTON	Dec 13-10	5.0
283	Lost	Thomas Ashelford DAKOTA	Dec 5-0	
			Total:	7.0

Sample AP Match Results By Team Report To Printer

2001 Big Northern
Byron High School
Jan 12, 2001

Harlem Points: 23.00

103 Ronnie Barrett Record: 1- 2

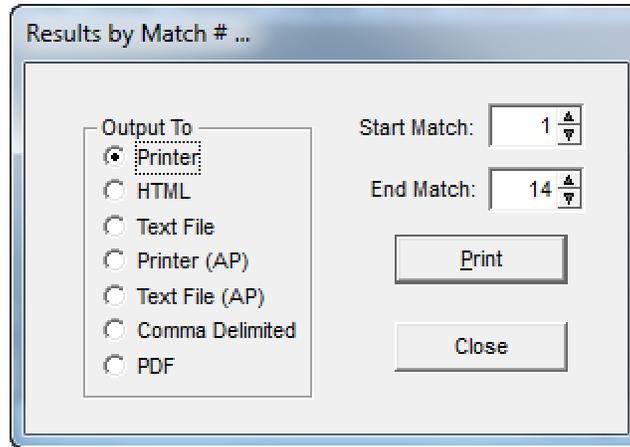
Lost to Kyle Andrews, Byron by Dec 8-6

Defeated Michael Anderson, Burlington Central by Dec 5-4

Lost to Harry Adams, Amboy by Dec 2-1 OT

Printing Match Results by Match

Results by Match # can be printed by selecting **Print | Results | Match Results | By Match #**.



Select the appropriate range of matches and type of report (**Output To**) to print from the above screen.

Sample Match Results By Match # Report To Printer

2001 Big Northern

Jan 12, 2001

Results by Match

Match	Weight	Winner	Loser	How	Points
2	103	Nicholas Baker FULTON	Robert Babbitt FLANAGAN	Dec 3-1	2.0
7	103	Kyle Andrews BYRON	Ronnie Barrett Jr HARLEM	Dec 8-6	2.0
15	112	Kole Bennett MAHOMET	Robert Bartholomew HARVARD	T-Fall 15-0	3.5
82	171	Clayton Ferry BYRON	Neil Finch DAKOTA	M-Dec 12-3	3.0
87	171	Andrew Donaldson S VALLEY	Jerome Eickstaedt YRKVILLE	M-Dec	3.0
90	189	Joseph Free FULTON	Kyle Franklin FLANAGAN	Fall 5:10	4.0
113	103	Nicholas Baker FULTON	Harry Adams AMBOY	M-Dec 12-2	3.0
114	103	Christopher Baatz ELPASO	Michael Anderson CENTRAL	Dec 5-1	4.0
115	103	John Arn CLINTON	Adam Bailey FREEPORT	Dec 1-0	4.0
116	103	Thomas Ashelford DAKOTA	Kyle Andrews BYRON	M-Dec 9-1	6.0
117	112	Matthew Benton METAMORA	Lee Blank PONTIAC	Dec 6-0	4.0
118	112	Joshua Baxter LE-WIN	Steven Bonnell ROBINSON	Dec 9-5	4.0
119	112	Zachary Bielasco POLO	Nicholas Berkeley OREGON	Dec 12-7	4.0
120	112	Kole Bennett MAHOMET	Phillip Best PLANO	Dec 4-0	2.0
121	119	Michael Boyer R FALLS	Stanley Bush RKF EAST	Dec 3-0	2.0
122	119	Daniel Cameron SANDWICH	Peter Cacciatore R'RIDGE	Dec 13-11	2.0
123	119	Heath Butler RKF LUTH	Timothy Borgmann ROCHELLE	M-Dec 9-0	3.0
124	119	Brad Carter S NEWMAN	Dane Camling SENECA	Fall 2:49	4.0
126	125	Joshua Cheever MONTINI	Ryan Considine CLINTON	M-Dec 10-2	3.0
127	125	Aaron Colburn BYRON	Toby Clubb CENTRAL	Fall 3:12	4.0
128	125	Justin Cook DAKOTA	Kevin Cline AMBOY	Dec 7-3	2.0
130	130	Brock Cunningham HARVARD	JaSon Coy FLANAGAN	M-Dec 9-1	3.0

Sample AP Match Results By Match # To Printer

2001 Big Northern
Byron High School
Jan 12, 2001

Round: 1

Weight: 103
Nicholas Baker, Fulton Dec Robert Babbitt, Flanagan 3-1
Kyle Andrews, Byron Dec Ronnie Barrett Jr, Harlem 8-6

Weight: 112
Kole Bennett, Mahomet Seymour T-Fall Robert Bartholomew, Harvard 15-0

Weight: 171
Clayton Ferry, Byron M-Dec Neil Finch, Dakota 12-3
Andrew Donaldson, Stillman Valley M-Dec Jerome Eickstaedt, Yorkville 9-1

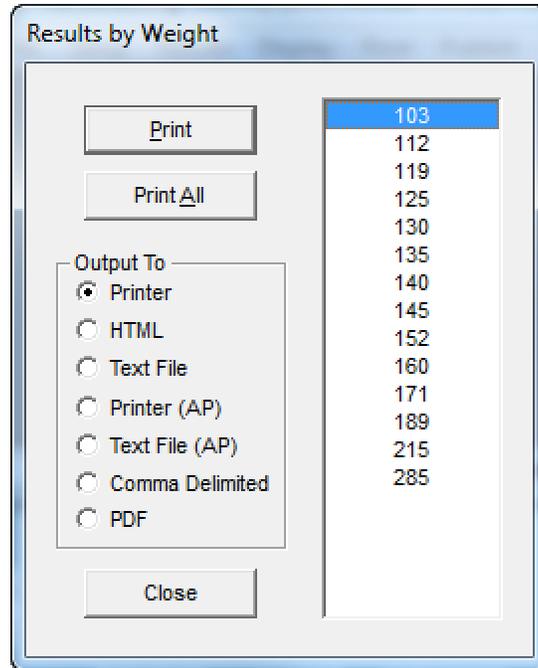
Weight: 189
Joseph Free, Fulton Fall Kyle Franklin, Flanagan 5:10

Round: 2

Weight: 103
Nicholas Baker, Fulton M-Dec Harry Adams, Amboy 12-2
Christopher Baatz, Elpaso Dec Michael Anderson, Burlington Central 5-1
John Arn, Clinton Dec Adam Bailey, Freeport 1-0
Thomas Ashelford, Dakota M-Dec Kyle Andrews, Byron 9-1

Printing Match Results by Weight

Results by Weight can be printed by selecting **Print | Results | Match Results | By Weight**.



Select the appropriate weight to **Print** and type of report (**Output To**) from the above screen. You can select all weight classes by clicking the **Print All** button.

Results by Weight Class

Wt: 103

Match	Winner	Loser	How Ended	Points
2	Nicholas Baker FULTON	Robert Babbitt FLANAGAN	Dec 3-1	2.0
7	Kyle Andrews BYRON	Ronnie Barrett Jr HARLEM	Dec 8-6	2.0
113	Nicholas Baker FULTON	Harry Adams AMBOY	M-Dec 12-2	3.0
114	Christopher Baatz ELPASO	Michael Anderson CENTRAL	Dec 5-1	4.0
115	John Arn CLINTON	Adam Bailey FREEPORT	Dec 1-0	4.0
116	Thomas Ashelford DAKOTA	Kyle Andrews BYRON	M-Dec 9-1	6.0
169	Ronnie Barrett Jr HARLEM	Michael Anderson CENTRAL	Dec 5-4	1.0
170	Robert Babbitt FLANAGAN	Adam Bailey FREEPORT	Dec 3-1	1.0
197	Harry Adams AMBOY	Ronnie Barrett Jr HARLEM	Dec 2-1 OT	1.0
198	Robert Babbitt FLANAGAN	Kyle Andrews BYRON	Dec 14-10	1.0
225	Christopher Baatz ELPASO	Nicholas Baker FULTON	Fall 2:45	14.0
226	John Arn CLINTON	Thomas Ashelford DAKOTA	Fall :45	14.0
253	Thomas Ashelford DAKOTA	Harry Adams AMBOY	Dec 9-8	5.0
254	Robert Babbitt FLANAGAN	Nicholas Baker FULTON	Dec 13-10	5.0

Sample AP Report To Printer

2001 Big Northern
Byron High School
Jan 12, 2001

103

Nicholas Baker, Fulton, Dec Robert Babbitt, Flanagan, 3-1
Kyle Andrews, Byron, Dec Ronnie Barrett Jr, Harlem, 8-6
Nicholas Baker, Fulton, M-Dec Harry Adams, Amboy, 12-2
Christopher Baatz, Elpaso, Dec Michael Anderson, Burlington Central, 5-1
John Arn, Clinton, Dec Adam Bailey, Freeport, 1-0
Thomas Ashelford, Dakota, M-Dec Kyle Andrews, Byron, 9-1
Ronnie Barrett Jr, Harlem, Dec Michael Anderson, Burlington Central, 5-4
Robert Babbitt, Flanagan, Dec Adam Bailey, Freeport, 3-1
Harry Adams, Amboy, Dec Ronnie Barrett Jr, Harlem, 2-1 OT
Robert Babbitt, Flanagan, Dec Kyle Andrews, Byron, 14-10
Christopher Baatz, Elpaso, Fall Nicholas Baker, Fulton, 2:45
John Arn, Clinton, Fall Thomas Ashelford, Dakota, :45
Thomas Ashelford, Dakota, Dec Harry Adams, Amboy, 9-8
Robert Babbitt, Flanagan, Dec Nicholas Baker, Fulton, 13-10
Harry Adams, Amboy, Dec Nicholas Baker, Fulton, 6-2
Thomas Ashelford, Dakota, Dec Robert Babbitt, Flanagan, 5-0
Christopher Baatz, Elpaso, Dec John Arn, Clinton, 12-5

Sample AP Report To Text File

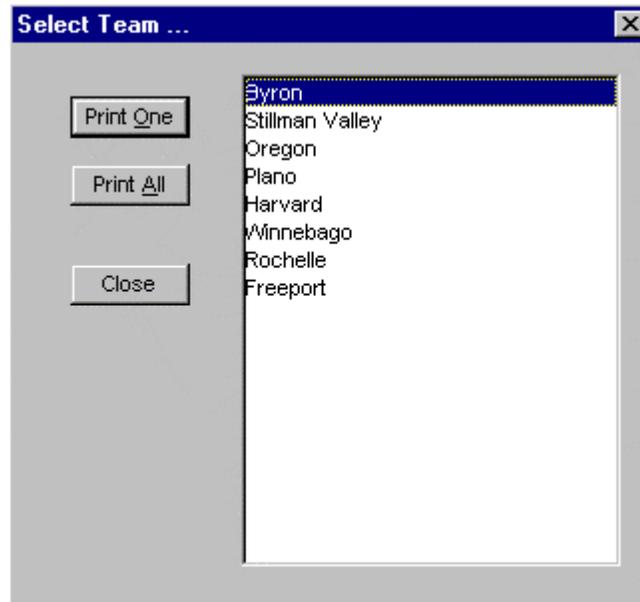
2001 Big Northern
Byron High School
Jan 12, 2001

103

Nicholas Baker, Fulton, Dec Robert Babbitt, Flanagan, 3-1
Kyle Andrews, Byron, Dec Ronnie Barrett Jr, Harlem, 8-6
Nicholas Baker, Fulton, M-Dec Harry Adams, Amboy, 12-2
Christopher Baatz, Elpaso, Dec Michael Anderson, Burlington Central, 5-1
John Arn, Clinton, Dec Adam Bailey, Freeport, 1-0
Thomas Ashelford, Dakota, M-Dec Kyle Andrews, Byron, 9-1
Ronnie Barrett Jr, Harlem, Dec Michael Anderson, Burlington Central, 5-4
Robert Babbitt, Flanagan, Dec Adam Bailey, Freeport, 3-1
Harry Adams, Amboy, Dec Ronnie Barrett Jr, Harlem, 2-1 OT
Robert Babbitt, Flanagan, Dec Kyle Andrews, Byron, 14-10
Christopher Baatz, Elpaso, Fall Nicholas Baker, Fulton, 2:45
John Arn, Clinton, Fall Thomas Ashelford, Dakota, :45
Thomas Ashelford, Dakota, Dec Harry Adams, Amboy, 9-8
Robert Babbitt, Flanagan, Dec Nicholas Baker, Fulton, 13-10
Harry Adams, Amboy, Dec Nicholas Baker, Fulton, 6-2
Thomas Ashelford, Dakota, Dec Robert Babbitt, Flanagan, 5-0
Christopher Baatz, Elpaso, Dec John Arn, Clinton, 12-5

Printing ScoreSheet by Team

ScoreSheet by Team can be printed by selecting **Print | Results / Scoresheet | By Team**.



Highlight the appropriate Team and click **Print One** or double click on the appropriate team to print **ScoreSheet By Team**. You can also click **Print All** to print scoring for all teams.

Shown below is an example for two wrestlers on a team.

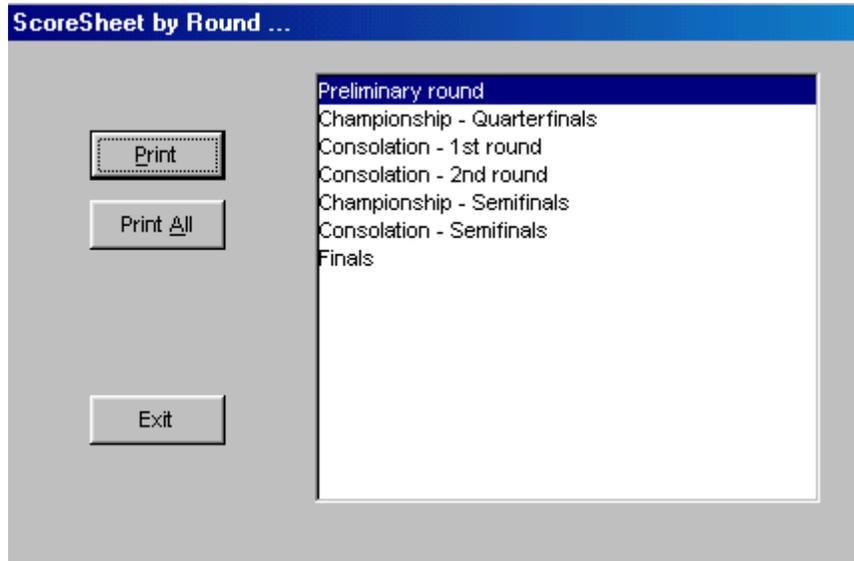
Results for: El Paso 23.50

103 Christopher Baatz								Record: 3 - 0 1st Place
Match	W/L	AdPts	BonusPts	PlacePts	DeductPts	Warn	Total	
114	Won	4.00					4.00	
225	Won	2.00	2.00	10.00			14.00	
284	Won			4.00			4.00	
Total:		6.00	2.00	14.00			22.00	

130 Barrett Cowan								Record: 1 - 2 5th Place
Match	W/L	AdPts	BonusPts	PlacePts	DeductPts	Warn	Total	
233	Lost							
262	Lost							
298	Won		1.50				1.50	
Total:			1.50				1.50	

Printing ScoreSheet by Round

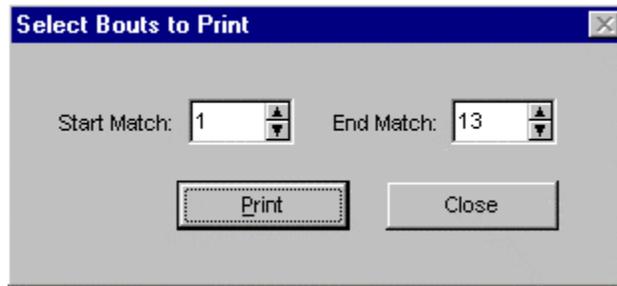
ScoreSheet by Team can be printed by selecting **Print | Results | Scoresheet | By Round**



Highlight the appropriate Round and click **Print** or double click on the appropriate team to print **ScoreSheet By Round**. You can also click **Print All** to print scoring for all rounds.

Printing ScoreSheet by Match

ScoreSheet by Match # can be printed by selecting **Print | Results | ScoreSheet | By Match #**.

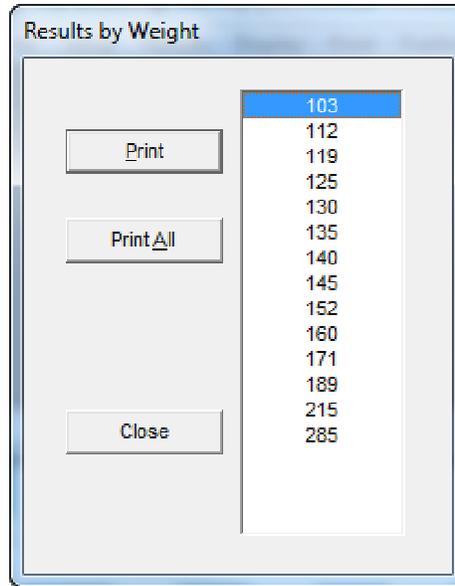


Select the appropriate range of matches to print from the above screen.

ScoreSheet by Match #						
Match	WtClass	AdPts	BonusPts	PlacePts	Top Bottom Deductions	Total
200	112	2.00				2.00
201	119	1.00				1.00
202	119	1.00				1.00
204	125	1.00				1.00
215	160	1.00				1.00
216	160	1.00				1.00
225	103	2.00		10.00		12.00
226	103	2.00		10.00		12.00
227	112	2.00		10.00		12.00
228	112	2.00		10.00		12.00
229	119	2.00		10.00		12.00
230	119	2.00		10.00		12.00
231	125	4.00		10.00		14.00
232	125	2.00		10.00		12.00
233	130	4.00		10.00		14.00
234	130	2.00		10.00		12.00
235	135	4.00		10.00		14.00
236	135	2.00		10.00		12.00
237	140	2.00		10.00		12.00
238	140	2.00		10.00		12.00
239	145			10.00		10.00 Bye
240	145	2.00		10.00		12.00
241	152			10.00		10.00 Bye
242	152			10.00		10.00 Bye
243	160	2.00		10.00		12.00

Printing ScoreSheet by Weight

ScoreSheet by Weight can be printed by selecting **Print | Results | Match Results | By ScoreSheet**.



Select the appropriate weight to **Print** from the above screen. You can select all weight classes by clicking the **Print All** button.

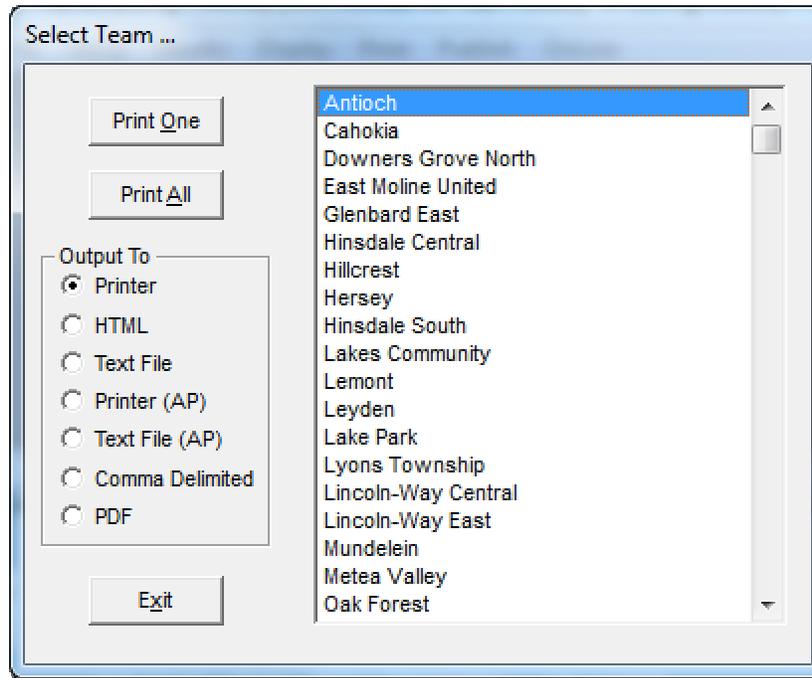
ScoreSheet by Weight Class

Wt: 103

Match	AdPts	BonusPts	PlacePts	Top Bottom Deductions	Total
2	2.00				2.00
7	2.00				2.00
113	4.00				4.00
114	4.00				4.00
115	4.00				4.00
116	2.00				2.00
169	1.00				1.00
170	1.00				1.00
197	1.00				1.00
198	1.00				1.00
225	2.00		10.00		12.00
226	2.00		10.00		12.00
253	1.00		4.00		5.00
254	1.00		4.00		5.00
283		1.50	3.00		4.50
284		1.00	4.00		5.00

Printing Team Summary

Team Summary can be printed by selecting **Print | Results | Team Summary**.



Select the appropriate team to **Print** and type of report (**Output To**) from the above screen. You can select all teams by clicking the **Print All** button.

Sample Team Summary Report To Printer

2001 Big Northern

Jan 12, 2001

Amboy 37.50

103	Harry Adams	Record:	2 - 2	5th Place	1.00 pts
125	Kevin Cline	Record:	2 - 2	4th Place	7.50 pts
171	Andrew Evans	Record:	2 - 1	2nd Place	18.00 pts
275	Jeffrey Gyorkos	Record:	3 - 1	3rd Place	11.00 pts

Burlington Central 10.50

103	Michael Anderson	Record:	0 - 2		0.00 pts
125	Toby Clubb	Record:	0 - 2		0.00 pts
171	Daniel Feimster	Record:	2 - 2	4th Place	10.50 pts

Byron 21.00

103	Kyle Andrews	Record:	1 - 2		2.00 pts
125	Aaron Colburn	Record:	2 - 1	2nd Place	16.00 pts
171	Clayton Ferry	Record:	1 - 2		3.00 pts

Clinton 19.00

103	John Arn	Record:	2 - 1	2nd Place	18.00 pts
125	Ryan Considine	Record:	1 - 2	5th Place	1.00 pts
171	Jeffrey Feste	Record:	0 - 2		0.00 pts

Sample AP Team Summary Report To Printer

2001 Big Northern
Byron High School
Jan 12, 2001

Amboy 37.50
(103) Harry Adams, Record: 2- 2 5th Place
(125) Kevin Cline, Record: 2- 2 4th Place
(171) Andrew Evans, Record: 2- 1 2nd Place
(275) Jeffrey Gyorkos, Record: 3- 1 3rd Place

Burlington Central 10.50
(103) Michael Anderson, Record: 0- 2
(125) Toby Clubb, Record: 0- 2
(171) Daniel Feimster, Record: 2- 2 4th Place

Byron 21.00
(103) Kyle Andrews, Record: 1- 2
(125) Aaron Colburn, Record: 2- 1 2nd Place
(171) Clayton Ferry, Record: 1- 2

Clinton 19.00
(103) John Arn, Record: 2- 1 2nd Place
(125) Ryan Considine, Record: 1- 2 5th Place
(171) Jeffrey Feste, Record: 0- 2

Printing Final Matches

Final Matches can be printed by selecting **Print | Results | Final Matches**.

Championship

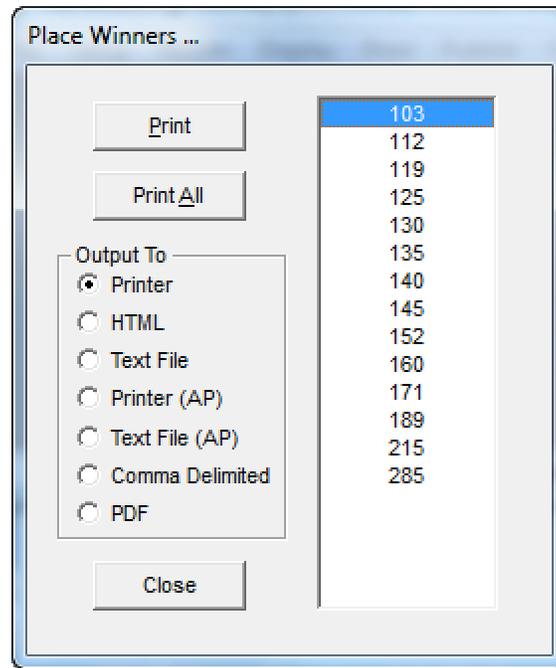
- 103 Christopher Baatz, Elpaso Dec John Arn, Clinton, 12-5
- 112 Joshua Baxter, Lena Winslow Fall Zachary Bielasco, Polo, :54
- 119 Michael Boyer, Rock Falls M-Dec Heath Butler, Rockford Lutheran, 13-3
- 125 Justin Carr, Sterling M-Dec Aaron Colburn, Byron, 15-4
- 130 Joey Carter, Stillman Valley Fall Brock Cunningham, Harvard, 3:10
- 135 Jake Dalton, Metamora Fall Michael Carter, Winnebago, :26
- 140 Steven Carter, Yorkville Fall Matthew De Broux, Polo, 1:54
- 145 Ronald Demus, Rochelle Dec Brady Denio, Rock Falls, 3-2
- 152 Matthew Devries, Rockridge Fall Joel Deurmier, Rockford Lutheran, 1:05
- 160 Jarred Dexter, Sterling Dec Wesley Dewolfe, Seneca, 7-5
- 171 Blake Engelson, Lombard Montini Dec Andrew Evans, Amboy, 4-2
- 189 Christopher French, Harlem Dec Kyle French, Harvard, 6-3
- 215 Jeffrey Goldsmith, Rock Falls M-Dec Daniel Funke, Oregon, 12-2
- 275 George Greiner, Sterling Newman Dec William Groen, Winnebago, 5-1

Consolation

- 103 Thomas Ashelford, Dakota Dec Robert Babbitt, Flanagan, 5-0
- 112 Kole Bennett, Mahomet Seymour Fall Nicholas Berkeley, Oregon, 2:13
- 119 Brad Carter, Sterling Newman Fall Dane Camling, Seneca, 1:04
- 125 Justin Cook, Dakota M-Dec Kevin Cline, Amboy, 9-0
- 130 Grant Culey, Fulton T-Fall Nicholas Dahle, Lena Winslow, 15-0
- 135 Joshua Dahms, Mahomet Seymour T-Fall Matthew Coy, Freeport, 19-4

Printing Place Winners

Place Winners can be printed by selecting **Print | Results | Place Winners**.



Select the appropriate weight to **Print** from the above screen. You can select all weight classes by clicking the **Print All** button.

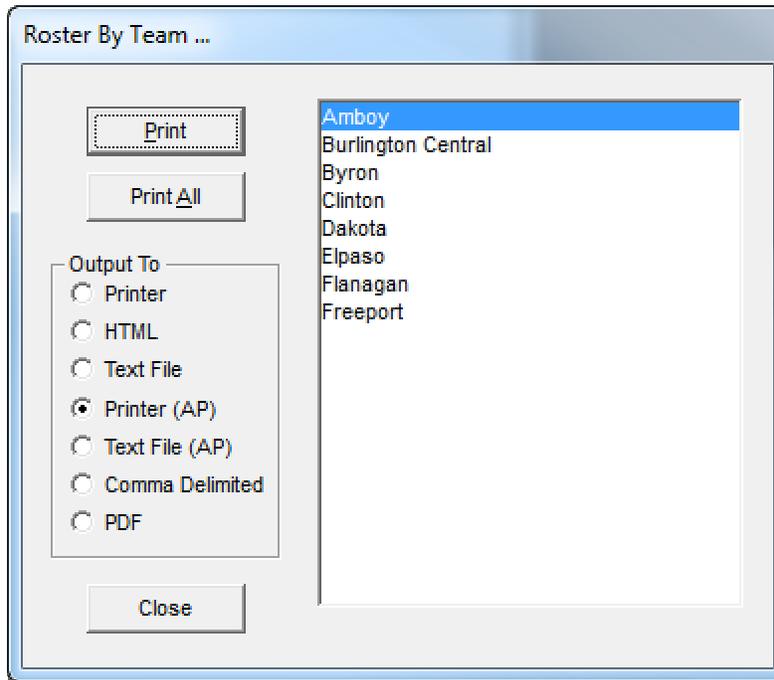
2001 Big Northern Jan 12, 2001 Place Winners

Weight: 103

- 1st: Christopher Baatz, El Paso Jr 3- 0
 2nd: John Arn, Clinton Sr 2- 1
 3rd: Thomas Ashelford, Dakota So 3- 1
 4th: Robert Babbitt, Flanagan Sr 3- 2

Printing Rosters By Team

Rosters By Team can be printed by selecting **Print | Rosters | By Team**.



Highlight the appropriate team name and click **Print** or double click on the appropriate team name to print a roster. You can also click **Print All** to print rosters for all teams.

2001 Big Northern

Jan 12, 2001

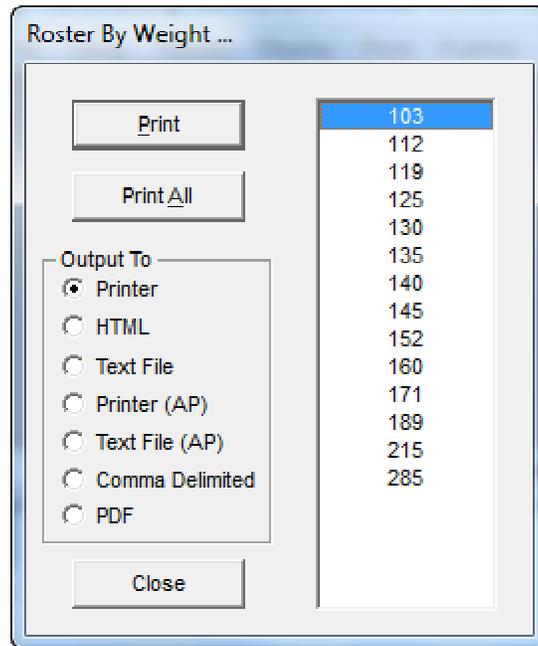
Amboy

Wt	Name	Win	Lose	Year	Comment
103	Harry Adams	2	2	So	
125	Kevin Cline	2	2	So	
171	Andrew Evans	2	1	Jr	
275	Jeffrey Gyorkos	3	1	So	

Printing Rosters By Weight Class

Rosters by Weight can be printed by selecting **Print | Rosters | By Weight**.

This report can be used at a seeding meeting to assist with the ranking of wrestlers. The record of each wrestler in the weight class as well as their winning percentage is reflected in this report. A comment about prior accomplishments can be helpful.



Highlight the appropriate weight class and click **Print** or double click on the appropriate weight class to print a roster. You can also click **Print All** to print rosters for all weight classes.

2001 Big Northern Jan 12, 2001 **Weight Class: 103**

Name	Team	Year	Win	Lose	Pct	Comment
Christopher Baatz	ELPASO	Jr	3	0	100.0	
Thomas Ashelford	DAKOTA	So	3	1	75.0	
John Arn	CLINTON	Sr	2	1	66.7	
Robert Babbitt	FLANAGAN	Sr	3	2	60.0	
Harry Adams	AMBOY	So	2	2	50.0	
Nicholas Baker	FULTON	Sr	2	3	40.0	
Kyle Andrews	BYRON	Sr	1	2	33.3	
Ronnie Barrett Jr	HARLEM	Jr	1	2	33.3	
Michael Anderson	CENTRAL	Jr	0	2	0.0	
Adam Bailey	FREEPORT	Jr	0	2	0.0	

Printing Team Names

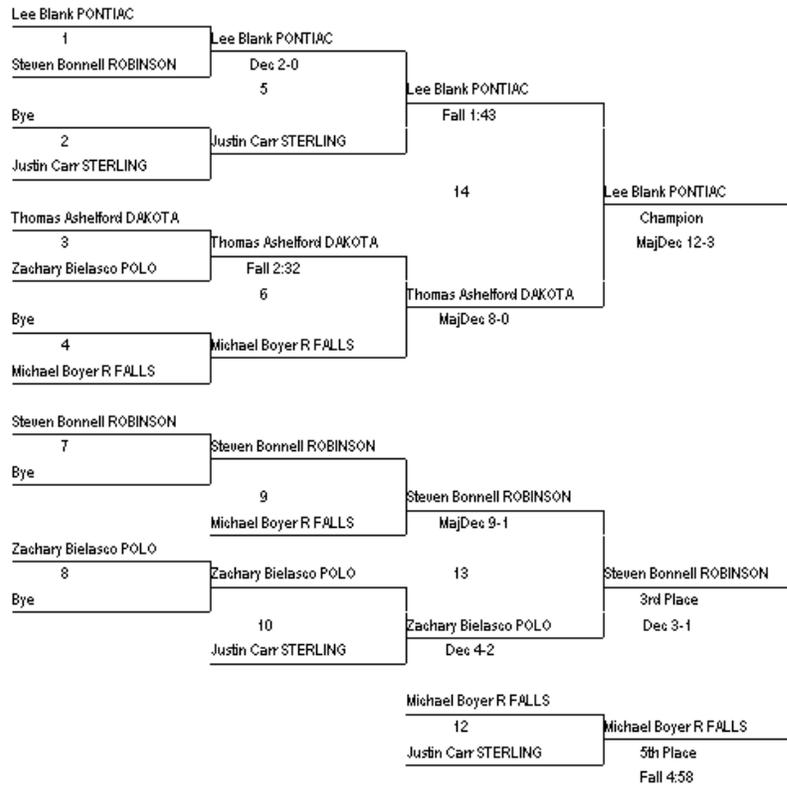
Team Names can be printed by selecting **Print | Team Names**.

2001 Big Northern Jan 12, 2001 Team Names

Abbrv	Name
AMBOY	Amboy
BYRON	Byron
CENTRAL	Burlington Central
CLINTON	Clinton
DAKOTA	Dakota
ELPASO	Elpaso
FLANAGAN	Flanagan
FREEPORT	Freeport
FULTON	Fulton
HARLEM	Harlem
HARVARD	Harvard
LE-WIN	Lena Winslow
MAHOMET	Mahomet Seymour
METAMORA	Metamora
MONTINI	Lombard Montini
OREGON	Oregon
PLANO	Plano
POLO	Polo
PONTIAC	Pontiac

Scoring a Tournament

Shown below is an actual bracket and **ScoreSheet by Match Number** showing the breakdown of points. This scenario does not show **Double Bonus Points** scoring as per Illinois scoring.



ScoreSheet by Match

Match	WtClass	AdPts	BonusPts	PlacePts	Top Bottom Deductions	Total
1	103	2.00		3.00		5.00
2	103			3.00		3.00 Bye
3	103	2.00	2.00	3.00		7.00
4	103			3.00		3.00 Bye
5	103	2.00	2.00	9.00		13.00
6	103	2.00	1.00	9.00		12.00
7	103			3.00		3.00 Bye
8	103			3.00		3.00 Bye
9	103	1.00	1.00	4.00		6.00
10	103	1.00		4.00		5.00
12	103		2.00	2.00		4.00
13	103			2.00		2.00
14	103		1.00	4.00		5.00

Note: There shall only be byes after the first round of competition in **Championship** and **Consolation** rounds if the number of wrestlers involved is not a **Power of 2**. In the **Championship** round, the byes in Match 2 and Match 4 are considered byes and points would be awarded for these byes if the next match is won because the number of wrestlers involved in the **Championship** round is six which is not a **Power of 2**. No points are awarded in Match 9 or Match 10 for the byes in Match 7 and Match 8 in the **Consolation** round because the number of wrestlers involved is a **Power of 2**.

Publishing a Tournament Web Site

Generate Web Site

A web site for your entire can be created by selecting **Publish | Generate Web Site**. This procedure will create all the appropriate files for your web site at the click of a button.

This may take a minute or so depending on the size of your tournament.

The following dialog will appear when it is finished.



These files will be created in a folder named **WEB** in the location where you installed *The Wrestling Tourney*.

These files can then be copied to the appropriate location on your web server using an **FTP** program such as **WSF FTP** and **FileZilla**.

You may need assistance from your IT department or the individual in charge of your school's web site.

Upload to Web

This option can be used to create a file that can be used to post results to *The Wrestling Tourney On-Line*. Documentation for this can be found on our web site at www.pes-sports.com or www.TheWrestlingTourney.com and clicking on **Help | Managers**.