Tournament Manager

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1. Features

- Add and remove players
- swiss system (javafo)
- round-robin
- manual pairing
- tiebreaks¹
- rounds up to 127
- prints (not for every page)
- only results approved by FIDE²
- FIDE rating changes
- polish rating and titles
- withdrawal of a player (round or tournament)
- halfbye support
- FIDE register form
- FIDE (Krauze) raport
- start list sorting³
- schedule (for FIDE raport)
- multitournament/groups support (more than one tournament open at a time)
- import files trf, pgn and swsx (chessarbiter file)

Points, duel, wins, games with black, wins with black, bucholz, bucholz cut1, median buchoz, sonnen-berger, progress, koya, rating performance (FIDE and Polish chess association), average rating (FIDE and local)

² Empty, 1-0, 0.5-0.5, 0-1, +--, --+, 0-0, 0.5-0, 0-0.5

³ By title, fide rating, local rating, sex, club, federation, date of birth, alphabetic, random

2. Creating new tournament

Standard

After launch, an empty tournament is automatically created.

If you have already created a tournament and want to create another one, you must first save the old one (if it has already been saved, it will happen automatically, otherwise you will see a filechooser to save the file on creating new tournament).

To create new tournament you can

- File > New ☐ New ☐ New ☐
- icon on the toolbar
- pressing CTRL + N

Test

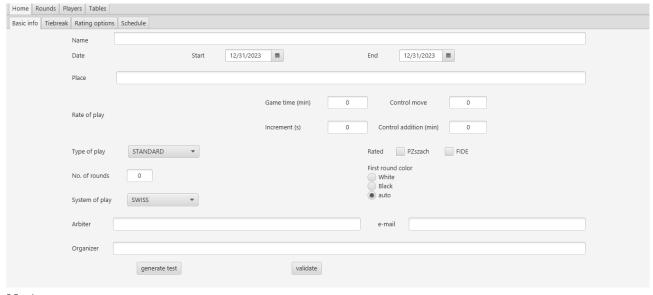
To create test tournament after creating standard tournament click generate test (Home > basic info)

test swiss tournaments are created by javafo (are not necessarily correct)

test round-robin tournaments have default 1 repeat

3. Tournament descriptive data

You can set descriptive data in Home > Basic info



Notices

• game time and increment must be between 4 0 and 32_767

4including boundaries

- control move and control addition must be netween 0 and 127
- round must be between 0 and 127
- First round color does not affect round-robin

4. Tiebreak

Tab Home > Tiebreak

Home Rounds Players Tables									
Basic info Tiebreak Rating options Schedule									
Main tiebreak method			FIDE mode						
				Points for result					
POINTS	•								
BUCHOLZ_CUT1	•	Win	1	Draw	0.5	Lose	0		
BUCHOLZ	•	Forfeit(+)	1	Forfeit(-)	0				
SONNEN_BERGER	•	Bye	1	Halfbye	0.5				
PROGRESS	•								

Default is selected FIDE mode – it mean for

- swiss
 - 1. points
 - 2. buchulz cut1
 - 3. bucholz
 - 4. sonnen-berger
 - 5. progress
- round-robin
 - 1. points
 - 2. duel
 - 3. wins
 - 4. sonnen-berger
 - 5. koya

points for

win - 1

draw - 0.5

lose - 0

forfeit win - 1

forfeit lose -0

by e-1 in swiss, 0 in round-robin

halbye -0.5

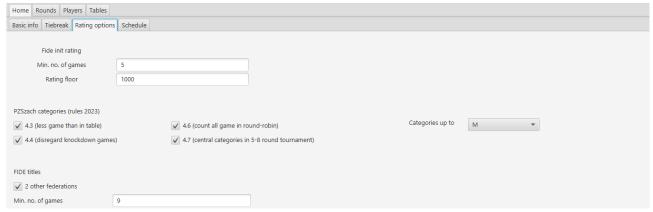
If fide mode is turn on, then you can't change tiebreak settings

Available tiebreaks:

- Points
- duel
- wins
- games with black
- · wins with black
- bucholz
- bucholz cut1
- sonnen-berger
- progress
- koya
- rating performance (FIDE and Polish chess association)
- average rating (FIDE and local)

5. Rating options

Home > Rating options



Fide init rating

Minimum number of games and minimum rating for FIDE rating

PZSzach (Polish chess association) categories

Define changes in calculating ratings and maximum possible category (default M – national master).

FIDE titles

Minimum number of games and whether the two-confederation rule affects (coming soon)

6. Schedule

Home > Schedule

Allows you to set the date for rounds, check-in and end.

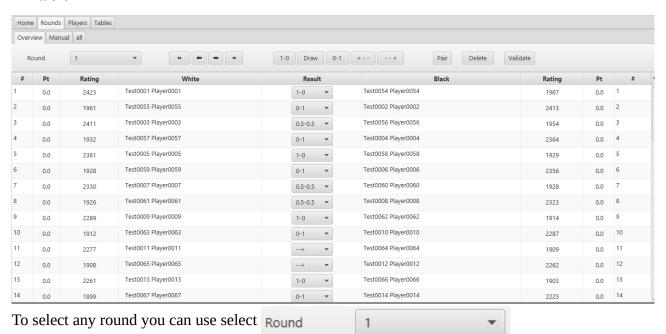
The number of rounds in the schedule is updated depending on number of round in basic info.

7. Rounds overview

Single round

Rounds > Overview

Printable



To go to first, previous, next or last round you can use controls



All rounds

Rounds > All Coming soon printable

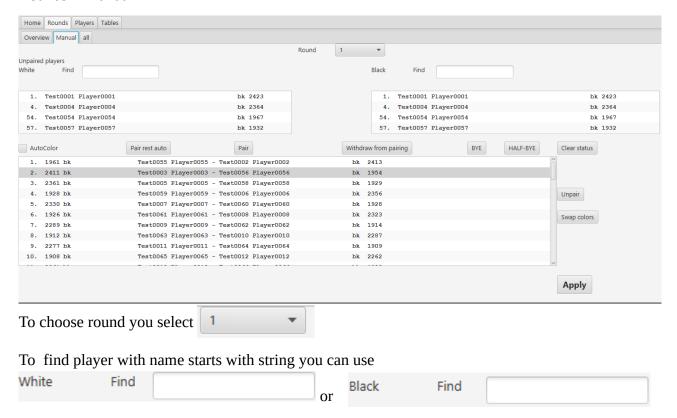


Show all rounds

8. Pairing

Manual

Rounds > Manual



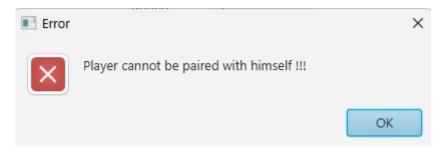
Pair players

To pair select player from first list (white) and second (black)



and click pair Pair

You cannot pair a player with himself



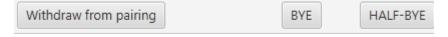
Bye, Half-Bye and unpaired

Select player from first and/or from second list and click

"Withdraw from pairing" if player is unpaired (zero-point bye)

"BYE" if player has bye as opponent (full-point bye)

"HALF-BYE" if the player requested a half-bye



Unpair

To unpair select pair and click Unpair



Another features

Swap colors – change players colors

select pair and click "swap colors"

Clear status – unselect white, black and pair

click "Clear status"

AutoColot - comming soon

Pair rest auto – comming soon

Pairing has no effect until you press "Apply".

Using engine

Rounds > Overview

click Pair

9. Remove round

Rounds > Overview



If round isn't last you must confirm deleting round (and subsequent rounds)

10. Validating (checking correction) pairings

Tournament

To check all pairings

Home > Basic info

click validate

example result



in round #1 incorrect pairings are 66-14, 15-65, 31-83, 82-32, 44-96, 95-45 round #2 and #3 are ok, in round #4 incorrect pairing are 58-97 and 98-53

Single round

Rounds > Overview

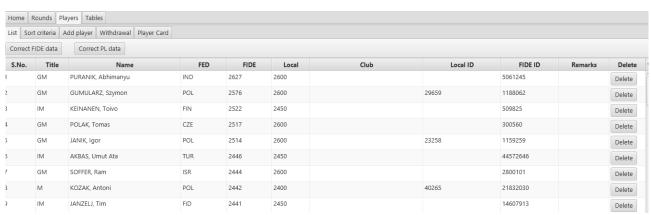


11. Start list

Players > List

Printable

look



You can change displayed column clicking at the end of the table header and checking or unchecking columns



To change column width by dragging the column

players

To fast data change you can click on cell and change data



To delete player click Delete for appropriate row. Warning! Program do not check if player played a game - Removing a player who played a game may result in undefined behavior.

data correction

FIDE

If you havn't downloaded list first click on toolbar

FIDE list

Then click

Correct FIDE data

Polish players data

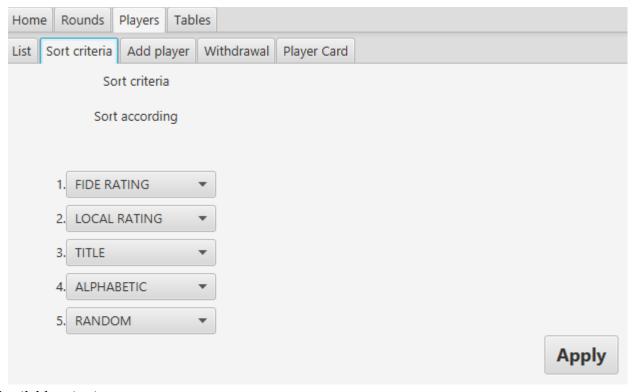
If you havn't downloaded list first click on toolbar

polish list

12. Sorting list

Then click | Correct PL data

Players > Sort Criteria



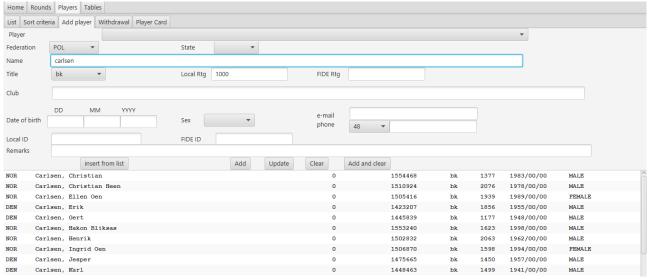
Available criteria

- title
- fide rating
- local rating
- sex
- club
- federation
- date of birth
- alphabetic
- random (not recommended)

Sorting has no effect until you press "Apply".

13. Players details

Players > Add player



New player

To add new player fill form and click Add or Add and clear (to clear form)

If name is longer than 3 characters, then you will see FIDE players (players with names starts with this string), if string isn't empty then you will see polish players. To fill data with their data select player and click insert from list

Edit player

To edit data choose player from list



notice:

year, month and day of birth, title and localid are overwroted only if aren't empty in player data (from list) and form fields are empty (Title.bk for title)

14. Withdrawal

Players > Withdrawal

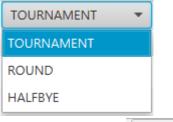


You can withdraw a player round, tournament or set half-bye in round.

To withdraw player select him from list



Choose withdraw type



If withdraw type is round or half-bye set round and click Accept

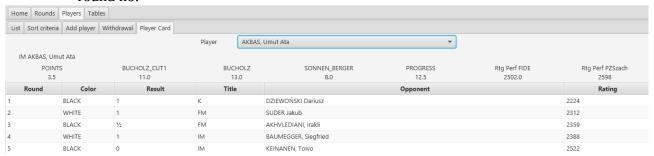
To reinstate the player into the tournament click Bring back for appropriate player.

15. Player Card

Players > Player Card

Player Card show

- title + players name
- tiebreaks
- rating performance (FIDE and PZSzach)
- games
 - o round no.



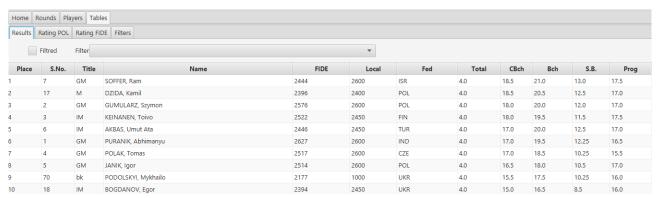
- Color
- o result
- opponent title
- o opponent name
- opponent rating

for selected player

16. Results

Tables > Results

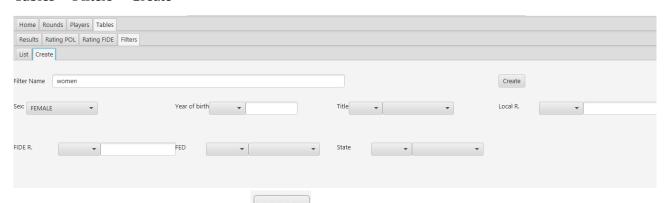
General results



Shows current results sorted by tiebreaks

Create filter

Tables > Filters > Create



Set up required predicates and click

Created filters arein Tables > Filters > List



To delete filter click Delete for appropriate filter.

Filtred results

Tables > Filters > Create

To filter results check Filterd Filtred and select filter



17. Polish rating

Tables > Rating POL

Calculated only if checked Home > Basic Info > PZSzach

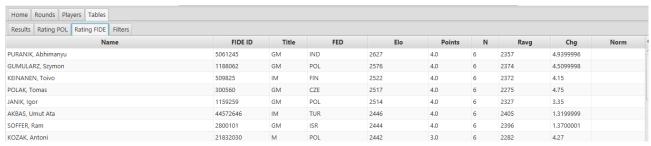


columns

- N number of counted games
- Total points in counted games
- Rar average rating
- Ruz rating performance
- Norm category gained
- Remarks if used rule 4.3, 4.4, 4.5, 4.6 or 4.7

18. Rating FIDE

Tables > Rating FIDE



columns

- N number of counted games
- Points points in counted games
- Ravg average rating
- Chg rating changes (Chg * k = rating changes in new rating list)
- Norm title gained, coming soon

19. Multitournament/groups

To manage more than one tournament, open tournaments/create new



To change current tournament select it from list. It save old tournament and open selected.

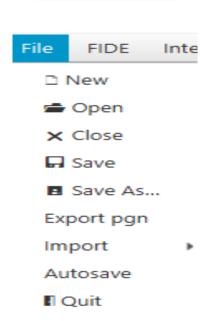
20. Toolbar



- 🗅 new tournament
- 🔲 save
- 🗁 open
- ± FIDE list download fide list
- ± polish list download polish list

21. Menu bar

File



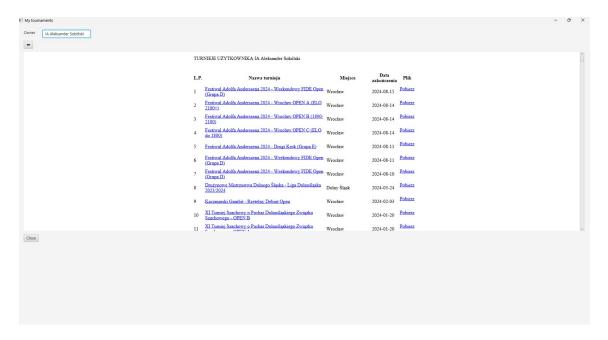
FIDE Internet

Help

File

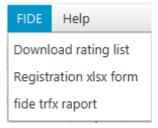
- New save old tournament and create new
- Open open file
- close close file and remove from tournaments list
- save
- save as save and choose file name
- import
 - ∘ trf import FIDE (Krauze) raport

- Chessarbiter impot ChessArbiter tournament
 - local swsx file on PC
 - remote swsx uploaded to ChessArbiter server



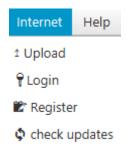
- ∘ pgn import pgn file
- Autosave save every 5 seconds
- Quit close program

FIDE



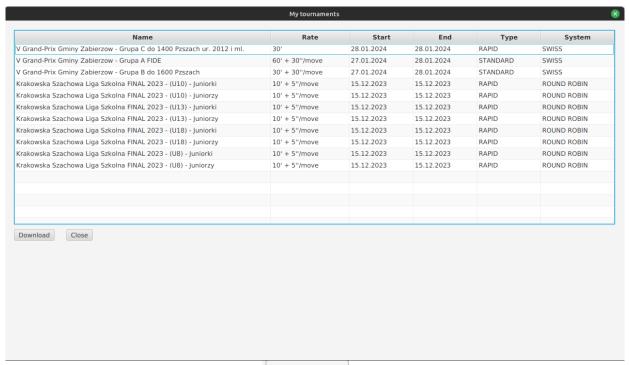
- Download rating list download current list
- Registration form xlsx form create registration form
- fide trfx raport FIDE (Krauze) raport

Internet

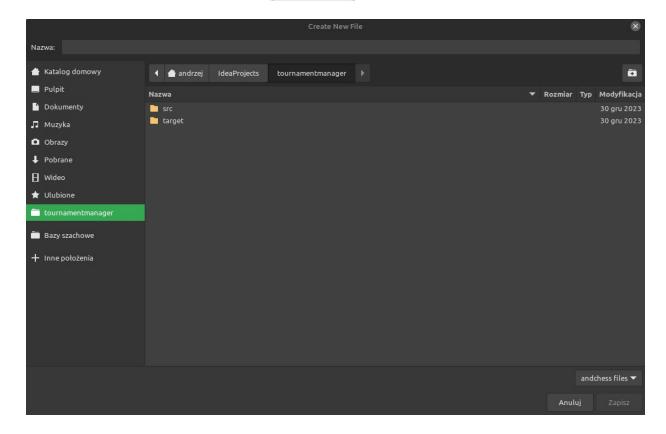


• Upload – upload selected file to server, requires being logged in

• My tournaments – tournaments uploaded to server



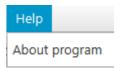
to download select tournament, click | Download | and select save location



- Login* login
- Register* create new account
- check updates search new commits in remote git repository

By logging in/registering, the user agrees to the processing of data for the purpose of publishing tournaments

Help



• About program – this manual

22. Shortcuts

Control

- CTRL + N new tournament
- CTRL + S save (if not saved, then save as)
- CTRL + O open
- CTRL + Q quit
- CTRL + P print (if page is printable)

Control + Shift

• CTRL + Shift + S – save as

Function key

- F1 download FIDE list
- F2 download polish list
- F3 upload tournament (if saved)
- F4 show users tournament on server
- F5 refresh all tables
- F6 import trf
- F7 import local (from PC) swsx
- F8 import remote (from ChessArbiter) swsx
- F9 import pgn

Results enetering

- Z-1-0
- $X \frac{1}{2} \frac{1}{2}$
- C 0 1

- V-+--
- C - +