Tourney Excel App

# User’s Guide to the Tourney Excel App:

## Overview:

The application consists of the following Workbooks, each with a focused purpose:

* PreliminaryRegistration
  + A stand-alone workbook used to gather registrations ahead of the tourney.
  + Gathers players, pools selected, fees paid/unpaid etc.
  + Tourney tab to enter global tourney details.
  + Main Setup tab for Main pools types, fees.
  + Entries tab where all player information is entered.
  + Can gather new players and update existing players info.
  + Set up particulars of the tourney; fees, pools, name, dates, & etc.
* Registration
  + Entries tab copied here from PreliminaryRegistration.
  + Final adjustments for walk-ins, no shows, pool changes.
  + Tourney tab to enter global tourney details.
  + Main Setup tab for Main pools, types, fees.
  + Consy Setup tab for Consy pools, types, fees.
  + Plain & Pool Player Labels creates labels in LabelList workbook.
  + Unpaid tab that provides check-in for those that pay at the door.
  + Anchors tab that provides list of those that need to be anchors.
  + Veggies tab that provides a list of those requesting vegetarian lunch.
* LabelList
  + Requires entrants be moved to MainRoster
  + PoolLabels has a label with pools entered for all in MainRoster.
  + PlainLabels has a label without pools, for use on Consy cards.
  + Created from Registration using the Plain & Pool Player Labels button.
* MainRoster
  + Confirmed players are transferred here from Registration.
  + Final chance to change players for no-shows.
  + Main Financial must be completed before finalization of tourney payouts
  + Once play begins, payout sheets can be printed for any grad pools.
  + Pool2, poo3, pool4 tabs are usually grad pools.
  + After end of play, those that qualify are marked in Qualified column.
  + Results from game cards entered for those that qualified.
  + Tourney playoff position & bracket determined by sorting Results tab.
  + Pool1 (EQ) is completed once qualifiers are known.
  + Pools 2,3,4 (Grad) are completed once qualifiers are known.
* MainFinancials
  + MainSummary tab show overview of main tourney finances.
  + PlayerBenefits tab captures costs for trophies, meals, drinks.
  + Expenses tab captures other expenses.
  + Main financials Expenses and Benefits must be finalized to let payoffs be calculated.
  + When all financials are marked complete, BracketPayOffs tab can be posted.
  + PayOffSignOff tab contains signature sheet for play off brackets.
  + CashInOut tab is a general scratch sheet for recording expenses, cash, change.
* MainSidePools
  + PrtPool1, 2, 3, 4 tabs have printable pay-off calculations as soon as Main Tourney starts.
  + The actual winners are in Pool1, 2, 3, 4 tabs from MainRoster when results are in.
* ConsyRoster
  + All players are copied from MainRoster to ConsyRoster.
  + Plain labels are produced and printed from LabelList PlainLabels tab.
  + ConsyCheckInSheet used to manually record players who enter the Consy Tourney.
  + Entrants and pools are recorded on Entries tab.
  + After end of play, qualifiers are marked in Q’d column and moved to Results tab.
  + Qualifier game cards are entered into Results tab.
  + Pool payout sheets available once all players are know and qualification order is known.
* ConsyFinancials
  + ConsySummary tab shows overview of tourney finances.
  + Expenses and PlayerBenefit tabs capture consy-specific expenses.
  + BarcketPayOffs tab computed and printable once all expenses are in.
  + PayOffSignOff tab printable once consy tourney has started.
* ConsySidePools
  + PrtPool1, 2, 3, 4 tabs have printable pay-off calculations as soon as Consy Tourney starts.
  + The actual winners are in Pool1, 2, 3, 4 tabs from ConsyRoster when results are in.

## Order of Usage:

1. Set up PreliminaryRegstration for new Tourney.
   1. Clear PreliminaryRegistration Entries tab with the clear button.
   2. Ensure the PreliminaryRegistration Entries tab is not protected.
   3. Sort Entries Alpha.
   4. Copy and Paste all Players and details from prior tournament Registration Entries tab.
   5. DO NOT COPY the Total Revenue column—preserves workbook local formulas.
   6. Use Tourney tab to input Tourney details.
   7. Use Main Setup tab to input Main Tourney Fees and Pools.
2. Gather entries using PreliminaryRegistration Entries tab.
   1. Include pools entered and add any new player details.
   2. Check PreliminaryRegistration using the Validation button on the Entries sheet.
   3. Day before tourney, send PreliminaryRegistration to tourney statistician.
   4. Statistician has a copy of the tourney Registration workbook.
3. Statistician sorts PreliminaryRegistration and Registration Entries tab in alpha order.
   1. Unlock both Entries tabs and use Show/Hide to show all details on both workbooks.
   2. Use Clear Registration to delete all prior input on Registration Entries tab.
   3. Use Ctrl-C/Ctrl-V to copy all Entries tab input to Registration Entries tab.
   4. Unprotect Regsitration->Entries prior to copy over.
   5. Copy everything including Veggies column; formulas copy over too.
   6. Make sure to include and overwrite players and their details in case of add/change/deletes.
   7. Confirm Tourney, MainSetup, and ConsySetup tab input for accuracy and completeness.
   8. Use Main Tourney Save Setup, Main Tourney Save Pools & same for Consy
   9. Use Entries tab Validate Registrations button to validate Entries tab input.
   10. Use Sort buttons to complete Unpaid, Anchors, Veggies tabs for print out.
   11. Use Registration Entries Plain & Pool Player Labels to create labels.
   12. LabelList tabs will have labels with and without main pools entered.
   13. Print PoolLabels tab for Main Tourney cards with pools entered included on labels.
   14. Print PlainLabels tab for use on Consy Tourney cards. Will discard unused ones.
   15. When satisfied, use Move to Main to copy Registration to MainRoster workbook.
4. Make sure any no-shows are removed from MainRoster Entries tab before tourney play starts.
   1. Finalize shows/no-shows and pool change
   2. Check MainFinancials and validate all expenses are in.
   3. Copy Main Roster Numbers before initializing payoffs
   4. Use FinalizeForNoShows on MainRoster Entries tab to create all payoff brackets and tabs.
      1. FinalizeForNowShows on MainRoster will fail if all financials are not in.
   5. Use FinalizePayOffs on MainSummary tab to compute all payoff bracket amounts.
   6. BracketPayOffs tab in MainFinancials can now be printed.
   7. MainSidePools PrtPool1, 2, 3, 4 tabs have printable payoff amounts for main pools.
   8. Once qualifiers have been determined, move them to the Results tab.
   9. Enter the game card results into MainRoster Results tab and sort for qualifying order.
   10. Pool1 (EQ) tab will now have names of EQ payouts.
   11. Pool2, 3, 4 tabs will have names of Grad Pool winners.
   12. As play-offs progress, record in Playoff Place which bracket they qualify for.
   13. Use MainFinancials->PayOffSignOff printout for players sign for their pay-off.
5. Use ConsyRoster to manage ConsyTourney
   1. Print ConsyCheckInSheet tab to use for manual Consy tourney entries and pools.
   2. Use PlainLabels from 2.7 to put consy players on game card.
   3. Manually mark Consy Tourney cards with pools entered.
   4. Enter Consy entrants and pools using Entries tab in ConsyRoster workbook.
   5. Check ConsyFinancials to finalize any Consy-specific expenses – usually player benefits.
6. Make sure Consy entrants are finalized on ConsyRoster Entries tab.
   1. Finalize entrants on ConsyRoster
   2. Check ConsyFinancials and validate all expenses are in.
   3. Copy Consy Roster Numbers for Initializing Payoffs.
   4. On Consy Roster->Entries, Finalize Consy Entrants to create payoff brackets and tabs.
      1. Finalize Consy Entrants will fail if all financials are not in.
   5. BracketPayOffs tab in ConsyFinancials can now be printed.
   6. ConsySidePools PrtPool1,2,3,4 tabs have any graduated pools ready to print.
   7. Once Consy qualifiers have been determined, move them to the Results tab.
   8. Enter the game card results into ConsyRoster Results tab and sort for qualifying order.
   9. Pool1(EQ) tab will now have names of EQ payouts
   10. Poos2, 3, 4 tabs will have names of Grad Pool winners
   11. As play-off progress, record in Playoff Place which bracket the qualify for.
   12. Use ConsyFinancials->PayOffSignOff printout for players sign for their pay-off.

# Environment:

1. A current version of Excel is required; preferably Excel 2016 or later.
2. Excel settings must permit macros to be executed.
3. All Excel workbooks must be in the same directory/folder.
4. No other Excel workbooks should be open when using the Tourney app.
5. The folder must be writeable by the user executing the Tourney app.
6. The folder must contain 3MB of free space to store saved workbooks and files.

# Principles of Operation:

1. Most workbooks are .xlsm to allow execution of macros.
2. Tourney static information is stored in publicly accessible global object.
3. Global objects are classes defined in TourneyGlobalObjects which is part of the TourneyGlobalObjects project and implemented as singletons.
4. All other workbooks are part of a separate TourneyProject Excel project.
5. Opening the Registration workbook automatically opens the TourneyGlobalObjects.
6. All objects are created and accessed using Public scope via cross-project Run requests.
7. All objects are defined as separate Excel class modules, with read/write Properties.
8. Every class instance is saved into and restored from a JSON backing file.
9. All fields of interest have a workbook-scoped name e.g. FRegEntriesEntryCount, FRegEntriesPool1Fee for use workbook-wide.
10. VBA macros use the form <fieldname>.offset(row, col) to locate information on worksheets.
11. Example; FRegEntriesEnteredHdr.offset(1,0) locates first entry field in Entries worksheet of Registration workbook. Absolute row/column references are not used.
12. The class instance is saved to it’s JSON file whenever any change is made to a class instance.
13. All workbooks access the singleton instance of a class instance to retrieve common information.
14. All workbooks have a common public instance of class objects in the Commons module.
15. Examples of common info. are Tourney Name, Location, Date, MainPool specs, ConsyPool specs.
16. Other examples are MainFinancials which contains all relevant info. for calculating payouts.
17. When a new Tourney is cleared, all class instances and JSON files are reset to empty.
18. When a Tourney is closed, all class instances are saved and all workbooks are saved.
19. When a Tourney is opened, all class instances are refreshed from their JSON backing files.
20. Worksheets that have manual input fields are outlined in blue.
21. In general, worksheets are protected to forbid user accidental input.
22. Entries tabs that permit sorting and add/change/delete have Lock/Unlock buttons.
23. When VBA macros update protected fields, worksheet is unprotected to allow changes and then immediately protected again via VBA macros.
24. Registration, MainRoster, and ConsyRoster allow user input/change in the main body
25. Registration is manually finalized for no-shows/pools before moving entrants to MainRoster.
26. MainRoster is filled in from Registration when the tourney starts.
27. ConsyRoster is filled in from the MainRoster– and adjusted for those that sign up.
28. Bracket Payoffs and Grad Pool Payoffs are computed as soon as number of players is known.
29. EQ pool payoffs are computed once number of qualifiers is known.
30. Workbooks are opened as needed and common info. is retrieved from the class instances.
31. Graduated payouts are computed using the static workbook RHallGraduated1in6SidePools.
32. Users may replace this with their own sidepool calculation workbook.
33. Replacement would require that the same workbook and worksheet names, the same format, and the same range names for it to work.
34. Main and consy payouts are computed dynamically and rounded to $5 and allow manual adjustment.
35. A separate PreliminaryRegistration workbook is used to capture early registrations.
36. The contents of PreliminaryRegstration are value-copied to Registration for the Tourney.
37. This is accomplished using Ctl+Alt+V then V+Enter paste-special to preserve formulas in target.
38. Validation routines are used to ensure MainPool and ConsyPool specifications are valid.
39. When sheet content is modified or sorted, it is UnProtected to permit modification.
40. Every sheet has a ResetSheet method where it takes care of clearing it’s own contents.
41. App clear functions call the ResetSheet for each of the worksheets in each workbook.
42. When sheet entries are being copied, automatic calculation is turned off for the duration.
43. When sheet entries are being copied, screen updating is turned off to prevent flickering.
44. Screen updating is turned off when lots of workbooks are being opened of closed.

# Tracing Conditionals:

Compilation conditionals are set by a right click on the ProjectTitle then set one or more conditionals using cond1 = 1 : cond2 = 1: cond3 = 1 :. . . etc.

Compound conditional control can use statements such as:

#If cond1 And cond2 then

Debug.print “cond2 traces”

#End If

## TourneyGlobalObjects

* debugMode All other conditionals are ANDed with debugMode—it’s the mast switch
* tytrace Trace tourney class
* mftrace Trace main financials class
* cftrace Trace consy financials class
* mrtrace Trace main roster class
* crtrace Trace consy roster class
* mptrace Trace main pool class
* cptrace Trace consy pool class
* ptrace Trace any pool class
* regtrace Trace registration class
* mstrace Trace main setup class
* cstrace Trace consy setup class

## TourneyProject

* debugMode All other conditionals are ANDed with debugMode—it’s the master switch
* classtrace Generic trace classes

## Events

* On sheet deactivate event, any underlying class is automatically updated.
* On sheet activate event, any relevant class refreshes the fields in the sheet.
* Events are sheet-level private events that access public class singletons.
* Sheet-level code must declare the public class singletons that reside in commons.er