








































## Event Colors

-  No entries.
-  Entries, no draws.
-  Empty draw
-  Draw, nothing scheduled.
-  Some matches scheduled.
-  All matches scheduled.
-  Finished

## Hotkeys

- F6 Switch draw <-> match
- F7 Schedule match
- F9 Find team in draw
- F10 Show team matches
- F11 Show player matches

## Toolbar buttons

- |   |                       |   |                      |
|---|-----------------------|---|----------------------|
|    | New Tournament        |    | Delete Note          |
|    | Open Tournament       |    | Schedule Match       |
|    | Backup Tournament     |    | Schedule Round       |
|    | Restore Tournament    |    | Clear Match          |
|    | Tournament Properties |    | Match Properties     |
|    | Find Team             |    | Show Match           |
|    | Matches of Team       |    | Select Entry         |
|    | Matches of player     |    | Delete Entry         |
|    | Add Team              |    | Make Draws           |
|    | Delete Team           |   |                      |
|    | Add Player            |    | Match to Court       |
|   | Delete Player         |   | Free Court           |
|  | Matches of player     |  | Show Draw            |
|  | Entry Properties      |  | Add Player Match     |
|  | Add Draw              |  | Delete Player Match  |
|  | Delete Draw           |  | Auto Teammatch Score |
|  | Add Note              |   |                      |

## How Do I?

### Set-up a league

Select **New** from the league menu. You will need to choose a filename for this new league.

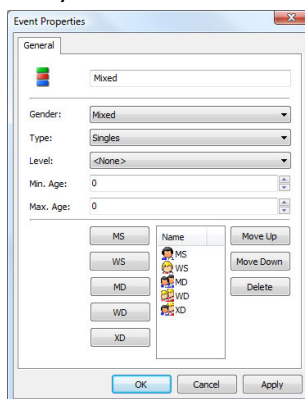
**Info**-tab: enter the general information for this league.

**Events**-tab: you can add and modify events. You can add your events one by one, or use the import-button to import the events from a previous competition.

Click Add or Edit to open the Event Properties. For every event you can enter the name and add the matches (MS/WS/MD/WD/XD) for each fixture.

**Days**-tab: add all the days of the competition.

**Times**-tab: you can set the



The Event Properties dialog box is shown with the General tab selected. It contains the following fields and controls:

- General** tab
- Gender:** Mixed (dropdown)
- Type:** Singles (dropdown)
- Level:** <None> (dropdown)
- Min. Age:** 0 (spin box)
- Max. Age:** 0 (spin box)
- MS** (button)
- WS** (button)
- MD** (button)
- WD** (button)
- XD** (button)
- Name** (text field)
- Move Up** (button)
- Move Down** (button)
- Delete** (button)
- OK** (button)
- Cancel** (button)
- Apply** (button)

timeslots for playing. Select the number of slots on the top left corner. You can either type in the times manually or generate times using one of the buttons on the top right.

**Courts**-tab: you can set the courts for the match overview.

**Available courts**-tab: There are two options for filling in court availability. If you choose **Specify available courts manually** you can set the number of available courts per timeslot. Please remember that an empty timeslot will automatically reset the courts for that timeslot to zero. The second option is **Calculate from availability per court**. With this option you can set for each court separately when it's available. To do this you need to go back to the **Courts**-tab and open the court properties. On the **Availability**-tab you see a matrix. Click with the mouse on the matrix to activate it. You can use the left mouse button to select multiple blocks at the same time. With the right mouse button you can set the availability.

**Team Points**-tab: The standings are calculated by rules. These rules may differ for certain leagues, sports or countries.


You can select two types of scoring. You can set the scoring to **Points per Match** or set it to **Sum of points**. The setting points per match will allow you to define how many points a win, loss or draw will get. If Sum of points is set, the total of points for each match in a tie will be counted as team points.

### Player Points-tab:

You can select three types of scoring. You can set the scoring to **Points per match** and **Points per set**.

With each scoring option you can specify how many points are awarded when a player wins a match.

### Enter Teams


By selecting the Teams panel the teams view will open. In this view you can edit all the teams' data. To add a team to the competition click  This will open the team properties. On the **General**-tab you can enter the most important data belonging to that team. On the **Contact**-tab, you can fill in the team's contact information. If you fill in a mobile number it's possible to send the team an SMS. If you fill in an email address it's possible to send the team an email. To add the players who are part of the team go to the **Players**-tab.

On the **Availability**-tab you can specify availability by drawing a box using the mouse and use [space] to set or [delete] to clear a team's availability.

To edit a team click on it with the right mouse button and select **Properties**.

It's also possible to import teams from an Excel file. To do this, click on **Team** in the main menu and choose **Import Teams**.

## Enter Players

Click the add player button  to open the player properties. On the **General**-tab you can add personal information. On the **Sport**-tab you can specify the rating and ranking of the player. The rankings can also be imported using the menu option player, Import Ranking. On the **Teams**-tab you can assign a player to a team.

It's also possible to import players from an Excel file. To do this, click on **Player** in the main menu and choose **Import Teams**.

## Assign Seeds

On the roster screen double click any team to set the seeding. Please note you can sort the players by rating or ranking by clicking on the column name. You can also seed players by using the auto-seed button which assigns a range of seeds based on ranking or rating.

## Create Draws

On the roster screen click the Add Draw button to start the wizard. You can select any of the available draw types. You can still create your own compositions by creating several standard types and group those in different stages. Several stages can be linked together by marking the first stages as qualification.

## Make Draws

To make a draw automatically select make draws from the draws menu.

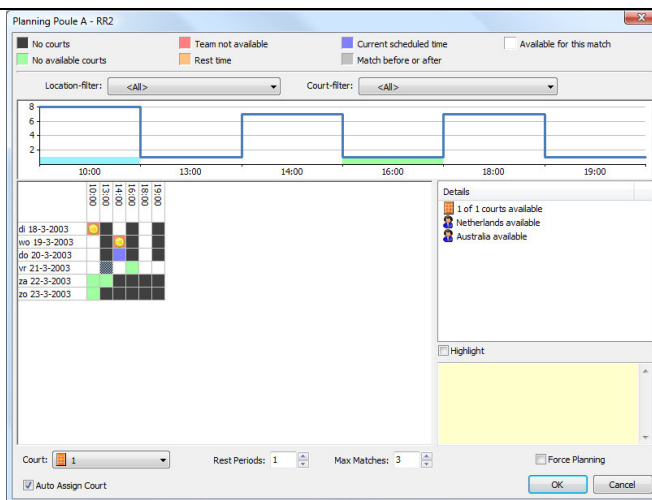
Select the entries you want to use and the type of separation. To manually make the draw, go to the draw sheet and click a line. Press [enter] to see the available entries and links. Press [delete] to remove an entry from the draw sheet.

## How to Use Links

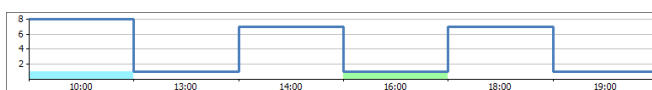
Links are used to allow entries to be moved between different stages of draws in an event. Links are automatically created and placed when using the draw wizard. As soon as a qualification draw is finished you can view the links and forward entries to the next stage.

## Schedule Matches manually

Manual scheduling allows you to schedule one match at a time so you have full control. Select a match from the match list or a draw and press **F7**. This will open planning window.



## Court Capacity Graphic



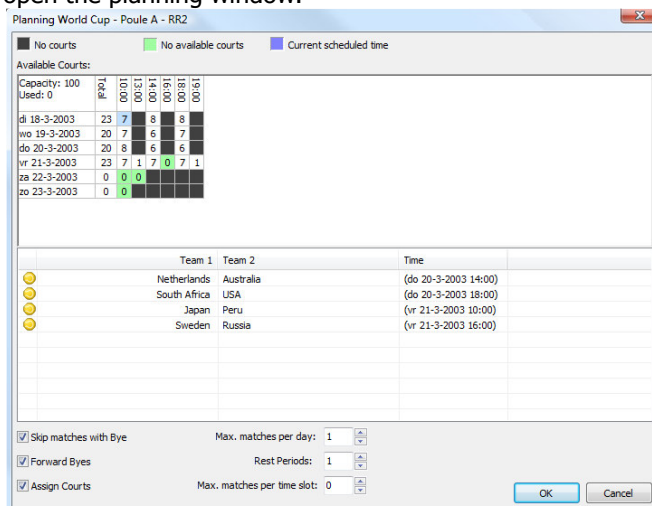
The court capacity graphic is an extra aid for planning your league. It gives you the ability to see at a glance what the court capacity is and how many courts are used during the day. The blue line indicates the total court capacity.

By selecting Auto Assign Court the match will automatically be scheduled on a free court available with the selected filter.

All teams are listed on the right. Click on any team to see their notes. The colors are explained in the legend at the top. Use the options on the bottom to fine-tune. The **rest periods** indicate the number of timeslots between two matches. Click any timeslot to view the explanation for each player. Use **force planning** to ignore courts, availability and rest periods.

**Schedule Matches per Round:** Schedules a whole round of matches at once.

Select your draw and right-click on a match in the first round. Choose **Schedule Round** from the menu. This will open the planning window.







# League Planner

All matches in the same round are listed automatically. Click any timeslot to use that time as the start time for this round. Tick **forward byes** to forward all teams with a bye. Use **max matches per time slot** to limit the number of matches per time slot for this round.

## Use Match Control and enter scores

On the match screen you see the matches listed chronologically. To assign the players to the correct match we need to know who is playing. To do this we print the **Match Competition** form. Click with the right mouse button on the match and select **Match Composition**. When the form has been filled in we can enter the players. Click with the right mouse button on the player match and select from the menu **properties**. On the **score** tab select the right players for each team.

Click on the score to edit. Use the cursor keys or any non-numeric key to forward the cursor to the next field. A walkover, retirement or disqualification can be selected below the score.

Please note that on the match properties you can pre-select a court for a match. In the match listing you can put matches on court by using the  button. Occupied courts show players on them.  Position your mouse over the courts to view which players are on court.