Baumspage.com Mobile Wrestling Manager App

Event Setup Help Guide

Welcome to the all new Baumspage Wrestling Manager Application! This guide is intended to help you setup and manage a wrestling tournament from start to finish while using the new app. From the moment you first open the Baumspage Mobile Wrestling Manager App we hope you will discover a user-friendly tool designed to supersede the original Computerized Wrestling Program that brought computers into managing wrestling tournaments over 30 years ago!

To get started, go to http://baumspage.com/TBindex/wr/mobmgr/mobmgr.htm (this is still in my Demo Location).

NOTE: This guide assumes you are new or starting from a new App load. To Reset your application (at any time), simply expand the bottom 'Manage Data' tab and then select 'Clear All Local Data' (then press 'OK') this will reset the application to its initial state.

Summary of Using the App (click Links to jump to section of this document)

The basic steps to manage a tournament are as follows:

- Download the Online Entry data for your event.
- Verify/Change the Event Settings.
- Seed and Draw Brackets.
- Print <u>Bout/Match Sheets</u>.
- Start the Tournament.
- <u>Enter the match results</u> as the tournament progresses.
- Printout & display Brackets & Results pages (and more bout sheets for each next round).
- Upload the final tournament Results to be posted on baumspage.com.

Baumspage Mobile Wrestling Manager App Features:

- Manage tournaments with any number of Teams, any number of Weight Classes (up to 64 wrestlers per class)*.
- Download team entry data seamlessly from the baumspage.com Online Entry System.
- Seed & Draw Tournament Brackets
- Automatically score tournaments (according to NFHS or NCAA rules)*
- Print (as needed throughout tournament progression)
 - Rosters
 - Team Check-in / Verification Sheets
 - Weigh-In Sheets (by Team or Weight Class)
 - Individual Bout/Match Sheets
 - Brackets (by Weight Class)
 - o Individual Results (by Round)
 - Team Scores
- Post & Display results to baumspage.com (almost in real-time)*
 - * Note: Not all of these features are available in the initial beta version of the baumpage app.

Getting Started:

Go to baumspage.com/NEED_ACTUAL_LINK. Log into your baumspage account and click xxxxxxxxxxxxxxxxxxxxxx (this section will be revised as permission code gets added).

This guide is written in order to help you setup and manage a Wrestling Event from start to finish.

This APP is currently in Alpha Testing mode (soon to be Beta); your feedback will help get this to a first Live Version.

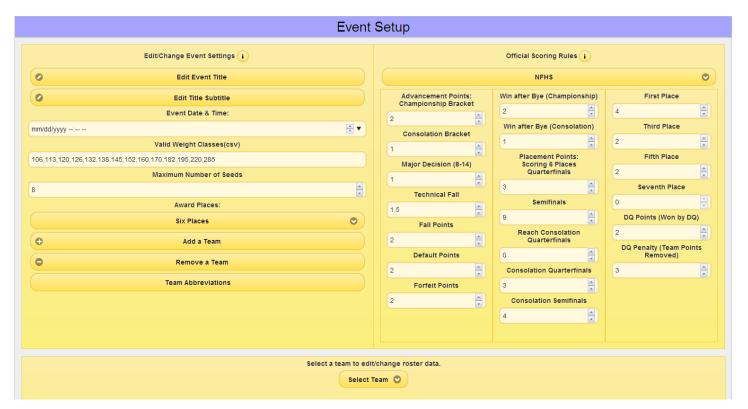
The Welcome Screen

This screen will change before the app goes 'Live'. For now, simply enter your EventID into the box and press 'Download from Baumspage'. For additional help (throughout the App), look for and click on these little information buttons.



The 'Event Setup' tab

Use this tab to setup & change how your event will be ran & scored.



Note: The following values MUST be set BEFORE you begin seeding & drawing brackets. They define how the tournament will be setup and will also become locked out as you begin drawing the first bracket.



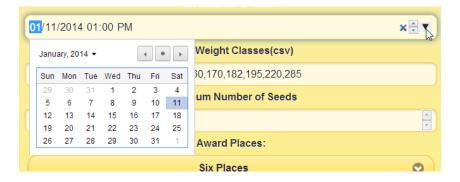
Use the 'Select Team' button to add/remove an athlete to/from a team or to fix roster data (Note: Data & spelling changes MUST be fixed before seeding & drawing begins):

Select a team to edit/change roster data.
Select Team ⊙

Select the team Name, edit the data, and press the 'Submit Changes' button when done.

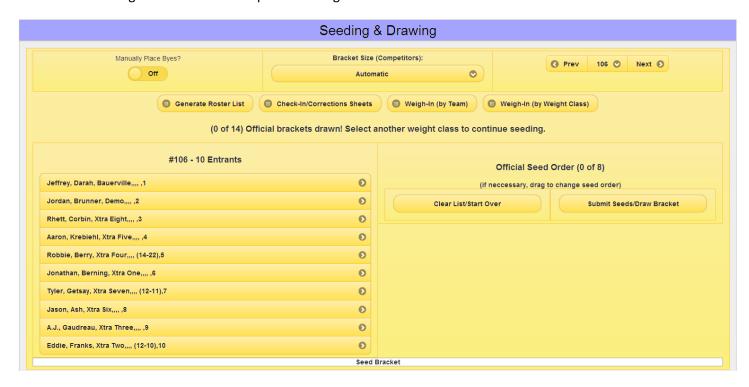


Hint: Press the little black trangle to pull up a calendar when setting the date



The 'Seeding & Drawing' tab

This tab is used to get the tournament up and running.



Use these buttons to Generate & Print the appropriate sheets:



The 'message section' displays the status of drawing the brackets:

(0 of 14) Official brackets drawn! Select another weight class to continue seeding.

These buttons let you navigate between Weight Classes:

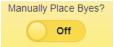


This button lets you select the bracket size:



'Automatic' (recommended) will draw each weight class bracket to the next Power of Two size, based on the number of athletes submitted for that class. Selecting a specific size will force all of the brackets to be drawn to that size (placing Byes on the excess lines). Note 32 & 64 Athlete brackets are not yet fully supported in the beta version of this program.

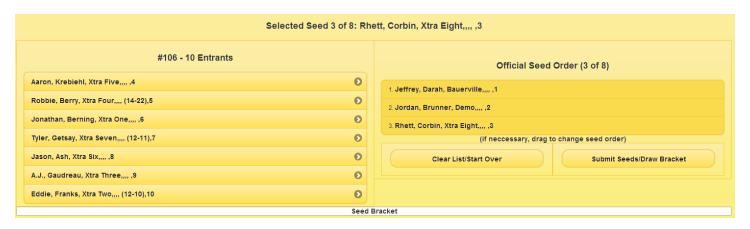
This toggle switch gives you the option to Manually Place the Bye lines on the bracket *before* the app randomly places the remaining athletes onto the bracket:



Use this section for Seeding & Drawing:



To seed a wrestler, simply click on them from the list on the left. As you select each one, they will move to the 'Official Seed Order' list on the right.



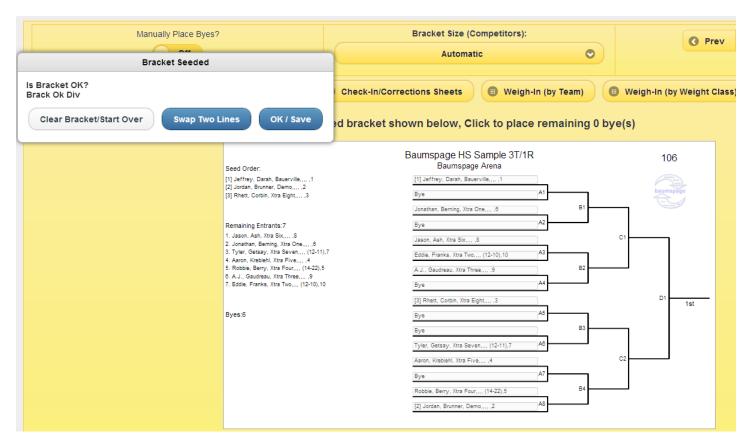
The Seed Order list can be resorted by simply dragging the athlete to the appropriate spot:

Official Seed Order (3 of 8)					
1 Jordan Brunner Demo 2 3. Rhett, Corbin, Xtra Eight,,,, ,3	L ₃				
4. Jeffrey, Darah, Bauerville,,,, ,1					
(if neccessary, drag to change seed order)					
Clear List/Start Over	Submit Seeds/Draw Bracket				

Use these buttons to 'Clear the List' and Start over OR 'Submit Seeds' and Draw the Bracket:



When you 'Submit Seeds' and Draw the bracket you get the following:



Closely look at the bracket bout matches and Verify that they are OK before saving:

Seed Order:

- [1] Jeffrey, Darah, Bauerville,...,1
- [2] Jordan, Brunner, Demo,...,2
- [3] Rhett, Corbin, Xtra Eight,...,3

Remaining Entrants:7

- 1. Jason, Ash, Xtra Six,..., 8
- 2. Jonathan, Berning, Xtra One,...,6
- 3. Tyler, Getsay, Xtra Seven,... (12-11),7
- 4. Aaron, Krebiehl, Xtra Five,...,4
- 5. Robbie, Berry, Xtra Four,... (14-22),5
- 6. A.J., Gaudreau, Xtra Three,...,9
- 7. Eddie, Franks, Xtra Two,,,, (12-10),10

Byes:6

Baumspage HS Sample 3T/1R Baumspage Arena



If you need to modify a bracket, you can click the 'Swap Two Lines' button:

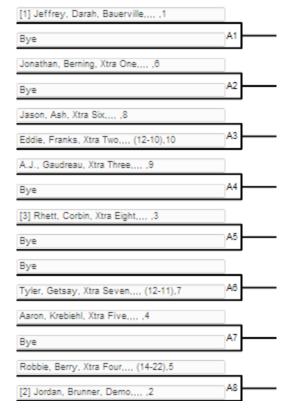
Swap Two Lines

This allows you to move ANY two lines, by clicking on them. WARNING: Do not move seed lines! If the seeds are incorrect, you must go back and reseed the entire bracket.

Click on two lines to swap them!

End Swapping

Baumspage HS Sample 3T/1R Baumspage Arena



When done click the 'End Swapping' button, then go back to the Verify Bracket Screen.

If you are satisfied with the bracket, click the 'OK/Save' button:

OK / Save

You may notice that the status Seeding & Drawing messages change as you work through the drawing process:

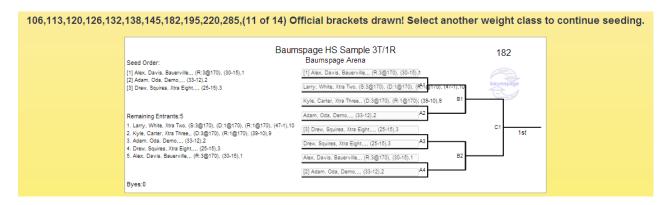
106,(1 of 14) Official brackets drawn! Select another weight class to continue seeding.

Baumspage HS Sample 3T/1R

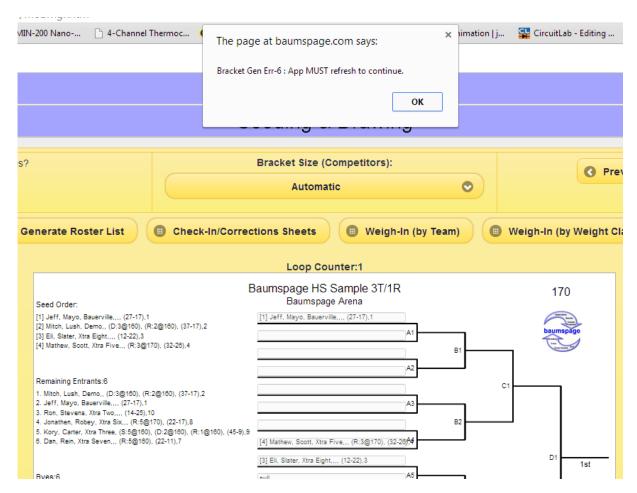
106

You have now successfully drawn your first bracket! Now repeat the process for each weight class. Note ALL weight classes MUST be drawn before continuing to other sections. WARNING: Unexpected results may occur, if you don't complete seeding properly!

As you advance through the seeding & drawing process, the status messages will keep you informed of your progress:



WARNING -- KNOWN BUG: There is a known bug in the drawing logic (it WILL be fixed at some point) that could cause the browser to crash. Most of the time, this bug will be captured and it forces the page to do a controlled reload (after you Press 'OK'). Don't worry ALL of your data has already been saved! Simply refresh the page and continue drawing from the Weight Class that you left off.



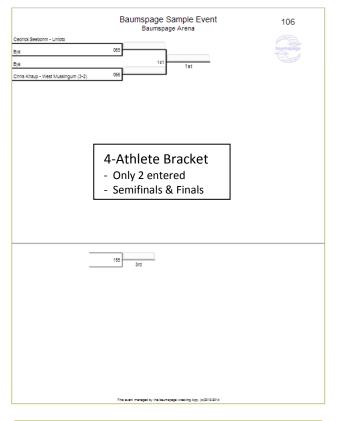
After all of the brackets are drawn:

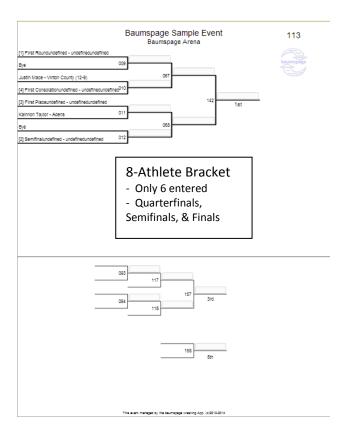
ALL (14 of 14) Official brackets complete! You may now score and manage this event. Begin scoring by clicking the Bout you wish to enter results for.

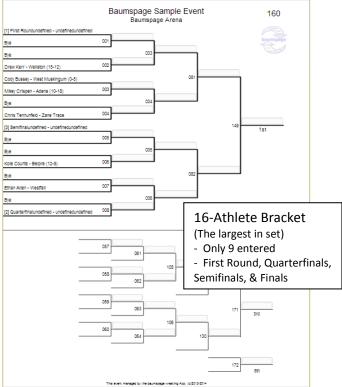
The Complete Bracket Set:

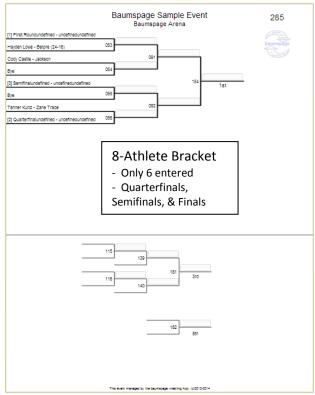
A complete Bracket set can now be reviewed. When you use 'Automatic' Bracket sizing, the brackets will be generated to the next "Power-Of-Two" size based on the number of Athletes in that weight class. However the Tournament Rounds and Bracket Numbering is all based off of the Largest Bracket Size. Smaller brackets are essentially shifted out to

align properly with the match order. In the sample set shown below the Bout numbering is based on the order of the rounds and will be further discussed in the next section.

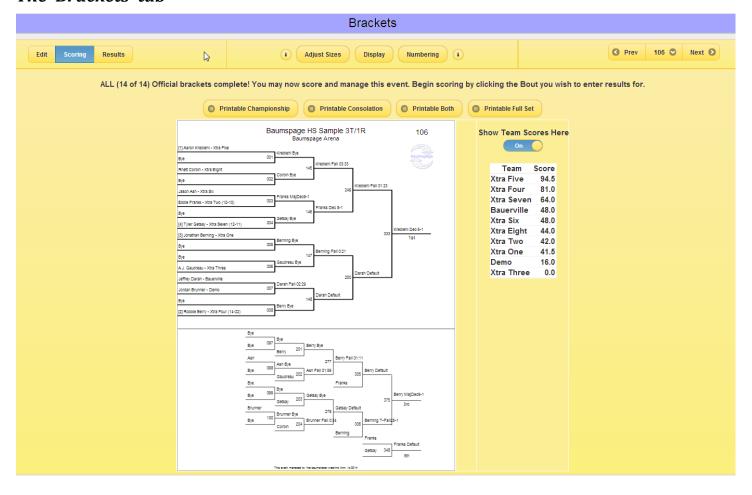








The 'Brackets' tab



Use these buttons to navigate through the Bracket Weight Classes:



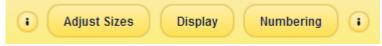
Set Bracket Mode (This may change, for now use Scoring most of the time):



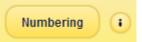
Use these buttons to print different Bracket options:



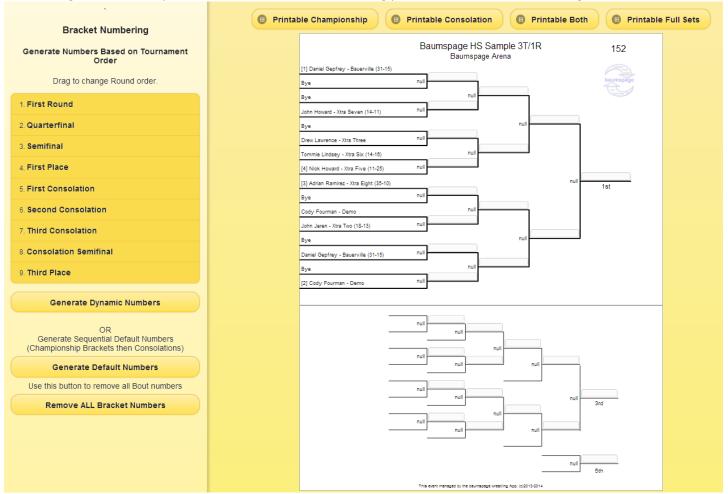
You can use these buttons to Adjust Different Bracket related settings:



Next, let's focus on the Bracket 'Numbering' button:

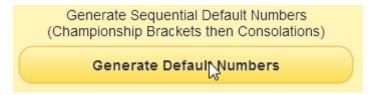


After the last bracket is drawn, the Bracket Tab and Bracket Numbering Panel will both automatically open, the 'Numbering' button also Opens & Closes the Bracket Numbering panel on the Left side of the Page:

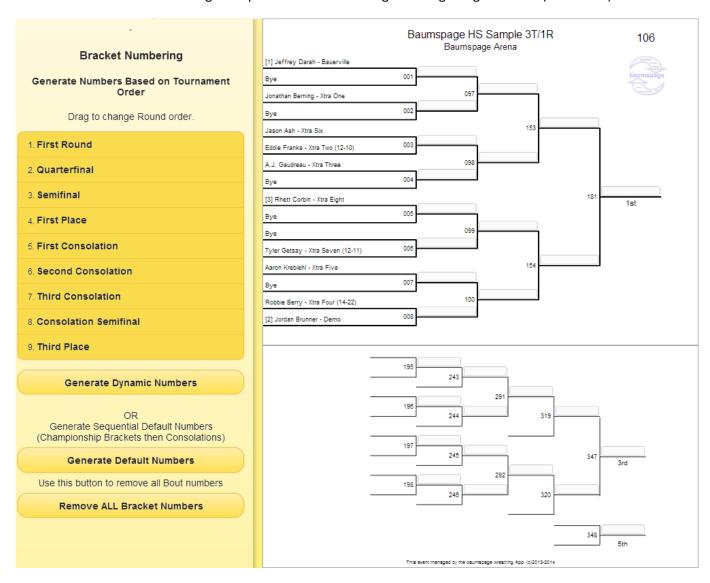


The Bracket Match numbers should be defined next. You have two choices for generating bout/match numbers, Default Numbering or Dynamic Numbering. Pressing the 'Generate Default Numbers' button will go through all of the Weight Class brackets and assign numbers sequentially by round, with all of the Championship brackets numbered first then all of the Consolation rounds & matches following.

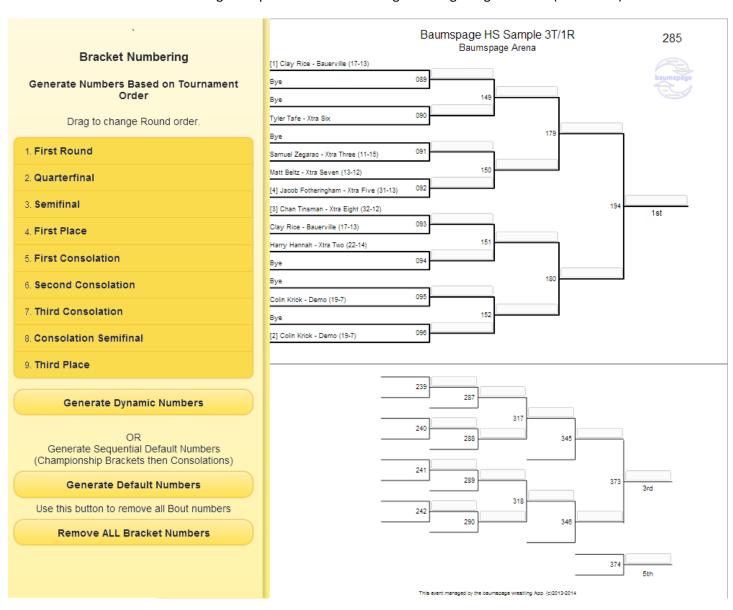
Pressing the Generate Default Number Button:



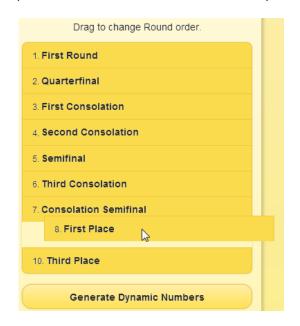
Default Numbering Example - Notice the starting & ending Weight Classes (106 & 285):



Default Numbering Example - Notice the starting & ending Weight Classes (106 & 285):

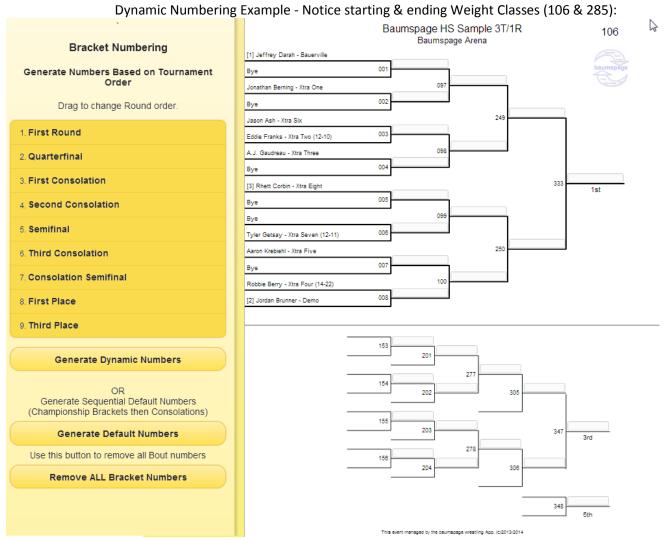


The Dynamic Numbering option allows you to generate Bout/Match numbers for the entire tournament sequentially based on how the order of your rounds during the tournament. To use this numbering, just drag the round list order to match your event and then click the 'Generate Dynamic Numbers' button.

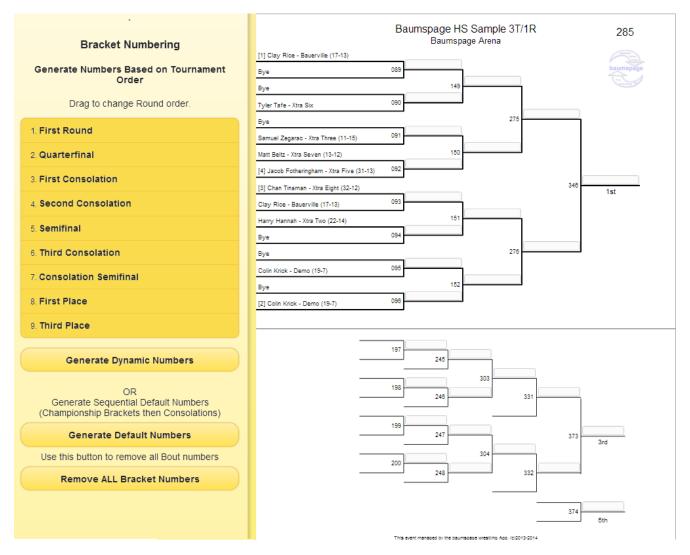


Press the Generate Dynamic Numbers button to set the bracket numbers according to the Round Order List:

Generate Dynamic Numbers



Dynamic Numbering Example - Notice starting & ending Weight Classes (106 & 285):



You can freely experiment with the different numbering options until you start scoring. (Bracket Numbering will eventually be locked out as you begin scoring, but for now you can change them at anytime, which could cause confusion if they are changed during an event so please be careful.)

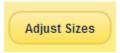
After the Bracket Numbering is complete, you can change other Bracket related features by using the other settings buttons. Pressing the Display Button:



Will show a list of options that you can use to define what data is shown on the bracket lines themselves.



Pressing the 'Adjust Sizes' button:



This will open a side panel that lets you adjust the physical size of the bracket lines and spacing between them. These setting are initially configured to optimal defaults and probably shouldn't be changed until you have a better understanding of how they will change the printable brackets.



After the Bracket Numbering is complete, you will use the Bracket Tab for entering the results and for scoring the entire event. Before we get into that, let's take a look at the 'Bout Sheets' tab.

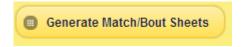
The 'Bout Sheets' tab



Clicking the 'Select Round' Button will pull up a pick-list of available rounds (notice that the order matches how you defined them earlier)



Select your round and press the 'Generate Match/Bout Sheets' Button.

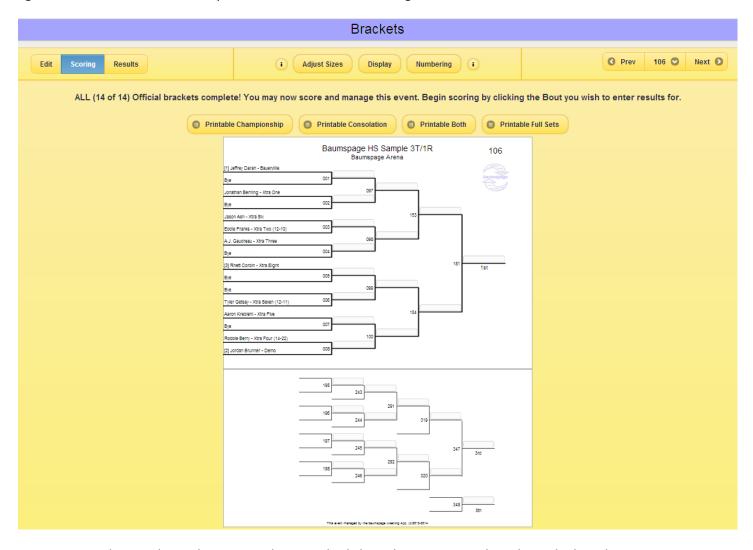


This will open a new tab and generate all of the Bout sheets for the selected round (see Next Page):

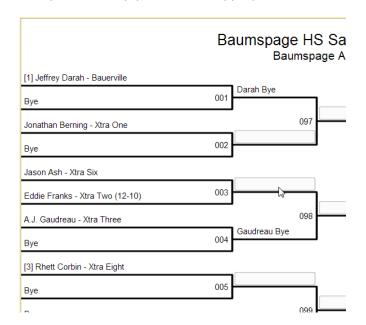
Jasor Xtra	n Ash Six		4 5 6 Eddie Franks Xtra Two				106- First	003	
Gre	en or Red		(Green or	Red				
							Ove	rtime	
						Ļ			
						Go	r R	G or R	
							Overtim	e Score	
							Overtim	6 00016	
						Comment	s		
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			0		L				
		Final Score		al Score		Fall Time		Official's Signat	ure
						:			

Entering Results and Scoring your Event

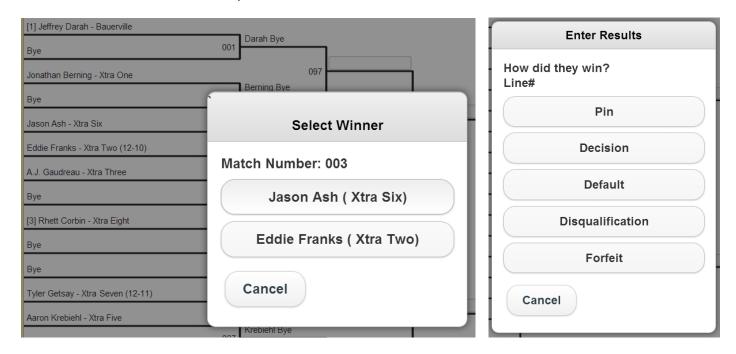
As completed Bout Sheets return from the match tables, you can begin to Enter Results and Score your event. You will again use the 'Brackets' tab, verify that the mode is set to 'Scoring':



You can enter the Match Results in any order. Simply click on the appropriate box above the bout line.



Then Select the winner and how they won the match:

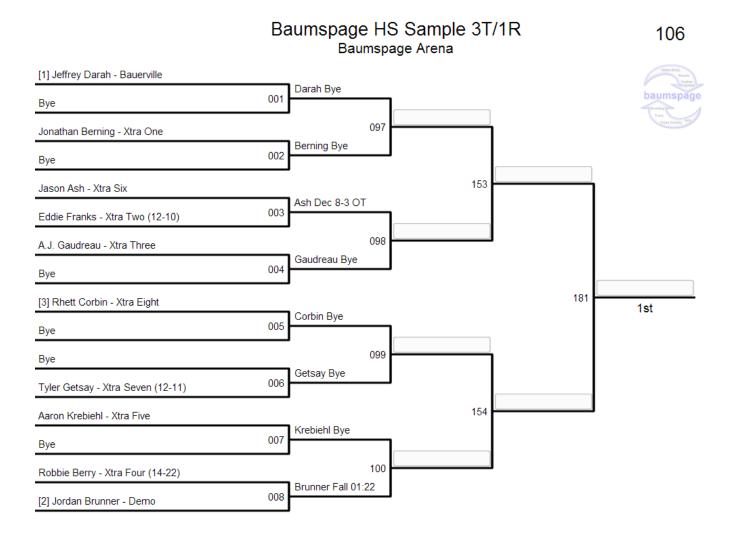


Enter the time if they won by Pin or the score if the match was won by decision:





If the match contains a Bye the Athlete will automatically be advanced when you press click the match box. This version does not automatically advance Bye matches; you must click on each match to advance the athlete:



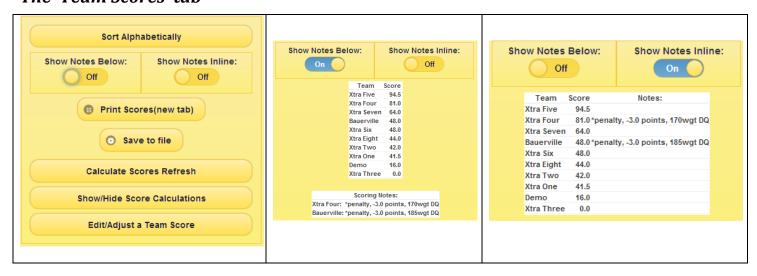
Notes about scoring:

Team Scores & Results Data are automatically generated as the matches are entered. At anytime you can look at the 'Team Scores' section or 'Generate Results' to see the data in 'real-time'.

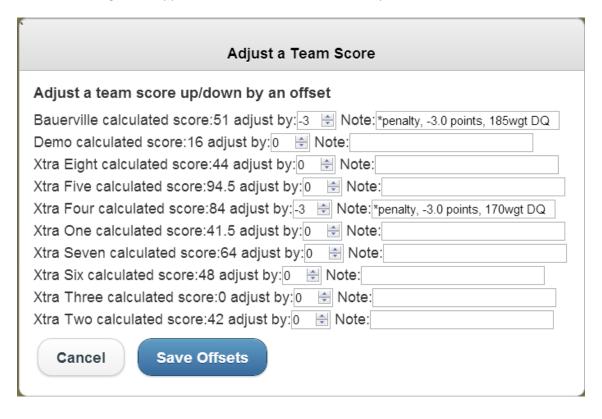
After scoring/entering results has begun, you should not change any Event settings (this will eventually be protected).

After scoring/entering results has begun, you should not renumber the brackets (this will eventually be protected).

The 'Team Scores' tab



Use the 'Edit/Adjust Team Score' Button to modify a team score. This is useful to modify a score if an athlete is disqualified. (or if something in the app doesn't calculate a score correctly - - it's still new).

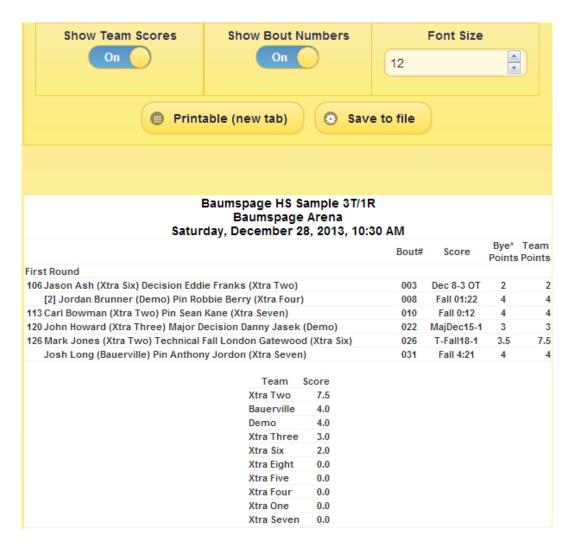


The 'Generate Results' tab

Drag List to Set Order, Select Rounds to Generate Results:							
	☐ First Place						
	☐ Third Pla	☐ Third Place					
	☐ Fifth Pla	се					
	Semifina	□ Semifinal					
	□ Consolation Semifinal						
	☐ Third Consolation						
	□ Quarterfinal						
	■ Second	Consolation					
	☐ First Co	nsolation					
	☐ First Round						
		List Options:					
Select All Cha	mpionships	Consos	Select	None	Reverse Lis	st	
Save List Order							
Show Team Scores	Sho	w Bout Numb	ers		Font Size		
Off		Off		12			
Printable (new tab) Save to file							

To Generate Results, click the checkbox next to the round(s) you want to display results for. You can also change the order that the results will display by dragging them up/down on the list.

You can Show Team Scores and/or list the Bout Numbers along with the data by turning these options Off or On. You may also change the Font Size to adjust your results to fit your page size & printer:



Use the 'Printable' button to generate the results in a New Tab for easy printing. Use the 'Save to File' buttons to create a results file that can be shared with others or uploaded to Baumspage:



Baumspage HS Sample 3T/1R Baumspage Arena Saturday, December 28, 2013, 10:30 AM

	Bout#	Score	Bye* Points	Team Points
First Round				
106 Jason Ash (Xtra Six) Decision Eddie Franks (Xtra Two)	003	Dec 8-3 OT	2	2
[2] Jordan Brunner (Demo) Pin Robbie Berry (Xtra Four)	800	Fall 01:22	4	4
113 Carl Bowman (Xtra Two) Pin Sean Kane (Xtra Seven)	010	Fall 0:12	4	4
120 John Howard (Xtra Three) Major Decision Danny Jasek (Demo)	022	MajDec15-1	3	3
126 Mark Jones (Xtra Two) Technical Fall London Gatewood (Xtra Six)	026	T-Fall18-1	3.5	7.5
Josh Long (Bauerville) Pin Anthony Jordon (Xtra Seven)	031	Fall 4:21	4	4

Team	Score
Xtra Two	7.5
Bauerville	4.0
Demo	4.0
Xtra Three	3.0
Xtra Six	2.0
Xtra Eight	0.0
Xtra Five	0.0
Xtra Four	0.0
Xtra One	0.0
Xtra Seven	0.0

The 'Manage Data' tab

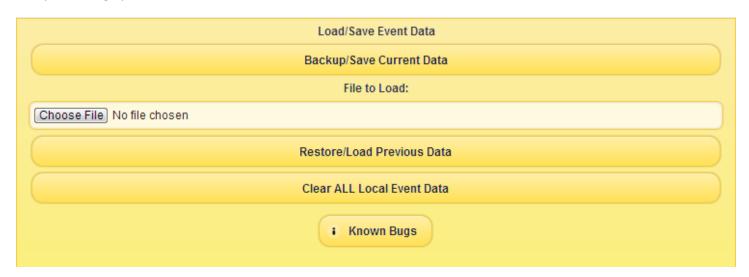
This tab will also be changing before the App goes 'Live':



For now, you can use this section to Make or Restore a backup of your event.

This is useful if you encounter a problem and need to send the data to Baumspage Support. We can use this data to create an exact duplicate of your problem to quickly find a solution.

You can also clear out ALL of the Local Data and force the page to start over from blank again. This is very useful when learning how to run an event using this app. Practice all you want and then simply start all over again, when you're ready to manage your event.



The 'Known Bugs/To Do List' button displays my on-going list of stuff I still need to work on or fix.

Browser Requirements:

This version runs under Google Chrome Only! This application has been extensively tested and verified under the browser Google Chrome (Version 31).

Support for other browsers may be available soon. Initial testing has been done with Mozilla Firefox V22. It is very close to fully functional but has at least one significant flaw.

Some testing has also been done with Internet Explorer, but it but experienced multiple failures.

The Baumspage Mobile Wrestling Manager App

Written By Toby Baumgartner

This application is dedicated to my father, Gary L. Baumgartner, the founder of baumspage.com and certainly the first person to *ever* write a computer program to manage wrestling tournaments. As a child of about 8-9 years old, I would "help" him by running the computer at wrestling tournaments. This was in the early 1980's, a time where personal computers were new and for many coaches this was the first computer they ever saw. As a teenager, I made an allowance by running tournaments myself. Much of his knowledge and some of the same core logic that he developed 30+ years ago have found its way into this application.

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