



AutoBracket Tournament Guidelines

We have been involved in bracketing club tournaments for the last several years. We have made some observations that we would like to share with you. Please read through these observations/recommendations as in the hope that this will spark some thoughts about what you can do to ensure the success of your tournament. Hopefully this will help you avoid some of the pitfalls and delays that we have witnessed as we have watched many clubs run their tournaments.

1. Before you even get started, PLAN AHEAD.

- a. Excessive walk-ins cause a lot of stress on the person doing the bracketing. The day of the tournament is not the time to be entering a lot of data. Walk-ins do not need to be eliminated completely, but taking steps to minimize the numbers of walk-ins will pay off. The easiest way to cut down on the number of walk-ins is to charge more for walk-ins.
- b. At the check-in table, make sure that the check-in cards used for walk-ins are distinctly different than pre-registered wrestlers. If you have AutoBracket print your check in cards, the walk-in cards will be the only ones that are hand written. This will help the person entering the data spot the walk-in cards at first glance.
- c. Set the timetable for your tournament in such a way that you have at least one hour between the closing of weigh-ins and wrestling time. This will ensure that you have enough time to review and adjust your brackets with out being pressured.

2. Collecting your data

- a. AutoBracket allows you to enter the following information for each wrestler. Some items are required, some are optional
 - Last Name - required
 - First Name - required
 - Club - required
 - Age – required if not using Date of Birth
 - Date of Birth – required if not using Age
 - Grade – optional if bracketing by Age
 - Years - optional
 - Wins - optional
 - Losses - optional
 - Weight - required
 - Comments - optional

3. Setting your preferences

- a. By default, the groups have generic names. (Group 1, Group 2, etc.) Renaming the groups to something more meaningful (1st & 2nd, 3rd & 4th, etc.) will eliminate confusion.
- b. Set up the groups before entering data.
- c. Review the preferences before creating the brackets. The preferences do control the way the brackets are created. Changing preferences after the brackets have been created does not automatically regenerate new brackets. You must Drop the brackets and re-bracket.



4. Entering your data

- a. If you are not using DOB, then each wrestler has to have an Age. If ages are unknown, the same age can be entered for each wrestler in the same grade. For example, all 6th graders could be entered as 12 years old, 5th graders could be entered as 11 years old, etc.
- b. If you are using Date of Birth, don't enter an age; AutoBracket will compute the exact age.
- c. Even if you are bracketing by age, AutoBracket expects to see a Grade for each wrestler. To keep things simple, just enter a "1" for each wrestler's grade.
- d. "Years of Experience" is optional. If not used, the default value is "0".
- e. "Wins" and "Losses" are optional. If not used, the default values are "0". If Wins and Losses are to be used, then you have to decide how to handle the entrant that did not submit a WL record. If left at 0 and 0, the wrestler's power rating will be artificially low. Entering a default value of your own would probably be a good thing to do. In this situation, I usually enter a WL record of 10-10. This record catches my attention when I am bracketing.
- f. If you are having weigh-ins, don't enter the weight that was mailed in with the registration. Enter the actual weight on the day of the tournament at weigh in. This gives you the ability to spot the entrant that has not weighed in yet because he will have a weight of "0".

5. Printing your check-in cards

- a. AutoBracket has the ability to create your check-in cards automatically, eliminating the need to hand write the cards.
- b. This should be done the night before the tournament.
- c. After your data has been entered into AutoBracket, you can simply use the Check-In Card report to print the cards for you.
- d. Use the same color of paper for your check in cards that you plan on using for each group's brackets.
- e. Be sure to print enough blank check-in cards to have at the check-in table.

6. Entering weights at weigh-in.

- a. Have your person that is running the scale check the cards for completeness. Tell him not to accept cards that are not complete.
- b. As the cards show up in the bracket room, simply find the entrant in the data, highlight the entrant, click the "Update" button and enter the weight and click the "Save Changes" button.



7. Bracketing

- a. Use the tools provided to make any adjustments necessary to the brackets.
- b. AutoBracket points out brackets with problems by color-coding them. Your goal is to fix the problem brackets where possible.
- c. Swap, move entrants or add byes as needed.
- d. AutoBracket will automatically adjust the brackets when it sees only two names, three names with a bye, four names, five and even 6 names.
 - Two names produces a “best two out of three” bracket.
 - Three names with or without a bye produces a 4 man Round Robin.
 - Four names produces a normal 4 man bracket. (Style is defined in preferences)
 - Five names with a bye and style set as Round Robin produces a 6 man Round Robin with a bye.
 - Six names and style set as Round Robin produces a 6 man Round Robin with a bye.

8. Printing

- a. I recommend using a different color of paper for each group.
- b. Immediately throw away any outdated reports so that they don't get mixed up with the new reports.
- c. Print the “Detailed Bracket Report” first. It is a good backup and a record of your bracketing.
- d. Print the “Team Score Sheet” next. This gives the coaches time to review the data before wrestling starts. Print 4 or 5 copies of this as the coaches really like this report.
- e. Print the “Brackets” third. Two or three sets will be needed.
- f. Print the “Score Sheets” last.