

COMPUTERIZED WRESTLING PROGRAM
Sectional Tournament Version
Written by: Gary L. Baumgartner
Revised: February 8, 2014

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The programs on this disk have been adapted for this tournament only and are write-protected. This software is to be used only as indicated below and all rights are reserved by Gary L. Baumgartner. Your use is restricted to the limitations and restrictions as follows.

Permitted Uses:

1. You may use this software for this tournament only.
2. You may copy the data to a backup disk as needed.

Prohibited Uses:

1. You may not distribute, rent, lease, or otherwise make available to others, either the software or documentation.
2. You may not modify, translate, adapt, disassemble, or create derivative works from this software.

The user agrees to use this program only for the tournament for which it is authorized and to return the disks and programs to Gary L. Baumgartner.

Questions and concerns should be directed to:

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Note: **sectour.exe** will be installed automatically into a folder **C:\SECTOUR**

- Double-click on the self-extracting zip file: **sectour.exe** and accept the default folder.
- To start the program, browse to **c:\sectour** and click on **autoexec.bat**
- To build a shortcut to **c:\sectour\autoexec.bat**
 - Make sure the mouse is somewhere in the desktop | Right Click | Click on to **New** | Click on **Shortcut** | Command line (either Browse to **c:\sectour\autoexec.bat** or type it | Click on **Next** | Type "**Sectional Tournament**" (Or whatever name you want!) then click on **Next** | Click on an Icon | Click on **Finish**
 - Test the shortcut to see if the program will run. | Hit **<Q>** to Quit the Program | Click on **X** to close the DOS Window/.
- If everything runs ok, set the properties to run Maximized and Close on Exit
 - Right Click on Properties | Program | **R**un | Scroll and choose Maximized | Click on the box for Close on **exit**.

Please note: The [Caps Lock] key must be on!
***In Windows XP and later it must be set manually!**

Printfil must be installed for this program to print.
Please test and make sure it is working properly!

Master Menu - Sectionals

<M> Manager Program (Coach/School)
<R> Read weight Classes
<C> Correct names
<T> Transfer names
<V> View brackets
<L> List bracket corrections
<S> Scoring Program
<P> Print Menu (Weigh-in & Blank brackets)
<K> Kill selected data files
<Z> Zip files and copy to A:
<E> Entry Program (Rosters, Seeds, Records, etc.)
<A> ASCII files for web and modem
<m> move Web Files to A:
<Q> Quit program

<M> runs Manager Program to edit and print Coach/School data.

<R> reads the data as fields on lines before it is transferred to the bracket.

<C> is used to correct data after the drawing and before the tournament starts! For a
Bye, type **"/"** for name and hit [Enter].

<T> must be used to transfer data to brackets before the scoring routine will work!

DO NOT USE <C> or <T> AFTER RESULTS ARE ENTERED ! DATA WILL BE LOST!

<V> to view brackets after transfer.

<L> to list bracket corrections after everyone checks-in.

<S> moves to the Scoring Program.

<P> gives Print menu for printing weigh-in sheets, brackets or corrections, and blank brackets or score sheets.

<K> is used to delete selected data files (Be careful in this routine!)

<Z> zip files and copies to ?: *(Used for backup!)

<E> Entry Program for Rosters, Seeds, etc. ***(Must used before drawing! Do not use after the pairings are completed!)**

<A> creates ASCII (text) files for web and modem (WEBPRE.TXT & MODEMPRE.TXT)

<m> moves pre-tournament files to A:

< / > There is one "hidden option on menu **"/"** to get to the Utilities Menu

• **Only used to restore/delete data, or set program parameters as needed!**

Entry Program (Sectional Pre-draw)

<E> Enter rosters
<R> Read rosters
<C> Correct rosters
<P> Print rosters or Sign-in sheets
<N> Nominations for seeds
<D> Draw brackets
<T> Transfer names to names with records
<K> Kill data files
< I > Individual entry grid ...<m> Move Grids/Seeds to a:
<M> Master Menu - Sectional

***Rosters, seeds, grades, records and the drawing are done through this menu. After everything transfers to the Master Menu files, this routine should not be used again!**

<E> is used to enter or correct rosters.

1. Scroll to the team or type the first letter and hit <Enter>.
2. Hit <F10> when done with team.
3. Hit <Esc> when all done with entering or correcting.

<P> is used to print information.

- <R> prints rosters of all team three across the page in alphabetical order.
- <S> for sign-in sheet with space for records.

<N> can be used to enter or print out seed nominee's records.

1. Enter wrestlers by team, supplying appropriate records.
2. After all teams nominees have been entered, print out the entire list by weight class.

<D> moves to the Drawing program.

1. Use only after all rosters have been entered and corrected.

<T> to transfer Names to Names and Record. ***Must use after entering rosters!**

<K> is used to kill data files if you need to start over.

1. **Use the first option Kill EVERYTHING and start over after practicing with this program.** Answer Y twice and type the word ERASE when prompted!
2. You can erase Seed Nomination and Roster Correction Files if you are finished with them or want to start over.
3. As a last resort during scoring, it may be easiest to erase a round of data completely using this option and then re-enter it.
4. If you choose this option, you will need to reset all team scores back to the beginning of the round!

< I > creates an Individual Entry Grid for a quick count of number of wrestlers by weight class

<M> Master Menu *(Post-draw)

Automatic Printer Codes:

The printer codes are set to automatically change an IBM Proprinter, (or Panasonic running in IBM Mode), an Epson, or Hewlett Packard from 10 to 12 cpi. If you have some other printer and things don't print right, we may be able to set the right codes. **When you start with drawing or scoring, the program will automatically change the Printer codes to 12 cpi!** Use <i> at the Scoring Menu to set codes for a particular printer. The setting will stay until you turn the printer off. The top of the screen should say IBM at 12 cpi or HP at 12 cpi, if that's the setting you've determined that works for your printer.

Convert Rosters Menu

<R> Read rosters (Names only)
<W> Read weight classes (After Drawing)
<T> Transfer names to names and records
<E> Enter records
<V> View records
<P> Place names and records on brackets.
<M> Menu for Entry Program

<R> reads rosters.

<W> reads weight classes after the drawing.

<T> transfers names only to a file with names and records.

1. **Must use <T>** to transfer names to this new file **first!**

<E> is used to enter or correct grades or records -- hit <Enter> until you get to one you need!

1. Select team and enter data from check-in corrected records sheet.

2. If you make errors either repeat entry or wait and fix it from <C> on Master Menu

<V> views names and records file.

<P> places names and records on the bracket data files.

1. Automatically runs after the drawing. Make sure all wrestlers have a grade and record!

2. **Must be used after you are totally done with the drawing and <E> above!**

<M> Menu for Entry Program.

Drawing 16DBL6 with 4 seeds - Sectional

<D> Draw brackets
 Bracket read or fix
<R> Read rosters
<C> Correct rosters
<K> Print blank bracket
<A> All pairings printed on one page
<M> Menu for Entry Program

Instructions for <D> - Drawing program:

<D> is used to seed and draw each weight class.

1. Type the appropriate weight and hit <Enter>.

2. Enter the number of the team for the seeded wrestlers and hit <Enter>.

3. Hit <Enter> if less than pre-designated number of seeds.

4. If seeds are correct hit "Y" and wait for bracket to appear.

5. If you want to give coaches a bracket without grades and records, hit "Y" for printer.

 reads back previously drawn brackets and allows for corrections prior to adding grades and records.

1. If a team only a changes a wrestler's name or spelling, select the line number, then type the abbreviation of the team and hit <Enter>.

2. Usually if there are lots of changes, or a seeded wrestler drops out, it is easier to choose to <D> to "draw" and let the computer draw again.

<R> is used to read the rosters.

<C> is used to correct rosters.

<K> will print a blank bracket

<M> will return Entry Menu *(After drawing, this option will load the Convert Rosters Menu!)

Scoring Program (for 16DBL6) - Sectional Menu

<M> Match sheets..... Bout labels
<E> Enter results
<R> Read results
<S> Score corrections
<P> Print brackets
<F> Fix errors in results
<N> Number advancing to next round
<A> Advance qualifiers to district
<D> District Qualifier Program (Print or correct)
<f> Form feed on printer
<i> Initialize printer codes
<Z> Zip data and copy to A:
<m> Master Menu
<Q> Quit program

<M> prints names directly on the Match Sheets..... prints bout card labels for next round.

1. Should be used after results from the previous round have been entered. There are 5 sets so you can always be ready for the next round. 106 to 120, 126 to 138, 145 to 160, 170 to 195, and 220 to 285.

<E> is used for entering Match Results.

1. Select the proper round and hit <Enter>.
2. The computer will display matches in order, advance wrestlers with byes, and calculate points accordingly.
3. Arrange match cards for each weight class in order before entering results.
4. To enter scores:
 - a. Press < or > to select right or left team and hit <Enter>. (**Actually {,} or {,}**)
 - **If Num Lock is set**, the 4 [←] and 6 [→] on the number pad can also be used.
 - b. If the win was a decision type the winner's score, hit <Enter> then the loser's score and <Enter>.
 - c. If the win was a Technical Fall the computer will catch it and score appropriately. Just type ## <Enter> # <Enter>
 - d. If it was a pin, hit <Enter> then type the pin time. Enter pin times with a zero in front of those under 60 seconds. Example: You may type either (012 or 0; 12) or (324 or 3; 24) and the computer will change to 0:12 or 3:24.
 - e. If **Default**, hit <Enter> then type **DE** and <Enter>.
 - f. If **Disqualification**, hit <Enter> then type **DQ** or **DI** and hit <Enter>.
 - g. If **Forfeit**, hit <Enter> then type **F0** and <Enter>.
 - h. **For an Overtime Tiebreaker, type winner score with .1 after it, then loser's scorer and hit <Enter>, <Enter>** (Example: Use 5.1, 5 for 5-5, etc.)
 - i. Be careful and double-check entries. If entries are correct, use the **"Y/N/O"** option. (**Q** for Overtime) (**If Num Lock is set**, the / can be used for "Y".)

<R> allows you to read the results of a round or team scores in order. **It is extremely important to print the results of each round when it is finished.** This is a double-check and serves as a backup, if you need to re-enter any data.

- <M> for match results in a given round.
1. Answer **"Y"** to add to modem file? Y/N? to create a Modem file.
 2. If you make two or more copies, only add to Modem files once for each round!
- <T> for team scores in order.
- <F> for final round printout with team scores Saturday night.
- <Z> will Zip everything and copy to A:
- <m> copies modem files to A: *(E-mail: **MODEM.TXT** for press and **MODEMWEB.TXT** or **MODEMWEB.HTM** for posting on a web page.)
- <K> Kills previous modem files so you can start over with an empty file
- < I > Isolates results by teams *(Shows where all team points were scored!)
- <S> will return to Scoring Menu
- <S> can be used to correct team scores at any time. This should only be necessary if you need to deduct team points.
- <C> corrects names on bracket after the tournament begins and results have been entered!
- <P> prints brackets as the tournament progresses. ***(See Print Bracket - Note below!)**
- <F> is used to fix results if you inadvertently make an error.
1. Choose the appropriate round, then the number of the match. If you don't want to count, just guess. If wrong guess higher or lower until you find it.
 2. Answer the questions as asked. All individual points and team scores are corrected automatically. Watch the screen to make sure the calculations are correct! The team score listed is what the score would have been at that time, so do worry about changing it! **The computer will calculate the correct score automatically.**
 3. When done on top of screen respond with "Y" for yes, then notice the team score being changed.
 4. **The winner and loser's spots on the bracket are corrected automatically!**
 5. When done hit <Enter>, then "N" for another file.
- <N> Counts the number advancing to the next round.
1. Sometimes the papers want to know how many from each team are in the Semifinals. After the Quarterfinals are done, select the Semifinal round and print if you wish.
 2. After the Saturday afternoon rounds are completed, you can use this to count the number in the Finals and Consolation Finals. (Some of the coaches appreciate this.)
- <A> Advances qualifiers to the export file after the 1st, 3rd, and 5th place matches are completed. **** Must use <A> to generate the export file and print Form ST-3!**
1. If there are corrections, wait until everything is all completed, then use <W> Wrestler Program for Qualifiers to make corrections and print corrected **Form ST-4**
- <W> runs Wrestler Program for Qualifiers (Sectional Manager Program last year!)
- <Z> will zip data and copy to A:

Print Bracket - Note

Under normal operation you will not see this menu because it asks for weight class!

1. Hit **<Enter>** when prompted "Enter weight class: "
2. Can be used as noted below.

Print Bracket (District 16DBL6) - Master Menu

- <P> Print Bracket
- Blank bracket for master
- <F> Finalist list for announcer
- <E> Enter results
- <S> Scoring Program

Fix Results File

To determine match number: Either use a copy of the Match Number Count or the Results File to find the number.

- The Match Number Count doesn't account for byes so you might have to play "high/low."
- You are actually correcting the data in the Results File!

Whatever results are fixed will be automatically corrected on the bracket. See instructions on next page.

Match Number Count

16 Wrestlers - Double Elimination - 6 Places

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	
Round	No	103	112	119	125	130	135	140	145	152	160	171	189	215	225	Total
1st Round	8	1	9	17	25	33	41	49	57	65	73	81	89	97	105	112
Quarterfinal	4	1	5	9	13	17	21	25	29	33	37	41	45	49	53	56
First Consolation	4	1	5	9	13	17	21	25	29	33	37	41	45	49	53	56
Second Consolation	4	1	5	9	13	17	21	25	29	33	37	41	45	49	53	56
Semifinal	2	1	3	5	7	9	11	13	15	17	19	21	23	25	27	28
Third Consolation	2	1	3	5	7	9	11	13	15	17	19	21	23	25	27	28
Consol Semifinal	2	1	3	5	7	9	11	13	15	17	19	21	23	25	27	28
5th Place	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	14
3rd Place	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	14
1st Place	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	14

Use this grid for counting the file number in the <F> fix errors in results.

If there are no byes, the numbers will match the bout sheet number plus the starting number. With byes, subtract a few, or guess (play high/low) till you find the correct match.

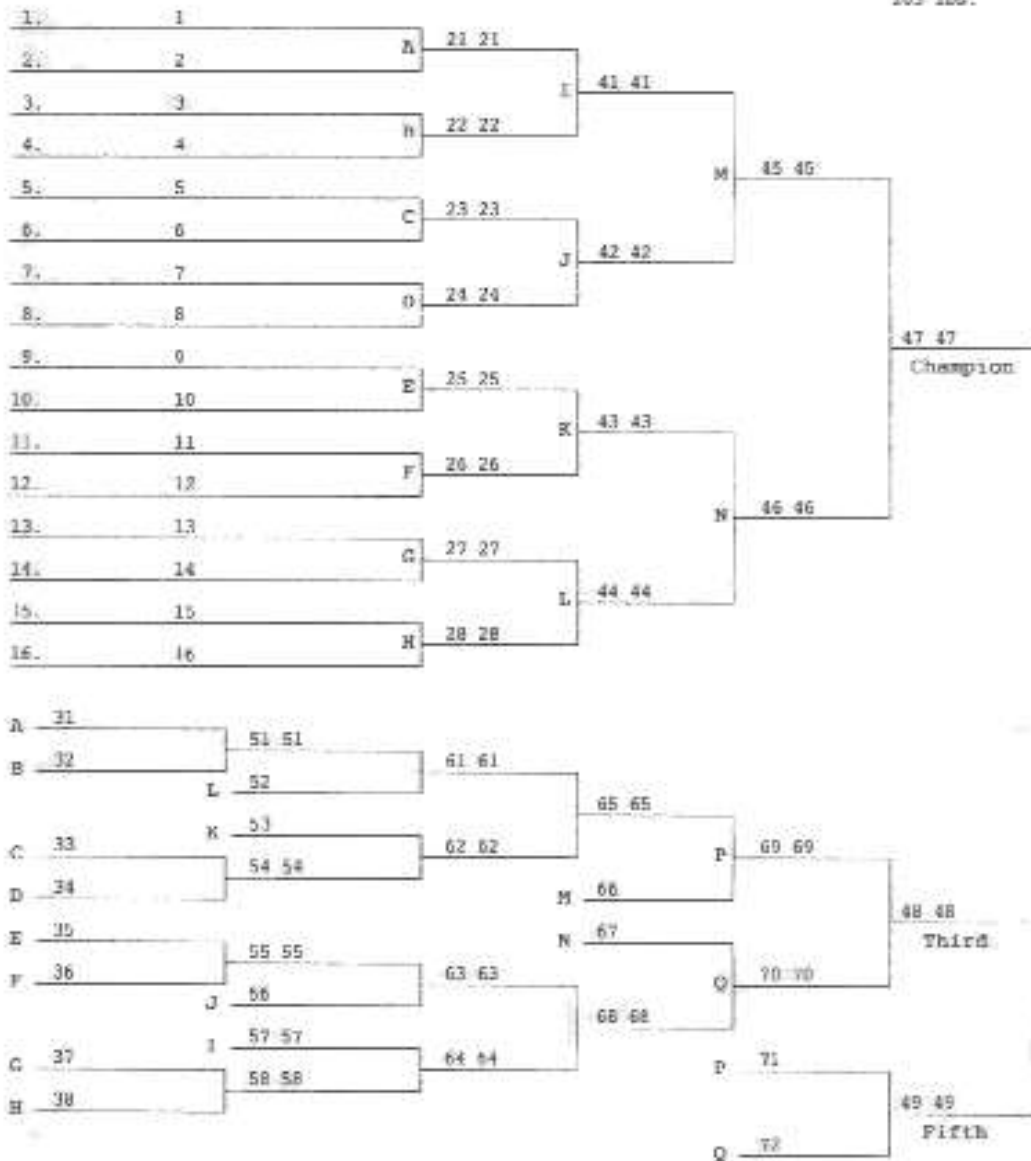
Match Results

FIRST ROUND	Feb. 19 - 20, 1999	Overtime*	Bye*	
		SCORE	PTS.	TOTAL
103	Alan Kog (Kirtland) dec. Kitt Allegra (Independence)	2-0	2.0	2.0
	Jim Kuchta (Streetsboro) dec. Stuart Jackson (Tuslaw)	4-0	2.0	2.0
	Jon Gondol (Jackson-Milton) over Justin Kelling (Northwestern)	TF15-0	3.5	3.5
	Jeff Greene (Cleveland C. C.) dec. Jason Miller (Beachwood)	7-0	2.0	2.0
	Dean Fazio (Manchester) pin Dave McCarthy (Rootstown)	3:12	4.0	4.0
	Bryan Crisp (Elyria Catholic) dec. Josh Horne (Grand Valley)	4-0	2.0	2.0
	Scott VerMerris (Hawken) dec. Joel Foote (Cuyahoga Heights)	3-0	2.0	2.0
	Mark Lewis (Dalton) dec. Craig McDivitt (Cardinal)	7-4	2.0	2.0
112	Josh Richards (Columbia) dec. Jason Rentz (Tuslaw)	12-0	3.0	3.0
	Joe Hada (Saints John & Paul) over Len Tardiff (Woodridge)	TF17-2	3.5	3.5
	Nick DiEgidio (Aurora) dec. Mike Dimagard (Richmond Heights)	5-0	2.0	2.0
	Zach Davis (Loudonville) dec. Drew Coen (Elyria Catholic)	5-0	2.0	2.0
	Chris Crosbie (Grand Valley) dec. Jason Mast (Cardinal)	8-0	3.0	3.0
	Michael Jordan (Independence) dec. Jason Gubura (Black River)	4-0	2.0	2.0
	Donny Pajestka (Cuyahoga Heights) dec. Eddie Stutz (Hillsdale)	8-0	3.0	3.0
	Eric Alder (Beachwood) dec. Adam Wytko (Jackson-Milton)	3-0	2.0	2.0

The correction routine will automatically correct the data and lines on the bracket!

2000 Milton-Union Division III Sectional Wrestling Championships

103 lbs.



Miscellaneous Suggestions

Before the Finals:

I usually print a completed set of brackets before the finals and copy them for each coach. Then after the finals are over, I use the <R> to read results and select <F> for final round results to print out a 1 page final copy for the coaches. All finals and consolation finals plus team scores fit on one page. Distribute those and you have no mailing necessary.

Be really careful entering results. Double check before saying entries are correct! You can always make corrections, but it's a lot easier if you don't have to.

Miscellaneous Information

Error Messages:

Most of the programs and routines are written in **BASIC** and there are 20+ programs and 80+ data files that interact with each other.

- These programs are write-protected and cannot be modified or display a listing!
- They have withstood the test of time and should function without problems.
- There is a built-in Error Handling Routine for program or printer problems.
 - The two most common errors, **Error 25** and **Error 27** are printer errors.
- The **printer is** either turned **off**, **not on-line**, or a **cable is loose**.
- Fix the printer and hit **<C>** to continue.
- The other errors are rare, so just hit **<C>** to continue.

If you get stuck in the wrong routine and have no way out!

- Hit **<Ctrl>-<Break>** to abort the program.
 - The only time you may need to "break out" of the program is if the printer is set wrong -- or you select the wrong round to enter results.
 - **Be careful - you may lose data because some files will not be closed!**
 - Take care of the problem and hit **<F9>** or type **RUN** to restart the program.

In the event an error message is encountered, mark down the message, hit **<C>** to continue and try again. Let me know what the problem was when you return the disks. If the problem persists or prevents you from finishing the program, call my cell phone number!

513-594-6154

Worst case scenario:

If you have an error while entering results for a weight class, you will have re-enter the results for that weight class. **(Can happen only if there is a power outage!)**

1. Use **<R>** to read results and verify the number of matches entered for the weight class.
 - Make a printout if there were a lot of matches entered.
2. Use **<S>** to set the teams that scored back to their score before the win.
3. You have two options from here:
 - A. Re-enter the results for that weight, then when you make the final printout for the round, cut and paste duplicates so each match is listed only once.
 - B. Delete the entire round and set all scores back to where they were at the start of that round!
4. If you make a backup after each round, you can just restore the data and re-enter results from the printout.
5. Make notes of any other errors, so I can make the changes in the Master Program!

For Check-in:

I would either use the weigh-in sheets or the check-in sheets when coaches check-in before the tournament. Have coaches check and confirm data on themselves and the wrestlers.

Make sure they sign the sheet in the appropriate box!

- If wrestler data is wrong, use **<C>** at the Master Menu to make corrections.
- If you make all changes before the tournament begins, records will automatically update throughout the tournament!
- **All qualifier data will export directly for the district tournament and if they qualify, it will update and transfer all the way to the State Tournament!**

Scoring Hotkeys and Shortcuts

<E> is used for entering Match Results.

1. Select the proper round and hit <Enter>.
 2. The computer will display matches in order, advance wrestlers with byes, and calculate points accordingly.
 3. Arrange match cards for each weight class in order before entering results.
 4. To enter scores:
 - a. Press < or > to select right or left team and hit <Enter>.
- **(Actually {,} or {.})**
 - **If Num Lock is set**, the 4 [←] and 6 [→] on the number pad can also be used.
 - b. If the win was a decision type the winner's score, hit <Enter> then the loser's score and <Enter>.
 - **Shortcut:** for a three digit score, type the three digits and hit <Enter>.
 - Example: **13 to 4** can be entered as **134<Enter>**.
 - **Shortcut:** for four digit score, type the four digits and hit <Enter>.
 - Example: **17 to 12** can be entered as **1712<Enter>**.
 - c. If the win was a Technical Fall the computer will catch it and score appropriately. Just type **## <Enter> # <Enter>**
 - d. If it was a pin, hit <Enter> then type the pin time. Enter pin times with a zero in front of those under 60 seconds. Example: You may type either (012 or 0;12) or (324 or 3;24) and the computer will change to 0:12 or 3:24.
 - e. If **Default**, hit <Enter> then type **DE** and <Enter>.
 - f. If **Disqualification**, hit <Enter> then type **DQ** or **DI** and hit <Enter>.
 - g. If **Forfeit**, hit <Enter> then type **F0** and <Enter>.
 - h. **For an Overtime Tiebreaker, type winner's score with .1 after it, then loser's score and hit <Enter>, <Enter>**
 - Example: **5.1<Enter>5** for **5-5** or **12.1<Enter>12** for **12-12**, etc.
 - i. Be careful and double-check entries. If entries are correct, use the "Y/N/O" option. (O for Overtime).
 - **If Num Lock is set**, the / can be used for "Y".
 - **For 6th match in 1 day, the wrestler with less than 5 matches, wins by forfeit. If both have wrestled 5 times, there is No Match! Type .01, <Enter>, <Enter>**

Be careful entering results. Double check before hitting "Y" to Are entries correct? Y/N? You can always make corrections, but it's a lot easier if you don't have to.

Error Messages: There is a built-in Error Handling Routine for program or printer problems.

- The two most common errors, **Error 25** and **Error 27** are printer errors.
- The **printer is** either turned **off**, **not on-line**, or a **cable is loose**.
- Fix the printer and hit <C> to continue.
- The other errors are rare, so just hit <C> to continue.

If you get stuck in the wrong routine and have no way out!

- Hit <Ctrl>-<Break> to abort the program.
- The only time you may need to "break out" of the program is if the printer is set wrong -- or you select the wrong round to enter results.
- **Be careful - you may lose data because some files will not be closed!**
- Take care of the problem and hit <F9> or type **RUN** to restart the program.