Baumspage Mobile Wrestling Manager Application
Pool Tournament 16/20 Manual
November 5, 2023

Mobile Wrestling Manager Application

Baumspage HS Sample

Baumspage Arena, Baumspage, OH

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Event Setup
Seeding & Drawing
Matches & Scoring
Team Scores
Generate Results
Manage Data

This application is designed as a mobile application that will run in most of the web browsers currently available. The application runs equally well on **PCs** in the **Windows environment** and on the **Macs**. At the present time, only **Google Chrome** has been **fully tested** and **will be supported**! If you don't have **Google Chrome** installed, download and install it from the **Google** web site: **https://www.google.com/chrome/**.

An **internet connection is required to download data prior to the start** of the tournament and **to upload results after the tournament**. If an internet connection is available during the tournament and the user is logged in to their account on **www.baumspage.com**; the application will automatically sync with the file server and upload backups to the server every five minutes. **Pools** and **Result**s can be posted with one click of the **Post to Baumspage Button**.

At the conclusion of the tournament after all results as verified, one click of the **Post Final Results to Baumspage** will upload all the data files. This will include **Completed Pools**, **Complete Individual Results, Team Scores**, **AP Style Results** (for the newspapers), and a **Complete Backup** of the tournament data.

If an **internet connection is not available** during the tournament, the **application will run** in the **browser's cache**. Make regular backups, copy data to a USB external drive, and post results from a different computer. When you connect after the tournament, log in and use the **Post Final Results to Baumspage** option.

The original **Mobile Application for Pool Tournaments was restricted to a maximum of 16 wrestlers per weight class. It was designed to maximize wrestling for each weight class with wrestlers restricted to the 5-match per day limit!** Five different pool formats were integrated dependent on the number of wrestlers in each weight class. Weights with 13 to 16 are set in **4x4** pools with semifinals and finals. Weights with 11 or 12 can be included in the **4x4** format or use either **4x3** or **3x4** pools. If **3x4** pools are used the 3 pool placers will advance to pools of 3 for 1st to 3rd, 4th to 6th, etc. If **4x3** pools are used the top 2 in each pool will be placed on a modified double-elimination bracket for 1st to 8th place and the bottom wrestler in each pool will be placed in a single elimination bracket for 9th place. Weights with 9 or 10 will be **2x5** pools with placers paired for finals. Weights with 7 or 8 will be **2x4** pools with options for either semifinal/finals or finals only. Weights with 6 or less will be complete **round robins**. ==Weight classes with more than 16 wrestlers MUST be reduced to a MAX of 16!== Decide which wrestlers can be deleted or moved up one weight class. You can set up non-scoring round robins or split weight classes.

With the NFHS and OHSAA rules now allowing 6 matches in one day, a **4 Pools of 5 format** is available. However, before using it, please note that **4x5 Pools will require 7 rounds** of wrestling. Make sure your facility, schedule, and officials can accommodate the extra wrestling. Changing the **MAX to 20** and adding **4x5 Pools** complicates the process and requires additional planning! Only add the **4x5 option** if the weight class has **more than 16 varsity wrestlers**!

Scoring is flexible. The round robins in each pool can be scored using tournament scoring with winners receiving 2, 3, 3.5, or 4 points or dual meet scoring with a range of 3, 4, 5, or 6. Place points will be awarded when earned and the final rounds will be scored using tournament scoring. Byes in pools can be scored as decisions or forfeits and automatically awarded for each bye or only awarded once if the wrestler wins at least one match in the pool.

One-day pool tournaments with 5 different formats require planning! The **2x5 and 3x4** or **4x3** formats require 6 physical rounds and the **4x4**, **2x4** with semifinals/finals or **1x6** round robins only require 5 rounds. **After 3 rounds in pools of four, pool placers advance to a final bracket or set of pools.** Be prepared to take a break after 3 rounds to allow time to generate and distribute the second set of pairings. ==There is no "best" solution. Most tournaments move all weight classes requiring 6 rounds to the start of the first three rounds. If only a few 6-round weights, they can be "worked in" either before or after the break depending on the 30 to 45 minutes between matches.==

The **4x5** format will require **7 total rounds** with **5 pool rounds** and plus a **semifinal/final**. You will need to start the first three rounds with those weight classes before the **2x5** and **4x3** weights. Do the same with round 4 and then let the flow of the tournament determine when/how you integrate the 5th and final rounds of those pools.

Summary of Using This Application:
- Please download and use **Google Chrome** to run this application:
- Although most features work in Internet Explorer, Mozilla Firefox, and Safari, at this time **only Google Chrome has been fully tested and will be supported**!
- You may use **Google Chrome** on either a PC using **Windows** or a **Mac**.
- You must enable pop-ups to print brackets! If warned about a pop-up blocker, select the radio button to **enable pop-ups on www.baumspage.com**.
- You only need internet access to download the data and post results. During the tournament, the application will use your browser's cache.
- Add a bookmark to the following link: **https://www.baumspage.com/wr/mobmgr/mobmgr.htm**
- There a six modules in the program. **One click expands** and **one click condenses** each module.
- Press the Information ⓘ keys for additional help. *See **Page 9** for details.

The basic steps to manage a pool tournament are as follows:
- Download the Online Entry data for your event.
- Verify the Event Settings. (Getting Started #5)
  - Define the number of places and bye scoring
- Print entry grid, rosters, check-in, and/or weigh-in sheets as needed.
- Seed and Draw Pools.
  - Print the pools for the program
- Print Bout Sheets and Match Lists.
  - Print the 1st three rounds of Match Lists for coaches (and program?)
  - Print the 1st round Bout Sheets
- Start the Tournament.
  - After wrestling begins, print the 2nd and 3rd round Bout Sheets.
- Enter the match results as the tournament progresses.
  - After three rounds of pools, break all ties and use Advance Winners to generate final round pools or brackets.
- Print out & display Pool & Results pages (and more bout sheets for each next round).
- Upload the final tournament Results and Pools to be posted on baumspage.com.

Getting Started:
1. You must be a registered baumspage event manager (or delegate) with permission to use this application.
2. To get started, log in to your account on **www.baumspage.com** and use **Managers | Wrestling | Data Downloads |** select your event |click **Get Event**
3. **Preview Seed Nominations Report** and then **Download TXT Seed Nominations**.
   a. Post a copy on the server and print a copy for the seed meeting/drawing.
   b. Make sure the seed order in the draw matches the final seed nomination order.

4. Select the radio button for **Pool Tournaments** and click the **Download to Event Manager** button. Click '**OK**' on the **WARNING!!!!**
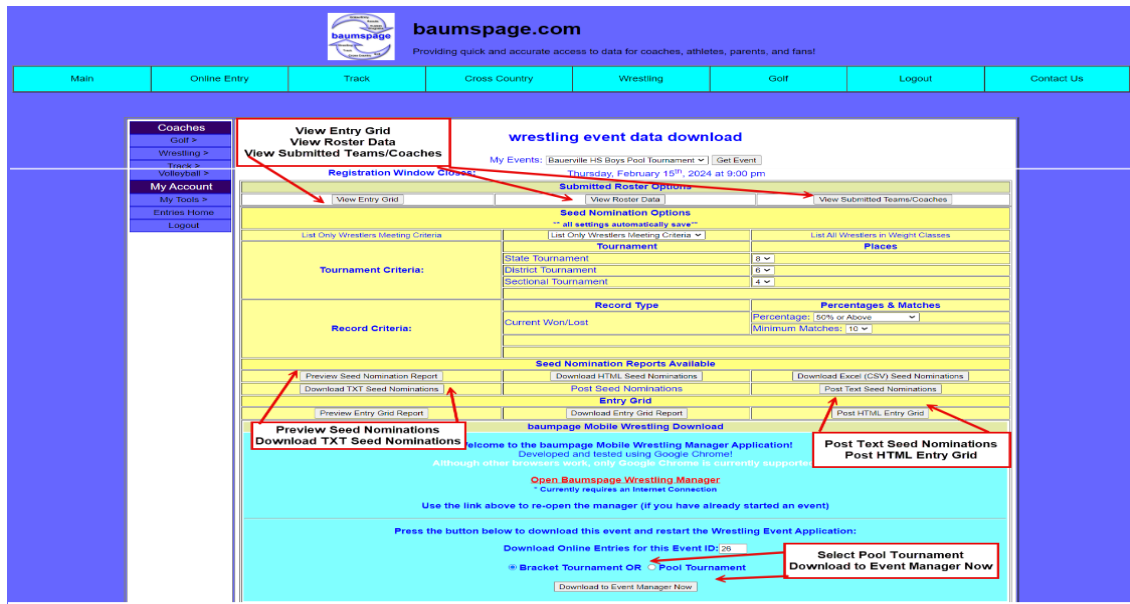
a. Your event data will be downloaded, and the **Mobile Manager Application** will load automatically.
b. You may see some text on your screen while the **Event Setup Wizard** loads

c. Set the **Maximum Number of Seeds** and **Number of Places Scored** | click **Next Step ->**
d. Review the team list and print whatever else is needed | click **Next Step ->** Review the team list and **Add a Team** or **Remove a Team** as necessary | click **Next Step ->**
e. Change the abbreviations as desired. Make sure they are all distinct. | click **Next Step ->**
5. Use **Event Setup | Adjust Scoring Options** to set scoring parameters
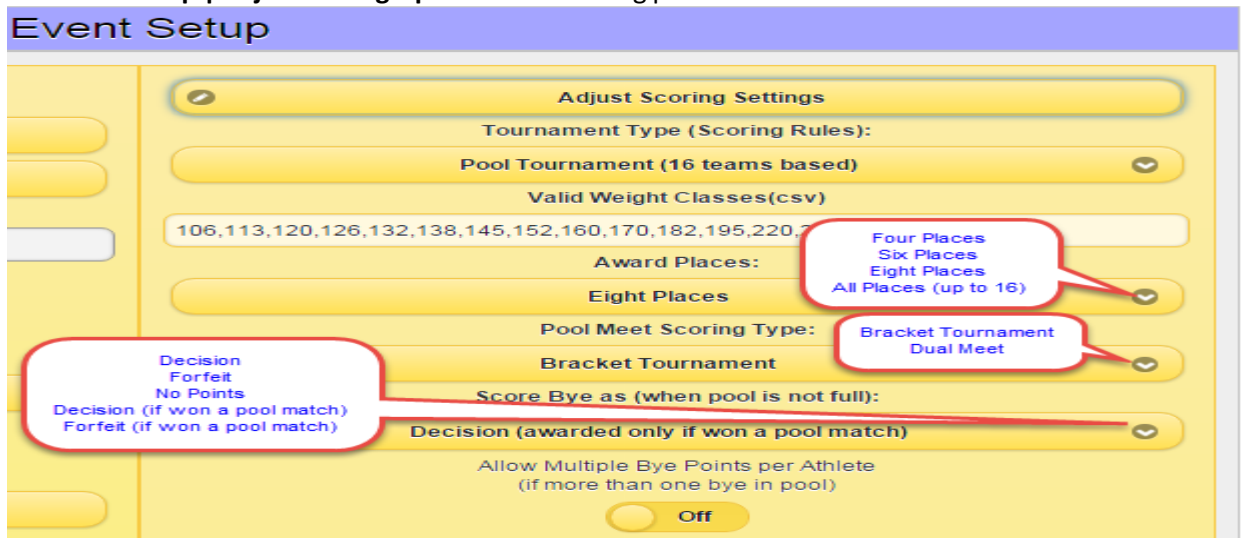
6. Use **Edit Teams/Rosters** on the **Event Setup** module and print documents as needed.

7. Use the **Seeding & Drawing** module to draw the brackets.

a. **Click to select** the wrestlers to be seeded on the left | **Drag** them into the correct order on the right | click **Submit Seeds and Draw** | review the draw and click **OK/Save** | **Repeat** for all weight classes.

b. When you finish the drawing, the **Matches & Scoring** module will load automatically.

8. On the **Matches & Scoring module**, select the options as desired.

a. Use **Advance Byes** or **Advance All Byes** if you want to advance the byes and are printing after weigh-ins.
b. Use **Print This Bracket** or **Print Full Bracket Set** as desired.
c. Use **Save Full Set to** generate HTML brackets and **Post Full Set to Baumspage** to post them directly to the server. ***You must have a live connection and be logged-in to your baumspage account!**

9. Use the **Bout Sheets & Match Lists** module to print Bout Sheets and other lists.

a. If **Show** is on, times will only be displayed if the Bout Sheets are printed within 45 minutes of the eligible time. *See info on Page 9.
b. Use the **Match Lists** to generate lists for the announcer or bout board staff. *See info on Page 9.

10. To enter results, use the **Matches & Results** module. The mode must be set to **Scoring Mode**.

a. Click on the box and select the winner. *See **Result Shortcuts/Hot Keys** info on Page 9
b. Select win type by clicking on the typ. For a pin use **"P"** or a decision use **"D"** as a hotkey.
c. Enter the score or pin time.
    1) For pin times, you can enter **3 digits with no colon** as a separator. *Ex: 316 will be saved as **3:16**
    2) For decisions, you can enter **3 or 4 digits** as the first score. The computer will separate as entered with the **first two digits** for the first score and either the **next one or two digits** for the second score.
       Examples: 146 will be saved as **14-6**, **2112** will be saved as **21-12**, and **075** will be saved as **7-5.**
    3) For **Overtime** click on the check box and select type**.**
d. To save, click on **Save [sp]** or use **[Spacebar]** or **[Enter] a**s the hot key
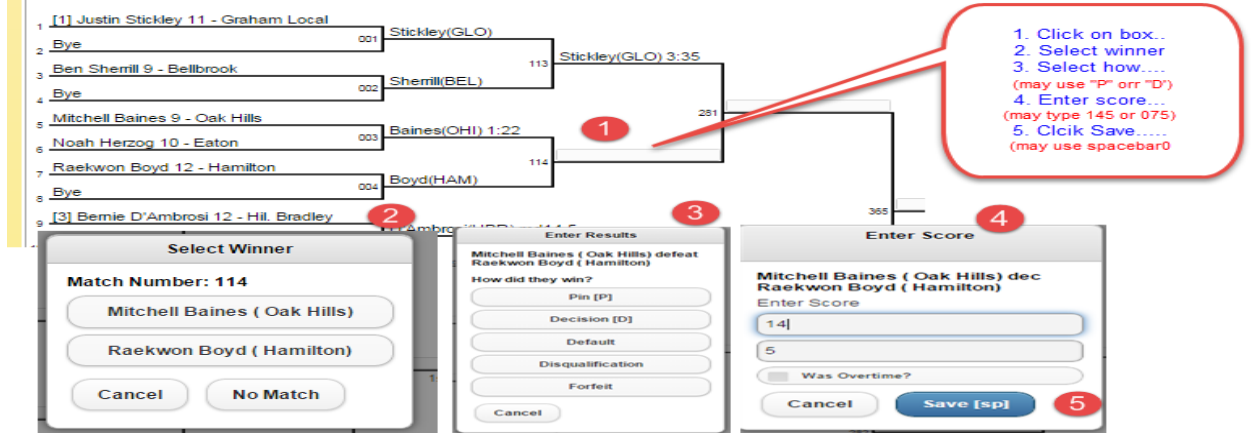
e. Correct results errors by re-entering results.
f. To correct names or other errors on the bracket, change the bracket mode to **Edit Mode** and click on the name/record to be changed and make the correction. It will need to be corrected every place it appears on the bracket.

10. Use the **Team Scores** module to adjust team points as needed.
    a. Select **Edit/Adjust a Team Score** to adjust the score and record a **Note**.
    b. Click **Save Offsets** to record the change.
11. Use **Generate Results** to select and generate whatever reports are needed. (See sample next page>)
    a. Use **Select All** and **Save List Order** to generate complete results.
    b. Click **Select None** and use the **checkboxes** to select only the rounds you want to print.
    c. Use **AP (Newspaper) Style** for the press. The file is formatted in paragraph format.
    d. During the finals use **Display Placers** to generate a list for the announcer or whoever is helping with awards
       1) Generate a partial list early so the awards can be presented as soon as possible after the last match
       2) After the last match, generate the complete list.
       3) Click **Generate Team Placer Report** for a summary by team
    e. For tournaments that recognize **Most Pins** or **Quick Pin Awards**, use **Find/Count Pins**.
    f. For whatever options are selected, the data will be displayed in the white space at the bottom.
       1) Use **Printable (new tab)** to print from a clean screen in a new window.
    g. Click **Save to file** to generate an HTML file for posting.
    h. Use the **Post Results to Baumspage** button to post the results to the server.
       1) *You must have a live connection and be logged in to your baumspage account.
       2) For posting results to the web, it is suggested that you post complete results with **Team Scores** at the top and not show the **Points Earned**. **Use Show Team Scores: Above** and **Points Earned**: Off.

i. At the end of the tournament after everything is verified, use the '**Is This Event Complete?**' **o**ption.

1) The **Complete Brackets** Complete **Individual Results**, **AP Style Results** (for the newspapers), a Complete **Backu**p of your tournament data, and the **Advancer File** (if appropriate) will be uploaded automatically.
2) ***You must have a live connection and be logged-in to your baumspage account!**

12. Use **Manage Data** to **Backup** and **Restore**

a. If you have internet access and are logged-in to your account on baumspage, the application will **Auto Sync to** the server and **upload a backup every 5 minutes**.

b. If you do not have an internet connection the application will run in the browser cache and will reload the current data whenever the application is started.

c. **Whether you have an internet connection or not, it recommended that you make backups on a regular basis.**

d. Click **Backup/Save Current Data**
1) Google Chrome will generate an arrow and display the file name in the lower left of the screen.
2) The backup will be named incrementally with a (1), (2), (3), etc. in the filename.

e. To **restore** from an earlier backup, click on **Choose File** and browse to your download folder.
1) Select the file and click **Restore/Load Previous Data.**
2) Click **OK** on the **Overwrite Event Data** pop-up warning

Mobile Wrestling Manager Application

Written by: Toby Baumgartner

This application is dedicated to my father, Gary L. Baumgartner, the founder of baumspage.com and one of the first persons 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 1980s, a time when 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 40+ years ago have found their way into this application.

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Miscellaneous Information and Shortcut Keys

Information Keys	Information Keys
Click the Info Icons for Help	Click the Info Icons for Help
Result Shortcuts/Hot Keys	**Bout Sheets & Match Lists**
You may "swipe" the brackets (with your mouse or touchscreen) to the left or right to change weight classes. You may also use the following keys [ ] to speed up data entry: [→] Right Arrow = Next Weight Class [←] Left Arrow = Prev Weight Class For Results use: [↑] Up Arrow = Top Athlete Won [↓] Down Arrow = Bottom Athlete Won [P] or [p] = Pin [D] or [d] = Decision [SpaceBar] or [Enter] to Save Results Decisions may be entered as a 3 or 4 digit code, for example enter '128' for 12-8, '053' for 5-3, or '1712' for 17-12.	Select a round and then generate printable match sheets. Note: Sheets will NOT be created for Bye macthes or any events where previous round data has not been entered.
Upload Final Results	**Eligible Times – 45 Minutes**
This uploads all final results & brackets to the baumspage server. You should only use this feature once (at the end the event) to finalize the data and app.	Eligible times will only be printed if sheets are generated within the 45 minutes between matches. If printing early or for the next day turn the 'Show' slider to 'Off'.