Baumspage Mobile Wrestling Manager Application
Bracket Tournament Quick-Start Guide
November 20, 2022

Baumspage HS Sample

Baumspage Arena, Baumspage, OH

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★ Wrestling Manager Manual   Wrestling Manager Quick-Start Guide ★

Event Setup
Seeding & Drawing
Bout Sheets & Match Lists
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** website: **https://www.google.com/chrome/**.

An **internet connection is required to download data before 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.   **Brackets** and **Result**s can be posted with one click of the **Post ALL 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 Brackets**, **Complete Individual Results**, **Team Scores**, **AP Style Results** (for the newspapers), a **Complete Backup** of the tournament data, and if the tournament is a qualifier for the district or state an **Advancer File of Qualifiers**.

If a **stable internet connection is available** during the tournament and the **user is logged-in**, results, brackets, and incremental backups will be uploaded every 5 minutes. Depending on the memory and processor speed of your computer, your internet connection, size of the tournament, some users may experience lag times while data is uploaded to the server.   If it becomes an issue, use **Manage Data | AutoSync Off.**

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.

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 are seven modules in the program. **One-click expands** and **one-click condenses** each module.
- Press the Information ⓘ keys for additional help.
- Check out and print the **Wrestling Manager Manual** for additional details and screenshots!

The basic steps to manage a tournament are as follows:

- Download the Online Entry data for your event.
- Verify the Event Settings.
- Print entry grid, rosters, check-in, and/or weigh-in sheets as needed.
- Seed and Draw Brackets.
- Print Bout/Match Sheets.
- Start the Tournament.
- Enter the match results as the tournament progresses.
- Printout & display Brackets & Results pages (and more bout sheets for each next round).
- Upload the final tournament Results and Brackets 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**. Print for the seed meeting.
4. From your Baumspage wrestling event page select **Bracket Tournament**, then 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 ->**
   e. Change the abbreviations as desired. Make sure they are all distinct. | click **Next Step ->**
   f. Use the **Event Setup** module to generate and print the files needed for check-in.
   g. Print the **Entry Grid** an**d Roster List.** Note: Extra wrestlers will not be included on those lists until they have been assigned to an extra team.
   h. If extra wrestlers are allowed use either the **Check-in/Corrections Sheets** or **Weigh-in (by Teams)** for check-in.
   i. If weighing in by weight class, use the **Check-in/Corrections Sheets** to make corrections on the computer.
      i. Right before weigh-ins begin, print the **Weigh-in (by Weight Class)** sheets.
5. Use **Event Setup | Edit Teams/Rosters** to correct names and weight classes.
   a. Select the team and make corrections as needed.
   b. If there are extra wrestlers permitted in the tournament, they will be listed with their team on the check-in or weigh-in sheets as **UNA-Wrestler Name.**
   c. Select the team in the dropdown and edit as needed. Click **Clear** to remove the varsity wrestler and **Rmv** to remove the extra wrestler. Click **Save Roster Changes**. Repeat for other teams.

      d.   When finished with all teams, click the Check Box for "**Team List & Rosters are corrected…**"

      e.   The click **Generate Extra Teams/Proceed to Seed & Draw Brackets**.

6.   After all the teams and rosters are corrected, use the **Seeding & Drawing** module to draw the brackets.

      a.   See manual for details.

      b.   **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.

          i.   If there are extra wrestlers in the weight class, you may need to **Swap Two Lines** to separate them from their teammates or balance the pools. Extras should be distributed similarly to byes.

          ii.   Click **Swap Two Wrestlers**, then the line of the first one, and finally the line of the second one.

          iii.   When finished click **End Swapping** and **OK /Save**. Repeat for all weight classes.

      c.   The **Modified Random Draw** will be used for **1-Day Tournaments with 10 wrestlers in the weight class**! *****See **Modified Random** explanation on Page 8.

      d.   When you finish the drawing, the **Matches & Scoring m**odule will load automatically

7.   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!**

      d.   Click **Display on Brackets** to select options for the **First Round Matches** and **All Other matches**.

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

      a.   Note: All bout sheets with wrestlers listed will be generated whenever **Bout Sheets** are generated. After they are displayed, right-click and select the pages that you need to print.

      b.   If printing before the round is completed, select **page 1-{whatever} *Ex: 1-32**}. When the rest of the round is ready, select **{whatever+1} - *Ex: 33-.** In Chrome, **use [Control] – F** to search for the weight class.

      c.   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 8.

      d.   Use the **Match Lists** to generate lists for the announcer or bout board staff. *See info on Page 8.

      e.   Use **Remaining Athletes (for selected rounds)** to generate a checklist for verifying 2nd-day weigh-ins.

9.   To enter results, use the **Matches & Scoring 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 8

      b.   Select win type by clicking on the appropriate type. For a pin use **"P"** or for 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 hotkey

      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…

    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. For **Sectional to District** or **District to State** transfer of qualifiers, select the number of advancers as requested by the district manager.

        1) If both tournaments are using the **Baumspage Wrestling Manager Application** the transfer will be automatic when you use the '**Is This Event Complete?'** option.

        2) For other programs, click the **Export File (TWT Format)** and attach the file to an e-mail to the district manager/computer designee.

    j. At the end of the tournament after everything is verified, use the '**Is This Event Complete?'** option.

        1) The **Complete Brackets**, **Complete Individual Results**, **AP Style Results** (for the newspapers), a Complete **Backup** of your tournament data, and the **Advancer File** (if appropriate) will be uploaded automatically.

        2) <mark>*You must have a live connection and be logged in to your baumspage account!</mark>

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 is recommended that you make backups regularly.**

    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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