Baumspage Mobile Wrestling Manager Application
Pool Tournament 16/20 Quick-Start Guide
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Baumspage HS Sample

Baumspage Arena, Baumspage, OH

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Wrestling Manager Manual ★   ★ Wrestling Manager Quick-Start Guide

Event Setup
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Written by Toby Baumgartner   For questions and support contact: (c)2014-2015 baumspage.com
Gary Baumgartner   gb@baumspage.com   513-594-6154   v11.30.15
Terry Young   terry@baumspage.com   740-517-0195

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 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 brackets, results, and incremental backups to the server every five minutes. **Pools** and **Results** can also 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 3_{rd}, 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 for **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 six 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 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, and 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!!!!**

Your event data will be downloaded, and the **Mobile Manager Application** will load automatically.

a. You may see some text on your screen while the **Event Setup Wizard** loads.

b. **Set maximum number of athletes per weight class**.
   i. The **default is 16**. Change the slider **to 20** if using **4 Pools of 5.**

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 ->**

5. Use **Event Setup | Adjust Seeding/Scoring Settings** to set scoring parameters. (See manual for details)

a. Change the **slider** if you need to change the **maximum number of athletes per weight class**.

b. Verify the number of **Award Places**: **Four, Six, Eight, or ALL**

c. Select and verify **Pool Meet Scoring Type**: **Bracket Tournament** or **Dual Meet**

d. Select and verify **Score Byes as (when pool is not full): Decision or Forfeit, No Points**, or **Decision or Forfeit** (Awarded only if the wrestler wins a match in his pool)

e. Use the slider bar On or Off to award multiple bye points if more than one bye in the pool.

6. On the **Event Setup** module generate and print the files needed for check-in. (See bottom right)

a. Print the **Entry Grid** and **Roster List.** Note: Extra wrestlers will not be included on those lists until they have been assigned to an extra team.

b. If extra wrestlers are allowed use **Check-in/Corrections Sheets** or **Weigh-in (by Teams)** for check-in.

c. If weighing in by weight class, use the **Check-in/Corrections Sheets** to make corrections on the computer.
   i. Immediately before weigh-ins begin, print the **Weigh-in (by Weight Class)** sheets.

7. 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**.

8. **Seeding & Drawing** module to draw the brackets.

a. See manual for details.

b. Unless you really want to change, just accept the default **Pool Format** for each weight class
   i. If **2x4** pools, the default is **to Semifinals**. The **to Finals** only give a final match for each place.
   ii. If 11 or 12 wrestlers, you can use **3x4**, **4x3**, or **4x4.** Be consistent and do all similar weights the same.
      1. 3x4 goes into 4 pools of 3 for finals while 4x3 goes the modified double elimination bracket.
         • **Most tournaments use the 4x3 because there are actually placement matches**
      2. **4x4** goes to a semifinal/final bracket.

c. **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 cell of the first one, and finally the cell of the second one.

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

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

    a. Click **Print Full Bracket Set** to generate for the coaches and program.

    b. If the **Preview** screen does not load, there will be a message about **Enabling Pop-Ups** in the upper right of the address bar

        i. You must select **Enable Pop-ups on Baumspage**!

        ii. Enabling Pop-ups only must be activated one time. Everything should work after enabling them!

    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!**

10. After the draw is finished, click **Bout Sheets** button to print **Bout Sheets** and **Match Lists**. (See manual for details)

    a. Print the first three rounds of **Match Lists** for the coaches and bullpen staff. (May use in the program too.)

    b. Print the first round of Bout Sheets and get ready to start the tournament.

    c. If **Show** is on, times will only be displayed if the Bout Sheets are printed within 45 minutes of the eligible time.

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

    a. Click on the cell or the winner and enter match results. Bye points will be added automatically to all teams when the first result in a round is entered.

    b. After the final round of the pools, break all ties by clicking on the cells of the tied wrestlers

    c. When finished click **Advance Winners** to set the final placers of the round robins or next round.

12. Use the **Team Scores** module to adjust team points as needed.

    a. Click **Show Bye Points Calc** to see points awarded

    b. Use **Edit/Adjust a Score** to record penalty points and make a note if desired.

13. Use **Manage Data** to **Backup** and **Restore** (See manual for details)

    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 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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