

Introduction

This document covers defining and running bracketed event in GMS 5 - single elimination, double elimination, or round robin format.

Bracketed events differ significantly from traditional events in GMS and have their own results entry, reports and heat sheets. A bracketed event consists of one or more tournaments, where each tournament is the set of matches for a single division. A tournament can be any number of matches, from just one match (single elimination with just two entrants) to dozens (round-robin with many entrants).

Getting Started

GMS 5.1 introduces the ability to run a bracketed competition for individual and team events.

Bracketing has to be enabled for each appropriate event. Enable it from the event's definition:

1. Right-click on the event and select "Define this event"
2. Check the "Enable bracketing" box
3. Save the event's definition

Note that the types of tournaments you'll use are set within the event itself, and an event may consist of many tournaments of different types. For example, you may use a round-robin format for the preliminary round, but single- or double-elimination for the final round.

Some features available in GMS events which are not available for bracketed events are: handicaps, external timing interfaces, lanes, place assignment rules, custom heat sheets, and the Auto-Division Wizard.

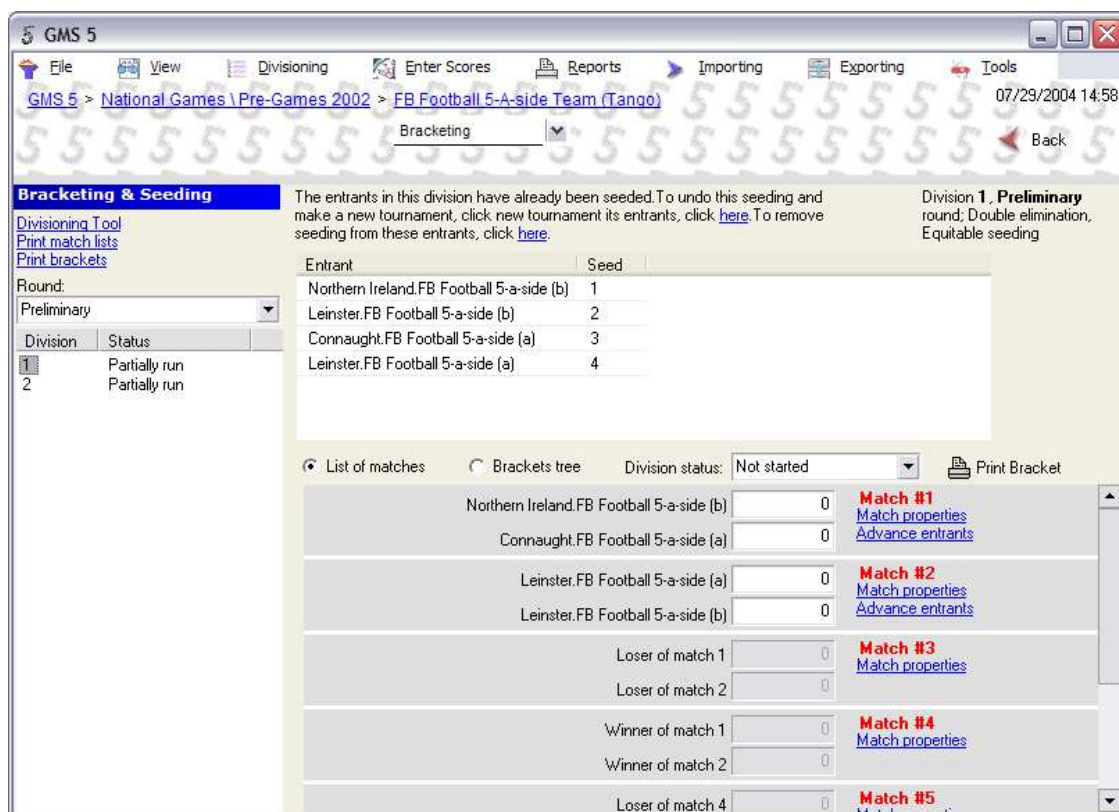


Illustration 1, Bracketing screen

Tournaments

To start setting up your tournaments, first you must division the event. If your event has more than one round, you only need to division a round just before you set up its tournaments (seeding the division).

To division, click on the “Divisioning Tool” link. This lets you assign divisions to entrants and run the appropriate divisioning reports. Once your divisioning is done, return to the “Bracketing” page to create your tournaments. (See the “Divisioning” document for details on the tools available for this process.)

Note: after tournaments have been created, changing the division of any entrant in a division whose tournament is created will result in that tournament's seeding, matches and results being deleted, since with different entrants it must be re-seeded and become a new tournament.

Seeded divisions will show the list of matches in that tournament, give a drop-down for setting that division's status (if scheduling is enabled), and let you edit the scores for each match.

Tournament Types

Single elimination – this is the simplest tournament format, requiring the minimum number of matches (for n events, there will be $n-1$ matches). In this format, a single loss eliminates an entrant from the tournament. Note that seeding is very important with this type of tournament.

Double elimination – seeding is important, but less critical than single-elimination, and every entrant is guaranteed at least two matches – an entrant who loses one match can still come back and win the tournament.

Round-robin – in this format, every entrant will play every other entrant exactly once, making seeding irrelevant. Since every entrant has played every other, the rankings at the end are accurate. It does require a tremendous number of matches, though.

Seeding rules

For both the single- and double-elimination formats, there are two types of seeding: advantage and equitable. In advantage seeding, the highest-ranked players compete against the lowest-ranked players, which makes it less likely that high-ranked players will be eliminated, but games tend to be lopsided and the highest-ranked entrants get far more advantage than the middle-ranked entrants.

With equitable seeding, the top entrants tend to play entrants equally below themselves. For example, with eight entrants, seed 1 would play seed 5, seed 2 plays seed 6, etc. The top teams all have about an equal advantage over the lower players.

Seeding a Division (Creating a Tournament)

To seed a division, first select the round, then click on the division in the left-hand corner. If it is not yet seeded, at the top you'll see a note: "Not seeded". Click on the link at the top "Click [here](#) to seed..." to start the Seeding Assignment Wizard. Click on [Next] to get the "Setup" screen.



Illustration 2, Seeding Assignment Wizard

Now select the type of tournament you'll run for this division -

- Single elimination, Advantage seeding
- Single elimination, Equitable seeding
- Double elimination, Advantage seeding
- Double elimination, Equitable seeding
- Round-robin (with a selection of count of playing areas)

Note: All tournament definitions in GMS 5 are taken from Organizing Successful Tournaments, Second Edition, by John Byl, © 1990.

Note: GMS does not support all types of tournaments – the types available depend on the number of entrants in the given division.

Click [Next] to get to the "Assign Seeding Order" screen.



Illustration 3, Assign Seeding Order

For some types of tournaments, like round-robin, seeding order is irrelevant. For others (especially single elimination) it is very important. Click on an entrant and use the up- and down-arrows at the right to move the entrant up or down in position, making the best team/entrant the number one seed, with the others in order below him/her. You can also right-click on the list for tools in helping you assign the seed order.



Illustration 4, Seeding order right-click

Click on [Next] to assign times and locations.

Seeding Assignment Wizard

Time and Locations
Assign a start date to all matches, and names to the generic locations in the tournament's definition:

Start date for all matches
06/19/2002

Location code	Location name
A	Main Gym

Seeding Assignment Wizard

Seeding division 2, Preliminary round

< Back Next > Finish Cancel

Illustration 5. Assign date and locations

Enter the start date for all matches in this tournament. If some matches will happen on other days, enter the first day here and then edit the date for the matches not on this date manually.

Then enter the name(s) for the locations to be used. If GMS knows that the matches will occur in a set number of locations, it will list them as location codes A, B, C, etc. Under “Location name”, enter the *real* name of that location; when GMS creates the matches it will put your text there instead of its own.

Click on [Next] to get to the “Finish” screen, then click on the [Finish] button.

You'll now see your division selected, with the entrants, their seeds, and all of the defined matches.

Matches

When a tournament is selected, you'll see the entrants within it and the matches which are part of it. Each match looks like this:

Connaught.FB Football 5-a-side (a)	<input type="text" value="11"/>	Match #6 Match properties Assign points
Munster.FB Football 5-a-side (b)	<input type="text" value="12"/>	

Here you see the entrants, places for their scores in this match, and links which let you change the match's properties (scheduling, location and scores) and to assign points.

“Assigning points” shows for round-robin events; “Advance entrants” shows for single- and double-elimination events. Both effectively do the same thing: they indicate that this match is complete, and give the entrants the appropriate number of points for winning/tying/losing (round-robin) or advance the entrants to the next matches (single- and double-elimination).

As you assign points or advance each match, GMS will either give the entrant his/her points for winning/losing, or put the entrant into the appropriate later matches and enable those matches for editing.

Note: Once you've advanced/assigned points to a match, you *can* un-advance/assign points, but doing so may clobber later matches in single-and double-elimination tournaments. GMS will warn you before you lose any data for those later matches.

Above the list of matches are some options -

List of matches
 Brackets tree
 Division status:
 Print Bracket

(Some of these may not be visible: “Brackets tree” and “Print Bracket” are not available for round-robin tournaments, and “Division status” is not available if scheduling is not turned on for this games.)

List of matches shows you the matches which form this tournament, and lets you edit them.

Brackets tree draws a picture of the matches and how entrants advance; e.g.:



Illustration 6, Sample Brackets tree

[Print Bracket] sends this picture to the printer, a PDF file, Excel file, HTML folder, or any other device that GMS supports.

Places

When working on the final round of competition, for all types of tournaments, GMS assigns places to each entrant as soon as the place is known.

In the example below, since the last two entrants have the same number of points, GMS doesn't know how to place them (this is a round-robin tournament).

Entrant	Seed	Points	Best place	Worst pl...	Place
Northern Ireland.FB Football 5-a-side (a)	1	0.00	4th place	4th place	4th
Connaught.FB Football 5-a-side (b)	2	2.00	3rd place	3rd place	3rd
Connaught.FB Football 5-a-side (a)	3	4.00	1st place	3rd place	
Munster.FB Football 5-a-side (b)	4	4.00	1st place	3rd place	

If the last match has been completed and GMS still cannot assign a place, to assign a DQ or other place, or if GMS' places are wrong for some reason, right-click on an entrant to get a popup menu like this and choose the appropriate place from the list.

Note: If you assign a place like "1st" or "3rd" to an entrant and then change the scores for any matches, GMS may overwrite your assignment. GMS will not overwrite a "DNS", "DQ", or other assignment unless you manually clear it.

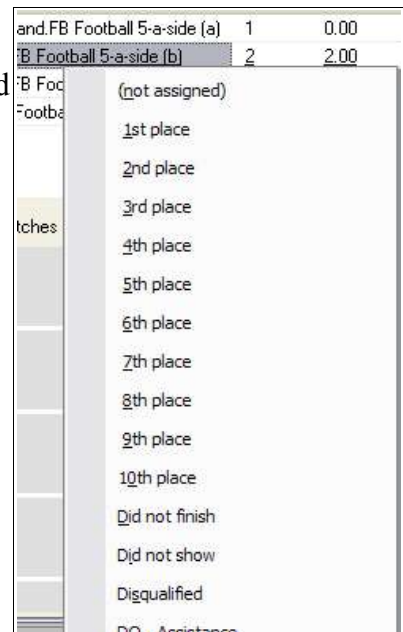


Illustration 7, Assign places

Reports

Bracketed events bring new reports: match lists and tournament brackets.

Match lists

Match lists are detailed lists of all matches in each tournament (optionally filtered to particular locations or times), with information on each entrant and scores.

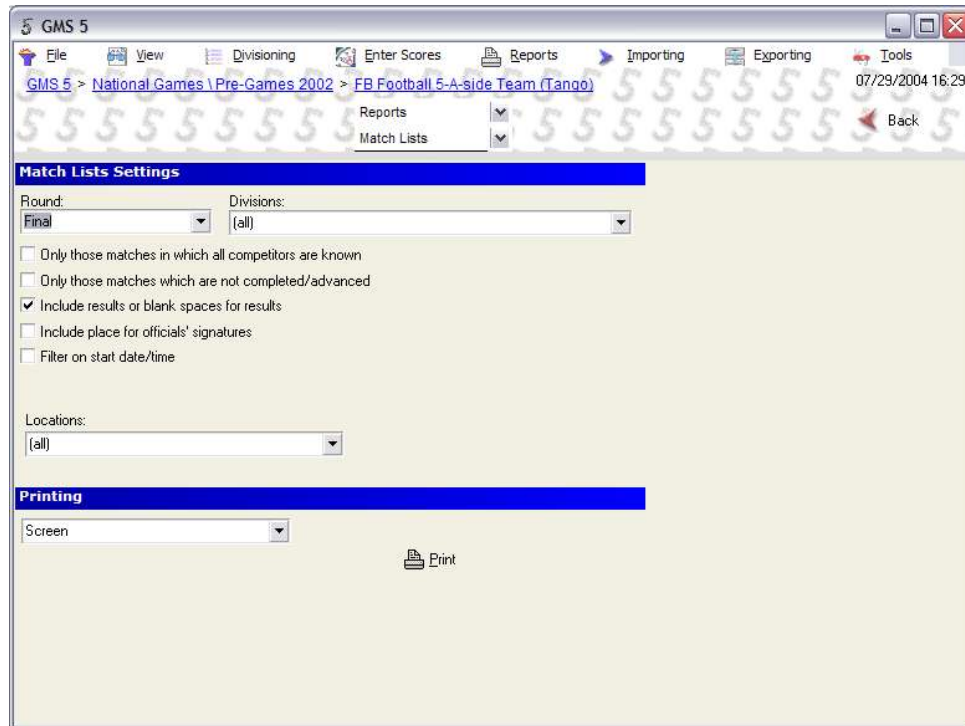


Illustration 8, Match lists

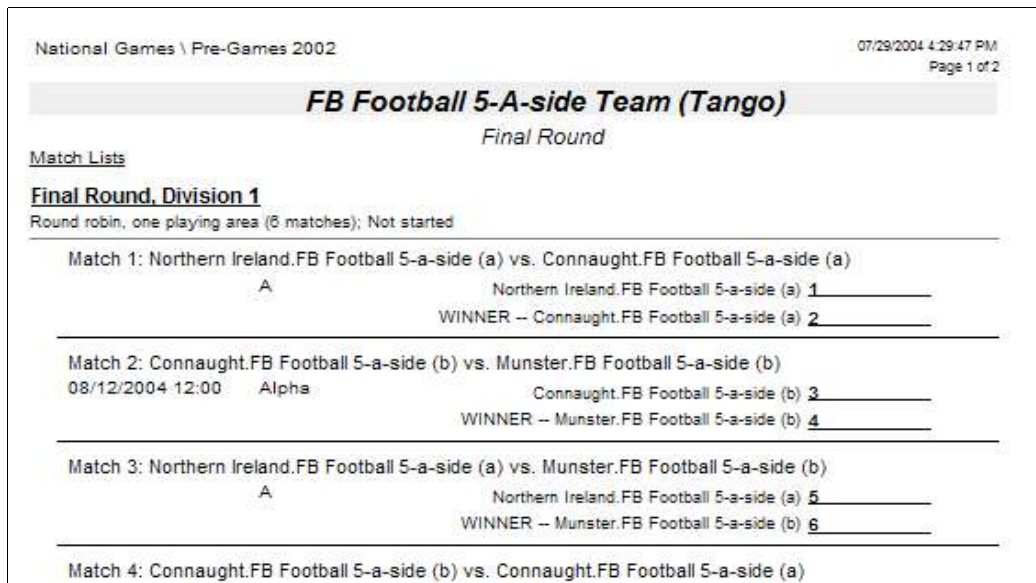


Illustration 9, Sample match lists

Tournament Brackets

Tournament brackets are a type of heat sheet, and can be selected from that form or independently. These brackets hold less information than the match lists but graphically show how entrants will advance from one match to another.

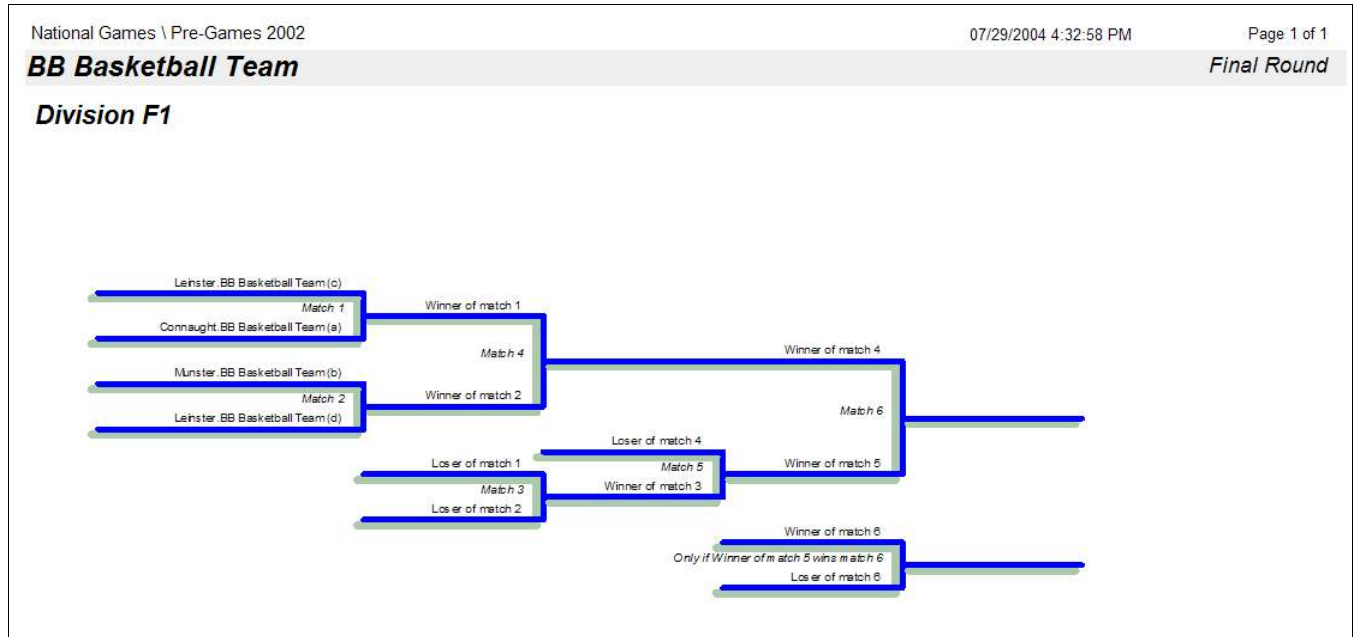


Illustration 10, Sample tournament bracket