

# NetFoos Statistics and Tournament Software Manual

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## Quick Start Guide

### Summary:

Before you create Tournaments on the NetFoos system, you must enter Players into the database. The next step is creating a Tournament followed by creating Events within the Tournament. *All Events are assigned to a specific Tournament.* For example, you may have a Tournament called "2006 Florida State Championships". Under this Tournament, you may have multiple Events such as: "Open Singles", "Open Doubles", "Rookie Singles", "Rookie Doubles", and so on. This is the case even if you have just one Event within the Tournament (see the "Adding Tournaments and Events" section below for more details).

Once your Players are entered into the database and you have created your Tournament and Events, the next step is creating the Chart and entering the Event Results. By following the Quick Start steps below and the onscreen instructions, you can get your first Tournament up and running quickly. For more detailed information see the specific section details that follow in this Manual.

NOTE: For historical data entry, simply follow the same steps below.

### Step 1: Add Players to the Database

- Click the [Add New Player](#) link in the left navigation menu and add the players that are playing in your Tournament that are not already in the Player Database.

### Step 2: Create a Tournament

- Click the [Add New Tournament](#) link in the left navigation menu and enter your Tournament details. NOTE: The NetFoos system works by creating a main Tournament, then assigning Events within the Tournament (see the "Adding Tournaments and Events" section below for more details) .

### Step 3: Create Event(s)

- After successfully creating your Tournament above, you will then see a summary of the Tournament (Tournament name, address, etc.). Below this information is a line that reads: "**Events** | [Add Event](#)". Click the "[Add Event](#)" link and enter your Event details.
- Repeat above for each Event within your Tournament.

### Step 4: Create the Initial Chart

- Click the [Edit Results](#) link listed under your desired Tournament in line with the Event name for which you wish to create the Initial Chart. NOTE: To see a list of all Events that you have already created, click the [Manage Tournaments](#) link in the left navigation menu.

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- Click the [Create Chart](#) link and either enter your Chart information using the default form or using one of the Random Chart Generator features. NOTE: The default form should be used for Historical data entry.

### **Step 5: Enter Event Results (Winners/Losers)**

- Click the Bracket for which you wish to enter data and select the winning teams (Recommended for Historical Data entry).

OR,

- Click the [Enter Tournament Director Admin](#) link near the bottom of the page to enter data by using the Tournament Director interface (Recommended for Live Tournament Data entry).

### **Step 6: Editing Data**

- To edit the Tournament or Event details, click the Tournament Name or Event Name links on the "Manage Tournaments" page.
- To edit Event Results, click the [Edit Results](#) link next to your desired Event on the "Manage Tournaments" page.
- To edit Players, click the Players Name on the "Manage Players" page.

### **Step 7: View the Statistics/Results**

- Visit <http://www.netfoos.com/accounts/stats.html> and select your location name to view your Results/Charts/Stats online. NOTE: The data is updated in real time as you enter data to the system.

## **Adding Players to the Database**

### **Quick Navigation (Starting From Left Navigation Menu):**

[Add New Player](#)

#### **Summary:**

*Before you create Tournaments on the NetFoos system, you must enter Players into the database. All players that are playing in an Event must be in the Player Database prior to creating the Charts for the Event -- If the player is not in the database, the player's name will not be available to add to the Tournament Events. In summary, the best practice is making sure your Player Database is up to date with all Players prior to creating any new Tournaments/Events.*

NOTE: The only required fields for Players are their First and Last Names (and Nick Name if two or more Players share the same First and Last Names). You can update the Player's information at any time.

Once you are familiar with the system, you should be able to add new Players to the database in a few seconds.

#### **Adding a New Player:**

- Click the [Add New Player](#) link in the left navigation menu.
- Complete the information on the page for the Player.
- Click the "Save Player" button to save the Player to the database.

#### **Editing a Player:**

- Click the [Manage Players](#) link in the left navigation menu.
- Click the Player's Name you wish to update.
- Update the information on the page for the Player.
- Click the "Save Player" button to save the Player's updated information to the database.

## **Adding Tournaments and Events**

### **Quick Navigation (Starting From Left Navigation Menu):**

Create Tournament  
[Add New Tournament](#)

Create Event  
[Manage Tournaments](#) > [Add Event](#)

### **Summary:**

*All Events are assigned to a specific Tournament.* For example, you may have a Tournament called "2006 Florida State Championships". Under this Tournament, you may have multiple Events such as: "Open Singles", "Open Doubles", "Rookie Singles", "Rookie Doubles", and so on.

A more basic example may be a simple weekly tournament at your local pub with one event, the "Friday Night DYP". This simple example would still need to follow the format as described above, however there would only be one Event listed for the Tournament. For example, you may name the Tournament, "Bob's Pub Friday Tournament", and the Event, "Friday Night DYP".

NOTE: In the "Bob's Pub" example above, even though the Tournament and/or Event names may be the same each week, you will need to create a new Tournament and Event each week as described below to fully utilize the Statistical features. However, you will find that the "Auto Fill" features of the system allow for quickly creating these each time you need to.

Once you are familiar with the system, you should be able to add new Tournaments and Events in just a few minutes.

### **Step 1 - Creating the Tournament:**

- Click the [Add New Tournament](#) link in the left navigation menu.
- Complete the information on the page for your Tournament. If this is your first time creating a Tournament you will not have any "Auto Fill Form with Template" choices available (these are based on any previously entered Tournaments). If you do have Auto Fill Templates available, use the pull down menu to select the template and click the "Auto Fill Form" button -- The Tournament data will be "auto filled" based on your selected Tournament and you can then edit any details about the Tournament if necessary.
- Click the "Save Tournament" button to save your Tournament... The next step will be entering your Event data. NOTE: You can go back and edit this information at any time, see the "Editing Tournaments and Events" section below.

### **Step 2 - Creating the Event(s):**

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- After successfully creating your Tournament above, you will then see a summary of the Tournament (Tournament name, address, etc.). Below this information is a line that reads: "**Events** | [Add Event](#)". Click the "[Add Event](#)" link.
- Complete the information on the page for your Event. If this is your first time creating an Event you will not have any "Select From Database" choices available for your Event Name -- Simply type your Event Name into the text box. If you do have "Select From Database" Event Names available, use the pull down menu to select the Event Name you wish to use. If there is not a desired name in the "Select From Database" pull down menu, simply type in the new Event Name into the text box.
- Select the desired Chart to use -- Pick a the smallest chart that will accommodate the number of players/teams you have for this Event. For example, if you have 9 teams, select the 16 team chart. For 8 teams, select the 8 team chart.
- Enter the prize money (if any) for the Event.
- Click the "Save Event" button to save your Event... The next step will be creating the Initial Chart for your Event. NOTE: You can go back and edit this information at any time, see the "Editing Data" section below.

## Creating the Initial Chart

### Quick Navigation (Starting From Left Navigation Menu):

[Manage Tournaments](#) > [Edit Results](#) > [Create Chart](#)

### Summary:

After successfully creating the Event in the previous section, you are now able to create the Initial Chart. Depending on the type of data you are entering (i.e. Historical Data or Live Tournament Data), you will have two options in Step 2 below.

### Step 1 - Creating the Initial Chart:

- Click the [Manage Tournaments](#) link in the left navigation menu.
- Click the [Edit Results](#) link listed under your desired Tournament in line with the Event name for which you wish to create the Initial Chart. NOTE: The background color of the [Edit Results](#) link indicates the Event's status: A green ([Edit Results](#)) background indicates the Event is active, a gray background indicates that all the Event Results have been entered.
- Click the [Create Chart](#) link, which will take you to the next step: "Populating the Initial Chart Data".

### Step 2 - Populating the Initial Chart Data:

- Option 1: Standard Data Entry (typically used for Historical data entry)
  - This is the default page shown after clicking the [Create Chart](#) link in the previous step.
  - Enter the Teams/Players as they would normally be entered into a standard paper chart. NOTE: The proper way to enter the teams is by entering them by the "Team Number" shown on this page in numerical order -- this will ensure Bye matches will be positioned properly.
  - Click "Create Chart" to save the chart.
- Option 2: Random Chart Creation Options (typically used for "Live" tournaments)
  - These options are shown at the top of the "Create Initial Chart" page displayed after clicking the [Create Chart](#) link in the previous step. The choices may include: [Generate Random DYP Chart](#), [Generate Random BYP Chart](#), and others.
  - Click on one of the "Random Chart Creation Options" listed at the top of the page and follow the onscreen instructions to create the Chart.

- After following the onscreen instructions, you will be returned to the "Create Initial Chart" page with the Chart Data automatically filled in. Review the data to make sure all looks correct and proceed to the step below to save your Chart.
- Click "Create Chart" to save the chart.
- Proceed to the next step "Enter Event Results"

## Enter Event Results (Winners/Losers)

### Quick Navigation (Starting From Left Navigation Menu):

Entering Historical Data  
[Manage Tournaments](#) > [Edit Results](#)

Entering Live Tournament Data  
[Manage Tournaments](#) > [Edit Results](#) > [Enter Tournament Director Admin](#)

### Summary:

After successfully creating the Initial Chart in the previous section, you will see a page with the various Brackets listed. From here you have two options depending on the type of data you are entering: Historical Data or Live Tournament Data. For Historical Data entry, it is recommended to use the default "Manage Event Results" page to enter data. For Live Tournament Data, it is recommended to use the "Tournament Director Admin". More details are listed below.

NOTE: Click the [View Chart](#), [View Progress](#) or [Alternating](#) links to view the real time Chart/Progress data -- These links open a separate window that you can use to display the data in real time (i.e. on a big screen, projection monitor, secondary monitor, etc.). The pages automatically refresh every 30-60 seconds.

### Option 1 - Entering Historical Data:

- Starting by clicking the first link on the "Manage Event Results" page, [Initial Bracket](#).
- On the subsequent page, select the winner(s) from the pull down menu in the right column. NOTE: If the pull down menus are listed as "Locked" or "Pending" see the onscreen "NOTE" regarding these Matches.
- After selecting all the winners, click the "Save Winner(s)" button to save the data.
- Repeat the steps above for the remaining Brackets in a "top to bottom" order based on the links on the page until you have entered all the Matches through the "Finals". For example, after entering the [Initial Bracket](#), the next Bracket to enter will be listed directly below it on the page.

### Option 2 - Entering Live Tournament Data (Tournament Director Admin):

- Click the [Enter Tournament Director Admin](#) link on the "Manage Event Results" page.
- On the subsequent page you will be displayed a list of Matches which are ready to be played.

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- Optionally, select a "Location" to assign the match to from the "Location" pull down menu and click the "Save Location" button. This location will be displayed on the [View Chart](#), [View Progress](#) or [Alternating](#) links described in the "Summary" portion of this section above.
- When you have a Winner for the Match, select the Winner from the "Winner" pull down menu and click the "Save Winner" button to save the data.
- Repeat the steps above for the remaining Matches. NOTE: The Matches that are available to be played will automatically be displayed in the "Tournament Director Admin".

## **Editing Data (Account/Players/Tournament/Events/Results)**

### **Quick Navigation (Starting From Left Navigation Menu):**

Editing Players

[Manage Players](#) > Click Player Name

Editing Tournament Details

[Manage Tournaments](#) > Click Tournament Name

Editing Event Details

[Manage Tournaments](#) > Click Event Name

Editing Event Results

[Manage Tournaments](#) > [Edit Results](#) > Click Event Name > Click Bracket

### **Summary:**

Editing data is similar to the initial data entry described in the sections above, simply follow any onscreen instructions to edit the various data sections. To delete any items, click the "Delete" link next to the item you wish to delete and follow the simple onscreen confirmation instructions.

NOTE: To avoid conflicts in the data structure, you are not able to edit Event Results in which the player(s) have played a subsequent Match. In this case you will need to Delete the subsequent Brackets to clear the "future conflicts". Once you have done that you will be able to make corrections to the Match. Basically, you can only edit Results for Matches in which the players have not played a subsequent Match.

NOTE 2: An alternative to deleting Brackets, as mentioned in the previous Note, is to manually change Winners back to "Select Winner" in the "Manage Event Results" Brackets. You can "back track" through the Brackets and reset any Match Results by using this option.

### **Online Help Links**

Visit the "NetFoos Help Links" web page below for links to the current Manual as well as the Online Help Forums.

[http://www.netfoos.com/help\\_links.shtml](http://www.netfoos.com/help_links.shtml)